

### 1 Classic Sudoku

[13 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 →

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

### 2 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.

2A →

2B →

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

### 3 Classic Sudoku

[18 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 →

3B →

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

### 4 Classic Sudoku

[18 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 →

4B →

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

### 5 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.

5A →

5B →

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

### 6 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.

6A →

6B →

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

### 7 Quadruple Sudoku

[19 points]

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

7A →

7B →

1456							1578	
	5789						1236	
		1127			5569			
	1234					1579		
		3567			1248			
3779							2346	
	1358					4567		
		3468			2778			

### 8 Cloned Shapes Sudoku

[20 points]

Apply classic sudoku rules. Each shape is cloned, including the digits it contains, without rotating and mirroring. The position of the digits inside each shape is fixed - the same digits have to be placed at the same positions inside the identical shapes. A digit may appear more than once in a shape.

8A →

8B →

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

### 9 Diagonal Sudoku

[23 points]

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

9A →

9B →

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

### 10 Wheels Sudoku

[28 points]

Apply classic sudoku rules.  
The digits on the circles  
have to be placed in the  
same circular order in the  
four cells that are touched  
by the circle. The circles  
may have to be rotated to  
the correct position by 90,  
180 or 270 degrees.

10A →

10B →

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

### 11 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.

11A →

11B →

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

### 12 Star Product Sudoku

[40 points]

Apply classic sudoku rules. Numbers outside the grid are the product of digits in all cells marked with stars in the corresponding row or column.

