

Puzzle Innovation Contest

Sudoku Submissions



19th World Sudoku Championship

INDIA 2026

Puzzle Innovation Contest

Puzzle Innovation Contest was held at Logic Masters India with an aim to increase the pool of innovation for World Sudoku and Puzzle Championship 2026, and also to recognize the best innovations and innovators. Check details at <https://logicmastersindia.com/forum/forums/thread-view.asp?tid=7501>

We received as many as 93 submissions for Sudoku ideas, with many promising ones, out of which some will be used in World Championship - 2026.

Here is the complete list, sorted alphabetically by authors' names.

Akash Douhani	Divisor Sum Pairs Sudoku
	Neighboring Disparity Sudoku
	Parity Frameless Sudoku
	Disparity Arrow Sudoku
	Disparity Thermo Sudoku

Akio Tanabe	Chakram Sudoku
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Anuraag Sahay	Symmetric Delta Sudoku
	Mainak Parbat Sudoku
	Mirrors in Sudoku
	2D Search Sudoku
	Amorphous Sudoku
	Alternating Mean-Multiple Sudoku
	Nurikabe Sudoku
	Layperson's Sudoku
	Harness Sudoku
	Nix Sudoku
	Second Prime Run Sudoku
	Insulated Sudoku
	Flanked Sudoku
	Ambush Sudoku
	IFSOED Sudoku
	Tributary Sudoku
	Factorization Sudoku
	Mahabharat Sudoku
	Company Sudoku
	First Seen Odd-even Pair Sudoku
	Trishul and Chakra Sudoku

	Parity Loop Sudoku Key Digit Sudoku Largest Odd-even Delta Sudoku Min Max Pair Sums Sudoku X-Trail Sudoku First Seen Primes Delta Sudoku Divisibility Pairs Sudoku Mirrored Sums Sudoku Bound Cages Sudoku
Bill Murphy	Henna Sudoku
Braahmi Shetty	Quadruple Bishop Sudoku
Henna Perälä	Domino (Search) Sudoku
Kota Morinishi	Outside Kahnda Sudoku
Michael Lefkowitz	Kodanda
Qin Jiaqi	Chakram Sudoku Trishula Sudoku
Seiryu Tabata	Trishula Sudoku Border Destruction Sudoku Well Aimed Arrows Sudoku
WalkLink	Same Neighbor Sudoku Different Neighbor Sudoku Index to One Sudoku Cell Skyscraper Sudoku First 6 Max-Min Sudoku Paired Sum Sudoku Plus Sign Equal Sum Sudoku Neighbor Consecutive Sudoku Reverse Anti-King Sudoku Disjoint Consecutive Segments Sudoku Chakram Sudoku

	Arithmetic Index Sudoku Box Symmetry Sudoku Symmetry Clones Sudoku Directional Odd-Even Sudoku Ratio-Difference Ring Sudoku Cross Triplet Sudoku Specified Position Sum Sudoku Index Neighbor Sum Sudoku Index Segment Sum Sudoku Mutually Exclusive 369 Sudoku Four-Cell Minimum Sudoku
Yannick	Fractal Sudoku Vanara Dhanush Sudoku Toradar sudoku Shastra-Cipher Sudoku Particle sudoku Bhārit tīr sudoku Gada Sudoku Bagh-Nakha sudoku Katar Sudoku Pandava-Kaurava Rivalry sudoku Colored Pandava-Kaurava Rivalry sudoku Penalty Sudoku Blindfold Sudoku Football sequence non-defensive sudoku Football sequence non-defensive sudoku 2 Football sequence sudoku Dice of Destiny sudoku Kurukshetra battlefield sudoku Kurukshetra siege sudoku Kurukshetra siege extended sudoku Fate & Free Will Sudoku Chakram Sum & Dhal Sudoku Chakram Sum, Pata & Dhal Sudoku Colored Block Sudoku
Yosuke Imai	Pizza Sudoku

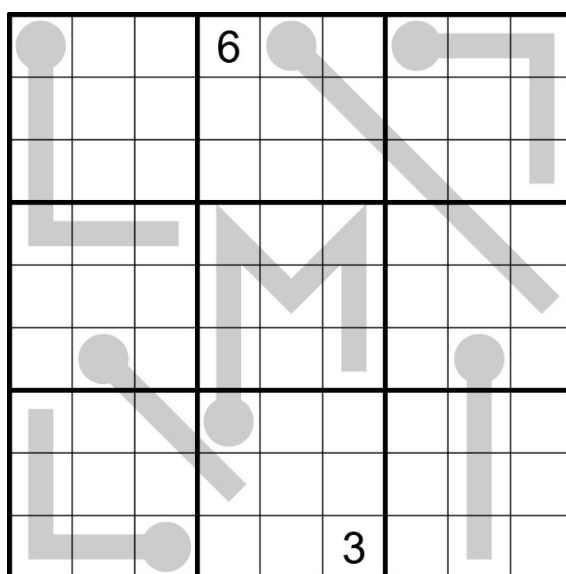
Name of the Puzzle: Disparity Thermo Sudoku

Author: Akash Douhani

Rules: Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and 3x3 outlined box.

There are some thermometer shapes in the grid. The digits are strictly in increasing order from the bulb to the flat end of each thermometer. Also, the digit in the bulb of each thermometer is of opposite parity than the digit at the end of the thermometer.

