1 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.

1A →
1B →

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

2 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.

2A →
2B →

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

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 →
3B →

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

4 Classic Sudoku
[28 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 →

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

5 Classic Sudoku
[37 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 →

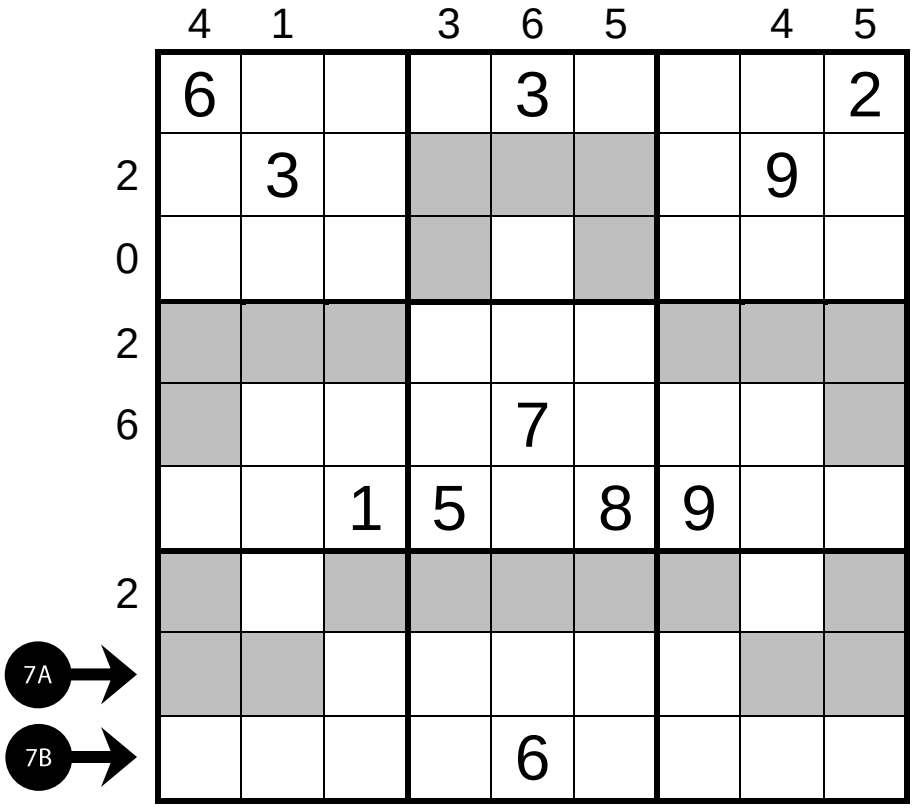
9			4		5			3
		3				6		
	2						7	
1				3				8
			5		7			
2				9				7
	4						5	
		6				3		
7			8		1			4

6 Classic Sudoku
[58 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.

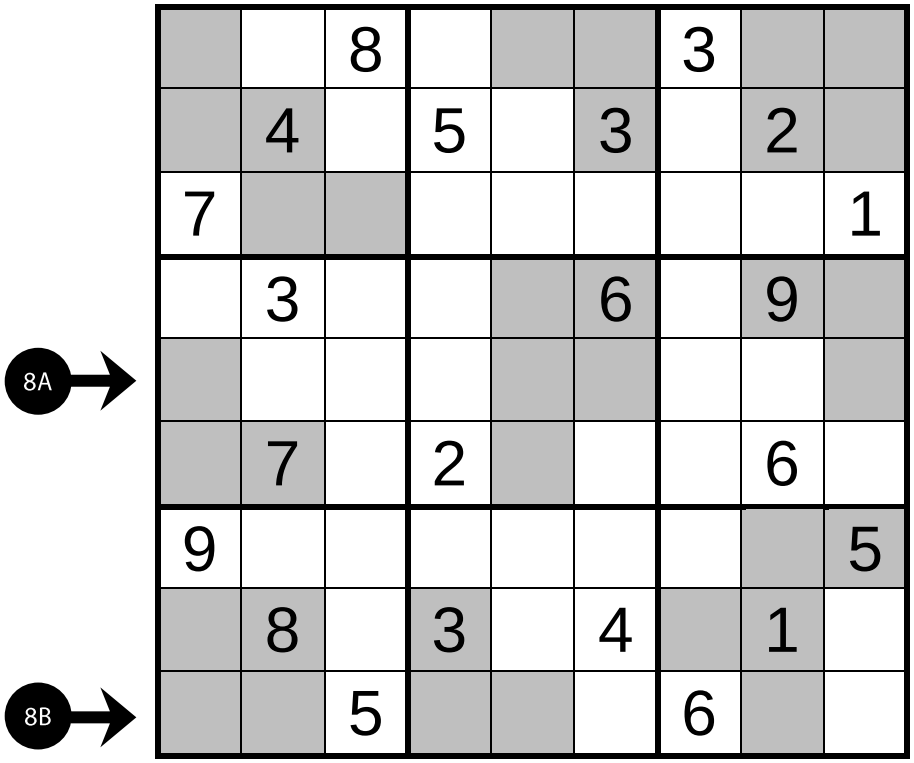
6A →
6B →

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

7 Outside Fortress Sudoku [30 points]
Apply classic sudoku rules. A digit placed in a shaded cell must be strictly greater than any numbers placed outside its row or column.



