





1 Classic Sudoku

[15 points]

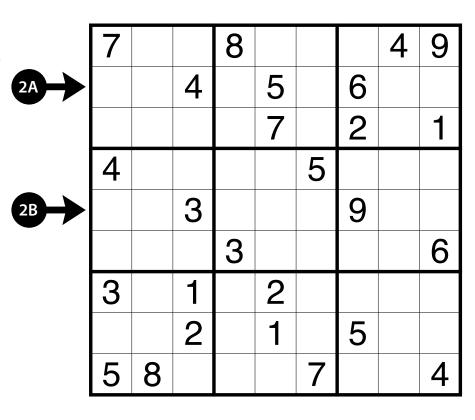
Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once.

	5			7	9				1
1A->			9	8				4	
		3	1				7		
1B ->	7	1				4			
	8				7				6
				5				7	3
			5				9	3	
		8				1	2		
	4				3	5			8

2 Classic Sudoku

[23 points]

Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once.









3 Classic Sudoku

[28 points]

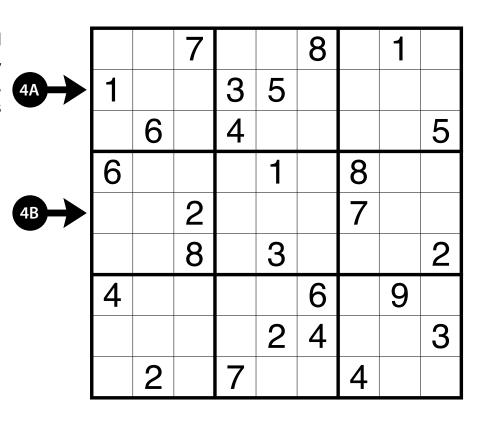
Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once.

				2	5		9		
3A ->					4	8		5	
		8						4	3
	3			1					6
		9						1	
	1					7			4
	5	4						3	
3B -		2		9	3				
			1		2	6			

4 Classic Sudoku

[49 points]

Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once.



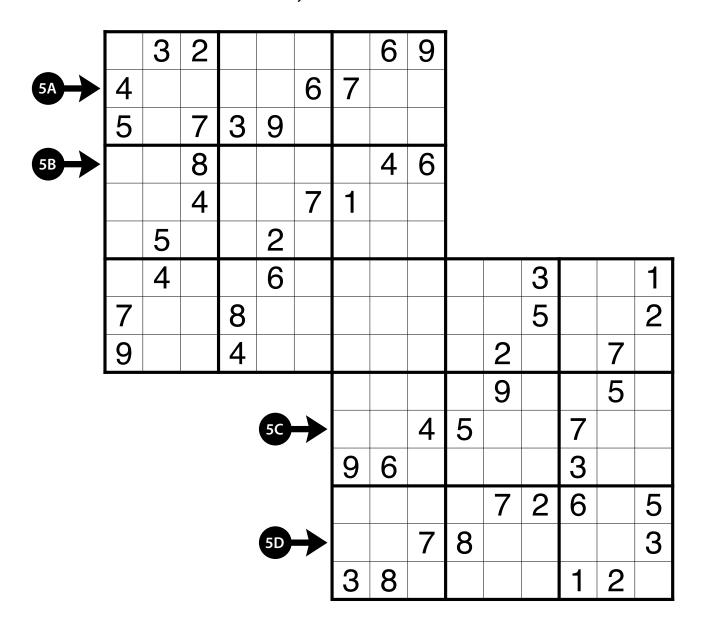






5 Multi Sudoku [83 points]

Place a number from 1-9 in each empty cell in the two overlapping grids such that each row, column and marked 3×3 box contains each number exactly once.





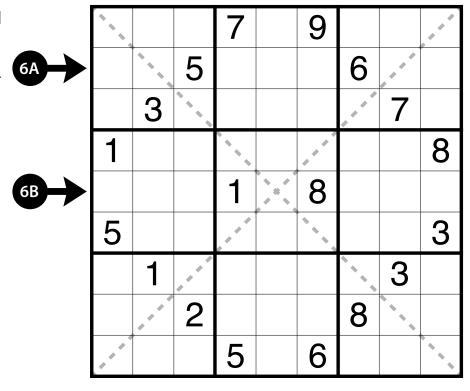




6 Anti-Diagonal Sudoku [32 points]

Apply classic sudoku rules.

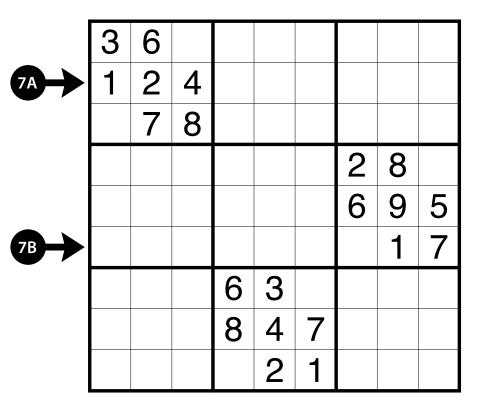
Each marked diagonal must contain exactly three different numbers.