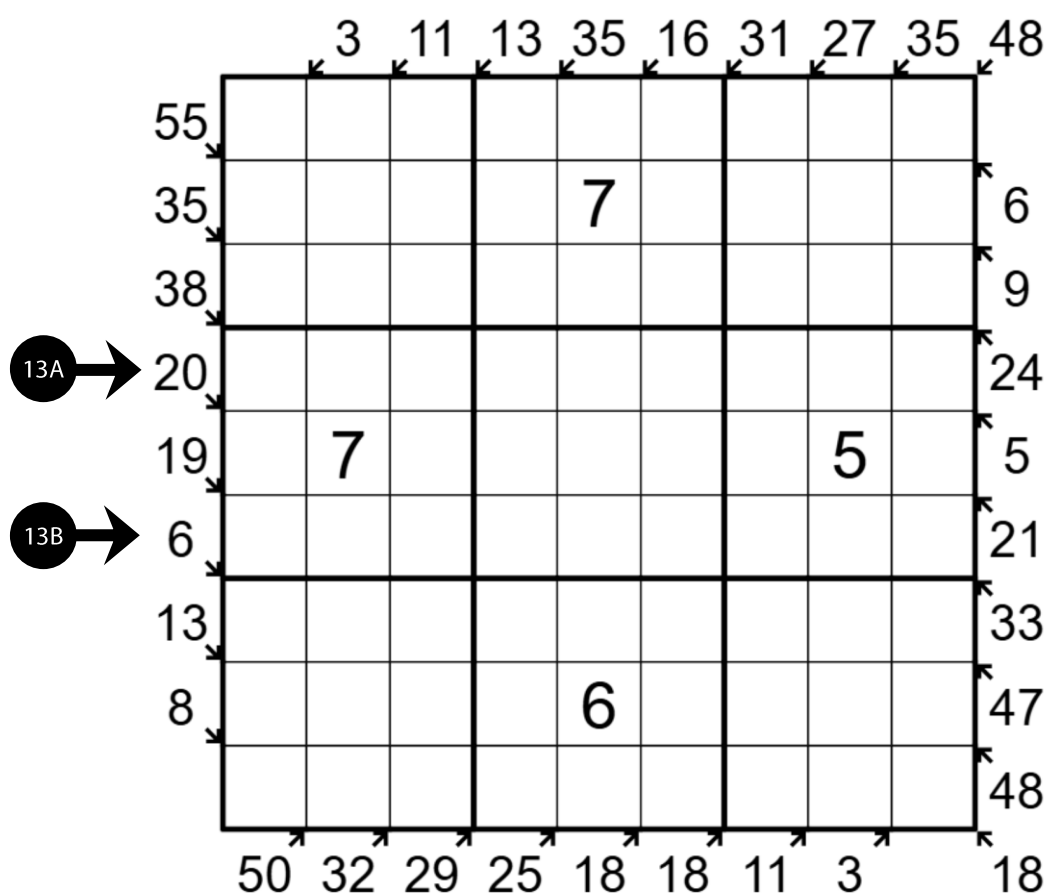
12A →

12B →

	72	1134	63	14	120	48	18	56	378
70		*			*		*		
36		*	*					*	
756	*	*						*	*
8					*		*	*	
42				*	*				
54	*			*		*			
756		*				*	*	*	*
84	*		*						*
72			*			*			

**13 Little Killer Sudoku****[44 points]**

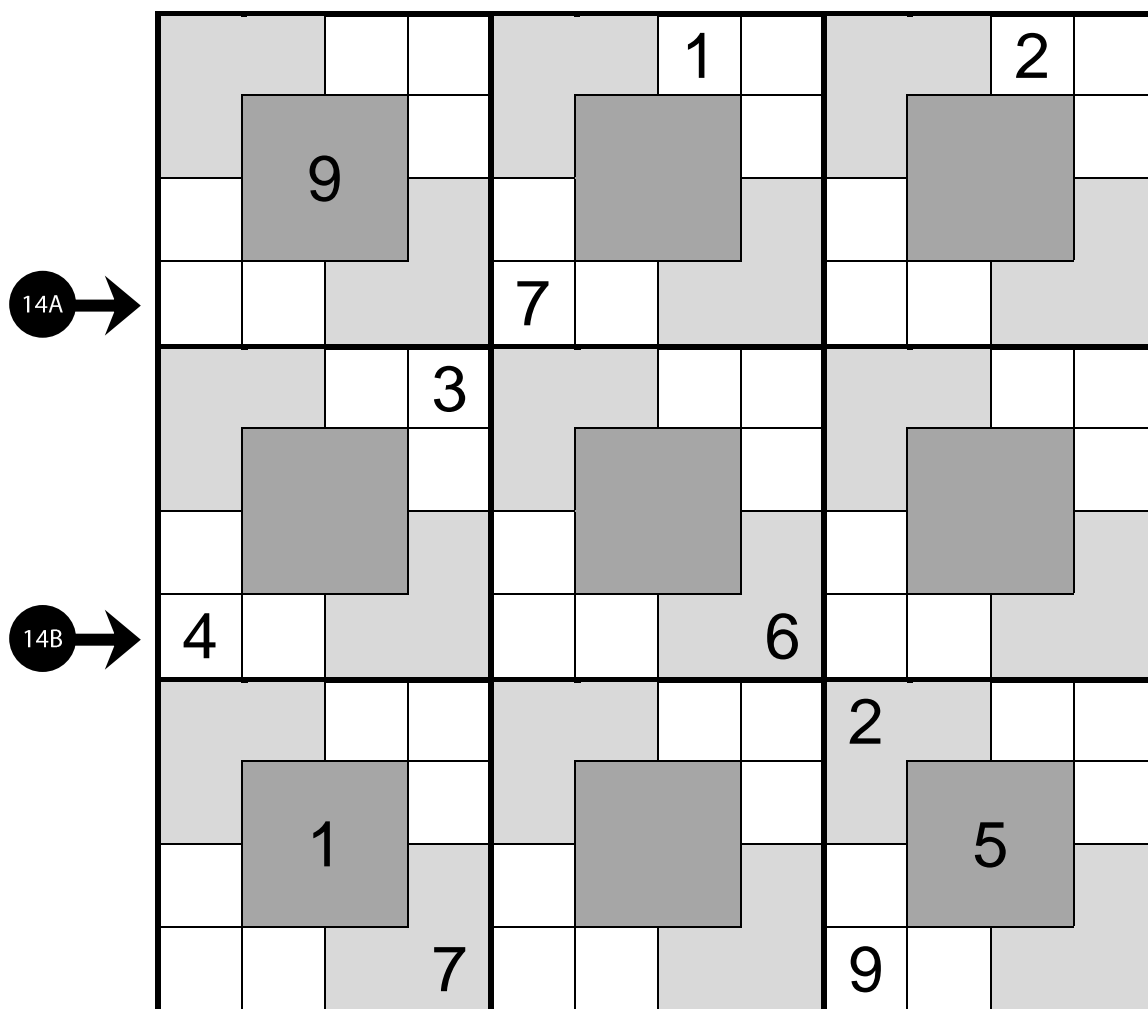
Apply classic sudoku rules. The clues outside the grid indicate the sum of the digits contained in the cells in the direction of the corresponding arrow.