Example



Solution

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

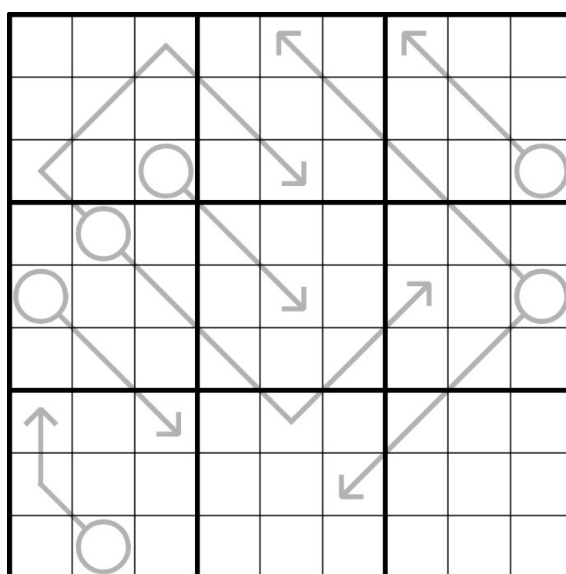
Name of the Puzzle: Disparity Arrow Sudoku

Author: Akash Doulani

Rules: Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and 3x3 outlined box.

There are some arrow shapes in the grid. The sum of the digits along the path of an arrow must equal the digit in the circled cell. Digits may repeat along an arrow. Also, The digit in the circle of each arrow is of opposite parity than the digit at the end of the arrow.

Example



Solution

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

Name of the Puzzle: Divisor Sum Pairs Sudoku

Author: Akash Douhani

Rules: Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and 3x3 outlined box.

Clues marked at the intersection of two cells implies that the sum of the two cells is divisible by the clue. Not all clues are necessarily marked.

Example

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

Solution

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

Name of the Puzzle: Neighbouring Disparity Sudoku

Author: Akash Douhani

Rules: Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and 3x3 outlined box.

Digits in cells with circles will have digits of opposite parity in the diagonally adjacent cells.

Digits in cells with squares will have digits of opposite parity in the orthogonally adjacent cells.

Not all possible squares/circles are necessarily given.

Example

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

Solution

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

Cakram Sudoku

[rules]

- Apply classic sudoku rules.
- Let N be the digit in the circle. Then, at least one instance of N must appear at a position N squares away in any of the four diagonal directions from the cell containing the circle. Not all circles are given.

Note: I visualized the circles as ancient Indian weapons called cakrams, imagining that when you throw a chakram designated by the number N, it lands N spaces away.

[sample puzzle]

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

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

Henna Sudoku

by Bill Murphy

Normal Sudoku Rules Apply.

A white dot in a cell corner indicates that exactly one of two cells sharing a border adjacent to that dot is has a digit that is consecutive to the digit in that cell.

A black dot in a cell corner indicates that exactly one of two cells sharing a border adjacent to that dot is has a digit that is consecutive to the digit in that cell.

Not all dots are given.

(eg. if r1c1 contains a 2, then either r1c2 or r2c1 must contain a 1 or a 3. If r2c1 contained a 1, then r1c2 could not contain a 3.)

The image displays two 9x9 grids illustrating the 'Naked Pairs' technique in a logic puzzle. The left grid shows a puzzle state with various numbers and empty cells. The right grid shows the same puzzle state with blue numbers indicating candidates that have been eliminated from the cells containing the naked pairs (row 2, columns 8 and 9).

Link to example puzzle: <https://sudokupad.app/trahvyn3cy>

Quadruple bishop Sudoku

Author: Braahmi Shetty

Description: The fourth step diagonally will be the same as the first number. It is like a camel (bishop) in chess. It includes the classic ~~S~~ Sudoku rules

Sample sudoku:

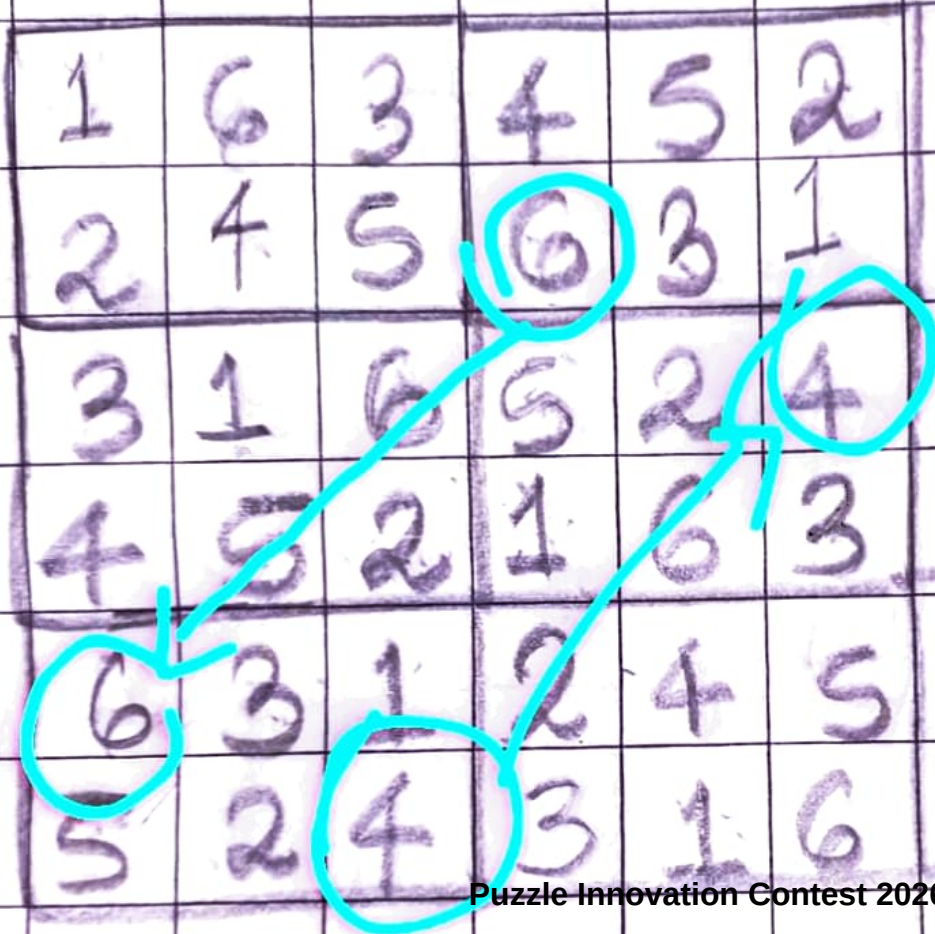
		3	4		
	4		6		
3			5	2	
			1		
		1			5
				1	6

