



Instruction Booklet

U-8/U-10

Individual Competition

7th Asian Sudoku Championship 2026

Bangkok, Thailand

v2.0

Schedule

Round	Type	Time	Duration	Title	Total Score
1	Individual	09:00 – 09:30	30 mins	Direct Current	300
2	Individual	09:40 – 10:25	45 mins	Alternating Current	450
3	Individual	10:35 – 11:20	45 mins	AND	450
4	Individual	11:30 – 12:15	45 mins	OR	450
Lunch					
5	Individual	13:30 – 14:15	45 mins	NOT	450
6	Individual	14:25 – 15:15	50 mins	Circuit Boards	500
7	Team	15:35 – 16:05	30 mins	Loy Krathong	1200
8	Team	16:30 – 17:30	60 mins	Elephant Park	2400
Break					
		19:00 – 20:30		Dinner and closing ceremony	

Competition Rules

Individual Competition

The individual competition is based on 6 rounds. The sum of scores from these rounds will determine the individual ranking of the 7th Asian Sudoku Championship. Points will be awarded only for correctly solved puzzles. If a player finishes all puzzles correctly, a bonus of 10 points per minute will be awarded for each full minute saved. If a single “minor” error (defined as no more than two incorrectly filled cells) is present in a round submitted for bonus, a bonus of 6 points per minute will be awarded for each full minute saved. In case of ties, rankings will be determined by scores in round 2, then 1, 3, 4, 5 and 6.

Team Competition

The team competition is based on 2 rounds. The sum of scores from these rounds will determine the team ranking of the 7th Asian Sudoku Championship. If a player finishes all puzzles correctly, a bonus of 40 points per minute will be awarded for each full minute saved. If a single “minor” error (defined as no more than two incorrectly filled cells) is present in a round submitted for bonus, a bonus of 24 points per minute will be awarded for each full minute saved. In case of ties, rankings will be determined by scores in round 7, then 8.

Competition Hall Rules

1. All competitors in both individual and team competitions have to sit at their pre-allocated desks.
2. Competitors must ensure they are at their desks ready for the start of the round. Late arrivals may not be permitted to enter the competition hall to take part in a round (at the discretion of the organizers).
3. Prior to the start of each round, competitors should clearly write their name and team on the front page of their competition booklet in the allocated space. If this information is not complete, then the organizers reserve the right not to award any points to that competitor for that round.
4. Competitors must not open their booklets before the official start of the round. Only when the signal for the start of the round has been given, competitors may open their booklets and begin solving the puzzles.
5. During each individual round, competitors must keep silent, unless declaring completion of a round.
6. Puzzles can be completed in any order within a round. The point value of a puzzle is an indication of its expected difficulty, although individual solving experience

may differ. The difficulty of an example puzzle does not necessarily reflect the difficulty of the corresponding competition puzzle.

7. The official puzzle booklets will not contain puzzle examples. Competitors are allowed (and encouraged) to bring the Instruction Booklet to their desk as it contains examples for almost every puzzle which will be part of the championship.
8. When a competitor believes that there is a problem with a puzzle, they must clearly state that puzzle is wrong by writing "Wrong puzzle" next to it. The competitor must not notify the organizers during the round. This will be investigated upon completion of the round.
9. To declare a round complete, a competitor must close their booklet, clearly state "finished" and raise their arm with the booklet. The competitor's arm must be raised until the booklet is collected. The same rules apply for the team competition.
10. Competitors or teams who complete a round with more than five minutes in advance, are allowed to leave the competition hall quietly. However, competitors or teams who complete a round with five minutes or less left are not allowed to leave their desks as to not disrupt fellow competitors.
11. If a competitor leaves the competition hall for any reason, they may not be allowed to continue in that round (at the discretion of the organizers).
12. When the signal is given that the round is finished, competitors must immediately stop solving, close their booklets, put their pens or pencils down and remain seated until all booklets have been collected. The signal to get up and leave will be given by the supervisor.
13. Mobile phones and electronic devices are not permitted to use in the competition hall. The devices have to be turned off and must not be placed on the competitor's desk.
14. Only official observers and guests equipped with a name tag are allowed to enter the competition hall while either individual or team rounds are taking place. Other non-competing participants may enter the competition hall at the discretion of the organizers.
15. Competitors may not use cameras or other recording devices during rounds. Only official observers and guests may do so, at the discretion of the organizers. They have to respect the competitors and not use flash photography or cameras with excessive sounds.

