



Game Rulebook

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Duo Coup™

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Cover Design and Art by Amurá Oñaã

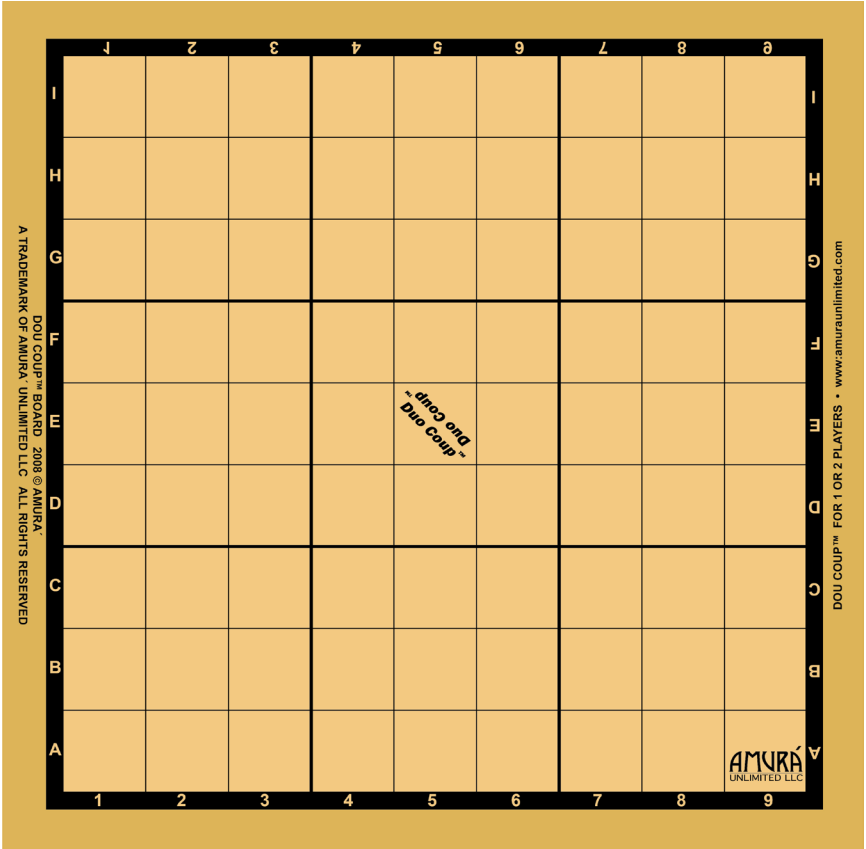
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STANDARD PLAY:

Duo Coup™, a game where two players compete to solve a number puzzle (Sudoku) using their logic to the best of their ability. Using the Duo Coup game board, they will place their color-numbered tiles to complete each row with the numbers 1 to 9, each column with the numbers 1 to 9, and each set of 3-by-3 boxes with the numbers 1 to 9.

Game Parts: The Duo Coup game board (defined by nine columns and nine rows of squares, creating 81 playing squares).



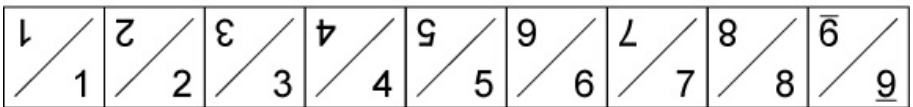
Along with the gameboard are 90 tiles (nine extra tiles), a pouch, Strategy Sheets, two two-minute timers, and pencils

If you look at the game board, it will show columns labeled *A* through *I* and rows number *1* through *9* (from bottom to top). These letters and numbers help make each playing square recognizable by providing recordable coordinates in play.

There are 81 tiles used when played, nine sets of nine double-sided tiles (or chips) numbering 1 to 9 (same number on both sides, one side a dark color, the other side a light color (or different color) with a pouch for holding the tiles. See a sample of tile appearance in the next figure. There is also an exotic set of tiles available. See below. NOTE: The use of the term tile or chip is interchangeable within the context of these rules.



Regular tiles



Exotic tiles



*

*Coming soon, sold separately.

As stated above there are Strategy Sheets and pencils, for strategizing and for proving one's argument on-chip placement (to be discussed shortly) and two two-minute timers.

Players mark up their sheets to plan moves and argue points about incorrectly placed tiles by using the board coordinates to locate and discuss the chip in question. They can also use it to plan future moves to draw their opponent into challenging situations and then prove them wrong.

The Play

Players (facing one another) chose to go first by selecting a tile from the pouch. The player picking the highest tile number goes first. The dark chip goes first, followed by the light-colored tile.

Dou Coup by the Book

(Formatting Game Boards to Match Published Sudoku Games)

Board Set-Up: Notice in the starter games provided in this rule book or any puzzles from other published Suduko game sources, the board set-up is with alternating color dark and light tiles, with the Dark tile placed first. Light tile, then dark, light, and so on until the board tiles match the game you've chosen to play. Once done, the opponent or judge (if you're using one) verifies that it matches the selected puzzle piece-for-piece before beginning. In tournament play, players start with a set-up board by a judge(s).