Solution

1	6	3	4	5	2
2	4	5	6	3	1
3	1	6	5	2	4
4	5	2	1	6	3
6	3	1	2	4	5
5	2	4	3	1	6

Quadruple bishop Sudoku

Author: Braahmi Shetty



1	6	3	4	5	2
2	4	5	6	3	1
3	1	6	5	2	4
4	5	2	1	6	3
6	3	1	2	4	5
5	2	4	3	1	6

Domino (Search) Sudoku

The Background

The idea for this sudoku comes from my son, Mirko Perälä, who created some Domino Sudokus for me to solve a couple of years ago, when he was about 11 years old. His original Domino Sudokus contained also diagonal dominoes. Unfortunately, they had multiple solutions, so I created a new simple example below. However, I consider his idea to be worth sharing with the puzzle community and in case you'd like to use this idea, I'd appreciate if you gave credit to him for the original idea instead of me.

N.B. Logic Masters Deutschland features an older Domino Sudoku where all the domino boundaries are given; in this puzzle, locating the boundaries is part of the puzzle.

The Rules

Place the given dominoes to the grid to complete a valid sudoku. Some numbers and piece boundaries are already given, as well as the monominos that are not part of any domino piece.

The Puzzle

	6				
			3	6	
				1	
		1			2
		6			
	5	4	2		

1 2	2 3	3 4	4 5	5 6
1 3	2 4	3 5	4 6	
1 4	2 5	3 6		
1 5	2 6			
1 6				

The Solution

4	6	3	1	2	5
2	1	5	3	6	4
6	4	2	5	1	3
5	3	1	6	4	2
3	2	6	4	5	1
1	5	4	2	3	6

1—2	2—3	3—4	4—5	5—6
1—3	2—4	3—5	4—6	
1—4	2—5	3—6		
1—5	2—6			
1—6				

Puzzle: Outside Kahnda Sudoku

Rule:

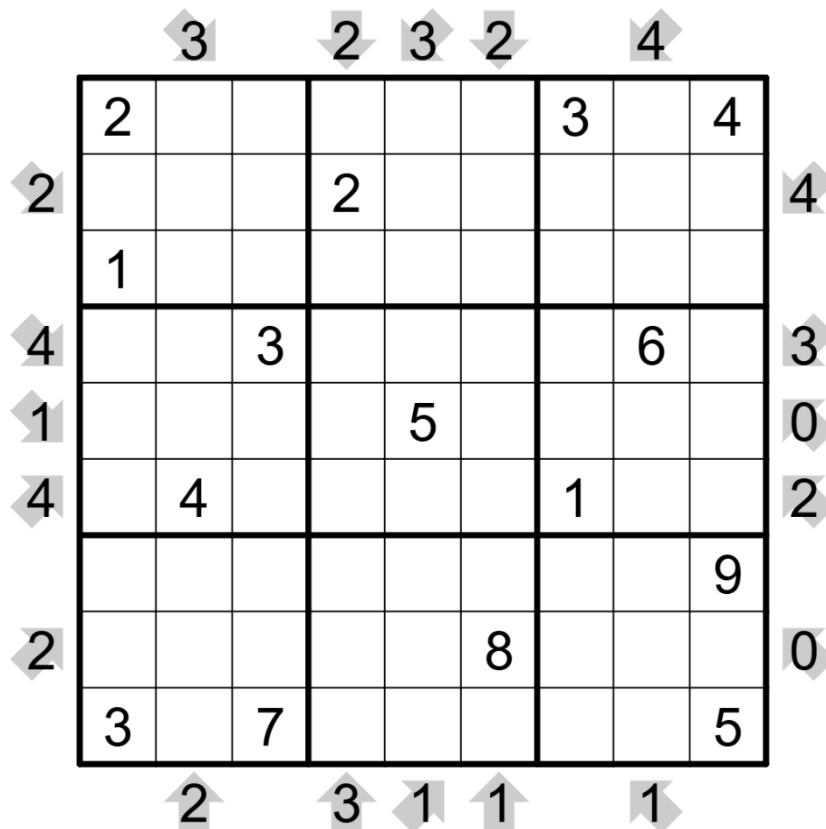
Apply Classic Sudoku rules.

All arrows (Kahnda) outside the grid have the same strength, and point to the direction of attack.

The number X above the arrow indicates how many numbers from the outside can be knocked down by Kahnda in that direction. If there is (X+1) th cell in that direction, a number that is stronger than the sword will be filled.