Permitted Items

1. Permitted items are pens and pencils (except for red pens), pencil sharpeners, erasers, rulers, and instruction booklets annotated with notes regarding puzzle instructions.
2. Drinks and snacks are permitted as long as they do not disturb other competitors with a strong smell or rustling packet.
3. It is strictly forbidden to use electronic devices such as music players and headphones or any type of calculator. Use of such equipment may lead to the disqualification of the competitor.
4. Any other items brought into the hall must be kept in a bag on the floor and placed under the competitor's desk.

Marking and Protest

1. When a round has been evaluated, fully marked booklets are returned to each competitor and teams.
2. In case of protests, after a booklet has been evaluated and returned, the protest must be raised to the organizers in the specified time. The booklet will be left with the organizers for investigation.
3. Papers may be photographed during the marking to prevent subsequent alterations.
4. The decision of the 7th Asian Sudoku Competition director (Sinchai Jaturangkhajit) is final.

Credits

Puzzles and examples of the 7th Asian Sudoku Competition are written by Sakulbuth Ekvittayaniphon, Sinchai Jaturangkhajit, Tawan Sunathvanichkul and Tana Wattanawaroon. We would like to thank the test solvers: Tom Collyer, Tantan Dai, Matúš Demiger and Tiit Vunk.

Some puzzle rules in this Instruction Booklet are borrowed from past World Sudoku Championships.

The 7th Asian Sudoku Competition director has a degree in Electrical Engineering but never had the opportunity to use that knowledge in his current field of work. The occasion has finally come as we were planning the theme of the Individual Competition.

Round 1: Direct Current

09:00–09:30

300 points

30 mins

- 1.1 6 × 6 Classic Sudoku 30 points
- 1.2 6 × 6 Classic Sudoku 30 points
- 1.3 6 × 6 Classic Sudoku 60 points

- 1.4 9 × 9 Classic Sudoku 70 points
- 1.5 9 × 9 Classic Sudoku 70 points
- 1.6 6 × 6 Irregular Sudoku 40 points

This round consists of Classic Sudokus followed by some Irregular Sudokus.

1.1 – 1.3 6 × 6 Classic Sudoku 30 + 30 + 60 points

Fill each empty cell with numbers from 1 to 6 so that each row, column, and outlined 2 × 3 box contains each number from 1 to 6 exactly once.

	4	6			
2			3		
4			6	1	
	6	5			4
		4			3
			4	5	

3	4	6	5	2	1
2	5	1	3	4	6
4	3	2	6	1	5
1	6	5	2	3	4
5	2	4	1	6	3
6	1	3	4	5	2

1.4 – 1.5 9 × 9 Classic Sudoku 70 + 70 points

Fill each empty cell with numbers from 1 to 9 so that each row, column, and outlined 3 × 3 box contains each number from 1 to 9 exactly once.

1	3			7	2			
		2	4			8	3	
4				3	5			9
	1	5				4	6	
7			2	6				5
	6	8			3	7		
			7	9			4	8
5	9				8	1		
		6	1				9	2

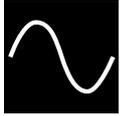
1	3	9	8	7	2	6	5	4
6	5	2	4	1	9	8	3	7
4	8	7	6	3	5	2	1	9
2	1	5	9	8	7	4	6	3
7	4	3	2	6	1	9	8	5
9	6	8	5	4	3	7	2	1
3	2	1	7	9	6	5	4	8
5	9	4	3	2	8	1	7	6
8	7	6	1	5	4	3	9	2

1.6 6 × 6 Irregular Sudoku**40 points**

Fill each empty cell with numbers from 1 to 6 so that each row, column, and outlined region contains each number from 1 to 6 exactly once.

		3	4		
	2			5	
1					6
		2	1		
	4			3	
3					4

5	6	3	4	1	2
4	2	1	6	5	3
1	5	4	3	2	6
6	3	2	1	4	5
2	4	6	5	3	1
3	1	5	2	6	4



Round 2: Alternating Current

450 points

09:40–10:25

45 mins

2.1	6 × 6 Classic Sudoku	15 points	2.7	6 × 6 Fortress Sudoku	50 points
2.2	6 × 6 Classic Sudoku	15 points	2.8	6 × 6 Arrow Sudoku	55 points
2.3	6 × 6 Odd/Even Sudoku	25 points	2.9	6 × 6 Arrow Sudoku	70 points
2.4	6 × 6 Odd/Even Sudoku	25 points	2.10	6 × 6 Diagonal Sudoku	25 points
2.5	6 × 6 Blackout Sudoku	35 points	2.11	6 × 6 Diagonal Sudoku	90 points
2.6	6 × 6 Fortress Sudoku	45 points			

This round contains a mix of variants. Some are well-known and some are less so.

