1 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.

1A →

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

1B →

2 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.

2A →

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

2B →

3 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.

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

3A

3B

4 Classic Sudoku
[30 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	2				5			
4	3			7		8		
		5	6				4	
		7	8					1
				9				
5					2	6		
	7				4	1		
		2		3			8	4
			5				6	7

4A

4B

5 Classic Sudoku
[35 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			7		
							8	
	4	5	6					9
				8				
	7	8	9		1	2	3	
				3				
3					4	5	6	
	2							
		1			7	8	9	

5B →

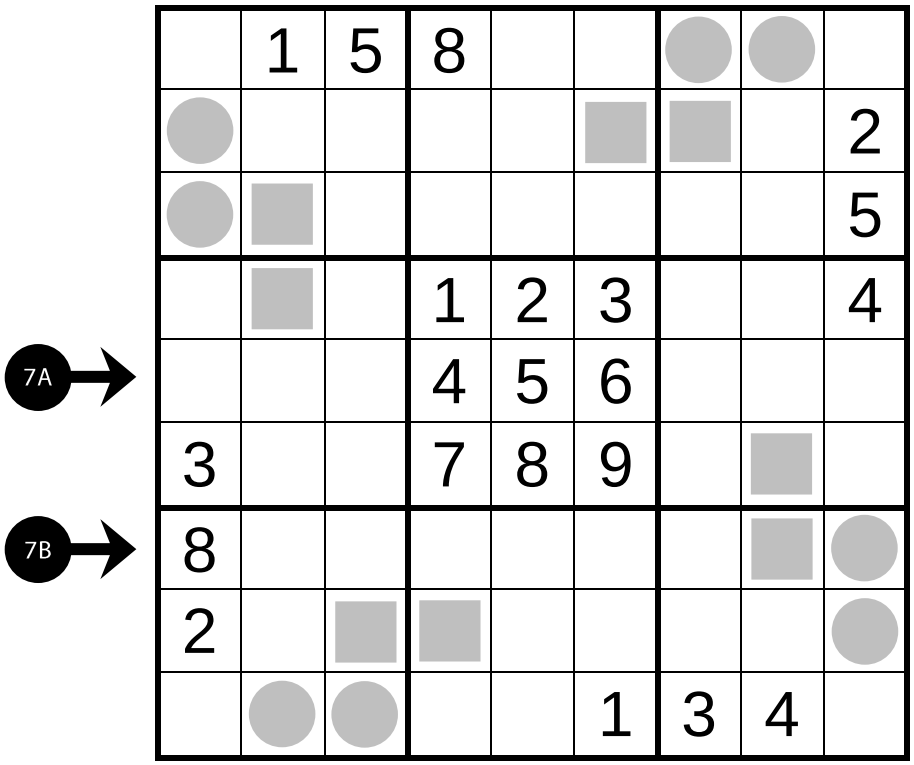
6 Diagonal Sudoku
[31 points]
Apply classic sudoku rules. Every marked diagonal line contains each digit no more than once.

