

**1 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.

1A →

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

1B →

**2 Classic Sudoku****[34 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 →

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

2B →

**3 Classic Sudoku****[39 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		1				4		9
		2				1		
9	6						8	2
			8		7			
6			5		1			3
			3		9			
2	5						4	6
		3				9		
4		6				5		7

3B →

**4 Classic Sudoku****[42 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 →

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

4B →



**5 Clone Sudoku**

[28 points]

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

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

**6 Ways to 1 Sudoku**

[33 points]

Apply classic sudoku rules.  
Every cell which is part of an  
orthogonally connected path  
of decreasing consecutive  
digits ending with 1 (for the  
example: 4-3-2-1) is shaded.  
The digit 1 itself is never  
shaded. All possible shaded  
cells are given. The paths can  
touch and/or overlap  
themselves.

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



**7 Odd Labyrinth Sudoku**

[35 points]

Apply classic sudoku rules. There must be at least one path from the top left cell to the bottom right cell which passes orthogonally through only odd digits.

7A →

7B →

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

**8 Alternating Parity**

**Lines Sudoku**

[35 points]

Apply classic sudoku rules. Digits along each marked line must alternate between even and odd digits.

8A →

8B →

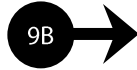
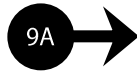
3						5		9
	1		9				8	
						7		
			1		6			
2		7		5				
			4					
		3		7			4	
	2						3	
1				3				



**9 Encaged 4 Sudoku**

[41 points]

Apply classic sudoku rules.  
The digit 4 may only be orthogonally adjacent to odd numbers.

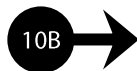
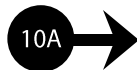


								1
	5	1	2				6	
		6				2		
		5			2			
		9		7		8		
			5			3		
		3				5		
	8				4	1	2	
5								

**10 Repeating Killer Sudoku**

[43 points]

Apply classic sudoku rules.  
Digits placed in each marked cage must sum to the total given in its top-left. Digits may repeat in cages.



6		1			9	7		4
	<sup>26</sup>				<sup>26</sup>			
		9		7		3		
5	<sup>26</sup>					<sup>26</sup>		7
		8		6		9		
	3		4		1		5	
7			3					8
	1	<sup>26</sup>		8			7	
		6				5		



**11 Renban Sudoku**

[47 points]

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

11A →

11B →

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

**12 Odd/Even Count Lines Sudoku**

[50 points]

Apply classic sudoku rules. Each circled cell is connected to exactly one line. An odd digit in a circle equals the number of odd digits on the line. An even digit in a circle equals the number of even digits on the line. The digit in the circle is not counted.

12A →

12B →

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



**13 Equal Sum Lines**

**Sudoku**

[56 points]

Apply classic sudoku rules.  
All lines have the same sum of digits. Digits may repeat on lines.

13A →

13B →

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

**14 Thermo Sudoku**

[75 points]

Apply classic sudoku rules.  
Starting at the "bulb", digits placed along each marked thermometer must form a strictly increasing sequence.

14A →

14B →

						8		
8	●	—	●		5	3	2	
		5				4		
				5				
1	└					6		
								5
		1						
	4	2	6					1
		6			●		●	



**15 Battenburg Little Killer Sudoku**

[144 points]

Apply classic sudoku rules. Wherever 2 odd and 2 even digits form a 2x2 chessboard pattern, a Battenburg marking is given. If there is no marking, the above pattern is not allowed. The clues outside the grid indicate the sum of the digits contained in the cells in the direction of the corresponding arrow.

The grid is a 9x9 grid with 3x3 sub-grids. The grid contains the following numbers and Battenburg markings (shaded squares):

			8					
	1							
						1		
8			7				6	
	9							
						7		
				4				

Clues and Battenburg markings:

- Row 1: Clue 6 (top-left), Clue 20 (top-right)
- Row 2: Clue 6 (right), Clue 24 (right)
- Row 3: Clue 10 (left), Clue 10 (left)
- Row 4: Clue 15A (left)
- Row 5: Clue 15B (left)
- Row 6: Clue 17 (bottom), Clue 6 (bottom)