After board set-up, if the last set-up tile placed was dark (an odd number of set-up tiles), then the "light chip" player goes next to put the first "solution piece" into the puzzle. If the last set-up tile was light (an even number of setting up tiles), then the "dark chip" player goes next.

Provided in the start-up games section, at the end of these rules, are ten puzzles with varying degrees of difficulty, from easy to hard.

Game Objective: Solve the puzzle, players taking turns to place their tiles, each striving to put more "correct number" tiles than their opponent, making sure that no established number ever appears twice in a row, column, or 3x3 box, or in an incorrect position/location. The player with the superior most tiles by the game's end wins.

Note: because there are 81 tiles, the "dark tile" player (first set-up player) must always subtract 1 point (-1) from their total, allowing for the possibility of a tie game (40-40),

"Q-Chip" – Questionable Chip

At times a player will mistakenly place a tile onto an open square where it does not belong

(1. Because it's incorrect; **or** 2. Because there is another possible number available for that playing square) The opponent's responsibility is to challenge (question) the move by saying, "**Q-Chip.**" *It is the challenge made to one's opponent after the placement of an "assumed" incorrect number. Done before the next placed tile; otherwise, they lose the challenge. A player can use their two-minute timer to discern if a player has placed a correct tile before declaring Q-Chip.*

Players should use the strategy sheets (a game option). They should be writing down the game as it progresses (as well as attempting to solve the game) on their strategy sheet to help catch game inconsistencies (wrong moves); for once a tile is placed on the game board and released, a player cannot reclaim it (no do-overs).

If proven that the chip does not belong in the playing square in question, the player removes the chip and loses their turn. When challenged, a player must prove why their tile placement logically belongs where they have placed it, and when a challenge fails (challenged player logically proves their move), it is the challenger who must forfeit their turn.

When playing Dou Coup™ without a judge or game mediator – incorrectly placed chips that go unchallenged can cause the game to "crash." When both players become aware of a crash (starting with the next player to go), they still must finish the game. They place tiles in logistically "safe" or "clean" spaces, avoiding a "corrupted" row or column; otherwise, they remove the chip if challenged and forfeits their turn. Tiles are counted and tallied when done. NOTE: It is quite possible to have no safe places to lay down a tile, thus cutting short the game.

Remember – *Base all defensive arguments on the logical conclusion as to why a tile is right for the square it occupies, so when placing down a tile, make sure you can explain "why" it goes there in case of a challenge.*

Sample exchanges: Player A says to Player B, "Bob, that number '3' that you just placed at square D7 does not go there because

there's already a '3' in column 8, see?" Bob will have to remove his chip and lose his turn.

or

Challenger player A: "Bob, that number '9' at B7 cannot go there because a '6' or '4' can also go there." Player A using his strategy sheet, demonstrates to Bob the other possibilities. If Bob can disprove A's contention, then player A loses his turn, and Bob takes another turn.

Q-Chip summary: Challenge made and won – opponent removes chip and losses turn.

Challenge made and lost – challenger forfeits their turn, the opponent goes again.

Strategy in Brief: Don't look for the obvious (easy) solutions in the early part of the game, look for those places where the placement of a tile will cause your opponent to "Q-Chip" you, and then you show them why it belongs there, gaining a tile up one on them. Whereas in Chess, players work toward an end-game strategy; Duo Coup requires a "beginning-game" strategy; the game becomes progressively easier to solve with increasing chip placements. In games, a player can pass up to three times (of course, they will lose a chip point.)

Remember, you can record games (e.g., an 8 placed at row E, column 2, would be written as 8 @ E2, and so on).

NOTE: Practice similar logic games to improve your logic skills in this area. When playing with another player, be mindful of the amount of time used on your turns if you are not playing "timed" games.

Playing Without Q-Chip Challenge

Should players decide to play Duo Coup without the chip challenge, they must play with a judge. A person who keeps the answer sheet to themselves but will only indicate the wrong of a player. They may say, "Wrong, or Wrong Move, or Unacceptable." The player removes their piece and loses their turn.

Timed and Tournament Games / Judges and Game Mediators

You may wish to time your games based on the complexity of the game, allowing each player an agreed-upon limited amount of time to place their chip (make their move) –

Two minutes, 1 minute or less, or players can use the two-minute timers that comes with the game. Don't place a chip in the allotted time; you lose your turn. While challenges must occur before the time limit, no time is made for rebuking the challenge when made but can be checked for accuracy by a judge (in tournament play) or person selected who has access to a game's solution.

In tournament or mediated play (or App), a judge (software) or judges who monitor a game will allow a specific amount of time (based on game complexity) for a player to challenge an opponent who places an incorrect tile down. Should it go unchallenged (judges (or App) will direct the opponent to remove the chip and forfeit a turn. They will deduct 1 point from the other player's total score for failing to challenge his/her opponent's move. So stay sharp.

