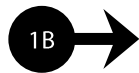
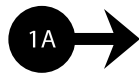


**1 Classic Sudoku**

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

**2 Classic Sudoku**

[20 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								9
		6			3	2		
	1			4			6	
	9		5		2			
		8				3		
			7		6		4	
	2			7			5	
		9	8			1		
7								6

### 3 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.

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

### 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.

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

**5 Classic Sudoku**

[33 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 →

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

**6 Skyscrapers Sudoku**

[49 points]

Apply classic sudoku rules. Each digit represents the height of a building. The clues outside the grid indicate the number of buildings visible from the corresponding direction. A taller building will hide any shorter buildings behind it.

6A →

6B →

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

**7 German Whispers  
Sudoku**

[64 points]

Apply classic sudoku rules.  
Adjacent digits along each  
marked line have a  
difference of at least 5.

7A →

		4			7		
			5				
8							1
9							8

7B →

**8 Windoku  
[60 points]**

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

8A →

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

8B →

**9 Outside Sudoku**

[67 points]

Apply classic sudoku rules. Digits outside the grid must appear within the first three cells in the corresponding direction.

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

**10 Rossini Sudoku**

[77 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.

		↓		↑					
	3		2				5		4
							6		
10A →		8				4			
						1	8		
		7	5					3	←
10B →						9			←
←						2			→
→								1	
→									
				↓	↑				↑

**11 Anti-Knight Sudoku**

[65 points]

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

11A →

11B →

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

**12 Greater or Sum Sudoku**

[93 points]

Apply classic sudoku rules.  
Each number between two  
neighbouring cells is either  
the greater of the digits or  
the sum of the digits in those  
two cells.

12A →

12B →

					9			
				9			9	
8				9			14	
				9			6	
			8					
		8						
	8							15
	8							8
8							7	
						7		
						2		
						6		
		9				10		
		6				9		7
	12					5		
				6				