The strength of the sword must be determined by solving the puzzle.

Example:



Solution:

The strength of Kahnda: 6

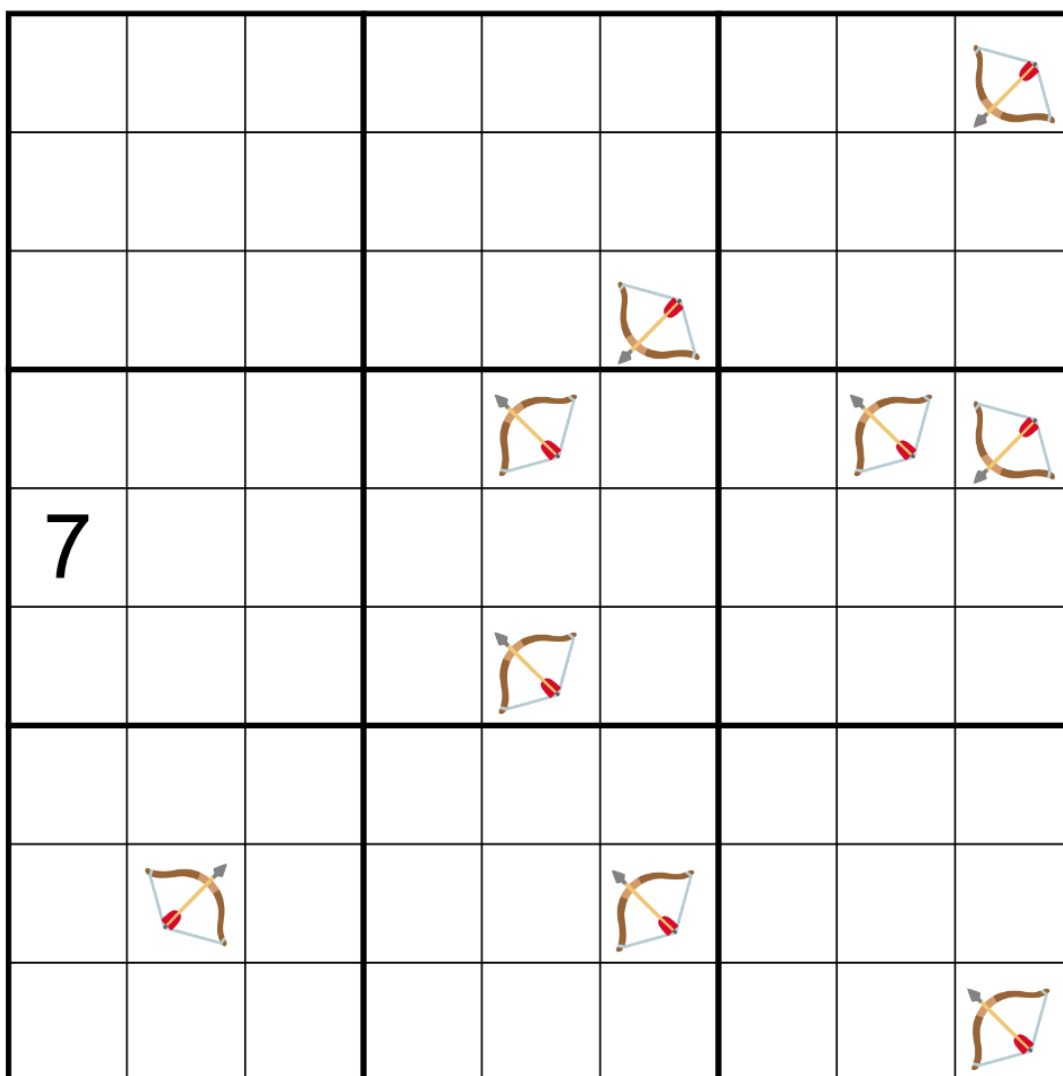
			3		2		3		2				4	
	2	9	6	5	8	1	3	7	4					
2	8	7	4	2	3	6	9	5	1				4	
	1	3	5	9	4	7	8	2	6					
	4	7	2	3	4	1	9	5	6	8			3	
1	6	1	8	7	5	3	4	9	2				0	
	4	5	4	9	8	6	2	1	3	7			2	
	4	8	2	3	7	5	6	1	9					
2	9	5	1	6	2	8	7	4	3				0	
	3	6	7	1	9	4	2	8	5					
			2		3		1		1				1	

Kodanda - A digit on a bow indicates the number of cells in the indicated direction with digits smaller than itself.

*"Before the prince's eyes was laid
That marvel, as the Bráhmaṇ prayed.
One moment on the bow he gazed,
Quick to the notch the string he raised,
Then, in the wandering people's view,
The cord with mighty force he drew.
Then with an awful crash as loud
As thunderbolts that cleave the cloud,
The bow beneath the matchless strain
Of arms heroic snapped in twain."*

--- The Ramayana

([click to play on SudokuPad](#))



... (Solution on next page)

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

Chakram Sudoku

Rule

Classic Sudoku rules apply. In each Chakram, the digit in the central cell is the average of the digits in each pair of opposite cells on the ring.

Equivalently, for every pair of opposite cells in a Chakram, their sum is twice the value of the central cell.

Thematic Explanation

Inspired by the ancient Indian Chakram, a circular throwing weapon. The ring of cells represents the circular blade of the weapon, while the central cell represents its balanced center. Just as a well-balanced Chakram is symmetric about its center, opposite positions on the ring are balanced around the central value. Each opposite pair therefore has the same average, namely the digit in the center.