NOTE: There are many Sudoku apps players can use to learn Sudoku and generate games for Dou Coup™. Judges or mediators must stay impartial to players, offering no hints of any kind.

Also players can use Sudoku terminology to assist them in making challenges or in defense of their moves. For Sudoku language, go to <https://www.sudopedia.org/> or similar sites.

BUILD A GAME FORMATS

FORMAT ONE “LEVELING UP OR DOWN BY THE NUMBERS”

Starting with a blank board, create a game using all “Ones,” then all “Twos,” etc., up to all “Nines.” Players continue to ask “Q-Chip” as in a standard game. Play until the game is completed or crashes. The player with the most points in color chips wins.

PICKING FROM BAG. Place tiles One through Nine in a concealed bag and then draw one.. Whatever the number is, place

all nine chips of that number on the board. For example, if a player draws a Five, every Five must be placed on board. When completed, the next player draws a number from the bag.

FORMAT TWO “WHATEVER GOES”

Starting with a blank board and pieces out, create a game with any playing chip. Players continue to ask “Q-Chip” as a challenge in a standard game. Play until the game is completed or crashes (can no longer be played). The player with the most points in color chips wins.

PICKING FROM BAG. Place *all* chips in a concealed bag, drawing a chip one at a time. Whatever chip a player takes from the pack is the chip a player plays until the board is full or the game crashes. Place tiles that are no longer usable because of a “crashed” game off to the side rather than placing them back into the bag. If an opponent feels the tile is still functional, they can pick it up.

Don’t forget to use your strategy sheets.

NOTE: Players can pick tiles from back in “By the Book” mode. When choosing tiles from the bag, you can PASS returning tile to the bag if you can’t place the tile. A player is allowed three passes; then, they can no longer place tiles. However, their opponent can continue placing tiles until they pass three times or the game ends.

Remember: created games have a good chance of crashing, still play until no more tiles can be placed. Only basic mistakes are visible.

*Exotic tiles prove to make Dou Coup™ more challenging. Sold separately - go to our website.

STRATEGY SHEETS

The game comes with two types of strategy sheets to assist players in their solving the Sudoku puzzle. (See back of rule book to make more copies.)

PLAY STANDARD SUDOKU. Replicate any published game using dark chips to set the puzzle up and light chips for solving the puzzle or vice versa, when you wish to play standard sudoku.

Starter Games

Make sure, when setting up the board, to alternate placement of colored chips.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | 6 | | | 3 | | 1 | | | 8 | I |
| H | | | 7 | | | | 1 | | | H |
| G | | 9 | | 6 | | 4 | | 3 | | G |
| F | 7 | | 4 | | 3 | | 8 | | 1 | F |
| E | | | | 7 | | 8 | | | | E |
| D | 8 | | 2 | | 6 | | 7 | | 4 | D |
| C | | 1 | | 9 | | 6 | | 2 | | C |
| B | | | 6 | | | | 5 | | | B |
| A | 4 | | | 2 | | 7 | | | 3 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Easy.

Dark chip goes 1st after setup.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | | 3 | | 7 | | | 5 | | | I |
| H | | | | 5 | | 1 | 3 | | 2 | H |
| G | 6 | 8 | 5 | 3 | | | 4 | | | G |
| F | | 1 | | | | | 6 | 7 | 3 | F |
| E | | | | | | | | | | E |
| D | 7 | 6 | 9 | | | | | 5 | | D |
| C | | | 2 | | | 6 | 9 | 3 | 8 | C |
| B | 3 | | 6 | 1 | | 9 | | | | B |
| A | | | 4 | | | 3 | | 6 | | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Easy.

Dark chip goes 1st after setup.

Starter Games

Make sure, when setting up the board, to alternate placement of colored chips.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | 4 | | | 3 | | | 6 | | | I |
| H | | | | | 6 | | | 8 | 7 | H |
| G | 9 | 7 | | 2 | | | 1 | | 3 | G |
| F | | 6 | 1 | 7 | | 3 | | 5 | | F |
| E | | 9 | 4 | | | | 7 | 3 | | E |
| D | | 3 | | 8 | | 1 | 4 | 2 | | D |
| C | 3 | | 2 | | | 4 | | 6 | 9 | C |
| B | 5 | 1 | | | 8 | | | | | B |
| A | | | 7 | | | 5 | | | 2 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Easy.

Dark chip goes 1st after setup.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | 7 | | | | | 2 | | | | I |
| H | | | | 7 | 9 | | | | 2 | H |
| G | | | 9 | 1 | 5 | | | 7 | 6 | G |
| F | | 4 | 3 | | | | 6 | 2 | | F |
| E | | 5 | 2 | 6 | | 1 | 8 | 3 | | E |
| D | | 7 | 1 | | | | 5 | 9 | | D |
| C | 4 | 2 | | | 6 | 5 | 7 | | | C |
| B | 3 | | | | 8 | 7 | | | | B |
| A | | | | 3 | | | | | 8 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Easy.