6A →

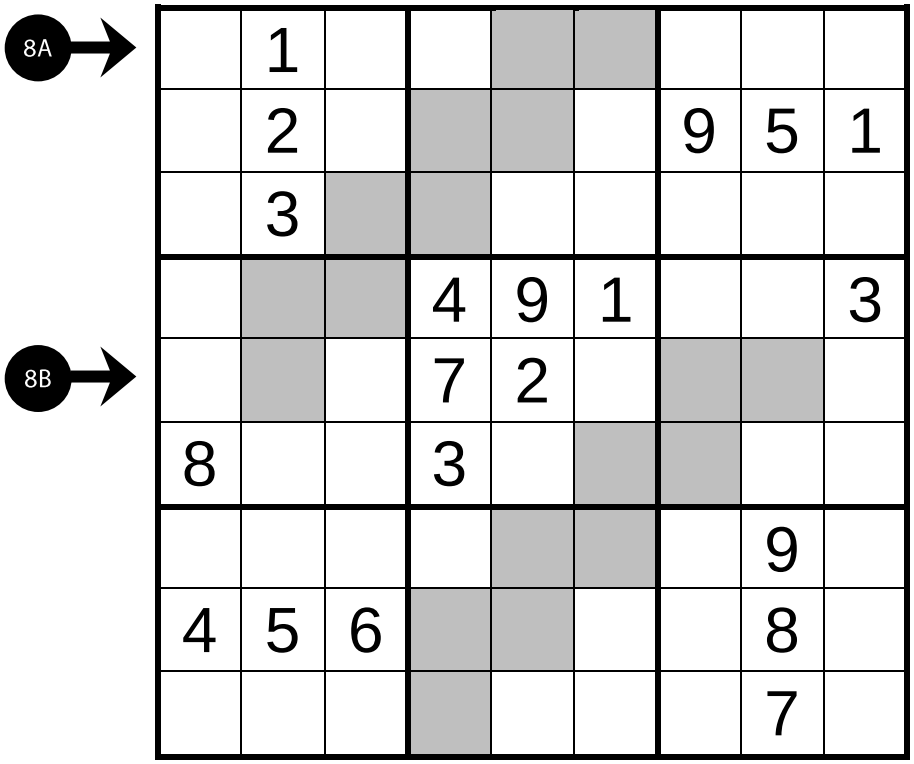
	2						5	
1								6
			1	2	3			
		4				7		
		5		1		8		
		6				9		
			2	5	7			
7								4
	8						3	

6B →

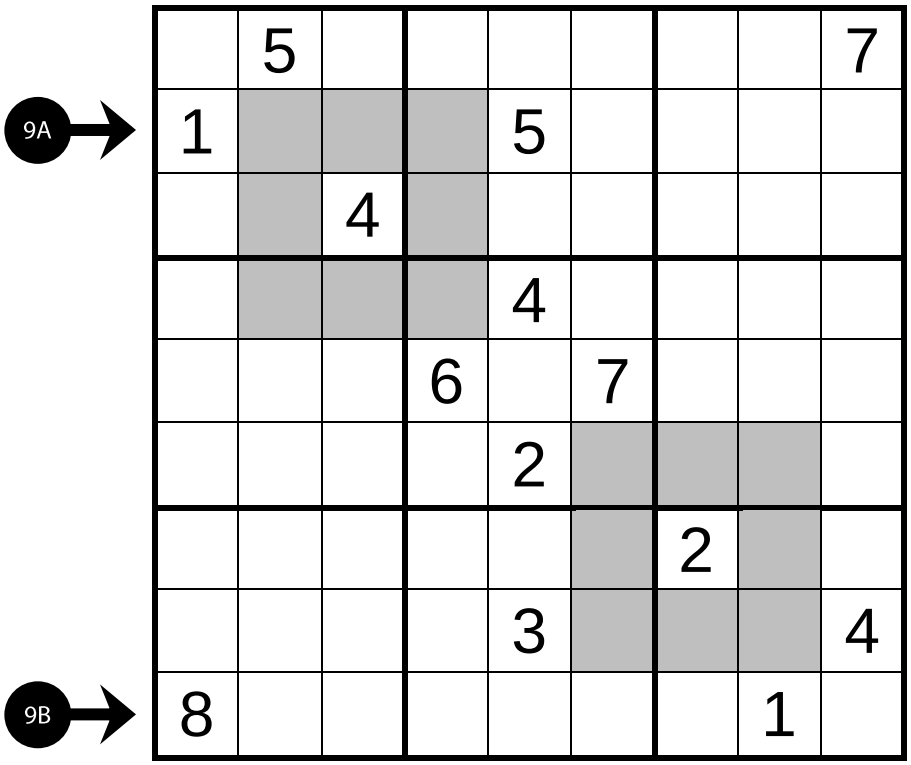
7 Odd/Even Sudoku
[35 points]
Apply classic sudoku rules. Digits in circles must be odd and digits in squares must be even.