2.1 – 2.2 6 × 6 Classic Sudoku

15 + 15 points

Fill each empty cell with numbers from 1 to 6 so that each row, column, and outlined 2 × 3 box contains each number from 1 to 6 exactly once.

See example in Round 1.

2.3 – 2.4 6 × 6 Odd/Even Sudoku

25 + 25 points

6 × 6 Classic Sudoku rules apply. Additionally, the numbers in cells marked with circles are odd, and the numbers in cells marked with squares are even.

				1	2	6	3	4	5	1	2
	5	■			3	1	5	2	4	6	3
	■	■				3	2	6	1	4	5
				●		4	1	5	2	3	6
2			●	●		2	6	1	3	5	4
5	4					5	4	3	6	2	1

2.5 6 × 6 Blackout Sudoku

35 points

Fill each empty cell with numbers from 1 to 6 so that each row, column, and outlined 2 × 3 box contains distinct numbers.

1		5	■	4	3	1	6	5	■	4	3
■	2		5		1	■	2	4	5	6	1
	■	3				2	■	3	6	1	5
			4	■		6	5	1	4	■	2
4		2		5	■	4	3	2	1	5	■
5	1	■	2		6	5	1	■	2	3	6

2.6 – 2.7 6 × 6 Fortress Sudoku

45 + 50 points

6 × 6 Classic Sudoku rules apply. Additionally, each number in a shaded cell must be larger than any number in an unshaded cell that it shares an edge with.

		3			
	2		5		
1		4		6	
	3		4		
		5			
					3

5	1	3	2	4	6
4	2	6	5	3	1
1	5	4	3	6	2
6	3	2	4	1	5
3	6	5	1	2	4
2	4	1	6	5	3

2.8 – 2.9 6 × 6 Arrow Sudoku

55 + 70 points

6 × 6 Classic Sudoku rules apply. Additionally, some arrow shapes are in the grid. The sum of the numbers along the path of each arrow must equal the number in the circled cell. Numbers can repeat within an arrow shape.

	4			6	
2					
		6			
			6		
					4
	1			3	

3	4	5	2	6	1
2	6	1	3	4	5
5	3	6	4	1	2
1	2	4	6	5	3
6	5	3	1	2	4
4	1	2	5	3	6

2.10 – 2.11 6 × 6 Diagonal Sudoku

25 + 90 points

6 × 6 Classic Sudoku rules apply. Additionally, each number appears exactly once in the each of the two main diagonals.

	4			3	
		3	4		
2					5
1					6
		1	6		

6	4	2	5	3	1
5	1	3	4	6	2
2	6	4	3	1	5
1	3	5	2	4	6
3	2	1	6	5	4
4	5	6	1	2	3



Round 3: AND

10:35–11:20

450 points

45 mins

3.1	6 × 6 Classic Sudoku	20 points
3.2	9 × 9 Classic Sudoku	70 points
3.3	6 × 6 Anti-knight + Consecutive Sudoku	50 points
3.4	6 × 6 Anti-knight + Consecutive Sudoku	80 points
3.5	6 × 6 Arrow + Killer Sudoku	50 points
3.6	6 × 6 Arrow + Killer Sudoku	50 points
3.7	6 × 6 Diagonal + Thermo Sudoku	50 points
3.8	6 × 6 Diagonal + Thermo Sudoku	80 points

This round consists of hybrids where two variants appear in one grid.

3.1 6 × 6 Classic Sudoku

20 points

Fill each empty cell with numbers from 1 to 6 so that each row, column, and outlined 2 × 3 box contains each number from 1 to 6 exactly once.

See example in Round 1.

3.2 9 × 9 Classic Sudoku

70 points

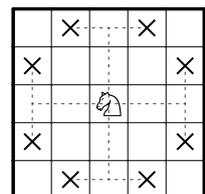
Fill each empty cell with numbers from 1 to 9 so that each row, column, and outlined 3 × 3 box contains each number from 1 to 9 exactly once.

See example in Round 1.

3.3 – 3.4 6 × 6 Anti-knight + Consecutive Sudoku 50 + 80 points

6 × 6 Classic Sudoku rules apply. Additionally, the following rules apply.

- **Anti-knight:** Each pair of cells that are a chess knight's move away must contain different numbers. A knight's move is 2 in a line and 1 to the side.
- **Consecutive:** Orthogonally adjacent cells marked with a bar contain consecutive numbers. All possible bars are marked; that is, orthogonally adjacent cells without a bar must not contain consecutive numbers.