Dark chip goes 1st after setup.

Starter Games

Make sure, when setting up the board, to alternate placement of colored chips.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | 1 | 9 | | | | | | | 2 | I |
| H | | 6 | | 5 | | | | | | H |
| G | | | | 3 | 2 | | | | 5 | G |
| F | 2 | | | | | | 7 | 5 | | F |
| E | | | 4 | 2 | | 3 | 6 | | | E |
| D | | 3 | 8 | | | | | | 1 | D |
| C | 8 | | | | 7 | 2 | | | | C |
| B | | | | | | 9 | | 1 | | B |
| A | 5 | | | | | | | 7 | 8 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Medium.

Dark chip goes 1st after setup.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | | 1 | | 7 | | | 3 | 6 | | I |
| H | 2 | 7 | | 6 | | | | | | H |
| G | | | 3 | 5 | | | 4 | | 7 | G |
| F | | | | 8 | 6 | | | 4 | | F |
| E | 8 | | | | | | | | 6 | E |
| D | | 3 | | | 1 | 2 | | | | D |
| C | 4 | | 5 | | | 8 | 6 | | | C |
| B | | | | | | 6 | | 9 | 5 | B |
| A | | 9 | 1 | | | 5 | | 3 | | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Medium.

Dark chip goes 1st after setup.

Starter Games

Make sure, when setting up the board, to alternate placement of colored chips.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | | | 5 | | | 2 | | | | I |
| H | | | | | | 8 | 7 | 5 | 6 | H |
| G | 1 | | | | 7 | | | | 3 | G |
| F | | | | | 3 | | | 1 | 7 | F |
| E | | | | 5 | | 4 | | | | E |
| D | 3 | 4 | | | 2 | | | | | D |
| C | 7 | | | | 6 | | | | 9 | C |
| B | 8 | 1 | 9 | 7 | | | | | | B |
| A | | | | 4 | | | 3 | | | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Medium.

Dark chip goes 1st after setup.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | 3 | | | 9 | | | 7 | | 4 | I |
| H | | 9 | | | 6 | | 3 | | | H |
| G | | 7 | | | 2 | 1 | | | | G |
| F | 9 | | | 4 | | | | | | F |
| E | | | 2 | | | | 6 | | | E |
| D | | | | | | 5 | | | 9 | D |
| C | | | | 5 | 4 | | | 1 | | C |
| B | | | 5 | | 8 | | | 9 | | B |
| A | 4 | | 3 | | | 2 | | | 5 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Medium.

Dark chip goes 1st after setup.

Starter Games

Make sure, when setting up the board, to alternate placement of colored chips.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | | | 1 | 2 | | | 8 | 5 | 6 | I |
| H | | | 6 | | | 7 | | | | H |
| G | | | | 4 | | | | 1 | | G |
| F | 6 | | | | | 1 | | | 2 | F |
| E | | 1 | 2 | | | | 4 | 3 | | E |
| D | 7 | | | 3 | | | | | 8 | D |
| C | | 9 | | | | 5 | | | | C |
| B | | | | 7 | | | 6 | | | B |
| A | 5 | 6 | 4 | | | 3 | 9 | | | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Hard.

Dark chip goes 1st after setup.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | | | | | 6 | | | | 2 | I |
| H | 7 | | | | | 2 | | | | H |
| G | | 8 | 9 | 1 | | | 4 | | | G |
| F | | 7 | 2 | 3 | | | | | 4 | F |
| E | | 3 | | 6 | | 9 | | 2 | | E |
| D | | | | | | 4 | 3 | 7 | | D |
| C | | | 5 | | | 7 | 6 | 1 | | C |
| B | | | | 2 | | | | | 8 | B |
| A | 8 | | | | 3 | | | | | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Hard.

Light chip goes 1st after setup.

Answers

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | 6 | 4 | 5 | 3 | 2 | 1 | 9 | 7 | 8 | I |
| H | 3 | 2 | 7 | 8 | 9 | 5 | 1 | 4 | 6 | H |
| G | 1 | 9 | 8 | 6 | 7 | 4 | 2 | 3 | 5 | G |
| F | 7 | 6 | 4 | 5 | 3 | 2 | 8 | 9 | 1 | F |
| E | 9 | 5 | 1 | 7 | 4 | 8 | 3 | 6 | 2 | E |
| D | 8 | 3 | 2 | 1 | 6 | 9 | 7 | 5 | 4 | D |
| C | 5 | 1 | 3 | 9 | 8 | 6 | 4 | 2 | 7 | C |
| B | 2 | 7 | 6 | 4 | 1 | 3 | 5 | 8 | 9 | B |
| A | 4 | 8 | 9 | 2 | 5 | 7 | 6 | 1 | 3 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

