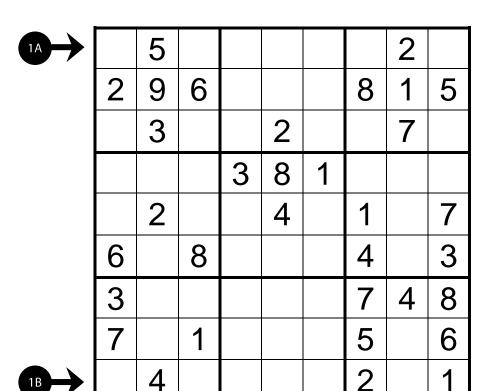






### 1 Classic Sudoku [10 points]

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.



## 2 Classic Sudoku [14 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							6	2
	5			1	6	9			
•				5		3			
		9	2	7			1	8	
		5						9	
		3	4			6	2	7	
				6		7			
•				8	4	1			
	1	7							8







# 3 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.

		4	6		3	7	
	1		2		4		3
	4	6				9	2
$3A \rightarrow$				5			
	7	9				8	6
	5		7		1		8
3B							
		2	5		9	4	

## 4 Classic Sudoku [38 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				4					
			1		8		4		
		6		7		9		5	
	1		5				3		
		7			3			2	
			8				7		6
		9		2		5		3	
4B —			4		1		8		
						7			







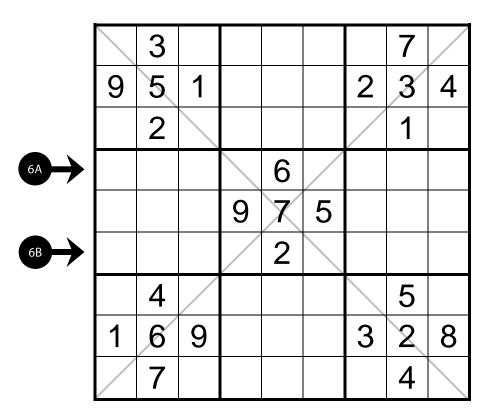
## 5 Classic Sudoku [40 points]

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.

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

## 6 Diagonal Sudoku [26 points]

Apply classic sudoku rules. Every marked diagonal line contains each digit no more than once.









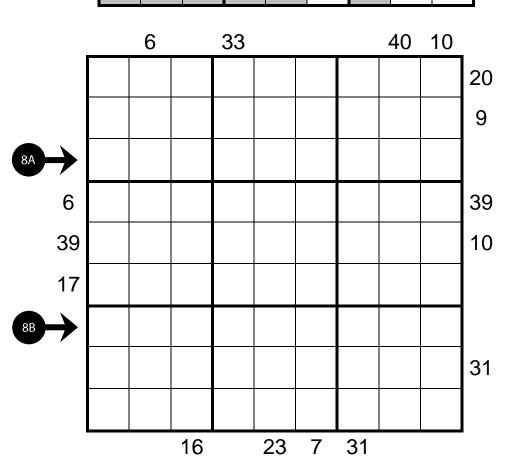
## 7 Extra Regions Sudoku [36 points]

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

$7A \rightarrow$	9	8							
	7			1		5			
							2		
		2			1			8	
				2	3	4			
		9			5			4	
$7B \rightarrow$			1						
				ფ		7			1
								2	3

# 8 X-Sums Sudoku [50 points]

Apply classic sudoku rules. The clues outside the grid indicate the sum of the first X digits placed in the corresponding direction, where X is equal to the first digit placed in that direction.









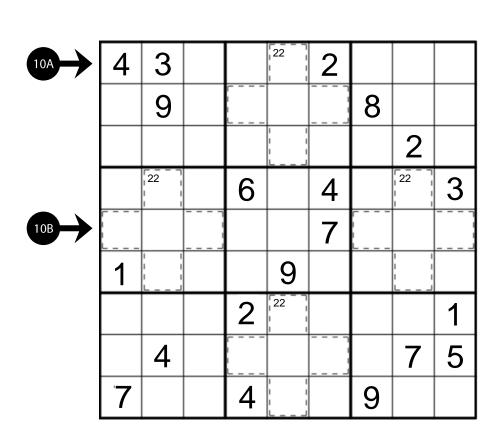
## 9 Anti-Knight Sudoku [66 points]

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

	4					1
			5	2		
		7	2	5	1	
$\xrightarrow{9A}$						
		2	6	1	9	
9B			4	7		
	8					2

#### 10 Killer Sudoku [30 points]

Apply classic sudoku rules. The digits placed in each marked cage must sum to the total given in its top-left corner. Digits must not repeat in cages.









# 11 No Touch Sudoku [70 points]

Apply classic sudoku rules. Identical digits must not touch each other diagonally.



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



## 12 Irregular Sudoku [85 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.



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



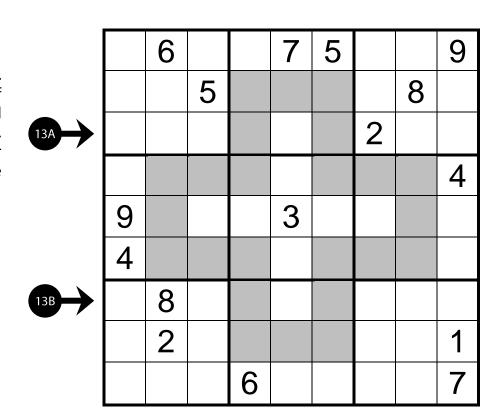






## 13 Small Difference Loop Sudoku [52 points]

Apply classic sudoku rules. One or more loops of orthogonally connected cells will be shaded grey. Along such a loop, each pair of adjacent digits must have a difference of either 1 or 2.



# 14 Difference 2 Neighbours Sudoku [58 points]

Apply classic sudoku rules. Each digit in a grey cell must have at least one orthogonally adjacent digit (in either a grey or a white cell) that is exactly 2 greater or smaller.

**Note:** There may also be digits in white cells which have orthogonally adjacent digits that are exactly 2 greater or smaller.

