

**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.

1A →

1B →

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

2 Classic Sudoku**[17 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 →

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

**3 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.

3A →

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

3B →

4 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.

4A →

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

4B →

5 Classic Sudoku

[40 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 →

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

6 Palindrome Sudoku

[36 points]

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

6A →

6B →

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

7 Kropki Pairs Sudoku

[46 points]

Apply classic sudoku rules. Adjacent cells containing digits whose difference is 1 are marked with a white circle. Adjacent cells containing digits whose ratio is 2 are marked with a black circle. A circle between a 1 and a 2 can be either white or black.

Not all dots are given. In other words, adjacent cells with no marking may contain digits either whose difference is 1 or whose ratio is 2.

7A →

7B →

				7			●
		●	○				
	○		●		8	4	5
	○		○				
	●		○				
		○	●		○	○	
					●		●
3		7	1		○		○
					●		○
					○		●
	○		8				

8 Anti-Diagonal Sudoku

[53 points]

Apply classic sudoku rules. Each marked diagonal must contain only 3 different digits.

8A →

8B →

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

11 Irregular Anti-Knight Sudoku

[76 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. Digits placed in cells connected by a chess Knight's move must be different.

11A →

11B →

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

12 Factor Lines Sudoku

[67 points]

Apply classic sudoku rules. For every pair of adjacent digits on a line, one digit must be a factor/multiple of the other.

12A →

12B →

								1
							4	
		7				5		
	9							

13 Clone or Renban Sudoku

[113 points]

Apply classic sudoku rules. Each shape in the grid appears four times. Two shapes are clones, and digits in the same place in each shape must be identical. Other two shapes are renban groups, and they must contain a set of distinct, consecutive digits in any order. Cloned shapes may or may not be renban groups at the same time, and digits in it may repeat.

Identifying which shapes are clones and which are renban groups is part of the solving.

13A →

	2							
6								
			3			7		
				1		2		
		7		2				
		6			9			

13B →