First puzzle.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | 2 | 3 | 1 | 7 | 4 | 8 | 5 | 9 | 6 | I |
| H | 9 | 4 | 7 | 5 | 6 | 1 | 3 | 8 | 2 | H |
| G | 6 | 8 | 5 | 3 | 9 | 2 | 4 | 1 | 7 | G |
| F | 4 | 1 | 8 | 9 | 2 | 5 | 6 | 7 | 3 | F |
| E | 5 | 2 | 3 | 6 | 1 | 7 | 8 | 4 | 9 | E |
| D | 7 | 6 | 9 | 8 | 3 | 4 | 2 | 5 | 1 | D |
| C | 1 | 7 | 2 | 4 | 5 | 6 | 9 | 3 | 8 | C |
| B | 3 | 5 | 6 | 1 | 8 | 9 | 7 | 2 | 4 | B |
| A | 8 | 9 | 4 | 2 | 7 | 3 | 1 | 6 | 5 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Second Puzzle.

Answers

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | 4 | 2 | 8 | 3 | 1 | 7 | 6 | 9 | 5 | I |
| H | 1 | 5 | 3 | 4 | 6 | 9 | 2 | 8 | 7 | H |
| G | 9 | 7 | 6 | 2 | 5 | 8 | 1 | 4 | 3 | G |
| F | 2 | 6 | 1 | 7 | 4 | 3 | 9 | 5 | 8 | F |
| E | 8 | 9 | 4 | 5 | 2 | 6 | 7 | 3 | 1 | E |
| D | 7 | 3 | 5 | 8 | 9 | 1 | 4 | 2 | 6 | D |
| C | 3 | 8 | 2 | 1 | 7 | 4 | 5 | 6 | 9 | C |
| B | 5 | 1 | 9 | 6 | 8 | 2 | 3 | 7 | 4 | B |
| A | 6 | 4 | 7 | 9 | 3 | 5 | 8 | 1 | 2 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Third puzzle.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 8 | 9 | I |
| H | 1 | 8 | 4 | 7 | 9 | 6 | 3 | 5 | 2 | H |
| G | 2 | 3 | 9 | 1 | 5 | 8 | 4 | 7 | 6 | G |
| F | 8 | 4 | 3 | 5 | 7 | 9 | 6 | 2 | 1 | F |
| E | 9 | 5 | 2 | 6 | 4 | 1 | 8 | 3 | 7 | E |
| D | 6 | 7 | 1 | 8 | 2 | 3 | 5 | 9 | 4 | D |
| C | 4 | 2 | 8 | 9 | 6 | 5 | 7 | 1 | 3 | C |
| B | 3 | 1 | 6 | 2 | 8 | 7 | 9 | 4 | 5 | B |
| A | 5 | 9 | 7 | 3 | 1 | 4 | 2 | 6 | 8 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Fourth puzzle.

Answers

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | 1 | 9 | 5 | 4 | 8 | 7 | 3 | 6 | 2 | I |
| H | 3 | 6 | 2 | 5 | 9 | 1 | 8 | 4 | 7 | H |
| G | 4 | 8 | 7 | 3 | 2 | 6 | 1 | 9 | 5 | G |
| F | 2 | 1 | 6 | 9 | 4 | 8 | 7 | 5 | 3 | F |
| E | 7 | 5 | 4 | 2 | 1 | 3 | 6 | 8 | 9 | E |
| D | 9 | 3 | 8 | 7 | 6 | 5 | 4 | 2 | 1 | D |
| C | 8 | 4 | 9 | 1 | 7 | 2 | 5 | 3 | 6 | C |
| B | 6 | 7 | 3 | 8 | 5 | 9 | 2 | 1 | 4 | B |
| A | 5 | 2 | 1 | 6 | 3 | 4 | 9 | 7 | 8 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Fifth puzzle.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | 5 | 1 | 8 | 7 | 9 | 4 | 3 | 6 | 2 | I |
| H | 2 | 7 | 4 | 6 | 8 | 3 | 5 | 1 | 9 | H |
| G | 9 | 6 | 3 | 5 | 2 | 1 | 4 | 8 | 7 | G |
| F | 1 | 5 | 2 | 8 | 6 | 9 | 7 | 4 | 3 | F |
| E | 8 | 4 | 9 | 3 | 5 | 7 | 1 | 2 | 6 | E |
| D | 7 | 3 | 6 | 4 | 1 | 2 | 9 | 5 | 8 | D |
| C | 4 | 2 | 5 | 9 | 3 | 8 | 6 | 7 | 1 | C |
| B | 3 | 8 | 7 | 1 | 4 | 6 | 2 | 9 | 5 | B |
| A | 6 | 9 | 1 | 2 | 7 | 5 | 8 | 3 | 4 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Sixth puzzle.