Note

I drew the Chakram shape myself to illustrate how the weapon may be represented in a Sudoku grid.

Thank you and hope you like this variant and the drawing!

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

Example Puzzle

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

Solution

Trishula Sudoku

Rule

Classic Sudoku rules apply. For each Trishula, the three cells at the tips (arrows) of the prongs contain the minimum, median, and maximum digits appearing in the shaded handle region. The correspondence between the digits in the tip cells and the three properties is not given.

Thematic Explanation

The Trishula is traditionally associated with three fundamental aspects of existence. In this puzzle, the three prongs represent three fundamental characteristics of a set of digits: its minimum, median, and maximum values.

Note

Due to time constraints, the Trishulas are currently drawn using Penpa. I can redraw them in a style similar to the 2024 WSC Round 1 puzzles or the Chakram Sudoku later if needed.

Thank you and hope you like this variant!

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

Example Puzzle

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

Solution

Border Destruction Sudoku

[Rules]

- Place a digit from 1-9 in each empty cell in the grid such that each row and column contains each digit exactly once.
- Exactly one of the four borders (between R3 and R4, between R6 and R7, between C3 and C4, and between C6 and C7) is incorrect. In other words, place a digit from 1-9 in each empty cell in the grid such that three marked 3×3 box contains each digit exactly once and three marked 3×6 (6×3) box contains each digit exactly twice.

Example

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

Solution

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

I was inspired by the Brahmastra, which possesses the ability to destroy the environment and erase the very existence of its target.
R1R7 X-wing

Well Aimed Arrows Sudoku

[Rules]

- Apply classic sudoku rules.
- An arrow is added so that it starts at one circle and ends at the highlighted digit. Arrows must be drawn vertically, horizontally, or diagonally, and must not overlap, intersect, or share the same cell with other arrows. Finally solve standard arrows sudoku. Each digits placed in a cell with a circle must be the sum of the numbers placed in cells the adjoining arrow passes through. Digits may repeat on arrows.

Example

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

Solution

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

Inspired by Narayanastra’s ability to fire countless arrows at those who resist, I placed a highlighted digit at the end of the arrow.

Trishula Sudoku

[Rules]

- Apply classic sudoku rules.
 - The three grey lines share a shaft and represent a trishula. The line extending from the bottom to the top left applies Between Sudoku, the line extending from the bottom straight up applies Renban Sudoku, and the line extending from the bottom to the top right applies Alt-parity Sudoku.
- (Between) Every digit on the grey line must have a value which lies between the values of the two digits at the ends of the line. Digits may repeat on a line.
- (Renban) The grey line must contain a set of distinct, consecutive digits in any order.
- (Alt-parity) Adjacent digits on the line must not be of the same parity.

Example

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

Solution

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

The design was inspired by the fact that the three prongs of the trishula represent various trinities. I believe that, in addition to the examples shown here, various other rules can be applied to the three lines.

Puzzle Name: Directional Odd-Even Sudoku

Author Name (for public credit): WalkLink

Rules:

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

For each cell with digit 3 or 6, the cell immediately above (if any) must be odd, and the cell immediately below (if any) must be even.

Sample Puzzle:

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

The Solution:

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

Puzzle Name: Symmetry Clones Sudoku

Author Name (for public credit): WalkLink

Rules:

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

In addition, the grid contains several pairs of regions marked with different symbols:

- For two regions marked with up-down arrows, the digits in vertically symmetric positions are equal.
- For two regions marked with left-right arrows, the digits in horizontally symmetric positions are equal.
- For two regions marked with main diagonal arrows (↖↘), the digits in anti-diagonally symmetric positions are equal.
- For two regions marked with anti-diagonal arrows (↗↙), the digits in main diagonally symmetric positions are equal.
- All cells marked with a white circle contain the same digit.

Sample Puzzle:

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

The Solution:

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

Puzzle Name: Box Symmetry Sudoku**Author Name** (for public credit): WalkLink**Rules:**

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

In addition:

- For the two light grey boxes, digits in vertically symmetric positions (relative to the center of the box pair) are equal.
- For the two dark grey boxes, digits in horizontally symmetric positions (relative to the center of the box pair) are equal.

Sample Puzzle:

						5		3
		9		↑		2		
6				↓				
			6	4				
	↑			1			←	→
	↓			8	2			
								2
		5		←	→	3		
9		2						

The Solution:

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

Puzzle Name: Arithmetic Index Sudoku

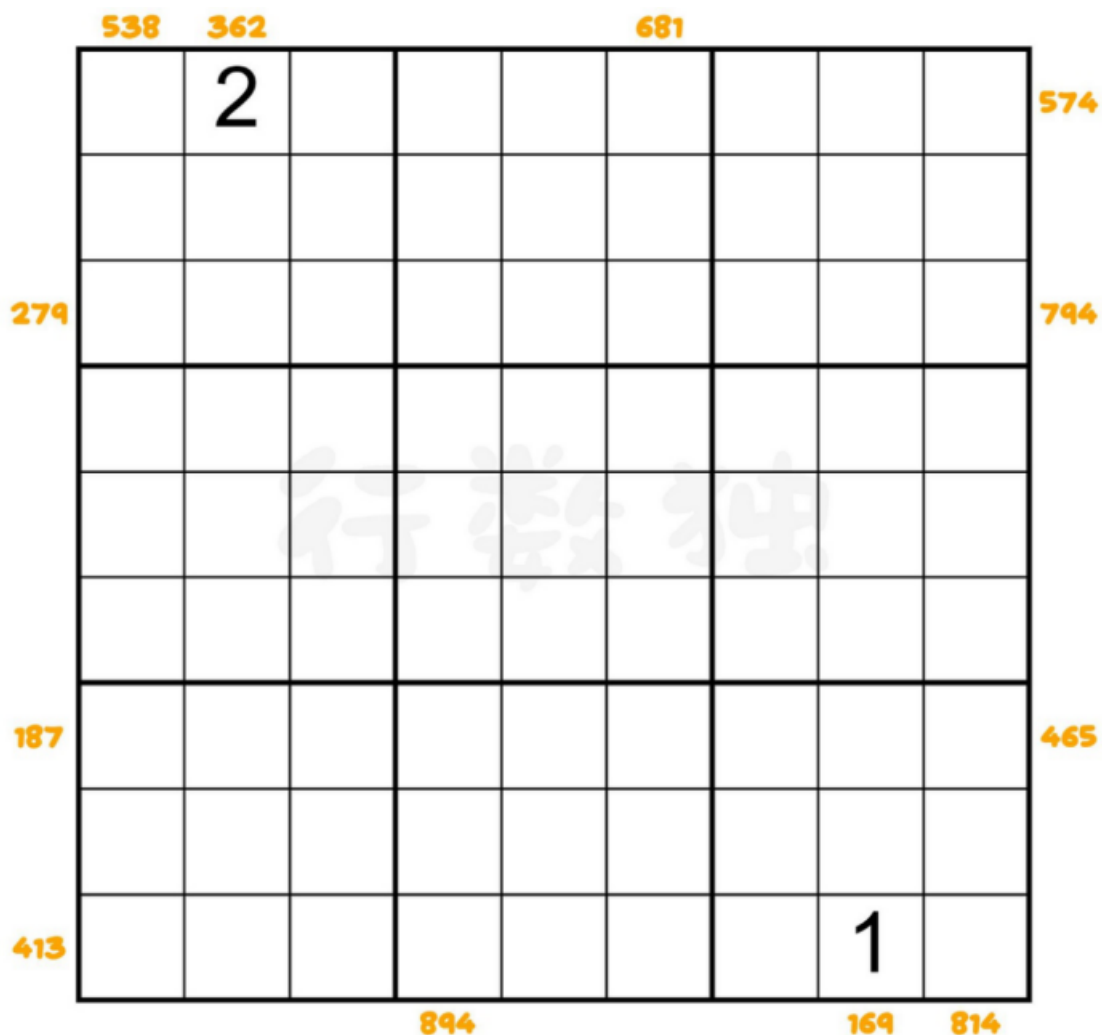
Author Name (for public credit): WalkLink

Rules:

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

In addition, each clue outside the grid consists of multiple position indices. When reading the digits in the cells at those positions from that side in the given order, they form an arithmetic progression with a common difference of 3.

Sample Puzzle:



The Solution:

	538	362			681					
	5	2	6	4	3	9	8	7	1	574
	8	9	7	1	6	5	4	3	2	
279	4	3	1	8	2	7	6	5	9	794
	2	7	8	6	9	1	5	4	3	
	1	4	3	2	5	8	7	9	6	
	9	6	5	7	4	3	1	2	8	
187	3	1	4	5	8	2	9	6	7	465
	7	5	2	9	1	6	3	8	4	
413	6	8	9	3	7	4	2	1	5	
				894			169	814		

The Solution:

	3	9		8	15	11		7	13	
	6	7	3	8	1	5	2	4	9	9
8	2	5	4	3	7	9	8	1	6	
3	9	1	8	2	4	6	5	7	3	13
	1	4	9	5	8	2	3	6	7	8
6	8	2	7	4	6	3	9	5	1	8
4	5	3	6	1	9	7	4	2	8	
14	3	8	2	6	5	1	7	9	4	10
	7	6	5	9	3	4	1	8	2	12
16	4	9	1	7	2	8	6	3	5	
	12	9		10	12	11		10	10	

Puzzle Name: Cross Triplet Sudoku**Author Name** (for public credit): WalkLink**Rules:**

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

In addition, some cells are marked with a solid gray circle. The gray circled cell and its upper and lower neighbors form three consecutive integers. The gray circled cell and its left and right neighbors form three consecutive integers. If a direction has only one neighbor, then the circled cell and that single neighbor form consecutive integers.

Sample Puzzle:

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

The Solution:

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

Puzzle Name: Index Neighbor Sum Sudoku

Author Name (for public credit): WalkLink

Rules:

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

Outside clue: first cell value = X. The clue equals the sum of the two horizontal (or vertical) neighbors of the X-th cell from that side.

Edge cells have only one neighbor.

