

Sudoku: Tactics

*A Blue Panther Game
by Michael Marcus*

*2-5 Players
Age 8+*

GOAL

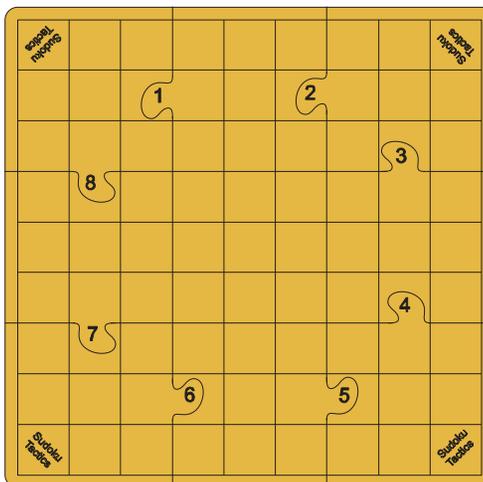
To fill rows, columns or cells with exactly one of each number (1 through 9) while successfully stopping your opponents from doing the same thing.

COMPONENTS

One wooden Sudoku board
81 wood tiles 9 sets labeled 1...9
Scoring chart and markers

SETUP

Assemble the playing board. Place the board pieces in the order printed on the board itself. Place section (1) on the top and assemble the remaining numbered pieces in order, moving in a clockwise direction.



Each player chooses a color for their scoring marker and places them on the “0” marker on the score board. Place the 81 tiles face-down, randomly (blank side up) on the play table. Alternately, you could use a bag or the game box to randomize the tiles.

Each player draws one tile randomly. The lowest number goes first. Re-draw ties. Play then proceeds clockwise until one player has accumulated enough victory points to win.

Players must agree on one of the following types of victory conditions prior to the start of the game. Play until X points are reached OR play until X minutes have

elapsed. We recommend 5 points for a quick game, 15 points for more serious tacticians, or 30 minutes to offer a time-pressure challenge. In a timed game, players should be allowed no more than one minute per turn to keep things moving.

TURN SEQUENCE

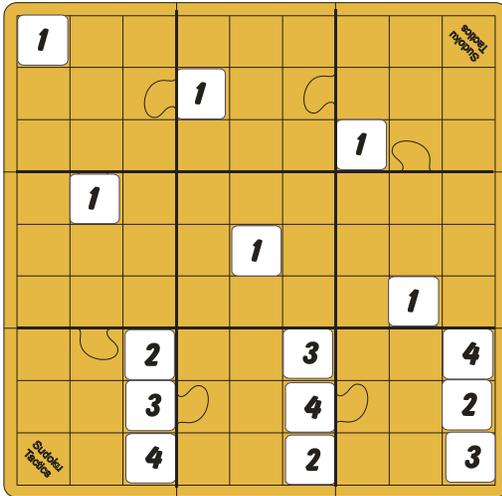
A) Draw 1, 2, 3, 4 or 5 tiles.

Place the tiles on the board, one at a time, in any order the player wishes, such that

- 1) No other square in that column contains the same number AND
- 2) No other square in that row contains the same number AND
- 3) No other square in that 3x3 cell (box) contains the same number

B) If there are no squares open according to the rules above, then a “Sudoku Jam” occurs.

Remove all tiles that have the same number (whether they are on the board or yet to be played this turn) as the tile and place them back randomly with the other unplayed tiles.



Example: With the board shown above, a player who drew a “1” would not be able to place it, resulting in a Sudoku Jam. All the “1”s on the board would be removed.

The player to the right of the active player (the one who moved just before the current player) receives one point for every Sudoku Jam that occurs during the active player’s turn.

C) If the active player completes a row, or a column, or a 3x3 cell or some combination, the player scores one point for each row, column and/or 3x3 cell completed. All the pieces in the completed row, column or 3x3 cell are immediately

removed from the board and randomly placed face down in the playing area.

Do not wait until the end of a player’s turn to score points, record points exactly when they occur.

WINNING THE GAME

When playing to a victory point total, play ends immediately when the first player reaches that total. For example, if you are playing to 5 points, once any player reaches 5 points, the game ends right away, even if a player still has moves left in their turn.

When playing to a time limit, when the time limit has been reached, the current round of play must be completed. For example, in a 30 minute, four player game, if the 30 minute mark is reached during the first player’s turn, the second, third and fourth player complete their turns and score any points and then the game ends. Ties go to the player who moved the latest in the turn. For example, if the first and third player are tied for points, the third player would win the game.

VARIANTS

Sudoku Tactics can be used as a tool to solve Sudoku math puzzles solitaire or with friends.

Cooperative Play: All players share the same score – score one point for each player’s turn where no Sudoku Jam is created – how many points can you and your friends get? Or play can be to a point total or to a set time.



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