





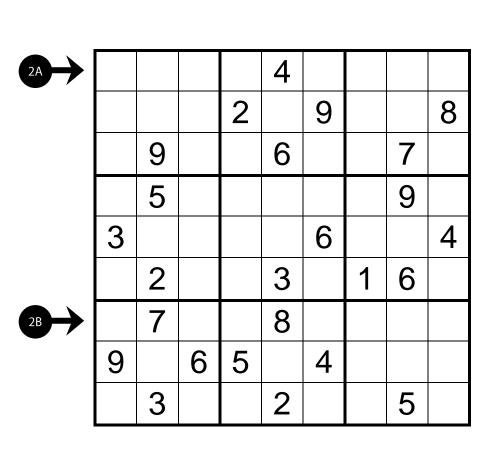
1 Classic Sudoku [24 points]

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.

				2			4		1
		3						5	
	2		1				7		3
$\stackrel{1A}{\longrightarrow}$				4		6			
		4	6		5			1	
				7		1			
	1		7				8		2
$\stackrel{1B}{\longrightarrow}$		8				7			
	3		2						6

2 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.









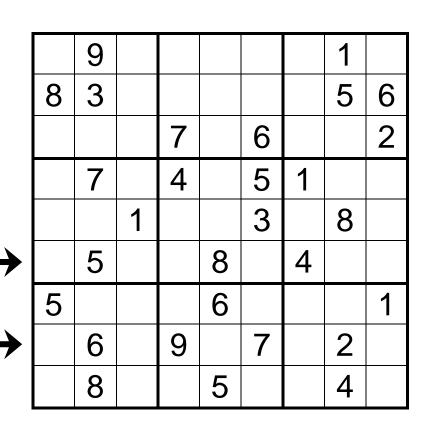
3 Classic Sudoku [26 points]

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.

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

4 Classic Sudoku [28 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.









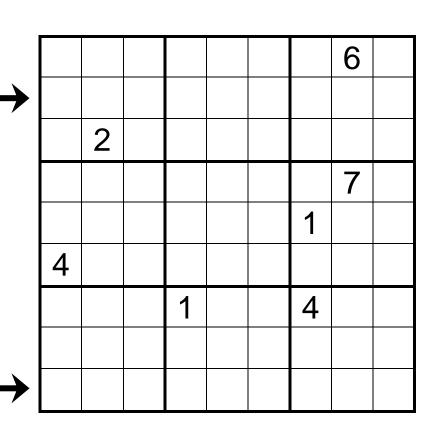
5 Classic Sudoku [32 points]

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.

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

6 Sym-Sum Anti-Knight Sudoku [26 points]

Apply classic sudoku rules. The contents of any two cells in symmetrical positions relative to the centre of the grid must sum to 10. Digits placed in cells connected by a chess Knight's move must be different.



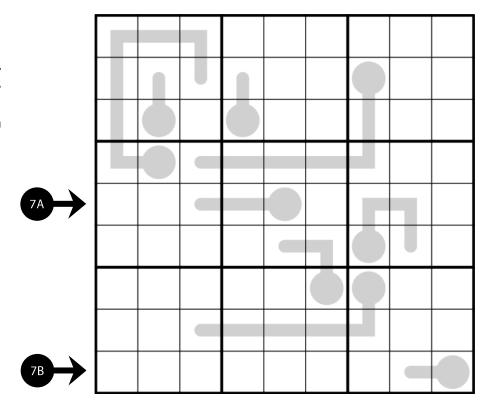






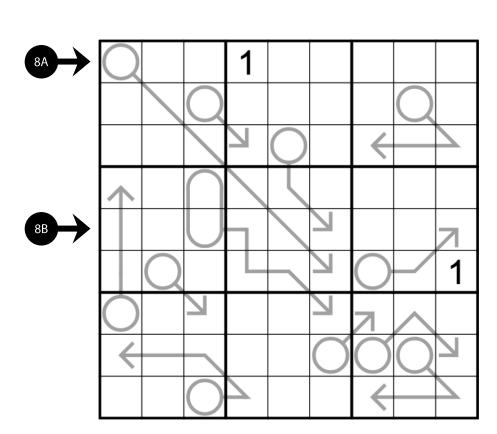
7 Thermo Sudoku [30 points]

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



8 Arrow Sudoku [57 points]

Apply classic sudoku rules. Each digit placed in a cell with a circle must be the sum of the digits placed in that cells the adjoining arrow passes through. Digits in ovals containing two cells are read top to bottom or left to right as a two-digit number which is also equal to the sum of the numbers on the adjoining arrow. Digits may repeat on arrows.