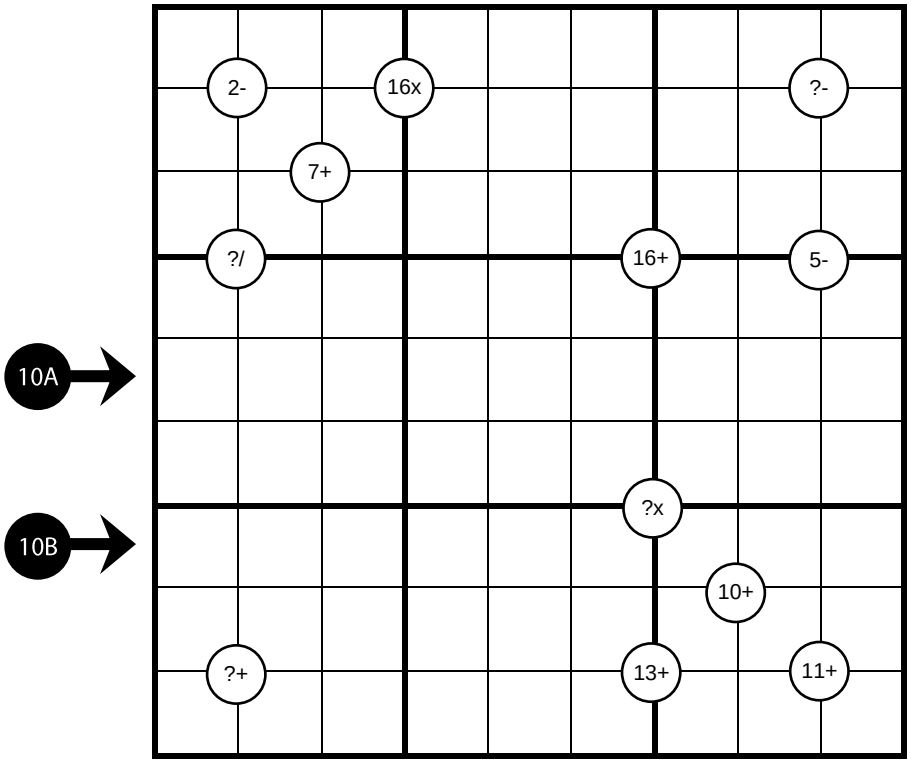
8 Extra Regions Sudoku
[44 points]
Apply classic sudoku rules. Each of the shaded regions must also contain each digit from 1-9 exactly once.



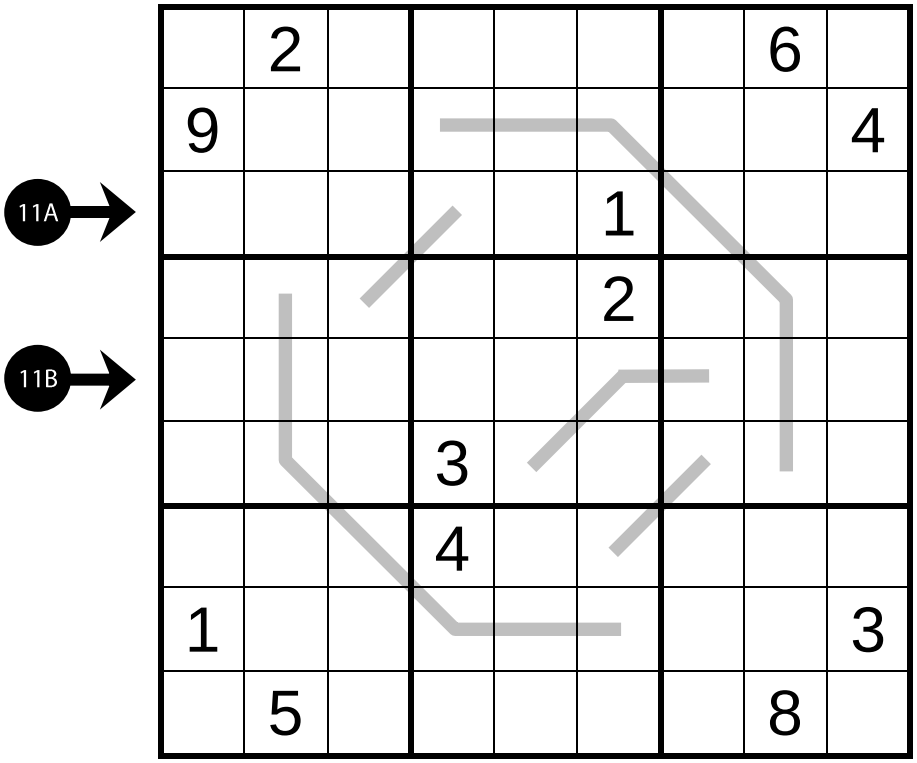
9 Clone Fortress Sudoku
[59 points]
Apply classic sudoku rules. Digits in the same place in both shaded figures must be identical. A digit placed in a shaded cell must be strictly greater than digits placed in orthogonally adjacent unshaded cells.



