





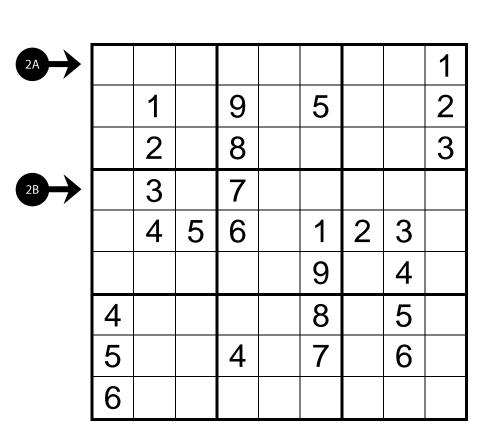
1 Classic Sudoku [15 points]

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.

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

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.









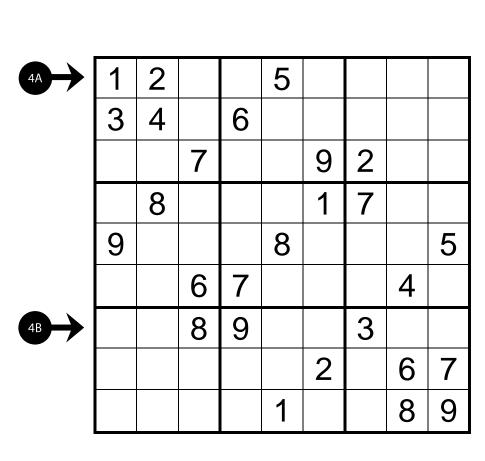
3 Classic Sudoku [16 points]

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.

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

4 Classic Sudoku [26 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.



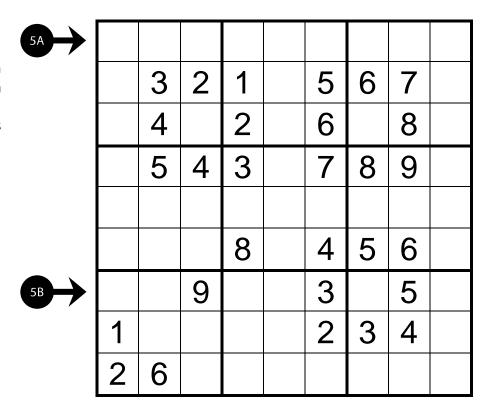






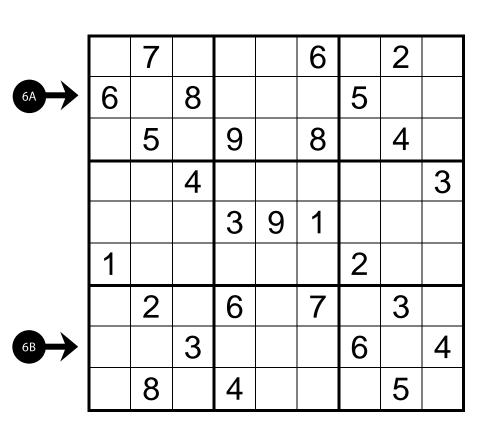
5 Classic Sudoku [31 points]

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 Classic Sudoku [53 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.



