

THE Sudoku SENSATIONS GAME

RULES

For 1 to 4 Players
AGE ADULT

CONTENTS
100 Puzzles • 4 Pencils
• 1 Clue & Solutions Book

The Sudoku Sensations Game contains the following 100 puzzles:
5 Junior, 5 Easy, 10 Mild, 50 Advanced, 25 Fiendish, 5 Samurai

Your Sudoku box acts as a container for the 100 puzzles. There are 4 copies of every puzzle, each copy is on different colored paper. We recommend that once the wrapping has been removed from the puzzles, they are kept in the packaging and removed by turning the box upside down.

THE AIM OF THE GAME

The aim of Sudoku is to complete a puzzle using a sequence of numbers. Sudoku Puzzles take place on a grid, formed of 81 squares and divided into 9 sections. At the start of the game, each section contains a combination of empty squares and printed numbers, the numbers already in place form part of the correct sequence. Players must fill in the empty squares so that every row, every column and every section contains the numbers 1 to 9, with no duplication.

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

The only knowledge needed to play Sudoku is the ability to count from 1 to 9. It is a game of logic rather than mathematics.

Take a look at the Sudoku Puzzle sheets (there is an example to the left). You will see that each section contains several numbers between 1 and 9. These are in the correct place and form part of the completed puzzle.

Every row and column must contain the numbers 1 to 9, with no number appearing more than once.

Every 3 x 3 section must also contain the numbers 1 to 9, with no duplication.

Players complete the puzzle filling in the empty squares.

If a number is repeated in either row or column or a 3 x 3 section, then the puzzle is incomplete and certain numbers will need to be changed. You can check your puzzles in the Sudoku Clue & Solutions book provided.

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

SOLO PLAY

Select a Sudoku Puzzle from one of the 6 levels. If you are a beginner, it is advisable to try a "Junior" or "Easy" puzzle. Once you have selected a Sudoku puzzle, choose your style of solo play:

BUREEN (Brainteaser)

Select a Sudoku Puzzle, and complete it in your own time.

TOKEI (Beat the Clock)

Select a puzzle and aim to complete it within a time limit. Your time can be recorded in the bottom right hand corner of each Sudoku Puzzle. There are 4 copies of each puzzle so you can try and beat our own time. As you get more experienced at Sudoku you may want to set our own time limits for each level, but we suggest initial limits of: Junior 10 mins, Easy 10 mins, Mild 15 mins, Advanced 20 mins, Fiendish 25 mins, Samurai 45 mins

MULTI-PLAYER

Select a level of Sudoku Puzzle. Each player receives a copy of the same puzzle on a different colored paper and writes his/her name in the bottom left hand corner. The area around each puzzle can be used for "working it out."

In multi-player Sudoku, each puzzle is scored. Players score 1 point for each correct number, including those that are pre-printed. Scores can be recorded in the column to the right of the puzzle. A correctly completed puzzle will score 81 points. Puzzles are scored by passing the color sheet to the player on your left. One player then reads the correct sequence from the Sudoku Clue & Solutions book. The winner is the player with the highest score.

At any point in a multi-player game, players may call "SUDOKU!" if they think they have finished the puzzle. Calling "SUDOKU!" can win the game, but it also carries a penalty if the grid is incorrect, so think carefully before you call!

Multi-player Sudoku can be played as a single puzzle game or as a longer version where the winner is the player with the most points after several rounds.

ICHIBAN (First to Finish)

Players simply compete against one another to be the first to correctly complete the Sudoku Puzzle. If you are the first to finish, you call "SUDOKU!" and the game stops. All players must put down their pencils and must not fill in any more squares. There are 3 styles of multi-player game.

If a player calls "SUDOKU!" and their puzzle is completed correctly, they are the winner with 81 points. If they have made an error and their puzzle is incomplete, they lose 9 points as a penalty. Puzzles are then scored (according to the guidelines above) and the winner is the player with the highest score.

TAIMU (Beat the Clock)

Players attempt to complete as much of the Sudoku Puzzle as possible within a time limit. You can set your own times depending on the players' experience. For suggestions, see page 2. When the allotted time is up, play stops and players must put down their pencils.

If a player calls "SUDOKU!" during the time limit and has completed the puzzle correctly they win! If the puzzle is completed incorrectly, the player loses 9 points as a penalty.

When each puzzle has been scored (see the guidelines on page 2), the winner is the player with the highest score.

HINTO (Reveal)

Players attempt to complete the Sudoku Puzzle within a time limit. These may be set according to the players' Sudoku ability. For suggested time limits see page 2.

"Reveal" is a good game for less experienced Sudoku players because, at any point in the game, you can request a clue. If you find the puzzle difficult you may "Reveal" one of the following on your grid: All 4 Corners, Top Row, Bottom Row

These clues can be found in the Sudoku Clue & Solutions book. When a clue is requested, the player requesting the clue has one minute to locate it in the Clue & Solutions book (NOTE: all corners, and top and bottom rows are in separate chapters to avoid cheating!) Each clue you request carries a penalty! Revealing the corners will cost you 4 points, while revealing a top or bottom row will cost you 9 points. Players should ensure that they write a C on their sheet, next to any clues taken. This is so that the person who is scoring your sheet can see if any points need to be deducted.

Players who have not requested a clue must stop play and turn their puzzles facedown while the player gets his/her clue. Play then continues until another clue is requested, or time runs out.

If a player calls "SUDOKU!," the game stops and pencils must be put down. If the player that called "SUDOKU!" has finished their puzzle correctly, they gain 9 bonus points. If it is completed incorrectly, they lose 9 points.

The player with the most points after the puzzles have been scored (see guidelines on page 2) wins!

SAMURAI PUZZLES

Samurai Puzzles are comprised of 5 individual Sudoku Puzzles, linked at the top corners of the central grid. You can play any of the solo player or multi-player games with a Samurai Puzzle. As the puzzles are designed for only the most experienced Sudoku players, we recommend that you set your own time limits. Samurai puzzles are scored out of 369 points.

SUDOKU – A HISTORY

Who would have thought that in today's world of mobile phones and computers, a simple number game, over 200 years old, could become a phenomenon? Whether it is the feeling of achievement when a puzzle is complete, or simply the satisfaction of a few minutes' peace amid the hectic pace of life, the world has taken Sudoku to its heart.

Developed by a blind Swiss mathematician, the game we now know as Sudoku was originally called "Latin Squares" and for many years it remained forgotten. In the 1980s, Sudoku's meteoric rise began when an American Journal began to publish the games under the title "The Number Place Game". The game was spotted by a Japanese quiz magazine that thought it would be ideal for the puzzle-crazy Japanese population and introduced the format to their homeland. A few minor adjustments and a name change later and Sudoku was born! It didn't take long for the game to become a national craze. Mass exposure and a huge following meant it was only a matter of time until Sudoku was noticed by tourists and in the late 1990s a lawyer from New Zealand began developing a computer program to mass produce the puzzles.

Now, for the first time, you can compete with your friends and family in "The Sudoku Sensations Game," a brand new variation on the addictive format with 100 puzzles and 6 levels to master. Whether it's a frantic race to complete the puzzle, or an opportunity to challenge your brain, "The Sudoku Sensations Game" is an ideal companion for any fan!

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862 or call 1-888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC, Canada J4G 1G2.

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