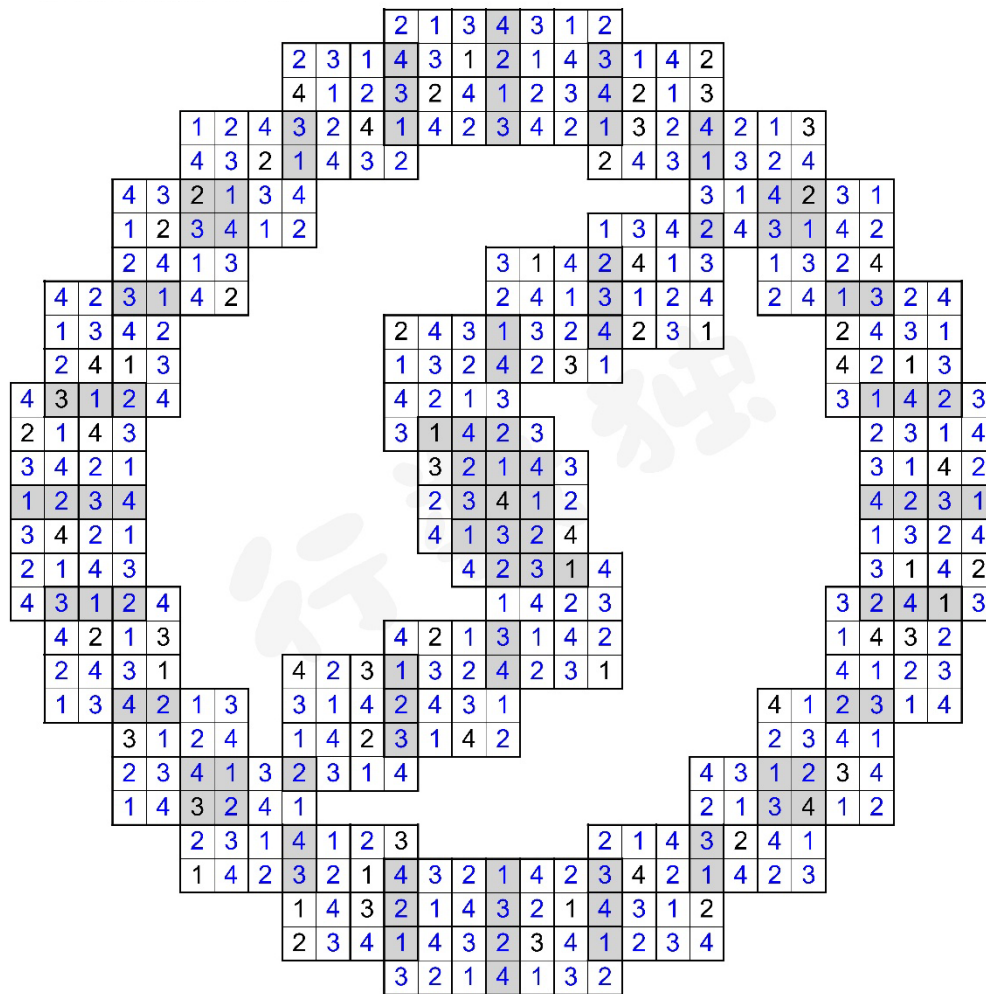
Sample Puzzle:

	11	8	14	12	5	3	4	8	17	
9			6							10
12						2				8
5									7	9
12							2			7
3					2					12
7			1							6
7	2									10
7				9						7
3							8			11
	4	8	14	3	11	5	7	8	10	

The Solution:

	11	8	14	12	5	3	4	8	17	
9	8	9	6	7	1	3	4	2	5	10
12	4	3	7	6	5	2	9	8	1	8
5	1	5	2	4	8	9	3	6	7	9
12	3	7	8	5	6	1	2	4	9	7
3	6	4	9	8	2	7	1	5	3	12
7	5	2	1	3	9	4	6	7	8	6
7	2	6	5	1	3	8	7	9	4	10
7	7	8	3	9	4	6	5	1	2	7
3	9	1	4	2	7	5	8	3	6	11
	4	8	14	3	11	5	7	8	10	

The Solution:



Design note:

The ring-and-S shape echoes the ancient chakram – a circular weapon whose inner structure (often stylized as a spiral or serpent) represents dynamic energy. This visual theme connects the puzzle to the Mahabharata and Ramayana heritage.

Puzzle Name: Mutually Exclusive 369 Sudoku

Author Name (for public credit): WalkLink

Rules:

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

Among {3,6,9}, no two different digits may be diagonally adjacent.

Sample Puzzle:

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

The Solution:

