

1 Classic Sudoku

[15 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 →

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

1B →

2 Classic Sudoku

[16 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 →

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

2B →

3 Classic Sudoku

[18 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 →

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

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 →

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

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.

5A →

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

5B →

6 Classic Sudoku

[41 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 →

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

6B →

7 Extra Regions Sudoku

[29 points]

Apply classic sudoku rules. Each of the shaded regions must also contain each digit from 1-9 exactly once.

7A →

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

7B →

8 Battenburg Sudoku

[38 points]

Apply classic sudoku rules. Everywhere 2 odd and 2 even digits form a 2x2 chessboard pattern, a Battenburg marking is given. If there is no marking, the above pattern is not allowed.

8A →

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

8B →

9 Clock Sudoku

[38 points]

Apply classic sudoku rules. Some digital clocks are shown. When the puzzle is completed, all clocks should display a valid time in 24-hour format (HH:MM); i.e. a clock cannot display 43:65.

9A →

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

9B →

10 Fortress Sudoku

[57 points]

Apply classic sudoku rules. A digit placed in a shaded cell must be strictly greater than digits placed in adjacent unshaded cells.

10A →

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

10B →

11 Renban Sudoku

[67 points]

Apply classic sudoku rules. Digits placed in each shaded region must form a consecutive, non-repeating set.

11A →

11B →

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

12 Min-Max Sudoku

[70 points]

Apply classic sudoku rules. Each number outside the grid is the sum of the highest and lowest digit in the first three cells in the corresponding row or column.

12A →

12B →

									6	15	10	9	11	11	10	7	14	
7																		12
11																		8
13																		9
8				2		3												14
8																		8
14				4		1												8
8																		9
12																		11
8																		11
									10	6	15	12	5	11	10	10	9	

13 Distance Sudoku

[78 points]

Apply classic sudoku rules. Clues outside the grid indicate the distance (in steps) between the digits in the corresponding row or column. Digits must be placed in order of appearance.

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

13A	→
13B	→

14 Quad Max Sudoku

[82 points]

Apply classic sudoku rules. An arrow on a grid point points to the highest digit in the four cells around it. Digits may repeat around an arrow, but the highest digit is always unique.

	1		5		2	
3						1
2						3
9						5
	3		2		7	

14A →

14B →