8 Same Sums Sudoku [40 points]
Apply classic sudoku rules. All orthogonally connected shaded regions must have the same sum. It's part of solving to determine the sum. Digits may repeat in a region.



9 Anti-Knight Sudoku
[46 points]
Apply classic sudoku rules. Digits placed in cells connected by a chess Knight's move must be different.

9A →
9B →

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

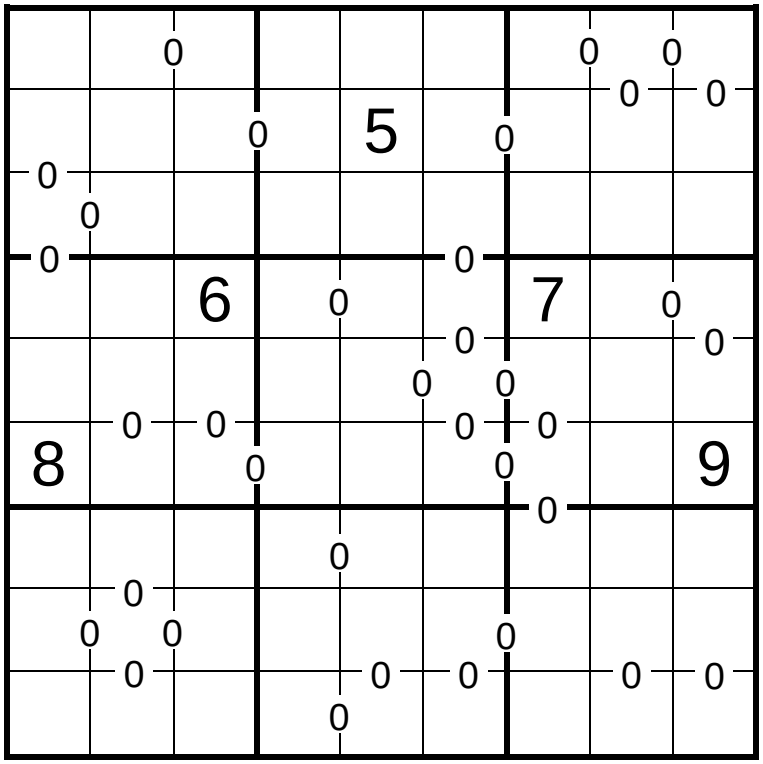
10 Between Sudoku
[47 points]
Apply classic sudoku rules. Every digit on a grey line must have a value which lies between the values of the two digits in the circles at the ends of the line. Digits may repeat on a line.

10A →
10B →

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

11 Termination Sudoku
[55 points]
Apply classic sudoku rules. When two adjacent cells contain digits where their sum or the product ends in digit 0, a marked "0" is placed on the wall. All possible "0" marks are given.

11A
11B



12 Non-Consecutive Sudoku
[66 points]
Apply classic sudoku rules. Digits placed in adjacent cells must not be consecutive.

12A
12B

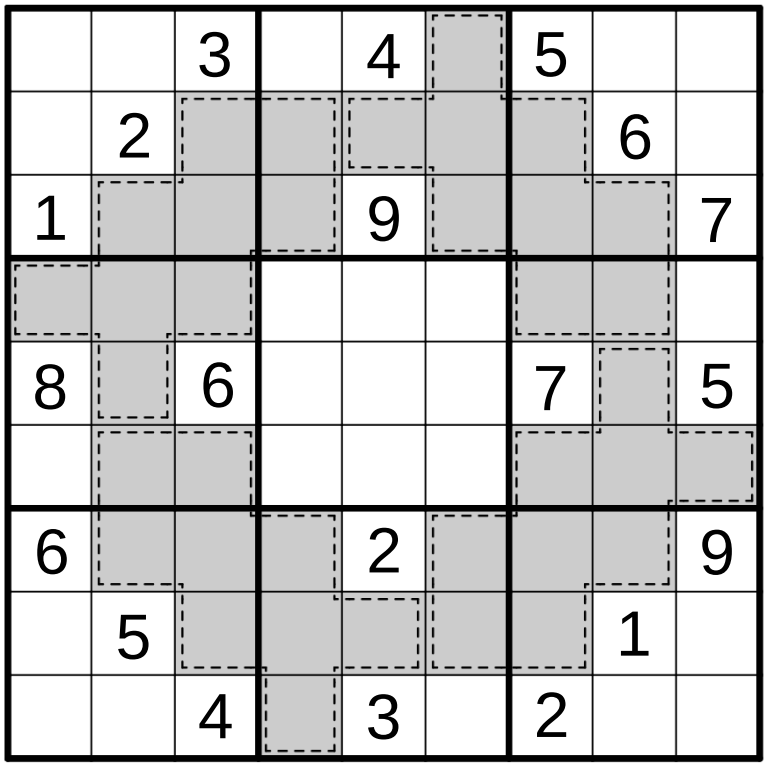
		3	7					
		9	4			7	3	
						5	1	
				7				
	9	4						
	7	2			4	9		
					7	3		

13 Extra Regions Sudoku [119 points]

Apply classic sudoku rules. Each of the shaded regions must also contain each digit from 1-9 exactly once.

13A

13B



14 Irregular Sudoku [125 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.

14A

14B