1 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.

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

1A
1B

2 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.

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

2A
2B

3 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.

3A →

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

3B →

4 Classic Sudoku
[39 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							6
8			3				7	
			2	1		8		
	9	3						
		4				1		
						4	2	
		1		2	5			
	6				4			9
5							8	

4A →

4B →

5 Classic Sudoku
[45 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				
	1		4		5			
2		6		7		3		
	8		6		1		4	
		9		2		6		7
			9		8		1	
				1		7		
					7			

5B →

6 Anti-Diagonal Sudoku
[36 points]
Apply classic sudoku rules. Each marked diagonal must contain only 3 different digits.

6A →

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

6B →

7 Irregular Sudoku
[48 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.

7A →
7B →

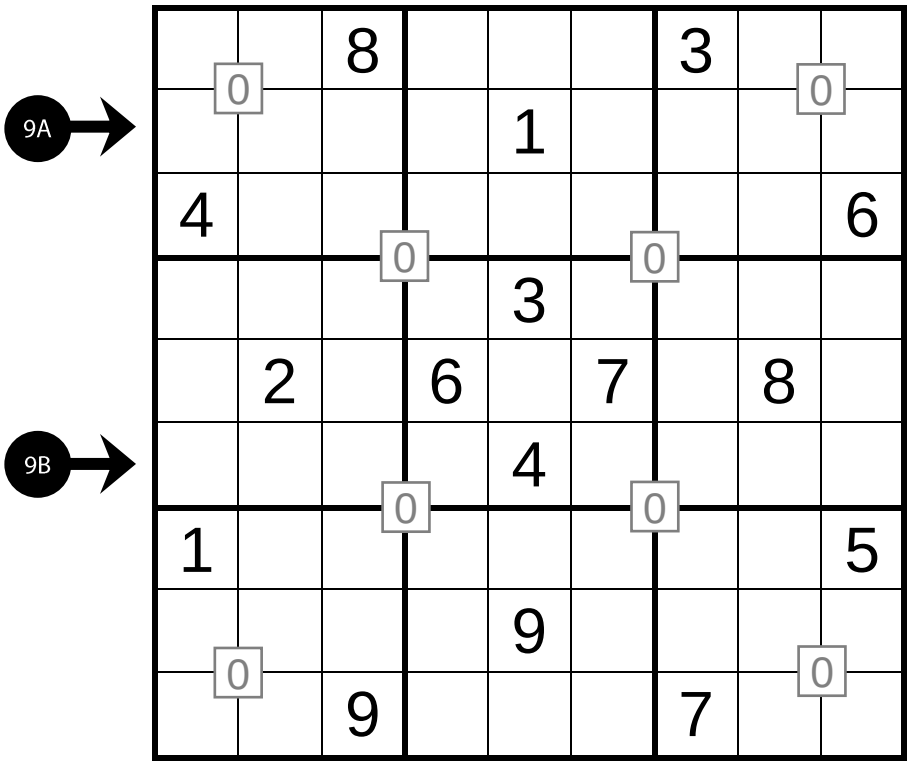
				1				7
			7			6	9	
	1				4			
5							4	
		2		9		5		
	4							2
			3				6	
	5	9			8			
7				6				

