

**1 Classic Sudoku****[10 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** →

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

**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** →

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

**3 Classic Sudoku****[19 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** →

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

**4 Classic Sudoku****[23 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** →

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

### 5 Classic Sudoku

[59 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 →

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

5B →

### 6 Anti-Diagonal Sudoku

[23 points]

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

6A →

6B →

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

**7 Anti-Knight Sudoku****[26 points]**

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

7A →

7B →

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

**8 Unique Renban Sudoku****[38 points]**

Apply classic sudoku rules.  
Shaded regions must  
contain a set of distinct,  
consecutive digits in any  
order. Every renban group  
consists of an unique set of  
digits.

8A →

8B →

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

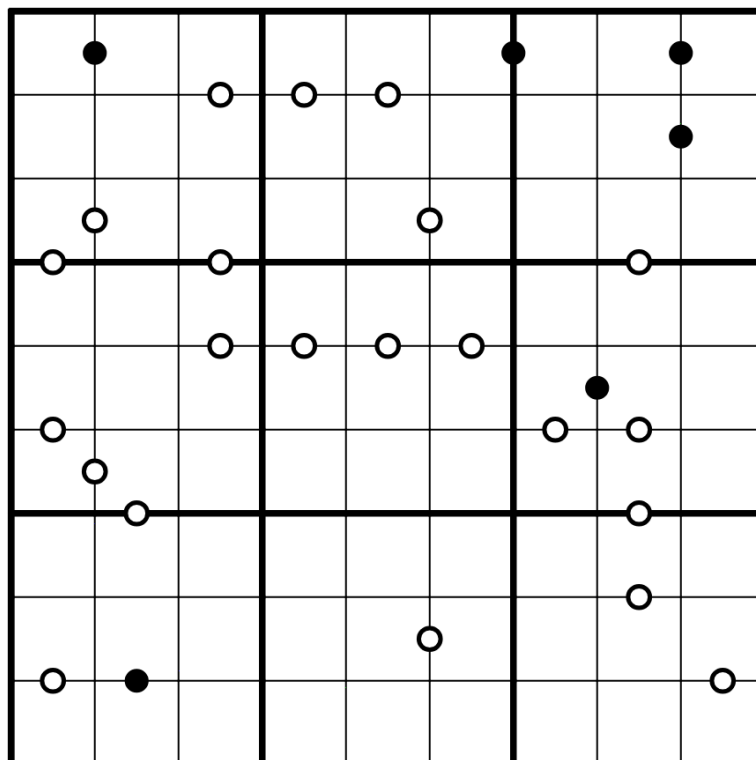
### 9 Kropki Sudoku

[53 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. Adjacent cells with no marking must not contain digits either whose difference is 1 or whose ratio is 2.

9A →

9B →



### 10 XV Sudoku

[54 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.

10A →

10B →

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

## 11 Position Sums Sudoku

[56 points]

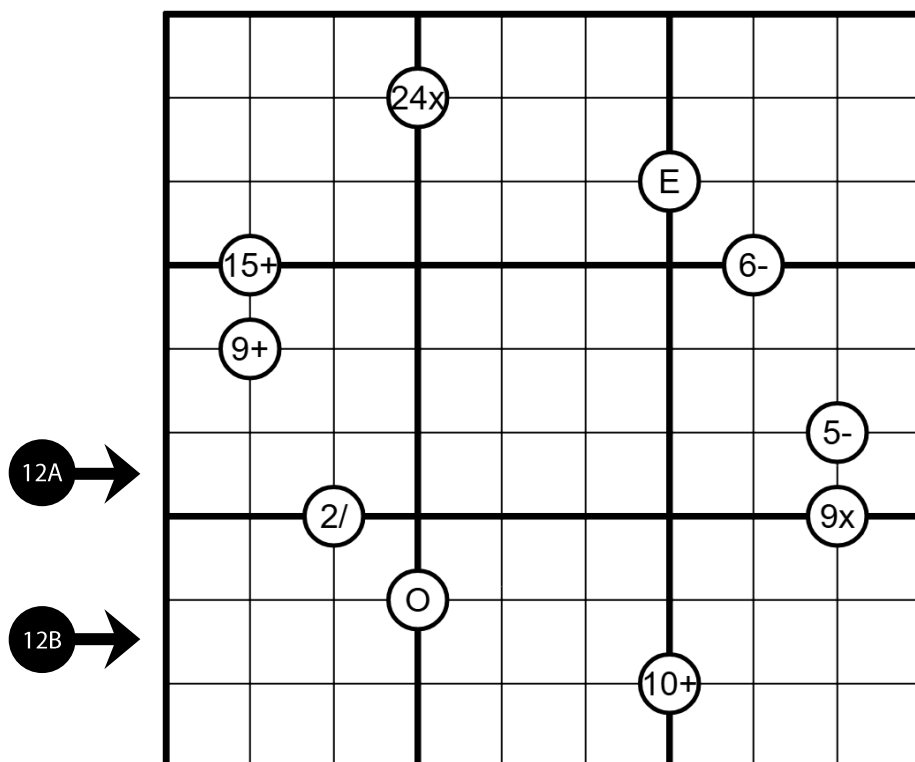
Apply classic sudoku rules. External clues give information relating to the first two digits (called A and B) in the corresponding row or column. Clues next to the grid give the sum of A and B. Clues in the grey band further outside the grid give the sum of the digits in positions A and B.