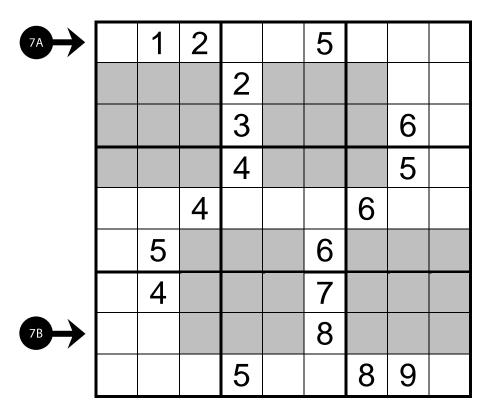






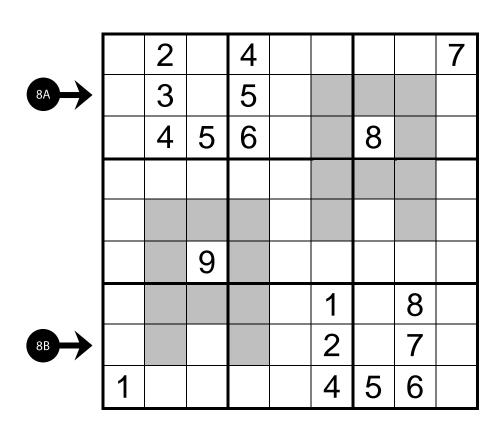
7 Extra Regions Sudoku [32 points]

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



8 Clone Sudoku [38 points]

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









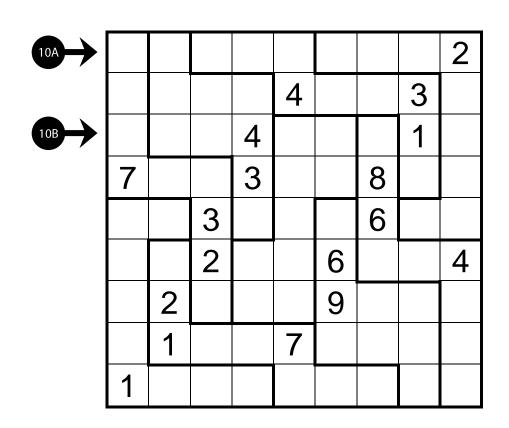
9 Diagonal Sudoku [48 points]

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

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

10 Irregular Sudoku [58 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.



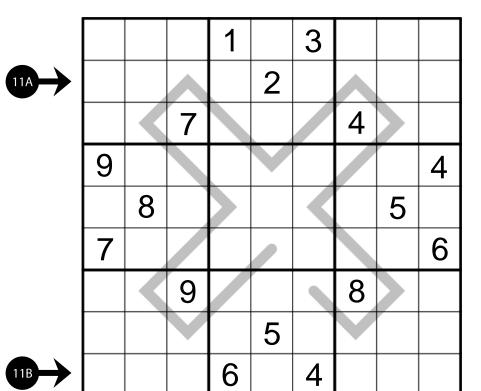






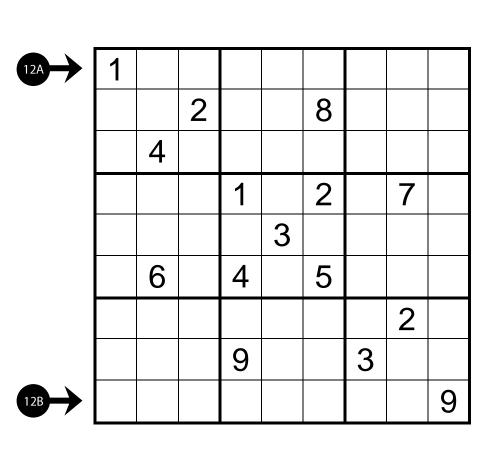
11 Palindrome Sudoku [58 points]

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



12 Anti-Knight Sudoku [67 points]

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



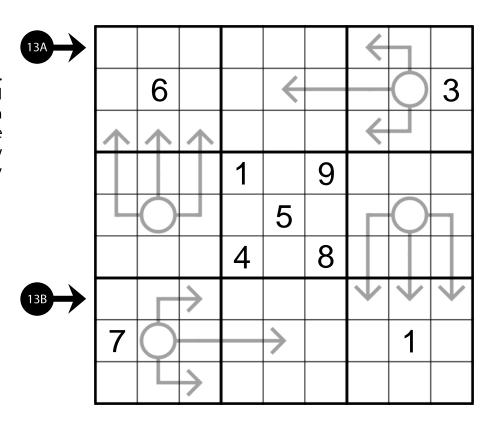






13 Arrow Sudoku [75 points]

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.



14 X-Average Sudoku [67 points]

Apply classic sudoku rules. Clues outside the grid indicate the exact average of the first X digits seen from that side, where X is the first digit from that side.

