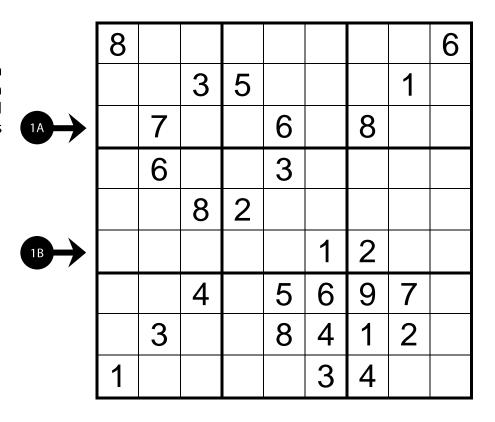






1 Classic Sudoku [17 points]

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.



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.

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

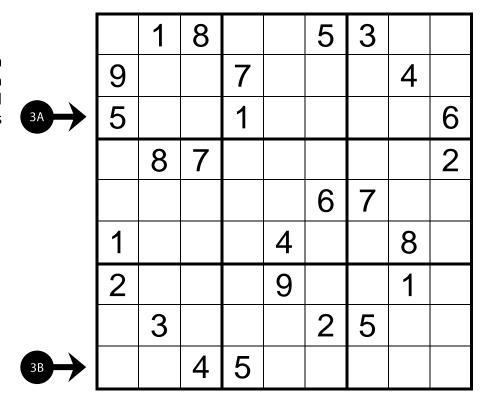






3 Classic Sudoku [20 points]

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.



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.

	1				6				3
		2	3		5			8	
				4				9	
4A ->				8			6		
			4				8		
4B →			5			7			
		7				4			
		9			1		3	7	
	5				8				1

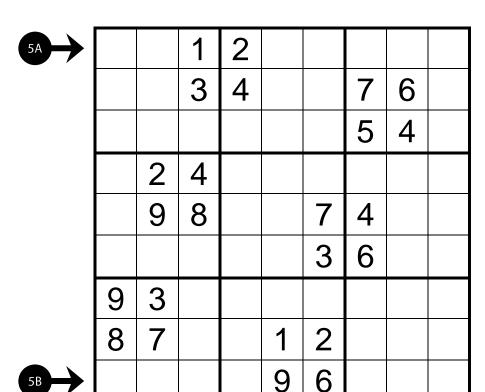






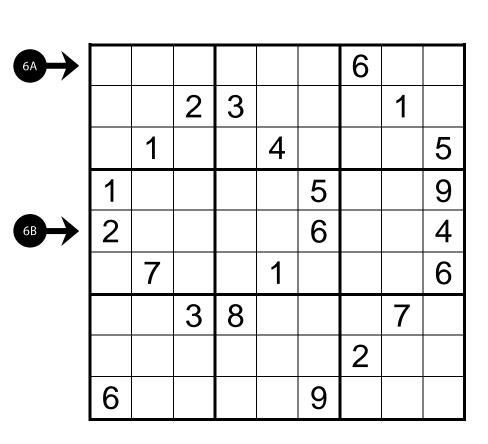
5 Classic Sudoku [25 points]

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.



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.



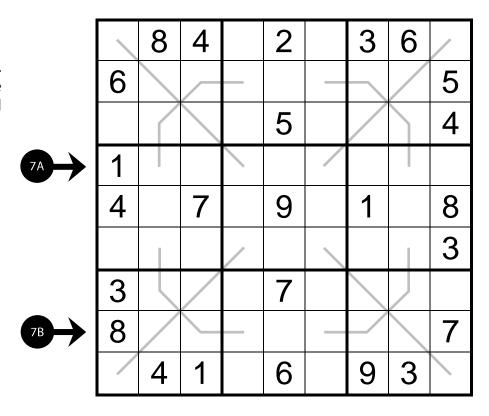






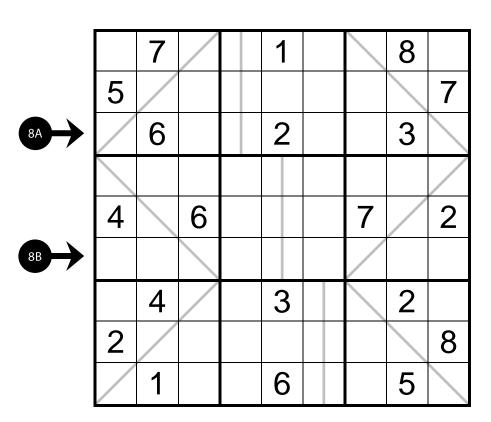
7 Parity Sudoku [25 points]

