

**5 Classic Sudoku****(65 points)**

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in every row, column, and outlined 3×3 region.

5A →

5B →

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

**6 Windoku****(40 points)**

Apply Classic Sudoku rules. Additionally, digits do not repeat within the four shaded 3×3 regions.

6A →

6B →

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

**5 Classic Sudoku****(45 points)**

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in every row, column, and outlined 3×3 region.

5A →

5B →

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

**6 Windoku****(45 points)**

Apply Classic Sudoku rules. Additionally, digits do not repeat within the four shaded 3×3 regions.

6A →

6B →

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

**4 Windoku**

Apply Classic Sudoku rules. Additionally, digits do not repeat within the four shaded 3×3 regions.

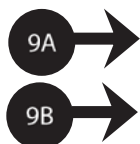
				5				3
			4		6			
		3				7		
	2			4			8	
1			2		5			9
	9			1				5
		1				9		
			8		1			
4				6				

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

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

**9 Windoku [58 points]**

Apply classic sudoku rules. Each of the four shaded 3x3 regions must also contain each number from 1-9 exactly once.



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

**10 Antiknight Sudoku**
**[36 points]**

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



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

**10 Windoku [97 points]**

Apply classic sudoku rules. Each of the four shaded 3x3 regions must also contain each digit from 1-9 exactly once.

10A →

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

10B →

**11 Round Off Sudoku [79 points]**

Apply classic sudoku rules. Each cage clue indicates the value of rounding off the two-digit number within that cage to the nearest multiple of 10. Numbers ending in digits 1-4 are rounded down, while numbers ending in digits 5-9 are rounded up.

11A →

6					90		7	
	4			40		60		8
5	90				60		9	
50		20						
	80			4		20		
					30		40	
	1	60				90		6
2	60		80				5	
	3	90						7

11B →