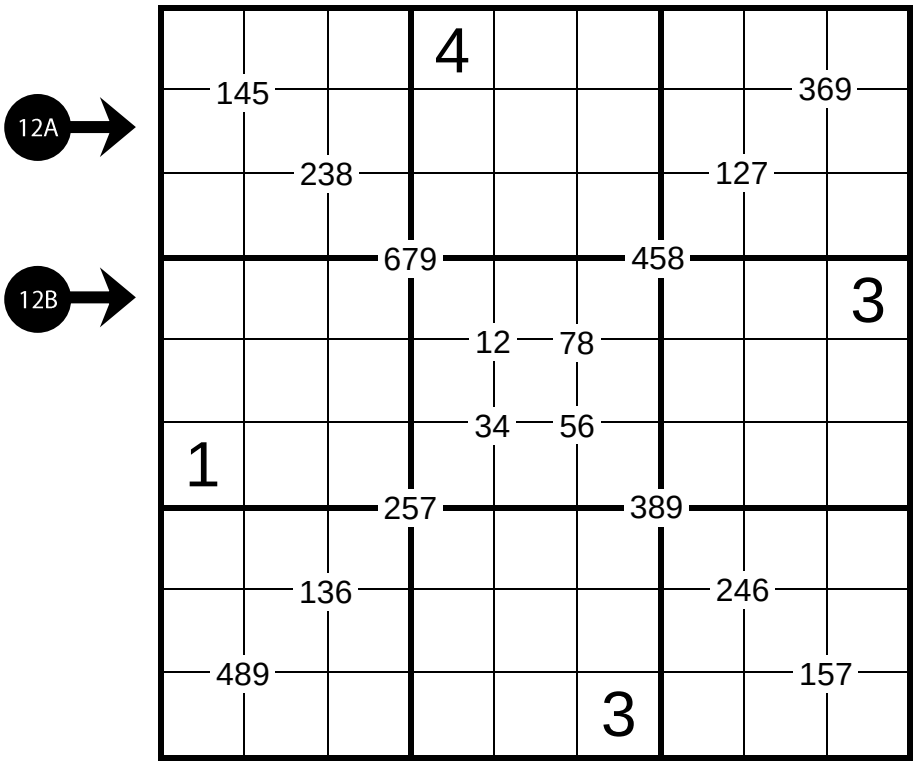
10 Mathrax Sudoku
[64 points]
Apply classic sudoku rules. Some intersections are marked by number and operator (+, -, x, /) in a circle. The number is the result of the operation, applied to both pairs of diagonally opposite cells. An "E" or "O" in the circle indicates that all four adjacent digits are even or odd.
Note: A question mark means that the result of the operation is not given and has to be determined as part of the puzzle. A question mark can replace any number (two-digit numbers or non-integer numbers are allowed too).



11 Palindrome Sudoku
[75 points]
Apply classic sudoku rules. Digits along any grey line form a palindrome i.e. they read the same in both directions.



12 Inclusion Sudoku
[77 points]
Apply classic sudoku rules. Each digit at the intersection of four cells must be present in at least one of those four cells. If a digit is repeated in the clue it must appear twice in the surrounding cells.



13 Skyscrapers Sudoku
[80 points]
Apply classic sudoku rules. Each digit represents the height of a building. The clues outside the grid indicate the number of buildings visible from the corresponding direction. A taller building will hide any shorter buildings behind it.