

1 Classic Sudoku

[22 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 →

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

1B →

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.

2A →

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

2B →

3 Classic Sudoku

[27 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 →

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

3B →

4 Classic Sudoku

[36 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	5		1		
	3	8			7	5		
		3					2	
	6			4			8	
	1					4		
		9	7			3	6	
		2		9	8			

4B →

5 Classic Sudoku

[56 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				4			
1		6					5	
	2		7			6		
		3		8				5
			4		1			
5A →	9			5		2		
		4			6		3	
	8					7		4
5B →			2				8	

6 Odd/Even Sudoku

23 points]

Apply classic sudoku rules. Digits in circles must be odd and digits in squares must be even.

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

7 Irregular Sudoku

[30 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.

7A →

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

7B →

8 Outside 234 Sudoku

[56 points]

Apply classic sudoku rules. Digits outside the grid must appear in the 2nd, 3rd or 4th cell of the grid in the corresponding direction.

8A →

									123	456	789	6	27	
														159
7														3
1														2
467														125
8														5
3														1
249														
									46	3	147	258	369	

8B →

9 Quad Sums Sudoku

[70 points]

Apply classic sudoku rules. A black circle implies that one digit is the sum of the remaining three digits at that 2x2 square. Not all dots are given, i.e. there may or may not be additional 2x2 squares where one digit is the sum of the remaining three digits.

9A →

9B →

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

10 Quadruple Sudoku

[74 points]

Apply classic sudoku rules. At some intersections of two crossing grid lines, a set of digits is given. These digits must be placed in the four adjacent cells.

10A →

10B →

		24	23	68	38	57		
		16				26	35	
		35					48	
		78					69	
		16	23				48	
			89	46	59	12	26	

11 0-8 Arrow Sudoku

[102 points]

Place a digit from 0-8 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

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.

11A →

11B →

↑		↑			6	←		
				4		↘	○	
			2	○	→	↘		↓
○	↑	○				↘		3
			○	↙		○	5	
	○		○	○		2		
					○	→		
↙	↙		○	→				
↙	↙				○	→		

12 XV Sudoku

[138 points]

Apply classic sudoku rules. Adjacent cells containing digits summing to 5 are marked with a "V"; adjacent cells containing digits summing to 10 are marked with an "X". Adjacent cells with no marking must not contain digits summing to 5 or 10.

12A →

12B →

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