Answers

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | 6 | 7 | 5 | 3 | 4 | 2 | 1 | 9 | 8 | I |
| H | 4 | 2 | 3 | 1 | 9 | 8 | 7 | 5 | 6 | H |
| G | 1 | 9 | 8 | 6 | 7 | 5 | 2 | 4 | 3 | G |
| F | 5 | 8 | 2 | 9 | 3 | 6 | 4 | 1 | 7 | F |
| E | 9 | 6 | 7 | 5 | 1 | 4 | 8 | 3 | 2 | E |
| D | 3 | 4 | 1 | 8 | 2 | 7 | 9 | 6 | 5 | D |
| C | 7 | 3 | 4 | 2 | 6 | 1 | 5 | 8 | 9 | C |
| B | 8 | 1 | 9 | 7 | 5 | 3 | 6 | 2 | 4 | B |
| A | 2 | 5 | 6 | 4 | 8 | 9 | 3 | 7 | 1 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Seventh puzzle.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| I | 3 | 2 | 1 | 9 | 5 | 8 | 7 | 6 | 4 | I |
| H | 5 | 9 | 8 | 7 | 6 | 4 | 3 | 2 | 1 | H |
| G | 6 | 7 | 4 | 3 | 2 | 1 | 9 | 5 | 8 | G |
| F | 9 | 3 | 7 | 4 | 1 | 6 | 5 | 8 | 2 | F |
| E | 1 | 5 | 2 | 8 | 3 | 9 | 6 | 4 | 7 | E |
| D | 8 | 4 | 6 | 2 | 7 | 5 | 1 | 3 | 9 | D |
| C | 7 | 8 | 9 | 5 | 4 | 3 | 2 | 1 | 6 | C |
| B | 2 | 6 | 5 | 1 | 8 | 7 | 4 | 9 | 3 | B |
| A | 4 | 1 | 3 | 6 | 9 | 2 | 8 | 7 | 5 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Eighth puzzle.