						3	6	4	5	1	2
				6		2	1	5	3	6	4
		1			5	4	2	1	6	3	5
						5	3	6	4	2	1
	5				6	1	5	3	2	4	6
		2		5		6	4	2	1	5	3

3.5 – 3.6 6 × 6 Arrow + Killer Sudoku

50 + 50 points

6 × 6 Classic Sudoku rules apply. Additionally, the following rules apply.

- Arrow:** Some arrow shapes are in the grid. The sum of the numbers along the path of each arrow must equal the number in the circled cell. Numbers can repeat within an arrow shape.
- Killer:** The clue in each cage indicates the sum of all numbers in the corresponding cage. Numbers must not repeat within the same cage.

○	→			2	
	↘		10	4	
		1	↑		
	13	↓	1		
	4			↘	
2			←		○

5	1	4	3	6	2
6	2	3	5	4	1
4	5	1	2	3	6
3	6	2	1	5	4
1	4	5	6	2	3
2	3	6	4	1	5

3.7 – 3.8 6 × 6 Diagonal + Thermo Sudoku

50 + 80 points

6 × 6 Classic Sudoku rules apply. Additionally, the following rules apply.

- Diagonal:** Each number appears exactly once in the each of the two main diagonals.
- Thermo:** Some thermometer shapes are in the grid. Numbers must be strictly increasing from the bulb to the flat end.

↖	2			3	↗
	●			●	└
	3			6	
●					
└					
↖	5			4	↗

4	2	6	5	3	1
5	1	3	6	2	4
6	3	2	4	1	5
1	4	5	3	6	2
2	6	4	1	5	3
3	5	1	2	4	6



Round 4: OR
11:30–12:15

450 points
45 mins

4.1	6 × 6 Classic Sudoku	30 points
4.2	9 × 9 Classic Sudoku	100 points
4.3	6 × 6 7 or 11 Sudoku	40 points
4.4	6 × 6 7 or 11 Sudoku	60 points
4.5	6 × 6 7 or 11 Sudoku	60 points
4.6	6 × 6 Diagonal or Anti-diagonal Sudoku	40 points
4.7	6 × 6 Diagonal or Anti-diagonal Sudoku	60 points
4.8	6 × 6 Diagonal or Anti-diagonal Sudoku	60 points

This round consists of puzzles where different rules may apply to elements in the same grid. Solvers have to determine which rule applies to each element.

4.1 6 × 6 Classic Sudoku

30 points

Fill each empty cell with numbers from 1 to 6 so that each row, column, and outlined 2 × 3 box contains each number from 1 to 6 exactly once.

See example in Round 1.

4.2 9 × 9 Classic Sudoku

100 points

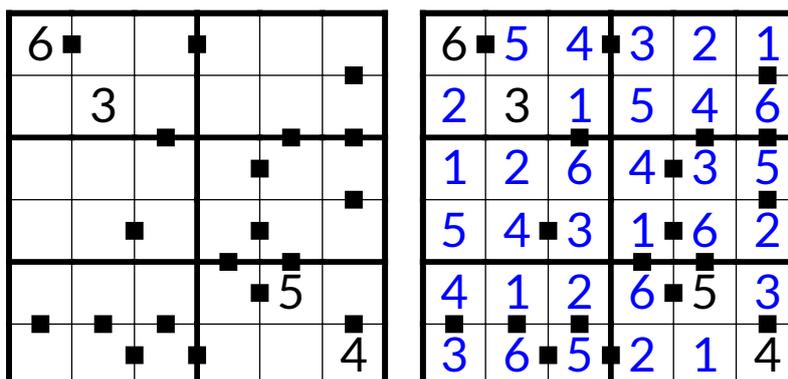
Fill each empty cell with numbers from 1 to 9 so that each row, column, and outlined 3 × 3 box contains each number from 1 to 9 exactly once.

See example in Round 1.

4.3 – 4.5 6 × 6 7 or 11 Sudoku

40 + 60 + 60 points

6 × 6 Classic Sudoku rules apply. Additionally, orthogonally adjacent cells with numbers summing to 7 or 11 are marked by a black square. All possible squares are given; that is, orthogonally adjacent cells without a black square sum to a number other than 7 and 11.