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



8 Tic-Tac-Toe Winner 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.



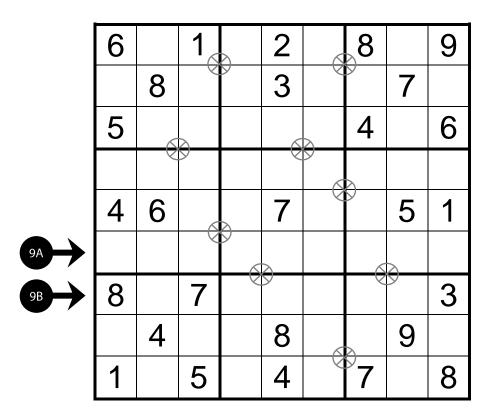






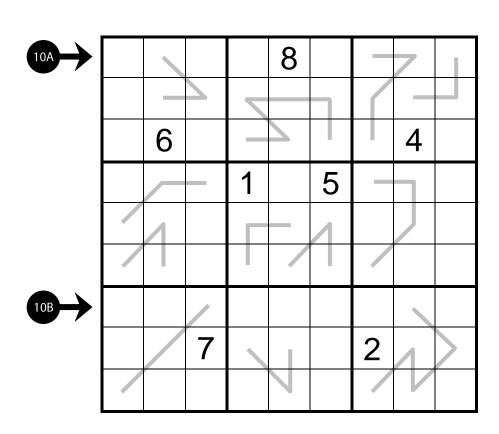
9 One Touch Sudoku [37 points]

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.



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.



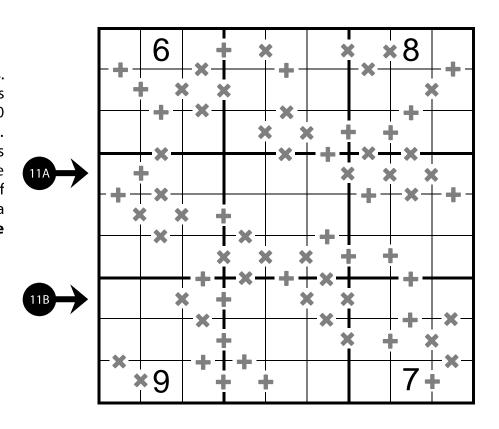






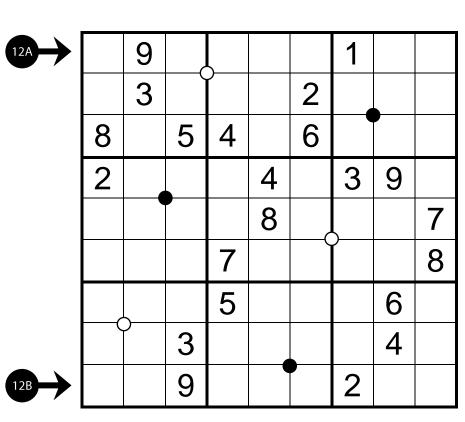
11 Makodoku [40 points]

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.



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.



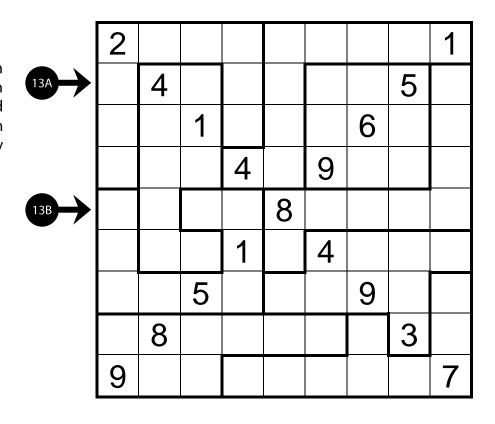






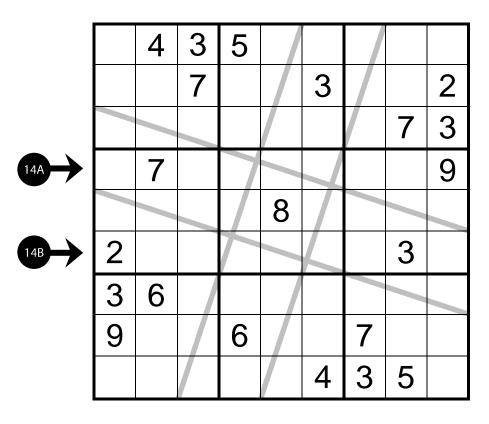
13 Irregular Sudoku [46 points]

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.



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.









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.

		1		7		9		4	
	7		2				9		3
		9						6	
	9			6					1
15A									
						2			8
15B								1	
	1						4		6
		3			r	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