8 Windoku
[54 points]
Apply classic sudoku rules. Each shaded region must also contain each digit from 1-9 exactly once.

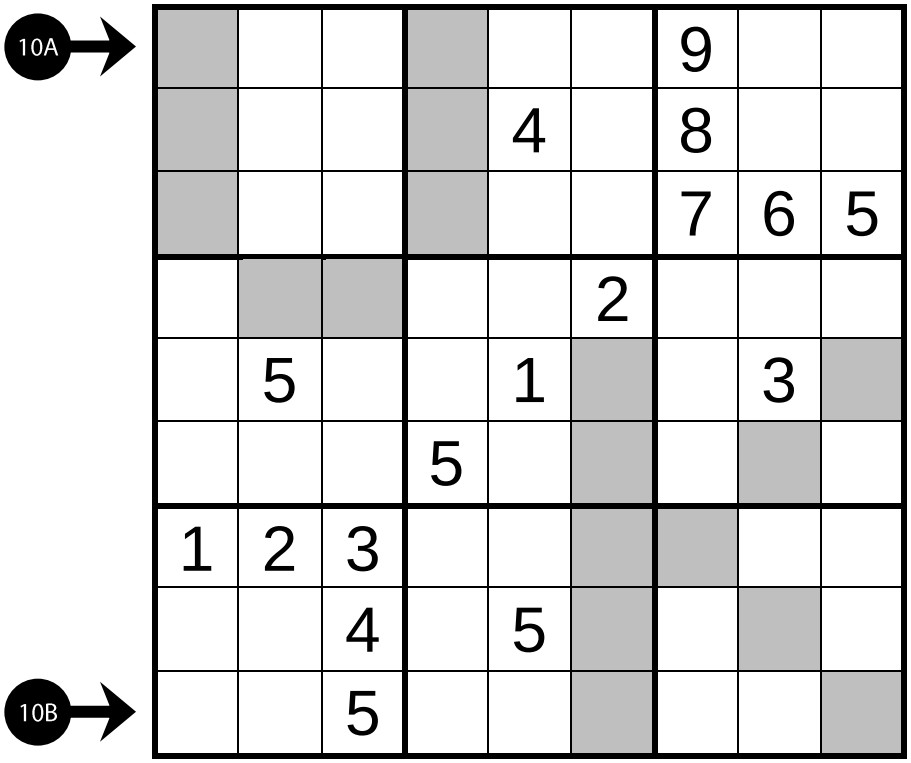
8A →
8B →

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

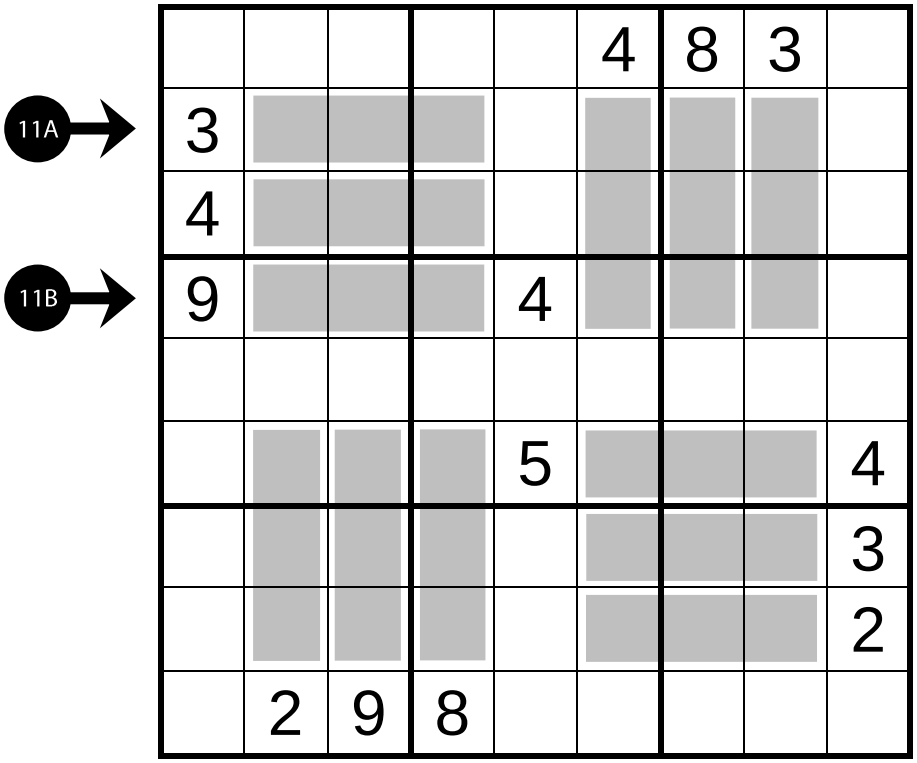
9 Determinant Sudoku
[55 points]
Apply classic sudoku rules. The determinants of 2x2 matrices are given in center of four cells. The determinant of a 2x2 matrix is axd-bxc, where a is the top left, b is the top right, c is the bottom left and d is the bottom right element.



