

**1 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.

1A →

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

1B →

**2 Classic Sudoku**

[33 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 →

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

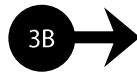
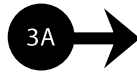
2B →



**3 Classic Sudoku**

[40 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.

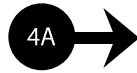


		6	7				4	8
			8					2
1					2	3		
2	3					4		
		4					5	6
		5	6					7
8					7			
4	1				8	9		

**4 Classic Sudoku**

[46 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						4	
		2				5		
5			3		4			8
2			4		5			6
		5				9		
	6			1			7	
	7			2			5	
		8				3		
			9		1			

**5 Mathrax Sudoku**

[39 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.

5A →

5B →

		6+				2/		
	16x			4-				
			15+					13+
			18x			4-		

**6 Anti-Knight Sudoku**

[58 points]

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

6A →

6B →

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

**7 Branching Arrow Sudoku**  
[60 points]

Apply classic sudoku rules. Each digit placed in a cell with a circle must be the sum of the digits placed in the cells that the adjoining arrow passes through. Each branch of the arrow is counted separately. Digits may repeat on arrows.

7A →

	1		○			4		
							2	
			○					
				6				
					○			
8								
	9				○		7	

7B →

**8 German Whispers Sudoku**  
[64 points]

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

8A →

							7	
		9				3		
			1					
					7			
		8				1		
	6							

8B →

**9 Renban Sudoku**

[68 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.

9A →

	1							
9				6				
		4						
						3		
			7					
	4							
					1			
			6					2
						5		

9B →

**10 Skyscrapers Sudoku**

[70 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.

10A →

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

10B →

**11 Clone Sudoku**

[71 points]

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

11A →

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

11B →

**12 Thermo Sudoku**

[83 points]

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

12A →

12B →

						1		
								5
3								
		5						

**13 Zipper Lines Sudoku**

[110 points]

Apply classic sudoku rules. For each line, digits that are an equal number of cells from the center cell must sum to the value in the center cell.

13A →

	3						4	
			1					
	8					7		
	1		2				6	

13B →