### 14 Parquet Sudoku

[45 points]

Apply classic sudoku rules, except some cells are larger than others and belong in multiple rows and/or columns. Each digit appears exactly once in each of the following regions: the 12 rows, the 12 columns, and the nine outlined 4x4 regions.

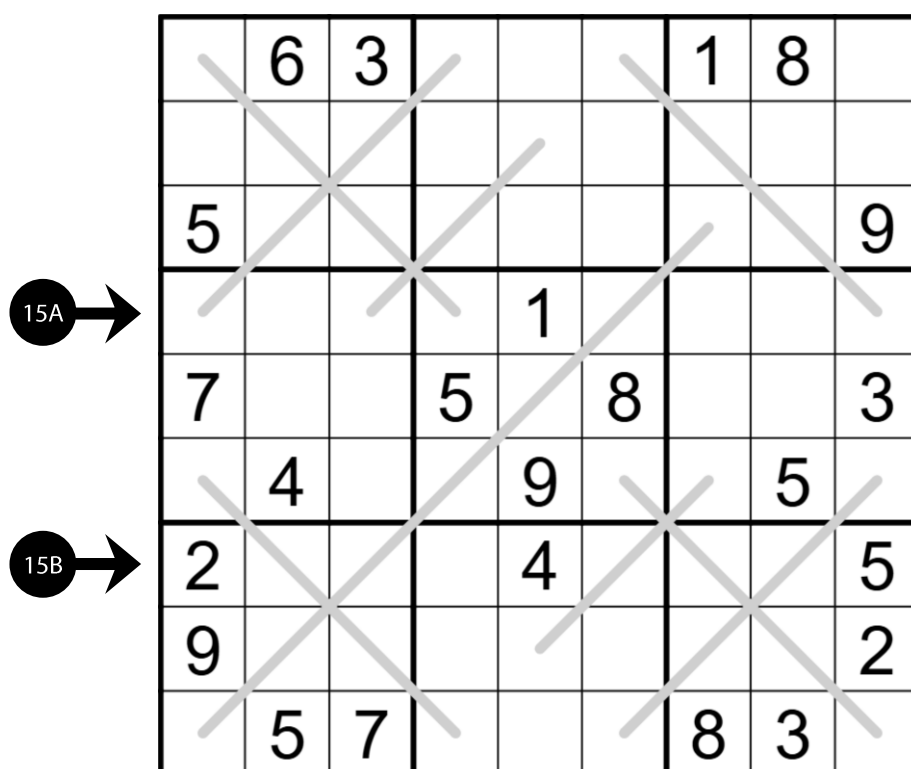




**15 Alternating Stripes Sudoku****[48 points]**

Apply classic sudoku rules. Along each grey stripe, digits must be alternately larger and smaller than their immediate neighbours. Digits may **not** repeat anywhere on a stripe.

**Note:** If two stripes cross each other, they both continue straight at the intersection.



### 16 Anti-Windoku

[49 points]

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

16A →

16B →

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

### 17 Diagonal Irregular Sudoku

[70 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. Each  
marked diagonal must also  
contain each digit from 1-9  
exactly once.

17A →

17B →

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

**18 Distances Sudoku****[71 points]**

Apply classic sudoku rules. Clues outside the grid indicate the distance (in steps) between the digits in the corresponding row or column. Digits must be placed in order of appearance.

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

				1					5 - 7 : 6
									9 - 5 : 5
									8 - 2 : 2
									2 - 5 : 7
				8					7 - 4 : 5
18A →			9		3				6 - 2 : 5
		4				9			1 - 3 : 7
18B →									2 - 4 : 3
									7 - 1 : 5