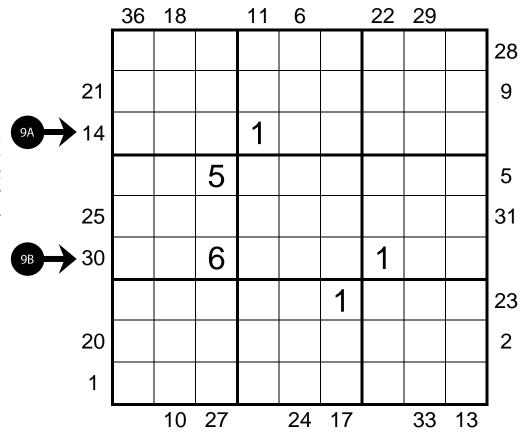






9 Full Rank Sudoku [59 points]

Apply classic sudoku rules. Full rows/columns (read left-right, right-left, top-bottom, bottomtop) form 36 distinct 9-digit numbers. Their rank from the lowest is given.



10 Anti-Windoku [60 points]

Apply classic sudoku rules. Each shaded region contains exactly 4 distinct digits.

_	_						_
	8			4			2
	4	2		9		1	
			7	3		8	
10A -							
	2	1		8		4	3
		4			3		
10B		6		5		9	
	5		2	6			4



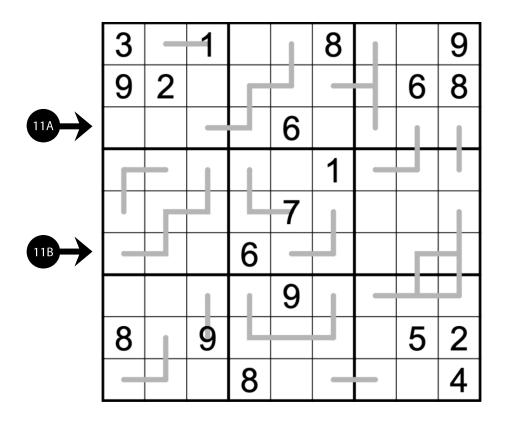




11 Two-Digit Prime Numbers Sudoku [62 points]

Apply classic sudoku rules. A line between two neighbouring digits represents a two-digit prime number. All possible horizontal (from left to right) and vertical (from top to bottom) two-digit prime numbers are given.

For your convenience, prime numbers that can be used in this puzzle are: 13, 17, 19, 23, 29, 31, 37, 41, 43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89 and 97.



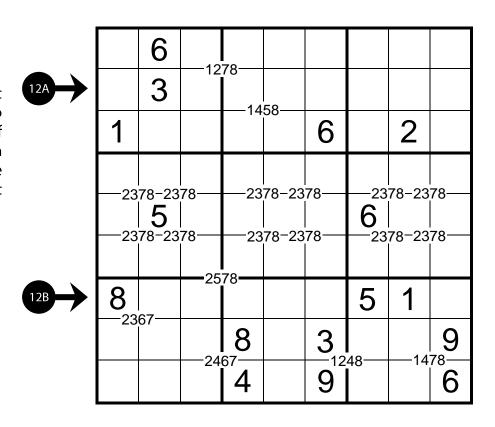






12 Half Correct Quadruple Sudoku [80 points]

Apply classic sudoku rules. At some intersections of two crossing grid lines, a set of four digits is given. For each set, exactly 2 digits are correct (they appear at least once).



13 Extra Regions Sudoku [90 points]

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

Note: Some extra regions may be partially formed by diagonally connected shaded cells.

1									
			3				9		
		2						3	
	1								7
					1	4			
				6		2			
13A				7	3				
13A)	3								4
		7						5	
			8				6		