4.6 – 4.8 **6 × 6 Diagonal or Anti-diagonal Sudoku** 40 + 60 + 60 points

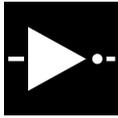
6 × 6 Classic Sudoku rules apply. Additionally, there are two diagonals, one each of the following types:

- **Diagonal:** The diagonal contains each number from 1 to 6 exactly once.
- **Anti-diagonal:** The diagonal contains exactly **two** distinct numbers.

There must be one diagonal of each type. No diagonal can have more than one type.

	1			4	
4		2			1
	3				
			2		
1			2		4
	2			5	

3	1	5	6	4	2
4	6	2	5	3	1
2	3	6	4	1	5
5	4	1	3	2	6
1	5	3	2	6	4
6	2	4	1	5	3



Round 5: NOT

13:30–14:15

450 points

45 mins

5.1	6 × 6 Classic Sudoku	20 points
5.2	9 × 9 Classic Sudoku	70 points
5.3	6 × 6 No Touch Sudoku	50 points
5.4	6 × 6 No Touch Sudoku	70 points
5.5	6 × 6 Non-consecutive Sudoku	40 points
5.6	6 × 6 Non-consecutive Sudoku	40 points
5.7	6 × 6 Clone (Liar) Sudoku	30 points
5.8	6 × 6 Pinocchio Sudoku	50 points
5.9	6 × 6 Pinocchio Sudoku	80 points

This round consists of variants involving negative constraints and false clues.

5.1 6 × 6 Classic Sudoku

20 points

Fill each empty cell with numbers from 1 to 6 so that each row, column, and outlined 2 × 3 box contains each number from 1 to 6 exactly once.

See example in Round 1.

5.2 9 × 9 Classic Sudoku

70 points

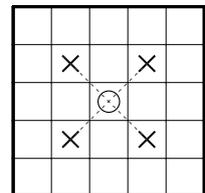
Fill each empty cell with numbers from 1 to 9 so that each row, column, and outlined 3 × 3 box contains each number from 1 to 9 exactly once.

See example in Round 1.

5.3 – 5.4 6 × 6 No Touch Sudoku

50 + 70 points

6 × 6 Classic Sudoku rules apply. Additionally, diagonally touching cells must not contain the same number.



4		3			5
	2			4	
1			5		
		2			4
	4			5	
2			4		1

4	1	3	2	6	5
5	2	6	1	4	3
1	3	4	5	2	6
6	5	2	3	1	4
3	4	1	6	5	2
2	6	5	4	3	1

5.5 – 5.6 6 × 6 Non-consecutive Sudoku

40 + 40 points

6 × 6 Classic Sudoku rules apply. Additionally, numbers placed in two cells that share an edge must not be consecutive.

	1			2	
	3			4	
	2			3	

2	4	6	3	5	1
5	1	3	6	2	4
1	3	5	2	4	6
4	6	2	5	1	3
6	2	4	1	3	5
3	5	1	4	6	2

5.7 6 × 6 Clone (Liar) Sudoku

30 points

6 × 6 Classic Sudoku rules apply. Additionally, some shaded shapes are given. Numbers in the same corresponding cell in all shaded shapes must be identical. **However**, one shaded shape is a **liar** and contains at least one number that is different from the remaining shapes in the corresponding cell.

1					3
	2				
3				1	
	4				6
				5	
2					4

1	5	6	2	4	3
4	2	3	5	6	1
3	6	2	4	1	5
5	4	1	3	2	6
6	3	4	1	5	2
2	1	5	6	3	4

5.8 – 5.9 6 × 6 Pinocchio Sudoku

50 + 80 points

6 × 6 Classic Sudoku rules apply. Additionally, three numbers are highlighted. Two of these are correct. **However**, one highlighted number is **Pinocchio** and needs to be replaced with a different number.

					1
1	2	3			4
4	5	6			2
	1	2	3		
	4	5	6		

5	6	4	2	1	3
1	2	3	5	6	4
4	5	6	1	3	2
2	3	1	4	5	6
6	1	2	3	4	5
3	4	5	6	2	1



Round 6: Circuit Boards

14:25–15:15

500 points

50 mins

6.1 6 × 6 Interconnected Sudoku

500 points

This round consists of interconnected Sudokus being laid out on a circuit diagram.

There are ten 6 × 6 Classic Sudoku grids. If there is a dashed line connecting cells between two Sudoku grids, then the numbers in these cells must be the same. There are no restrictions for cells without dashed lines between them.

Scoring

Each correctly completed Sudoku grid is worth 50 points.

For the purpose of calculating bonus points, the ten Sudoku grids are treated like ten separate puzzles.

The example is a smaller puzzle, consisting of two 6 × 6 Classic Sudoku grids.

