

**1 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.

1A →

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

1B →

**2 Classic Sudoku [31 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 →

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

2B →

**3 Classic Sudoku [21 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 →

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

3B →

**4 Classic Sudoku [23 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 →

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

4B →

**5 Classic Sudoku [28 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	9	
	2				4			1
		3			1			5
			4			8	2	
				5				
	7	8			6			
9			3			7		
5			6				8	
	1	2						9

5A →

5B →

**6 Classic Sudoku [40 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.

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

6A →

6B →

**7 Odd Sudoku [22 points]**

Apply classic sudoku rules. Digits placed in shaded cells must be odd.

7A →

7B →

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

**8 No Knight Step Sudoku [36 points]**

Apply classic sudoku rules. Digits placed in cells connected by a chess Knight's move must be different.

8A →

8B →

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

**9 Magic Squares Sudoku**

[38 points]

Apply classic sudoku rules. Three of the given 3x3 blocks are magic squares, which means that the sum of the digits on both diagonals, the three horizontal lines of three cells and the three vertical lines of three cells is the same.

9A →

9B →

		2						
			3					
				1				
					4			
						7		
	9						6	
		7						

**10 Irregular Sudoku [56 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.

10A →

10B →

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

**11 Even Sandwich Sudoku**

[63 points]

Apply classic sudoku rules. The clues outside the grid indicate all digits (not necessarily in the given order) which have two even neighbours in the corresponding row or column. If a digit is not clued outside the grid, then its two immediate neighbours in that row or column must not both be even.

	1	3	8	4	-	3	-	2	5
1	7								
11A	→	-							
5	6		1	2					
3			3	4					
-					5				
1	3					6	7		
7						8	9		
11B	→	9							
1									

**12 Point to Next Sudoku**

[88 points]

Apply classic sudoku rules. If a digit N is placed in a cell containing an arrow, then the digit N+1 must be placed in a cell pointed at by the arrow. Not all possible arrows are given.

12A	→					5			
			→	9	1	2	↑		
		→	→	↑	4	→	←	↑	
		1	→				←	6	
	7	5	9					8	1
		8	→				↑		3
		→	←	↓	9	↑	→	↑	
			↑	4	6	1	←		
12B	→					8			



**13 First Impression Sudoku**

[48 points]

Apply classic sudoku rules. The digit in each shaded cell is greater than the digits in the first cell of the corresponding row (leftmost cell) and the first cell of the corresponding column (topmost cell). Not all possible cells are shaded.

13A →

13B →

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

**14 Sum Next to Nine Sudoku**

[79 points]

Apply classic sudoku rules. Clues outside the grid indicate the sum of the immediate neighbours of the digit 9 in the corresponding row or column.

14A →

14B →

10	6	4	13	8	10	13	8	12
9								
12								
7		1				4		
9								
12				2				
12								
2								
14								
14								