7 Anti-Knight Sudoku [63 points]

Apply classic sudoku rules.

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







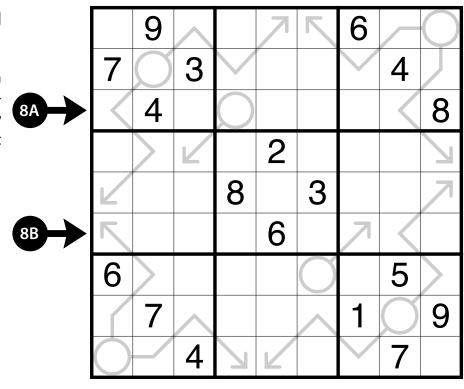


8 Arrow Sudoku

[36 points]

Apply classic sudoku rules.

The number placed in a cell with a circle must be the sum of the numbers placed in cells the adjoining arrow passes through. Numbers may repeat on arrows.

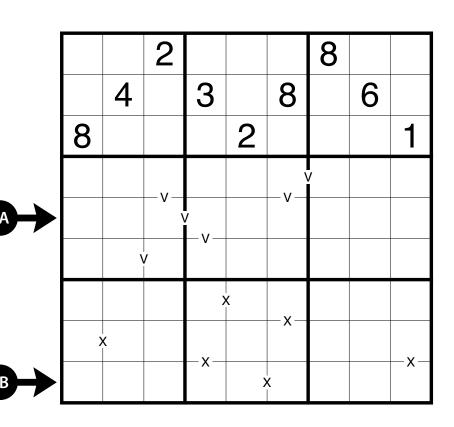


9 XV Sudoku

[48 points]

Apply classic sudoku rules.

Adjacent cells containing numbers summing to 5 are marked with a "V"; adjacent cells containing numbers summing to 10 are marked with an "X". Adjacent cells with no marking must not contain numbers summing to 5 or 10.





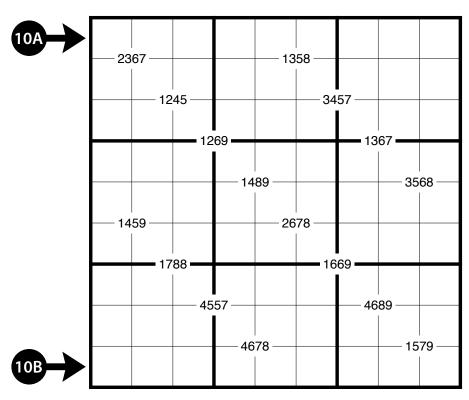




10 Quadruple Sudoku [26 points]

Apply classic sudoku rules.

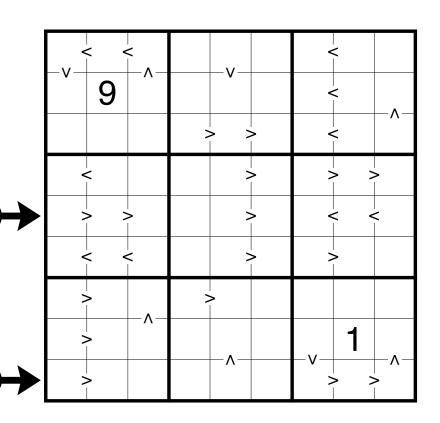
At some intersections of two crossing grid lines, a set of four numbers is given. These numbers must be placed in the four adjacent cells.



11 GT Consecutive Sudoku [38 points]

Apply classic sudoku rules.

Adjacent cells containing consecutive numbers are marked with inequalities. Numbers placed in these cells must satisfy the given inequality. Adjacent cells with no marking must not contain consecutive numbers.







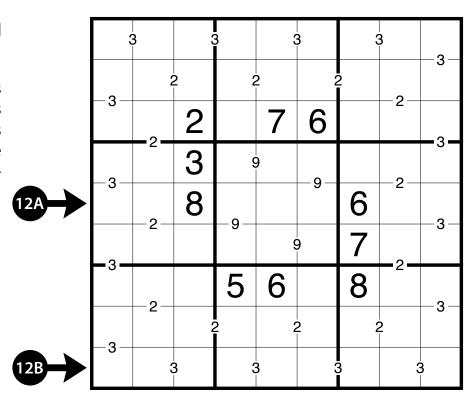


12 Divisor Sudoku

[89 points]

Apply classic sudoku rules.

Some clues are marked at the edges of adjacent pairs of cells. These clues must be divisors of the 2 digit numbers formed by the numbers placed in these cells, when read left-to-right or top-to-bottom.



13 Wrong Outside Sum Sudoku [70 points]

Apply classic sudoku rules.

The clues outside the grid differ by exactly 1 from the sum of the first 3 numbers placed in the corresponding direction.

