

1 Classic Sudoku

[17 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

1A →

1B →

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

2 Classic Sudoku

[19 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

2A →

2B →

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

3 Classic Sudoku

[20 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

3A →

3B →

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

4 Classic Sudoku

[22 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

4A →

4B →

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

5 Classic Sudoku

[25 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

5A →

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

5B →

6 Classic Sudoku

[27 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

6A →

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

6B →

7 Parity Sudoku

[25 points]

Apply classic sudoku rules. Digits along any grey line have the same parity (all odd or all even).

7A →

7B →

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

8 Tic-Tac-Toe Winner Sudoku

Sudoku

[29 points]

Apply classic sudoku rules. Each 3x3 box is also a grid for a Tic-Tac-Toe game. A game is won by placing three odd digits or three even digits in a horizontal, vertical or diagonal line. Each 3x3 box contains **exactly one** winning combination and this combination is marked by a grey line.

8A →

8B →

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

9 One Touch Sudoku

[37 points]

Apply classic sudoku rules. Every digit 1-9 has **exactly one** touching pair in the grid. All these touches are marked by a circle. If there are less than 9 circles in the grid, that means there is at least one marked 2x2 block which contains two pairs of touching digits.

9A →

9B →

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

10 Box Sequences Sudoku

[40 points]

Apply classic sudoku rules. If two neighbouring cells are connected with a grey line, they contain consecutive digits. **All possible sequences** with length of at least 3 are marked inside each 3x3 box.

10A →

10B →

				8				
	6						4	
			1	5				
		7				2		

11 Makodoku

[40 points]

Apply classic sudoku rules. All pairs of adjacent cells with a product less than 10 are marked with a cross sign. All pairs of adjacent cells with a sum less than 10 are marked with a plus sign. If both signs are possible, a cross is drawn. **All possible signs** are given.

11A →

11B →

	6		+	x		x	x	8	
+		x	x		+		x		+
	+	x	x		x	x	+	+	
	x			x	x	+	+	x	x
+	+	x	x			+	x	x	+
	x	x	+		x	+	+		
		x	x	x	+	+	+		
		x	+	x	+	x	+	+	
	x	x	+	x	x	x	+	x	x
x	x	9	+	+				7	+

12 Clock Faces Sudoku

[41 points]

Apply classic sudoku rules. Four digits around a white circle are placed in an increasing order starting from one of the four cells and going clockwise. Four digits around a black circle are placed in an increasing order starting from one of the four cells and going anticlockwise. **All possible circles** are marked.

12A →

12B →

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

13 Irregular Sudoku

[46 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 9-cell region contains each digit exactly once.

13A →

13B →

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

14 Hashtag Sudoku

[50 points]

Apply classic sudoku rules. Each of the four marked diagonals must also contain each digit from 1-9 exactly once.

14A →

14B →

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

15 Palindrome Sudoku

[59 points]

Apply classic sudoku rules. Digits along any grey line from a palindrome i.e. they read the same in both directions.

15A →

15B →

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

16 Delimited Kropki Sudoku

[103 points]

Apply classic sudoku rules. Kropki dots are placed in the grid. Kropki rules are applied **only** for a pair of cells where the centers of cells are connected (orthogonally or diagonally) with a grey line.

Kropki rules:

Adjacent cells containing digits whose difference is 1 are marked with a white circle. Adjacent cells containing digits whose ratio is 2 are marked with a black circle. Adjacent cells containing digits 1 and 2 may be marked by a dot of either colour. Adjacent cells with no marking must not contain digits either whose difference is 1 or whose ratio is 2.

16A →

16B →
