1 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.

2 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.
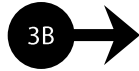
WPF SUDOKU GP
ROUND 6

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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.

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.
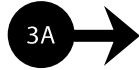
5 Classic Sudoku
[36 points]

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 ➤

6 Clone Sudoku
[24 points]

Apply classic sudoku rules. Digits in the same place in both shaded figures must be identical.

6A ➤

6B ➤

7 Anti-Knight Sudoku
[29 points]

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

8 Diagonal Sudoku
[66 points]

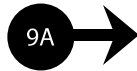Apply classic sudoku rules. Every marked diagonal line contains each digit no more than once.

9 Thermo Sudoku
[68 points]

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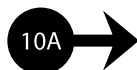

10 Renban Sudoku
[68 points]

Apply classic sudoku rules. Shaded regions must contain a set of distinct, consecutive digits in any order.

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ROUND 6

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

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ROUND 6

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12 Weighted Little Killer Sudoku
[99 points]

Apply classic sudoku rules. The clues outside the grid indicate the sum of the digits contained in the cells in the direction of the corresponding arrow. Digits in gray cells have to be counted twice. Digits may repeat within a sum.