

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 →

1B →

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

2 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.

2A →

2B →

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

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 →

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

3B →

4 Classic Sudoku

[32 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 →

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

4B →

5 Classic Sudoku

[44 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 →

5B →

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

6 Anti-Diagonal Sudoku

[34 points]

Apply classic sudoku rules. Each marked diagonal must contain only 3 different digits.

6A →

6B →

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

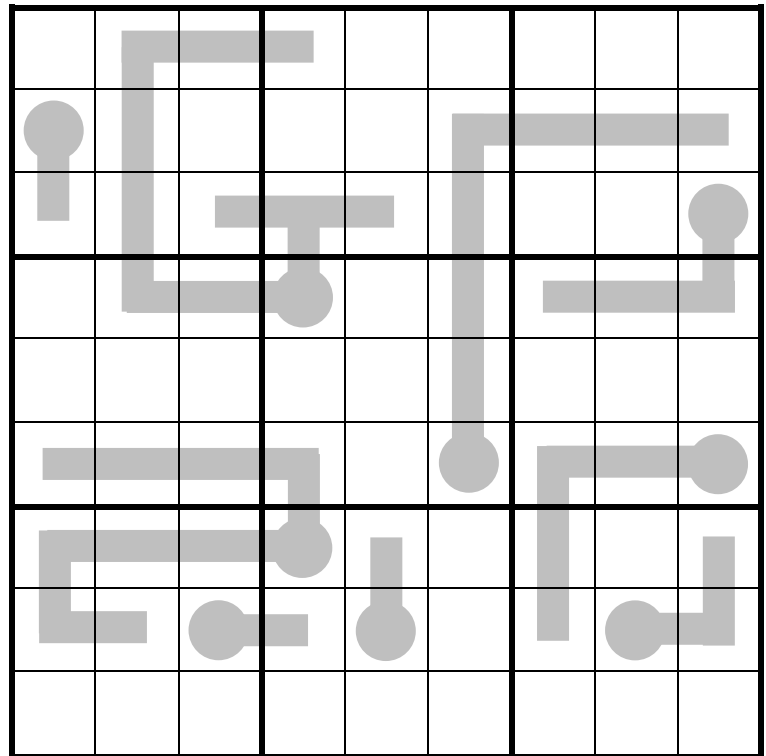
7 Thermo Sudoku

[50 points]

Apply classic sudoku rules. Starting at the "bulb", digits placed along each marked thermometer must form a strictly increasing sequence.

7A →

7B →



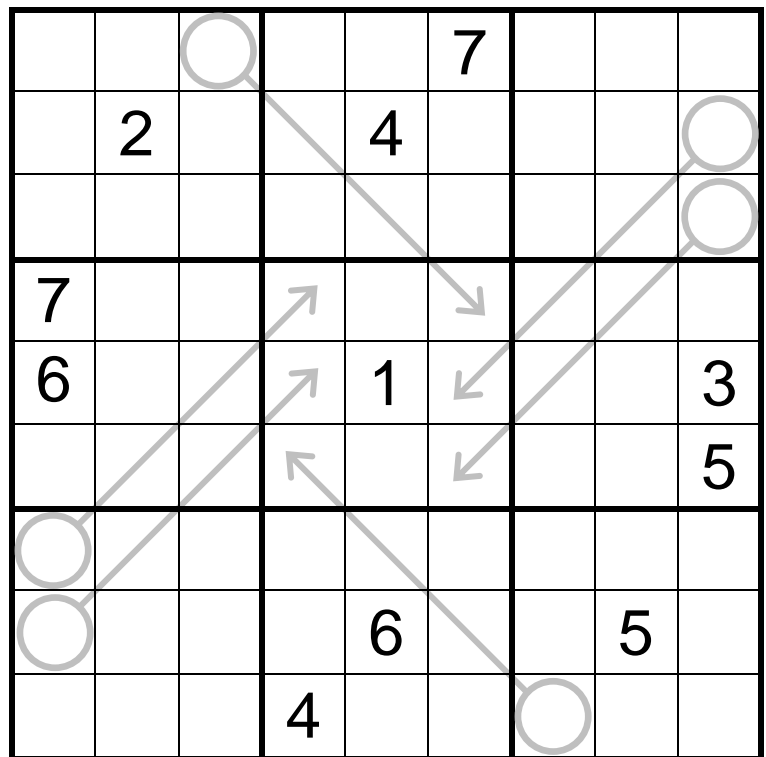
8 Arrow Sudoku

[51 points]

Apply classic sudoku rules. Each digit placed in a cell with a circle must be the sum of the digits placed in the cells that the adjoining arrow passes through. Digits may repeat on arrows.

8A →

8B →



9 Rossini Sudoku

[52 points]

Apply classic sudoku rules. The arrows outside the grid indicate that the first three digits are in ascending or descending order (the highest digit is at the point of the arrow). If there is no arrow outside, the first three digits cannot be in either ascending or descending order.

Note: The answer key arrows are presented in a way that is clearly different to the Rossini arrows. They have no impact on solving and are just to mark rows/columns for submission.

10 Triple Sum Sudoku

[66 points]

Apply classic sudoku rules. Each row is divided into 3 parts. The 1st part is a 4-digit number, the 2nd part (shaded) is a 3-digit number and the 3rd part is a 2-digit number. The sum of these three numbers is given outside the grid in the corresponding row. Not all outside clues may be given.

				4					6300
			6		2				
		2				9			7200
10A →	2	5					9		
									9000
	9						8	2	
		1				6			8100
10B →			9		6				
				2					9900

11 Fortress Sudoku

[74 points]

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

11A →

11B →

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

12 Odd Even Count Sudoku

[83 points]

Apply classic sudoku rules. An even digit placed in a cell with a circle indicates the number of even digits placed in the surrounding 8 cells. An odd digit placed in a cell with a circle indicates the number of odd digits placed in the surrounding cells. Numbers placed in cells without a circle may have either of these properties.

12A →

12B →

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

13 Three Lines Sudoku

[61 points]

Apply classic sudoku rules. In each group of three lines:

- One will follow Arrow Sudoku rules. The digit placed in a cell with a circle must be the sum of the digits placed in the cells that the adjoining arrow passes through. Digits may repeat on arrows. It is up to the solver to determine which end has the circle.
- One will follow Thermo Sudoku rules. Starting at the "bulb", digits placed along the thermometer must form a strictly increasing sequence. It is up to the solver to determine which end has the bulb.
- One will follow Palindrome Sudoku rules. Digits along the line read the same in both directions. It is allowed that a line has properties of both Arrow and Thermo Sudoku (for instance: 1-2-3-6).

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