

1 Classic Sudoku

[14 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 →

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

2 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.

2A →

2B →

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

3 Classic Sudoku

[20 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 →

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

3B →

4 Classic Sudoku

[21 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			
				4		7	9	2
				5			3	
	2	9	5				1	
		5						
		6		8	2	3		
6	7	2			4			
	3				1			
	8							

5 Classic Sudoku

[48 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 →

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

5B →

6 Outside Sudoku

[22 points]

Apply classic sudoku rules. Digits outside the grid must appear within the first three cells in the corresponding direction.

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

7 Self Joint Sudoku

[34 points]

Apply classic sudoku rules. All 3x3 regions are numbered from 1 to 9 from the first cell to the last cell. If a number has the same numerical value as its position in any region, the cell is marked with gray, otherwise, it's white. All gray cells are given.

7A →

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

7B →

8 Clone Sudoku

[35 points]

Apply classic sudoku rules. Digits in the same place in each shaded figure must be identical.

8A →

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

8B →

9 Skyscrapers Sudoku

[45 points]

Apply classic sudoku rules. Each digit represents the height of a building. The clues outside the grid indicate the number of buildings visible from the corresponding direction. A taller building will hide any shorter buildings behind it.

									3
	7							4	
6							2		5
7	2					7			
9A →		8							
							6		
9B →								9	
			7				4		5
		6				8			
	3		4						
									8

10 Killer Sudoku

[47 points]

Apply classic sudoku rules. Digits placed in each marked cage must sum to the total given in its top-left. Digits must not repeat in cages.

10A →	5			15				8	
						16			
				9					
			7						5
				35	9				
	2						8		
						9		21	
10B →									
	6								3

11 Anti-Knight Sudoku

[56 points]

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

11A →

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

11B →

	8							
		6				2		
	5		2				1	
4						3		6
					9			

12 Emitters Sudoku

[72 points]

Apply classic sudoku rules. For each circle, the longest straight lines in each of the four orthogonal directions such that the sum of the digits on the line is less or equal to the digit in the circle are given.

12A →

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

12B →

		2						
	4		○					

13 Pencilmark Sudoku
[94 points]

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

13A →

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

13B →

14 Renban Sudoku
[105 points]

Apply classic sudoku rules. Shaded regions must contain a set of distinct, consecutive digits in any order.

Note: In actual puzzle Renban groups are marked with the lines.

14A →

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

14B →

15 Borderland Sudoku

[120 points]

Apply classic sudoku rules. Each marked cell indicates the number of the cells in the contiguous block of cells with the same parity (odd/even) as that cell.

15A →		◆	◆	◆				
			◆					
			◆				5	
	◆			◆	◆	◆		
					◆			
					◆			4
			7			6	3	5
15B →							7	
							2	