

1 Classic Sudoku

[13 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 →

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

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 →

2B →

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

3 Classic Sudoku

[24 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 →

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

3B →

4 Classic Sudoku

[29 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					8		
	9	3	6	7		5		
	8					9		
	6	4	3	5		2		
	5					4		
	7	8	4	2	9	6		
								2
		7		8		3		5
	3		1		4			

4B →

5 Classic Sudoku

[43 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 →

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

6 Windoku

[34 points]

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

6A →

6B →

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

7 Odd Labyrinth Sudoku

[37 points]

Apply classic sudoku rules. Additionally, there must be at least one path from the top left cell to the bottom right cell which passes orthogonally through only odd digits.

7A →

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

7B →

8 Clone Sudoku

[44 points]

Apply classic sudoku rules. Digits in the same place in each shaded figure must be identical.

8A →

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

8B →

9 Palindrome Sudoku

[46 points]

Apply classic sudoku rules. Digits along any grey line form a palindrome i.e. they read the same in both directions.

9A →

9B →

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

10 Consecutive Sudoku

[48 points]

Apply classic sudoku rules. In all cases where two neighbouring cells contain consecutive digits, a grey bar is placed between those cells.

10A →

10B →

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

11 Frame Sudoku

[67 points]

Apply classic sudoku rules. Numbers outside the grid are equal to the sum of the first 3 digits appearing in the corresponding row or column.

	19		8	24		10			
11A →									17
					3				
21						3			
22							3		
11B →									
		3							17
			3						8
				3					
11									
	10			9	22				16

12 Rossini Sudoku

[115 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.

The grid is a 9x9 grid with the following numbers and arrows:

- Row 1: Column 5 has '7'. Column 1 has arrow '12A' pointing right. Column 4 has arrow '12B' pointing right.
- Row 2: Column 6 has '6'. Column 1 has arrow pointing right. Column 9 has arrow pointing left.
- Row 3: Column 1 has '9', Column 5 has '3', Column 9 has '7'. Column 1 has arrow pointing right. Column 9 has arrow pointing left.
- Row 4: Column 4 has '5'. Column 9 has arrow pointing right.
- Row 5: Column 5 has '2'. Column 9 has arrow pointing right.

Arrows above the grid indicate order constraints for the first three digits in each row:

- Row 1: Columns 1, 2, 3 have downward arrows (descending); Columns 6, 7, 8 have upward arrows (ascending).

Arrows below the grid indicate order constraints for the first three digits in each column:

- Column 1: Downward arrow (descending)
- Column 2: Upward arrow (ascending)
- Column 5: Downward arrow (descending)
- Column 6: Downward arrow (descending)
- Column 7: Downward arrow (descending)

13 Nine Pins Sudoku

[84 points]

Apply classic sudoku rules. For each number 1-9, there must be at least one set of three identical digits in a straight line of adjacent cells somewhere in the grid.

13A →			2	3	4			
	1						2	
								8
								5
	9			5				6
13B →	2							
	7							
	2						9	
				6	7	8		