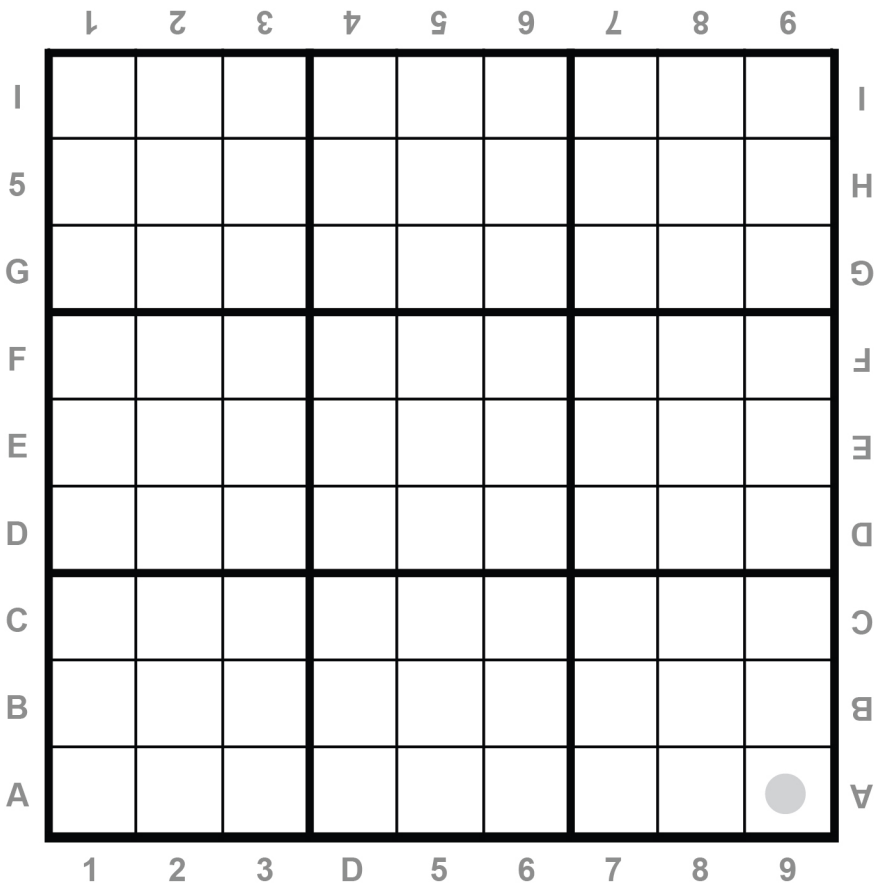
Answers

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | ↓ | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 6 | |
| I | 4 | 7 | 1 | 2 | 3 | 9 | 8 | 5 | 6 | I |
| H | 3 | 8 | 6 | 1 | 5 | 7 | 2 | 9 | 4 | H |
| G | 9 | 2 | 5 | 4 | 6 | 8 | 7 | 1 | 3 | G |
| F | 6 | 4 | 3 | 9 | 8 | 1 | 5 | 7 | 2 | F |
| E | 8 | 1 | 2 | 5 | 7 | 6 | 4 | 3 | 9 | E |
| D | 7 | 5 | 9 | 3 | 2 | 4 | 1 | 6 | 8 | D |
| C | 2 | 9 | 7 | 6 | 4 | 5 | 3 | 8 | 1 | C |
| B | 1 | 3 | 8 | 7 | 9 | 2 | 6 | 4 | 5 | B |
| A | 5 | 6 | 4 | 8 | 1 | 3 | 9 | 2 | 7 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Ninth puzzle.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | ↓ | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 6 | |
| I | 4 | 5 | 3 | 7 | 6 | 8 | 1 | 9 | 2 | I |
| H | 7 | 6 | 1 | 4 | 9 | 2 | 5 | 8 | 3 | H |
| G | 2 | 8 | 9 | 1 | 5 | 3 | 4 | 6 | 7 | G |
| F | 6 | 7 | 2 | 3 | 8 | 1 | 9 | 5 | 4 | F |
| E | 5 | 3 | 4 | 6 | 7 | 9 | 8 | 2 | 1 | E |
| D | 1 | 9 | 8 | 5 | 2 | 4 | 3 | 7 | 6 | D |
| C | 3 | 2 | 5 | 8 | 4 | 7 | 6 | 1 | 9 | C |
| B | 9 | 4 | 6 | 2 | 1 | 5 | 7 | 3 | 8 | B |
| A | 8 | 1 | 7 | 9 | 3 | 6 | 2 | 4 | 5 | A |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Tenth puzzle.



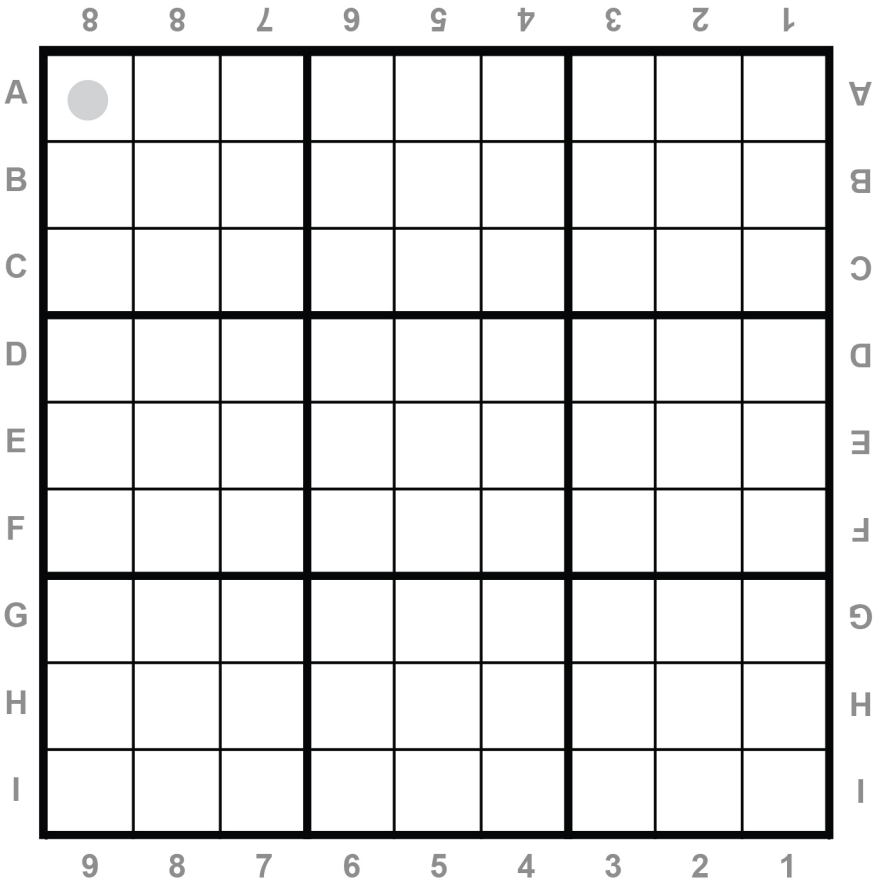
Duo Coup™

Strategy Sheet 1

Use this strategy sheet to help solve your Sudoku puzzle, using a pencil.

● Helps to orient you to the board.

It represents where our company logo is located in relation to your view of the game board.