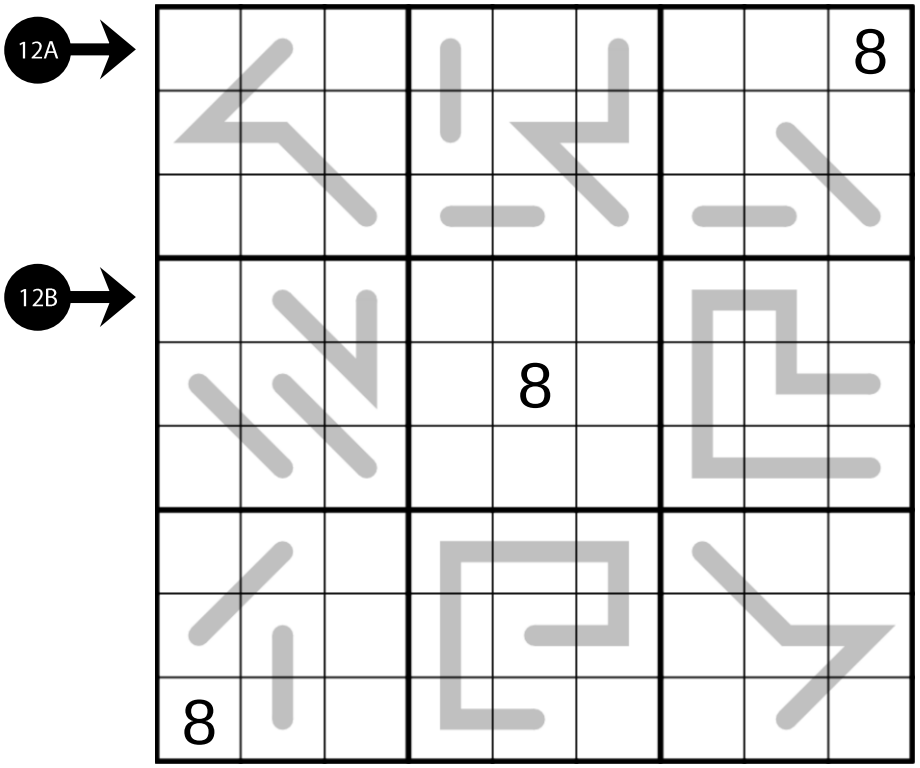
10 Fortress Sudoku
[59 points]
Apply classic sudoku rules. A digit placed in a shaded cell must be strictly greater than digits placed in orthogonally adjacent unshaded cells.



11 Renban Sudoku
[63 points]
Apply classic sudoku rules. Shaded regions must contain a set of distinct, consecutive digits in any order.



12 German Whispers Sudoku
[90 points]
Apply classic sudoku rules. Adjacent digits along each marked line have a difference of at least 5.



13 Read the Room Sudoku
[37 points]

Apply classic sudoku rules. Within each 3x3 region, exactly one of two constraints (A or B) applies:
(A) Digits placed in adjacent cells within the 3x3 region must not be consecutive,
(B) Each cell must be adjacent to at least one other cell within the 3x3 region where the digits placed in both are consecutive.
Neither constraint applies to adjacent cells in different 3x3 regions.

13A →
13B →

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

14 Escape Sudoku
[62 points]

Apply classic Sudoku rules. Each of the shaded cells has an escape path to the edge of the grid. An escape path consists of a series of adjacent cells containing a descending consecutive sequence of digits. All escape paths begin with the digit in the shaded cell and end at a cell containing a 1 at the edge of the grid. Escape paths starting in different shaded cells never share any cell. It is possible that a shaded cell can have more than one escape path.

14A →
14B →

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