Ath+ Bth		6 16 15 6 6 14								
A+B		13 10 8 4 13								
<div>11A →</div> <div>11B →</div>	10	15								
	7									
	15	9								
	6	10								
	12	6								
	10	10								

## 12 Mathrax Sudoku

[70 points]

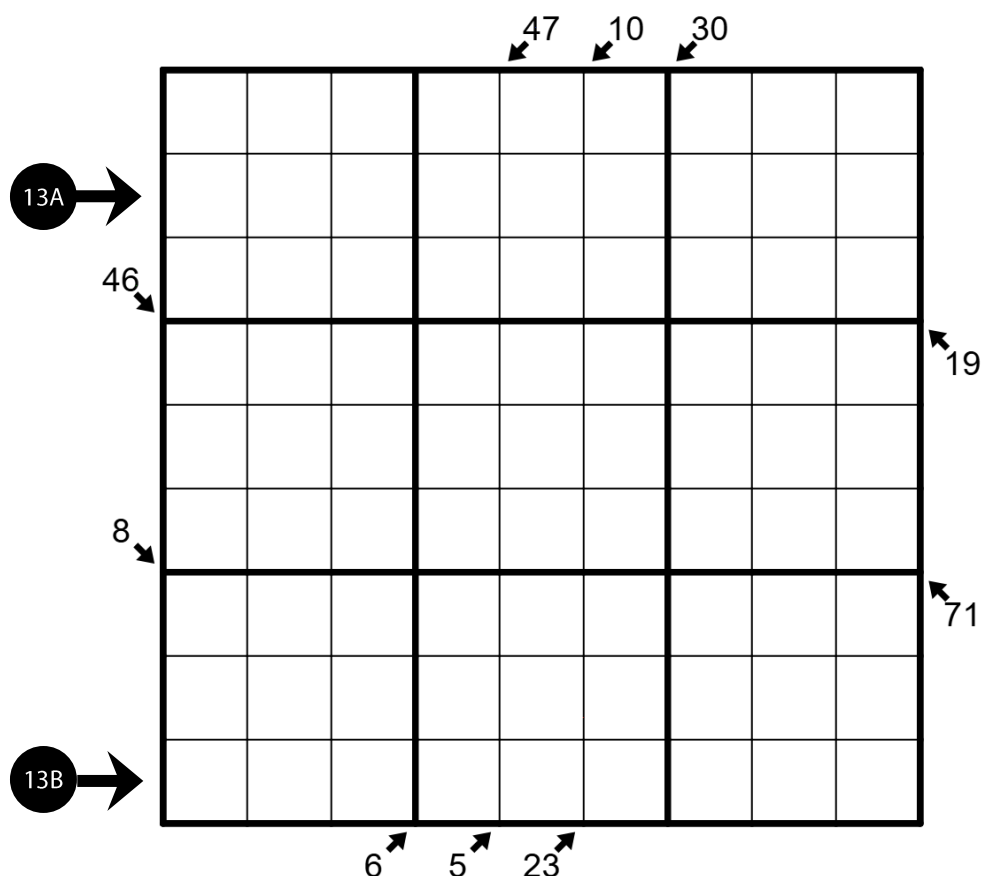
Apply classic sudoku rules. Some intersections are marked by a number and an operator (+, -, x, /) in a circle. The number is the result of the operation, applied to both pairs of diagonally opposite cells. An "E" or "O" in the circle indicates that all four adjacent digits are even or odd respectively.



## 13 Bouncing X-Sums Sudoku

[89 points]

Apply classic sudoku rules. The clues outside the grid indicate the sum of the first X digits along the indicated diagonal, where X is equal to the first digit placed in that direction. If X exceeds the number of cells in the direction, the sum bounces off the edge at a 90-degree angle and continues. Digits may be repeated in sums.



# 14 German Whispers Sudoku

[125 points]

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

14A →

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

14B →