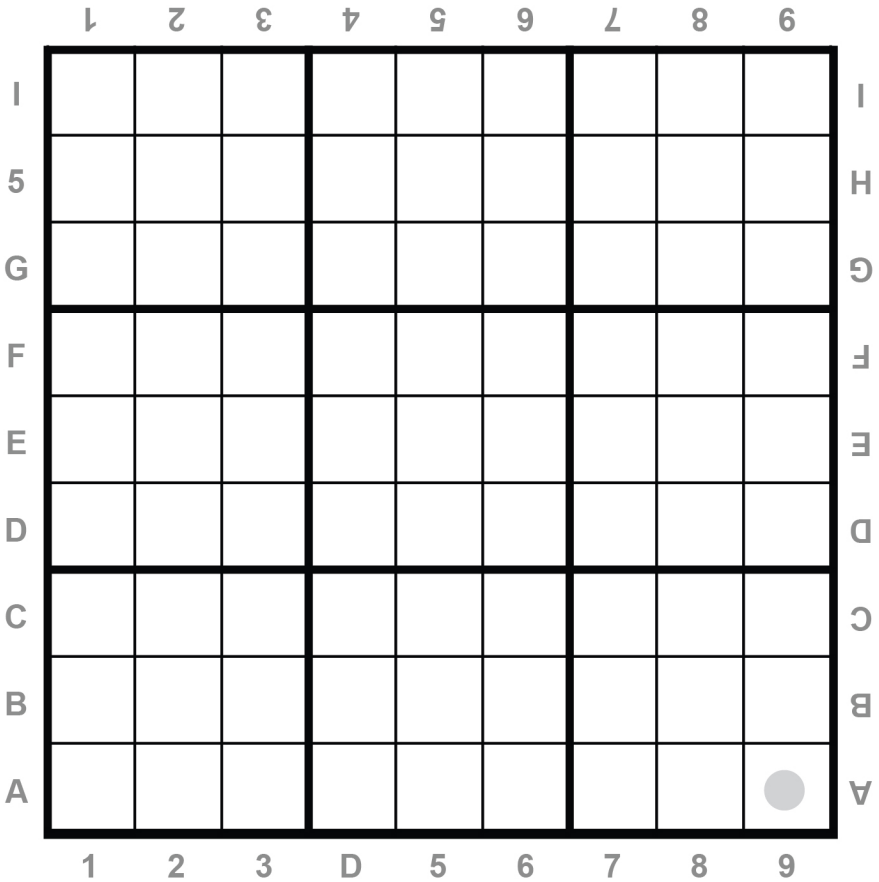


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Strategy Sheet 2

Use this strategy sheet to help solve your Sudoku puzzle, using a pencil.

● Helps to orient you to the board. It represents where our company logo is located in relation to your view of the game board.

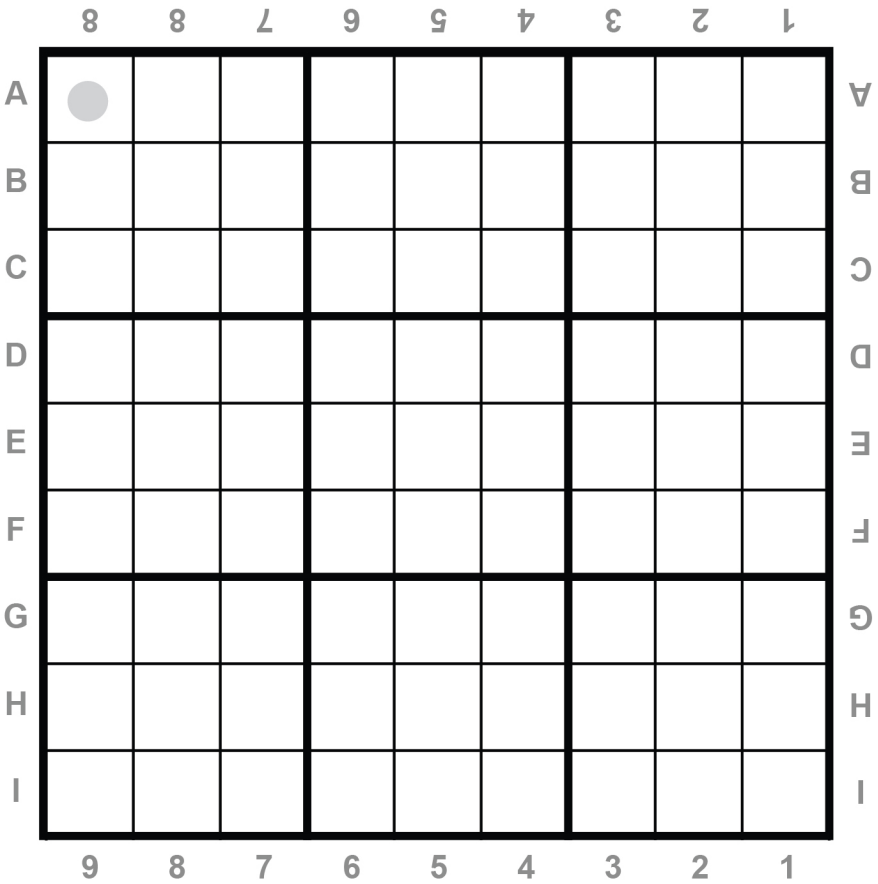


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Strategy Sheet 2

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**THANK YOU FOR YOUR PURCHASE
& ENJOY THE GAME!**

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