

1 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.

1A →
1B →

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

2 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.

2A →

2B →

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

3 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.

3A →

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

3B →

4 Classic Sudoku

[41 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 →

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

4B →

5 Classic Sudoku

[50 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.

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

5A →

5B →

6 Pencilmark Sudoku

[26 points]

Apply classic sudoku rules. Some cells have been pencilmarked with their candidates.

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

6A →

6B →

7 No Touch Sudoku

[34 points]

Apply classic sudoku rules.
Equal digits must not touch
each other diagonally.

7A →
7B →

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

8 Odd/Even Sudoku

[46 points]

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

8A →
8B →

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

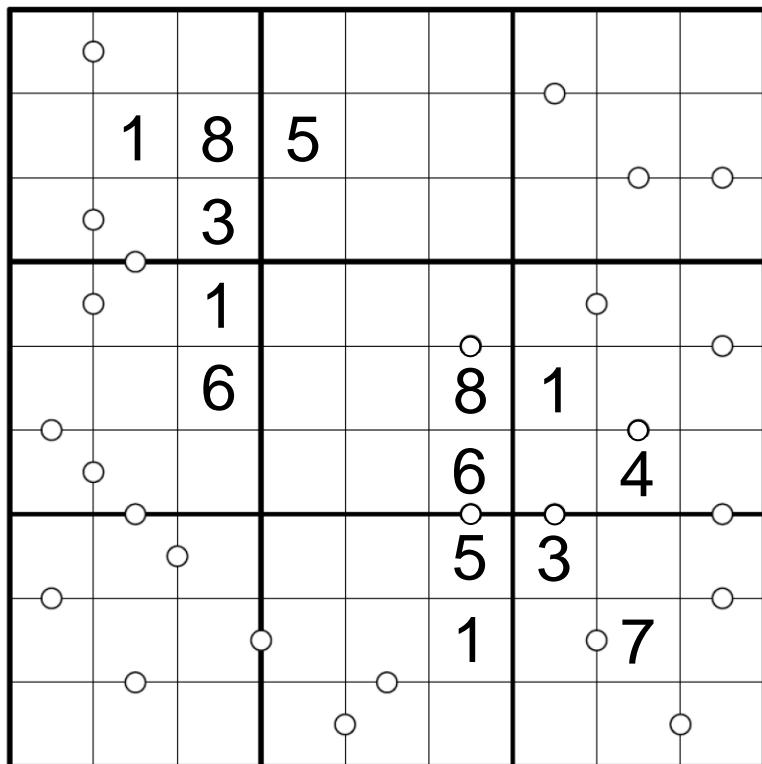
9 Consecutive Pairs Sudoku

[53 points]

Apply classic sudoku rules. If a circle is given between two adjacent cells, then the digits in those cells must be consecutive. Not all circles are given; adjacent cells without a circle may contain either consecutive numbers or non-consecutive numbers.

9A →

9B →



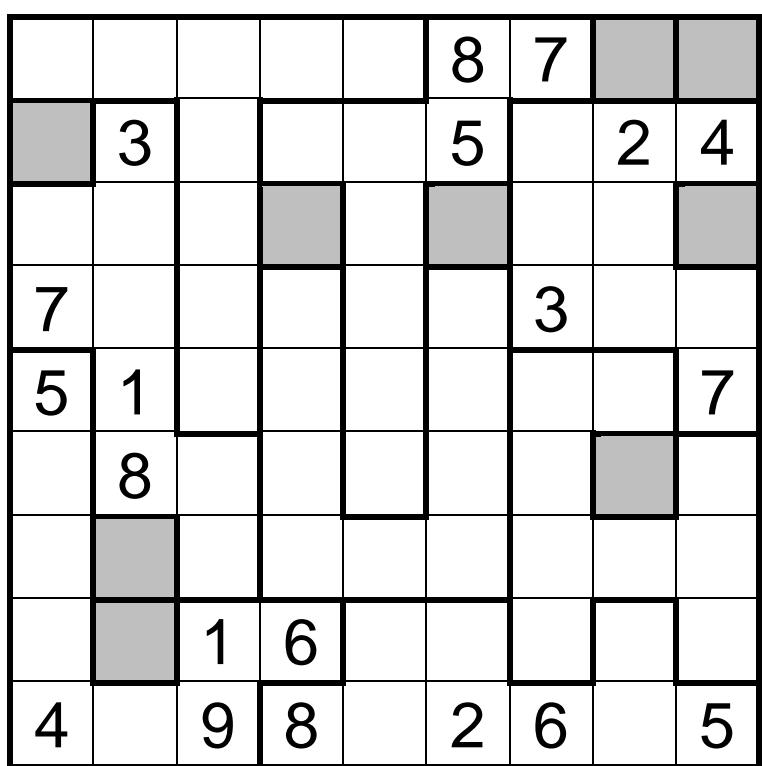
10 Scattered Sudoku

[55 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column, marked 9-cell region and nine shaded cells contains each digit exactly once.

10A →

10B →



11 Fortress Sudoku

[61 points]

Apply classic sudoku rules. A digit placed in a shaded cell must be strictly greater than digits placed in orthogonally adjacent unshaded cells.

11A →

11B →

				3		9		2
							8	

12 Diagonal Thermo Sudoku

[85 points]

Apply classic sudoku rules. Every marked diagonal line contains each digit no more than once. Starting at the “bulb”, digits placed along each marked thermometer must form a strictly increasing sequence.

12A →

12B →

						3		
						9		
						8		
							3	

13 Divisible Neighbour

Sums Sudoku

[91 points]

Apply classic sudoku rules. All cells containing a digit that is a divisor of the sum of the digits orthogonally adjacent to it have been shaded grey. For example: a grey cell containing 3 can be orthogonally adjacent to 1,4 and 7 but a white cell containing 4 cannot be orthogonally adjacent to 2,6,8,8.

13A →

13B →

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

14 Squished Windoku

[121 points]

Apply classic sudoku rules. The four 3x3 boxes centered at the grey cells each contain every digit 1-9 once.

14A →

14B →

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