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

Puzzle Name: Four-Cell Minimum Sudoku

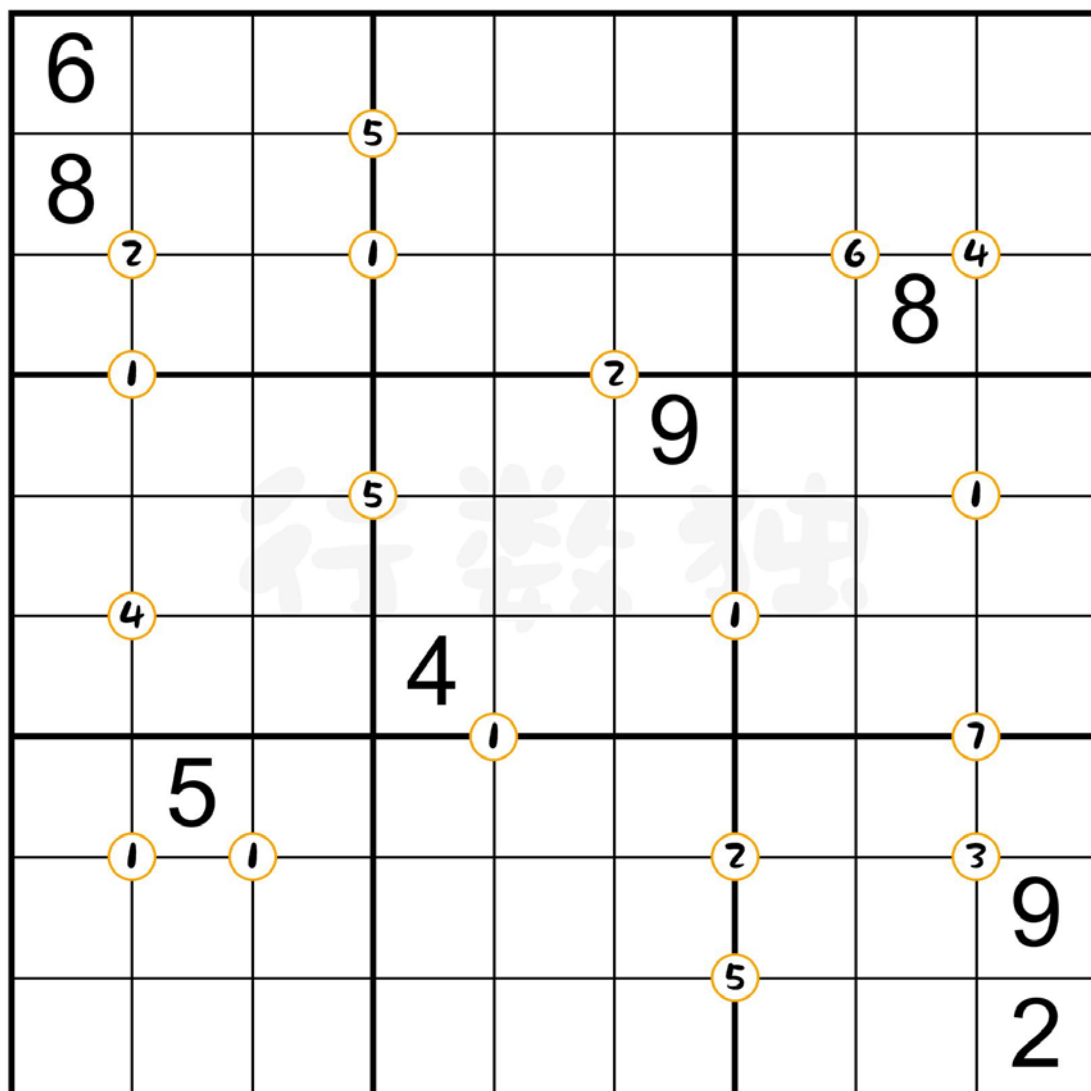
Author Name (for public credit): WalkLink

Rules:

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

In addition, some of the 2×2 block centers (the grid line intersections inside the puzzle) are marked with a digit. For each such mark, the digit equals the minimum of the four numbers in the four cells that meet at that intersection.

Sample Puzzle:



The Solution:

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

Puzzle Name: Disjoint Consecutive Segments**Author Name** (for public credit): WalkLink**Rules:**

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

In addition, some cells are marked with one of two symbols: a square (◻) and a square rotated 45 degrees (◊).

For each symbol, the cells marked with that symbol are divided into three colour regions: white, light grey, and grey.

- Within each region, all digits are distinct and form a set of consecutive integers (the order within the region is irrelevant).
- For any two regions belonging to the same symbol, the sets of digits appearing in them are disjoint (no common digit).

Sample Puzzle:

		9	3				8	7
		◻	4		◊		5	
	◻					◊		
	7		◊		◻		◊	
		3		◻		6		
	◊		◻		◊		1	
		◊					◻	
	3		◊		5	◻		
7	8				6	1		

The Solution:

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

Puzzle Name: Reverse Anti-King Sudoku**Author Name** (for public credit): WalkLink**Rules:**

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

In addition, some cells are marked with a solid gray circle.

For each circled cell, at least one of its four diagonally adjacent cells (i.e., the cells touching it only at a corner) contains the same digit.

All cells that satisfy this property are already marked; a cell without a gray circle has no diagonally adjacent cell with the same digit.

Sample Puzzle:

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

The Solution:

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

Puzzle Name: Neighbor Consecutive Sudoku

Author Name (for public credit): WalkLink

Rules:

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

In addition, some cells are marked with a solid gray circle.

For each circled cell, all of its orthogonally adjacent cells (sharing a side) contain distinct digits that form a set of consecutive integers.

The order of these digits in the adjacent cells is irrelevant.

Note: Edge cells (3 neighbors) and corner cells (2 neighbors) may also be circled, as long as their neighbors satisfy the consecutive condition.

Sample Puzzle:

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

The Solution:

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

Puzzle Name: Plus Sign Equal Sum Sudoku

Author Name (for public credit): WalkLink

Rules:

Fill the grid with the digits 1, 2, 3, 4, 6, 7, 8, 9 and a plus sign (“+”) so that each row, column, and 3×3 box contains each of these nine symbols exactly once.

In addition, for every cell containing a plus sign, the sum of the digits in its left and right adjacent cells equals the sum of the digits in its top and bottom adjacent cells.

Sample Puzzle:

6			+	8			4	
	+							
				7		+		
+		3		9				
				+				
				2		8		+
		+		3				
							+	
	4			6	+			8

The Solution:

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

Puzzle Name: Paired Sum Sudoku**Author Name** (for public credit): WalkLink**Rules:**

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

In addition, the grid contains multiple symbols. Each symbol marks a hollow region and a gray region with identical shape. For the two regions of each symbol, digits in corresponding relative positions sum to 10. All digits are distinct across the two regions of each symbol (no repetition).

Sample Puzzle:

2						6		
								1
								
							9	
				9				
	5							
								
3								
		8						4

The Solution:

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

The Solution:

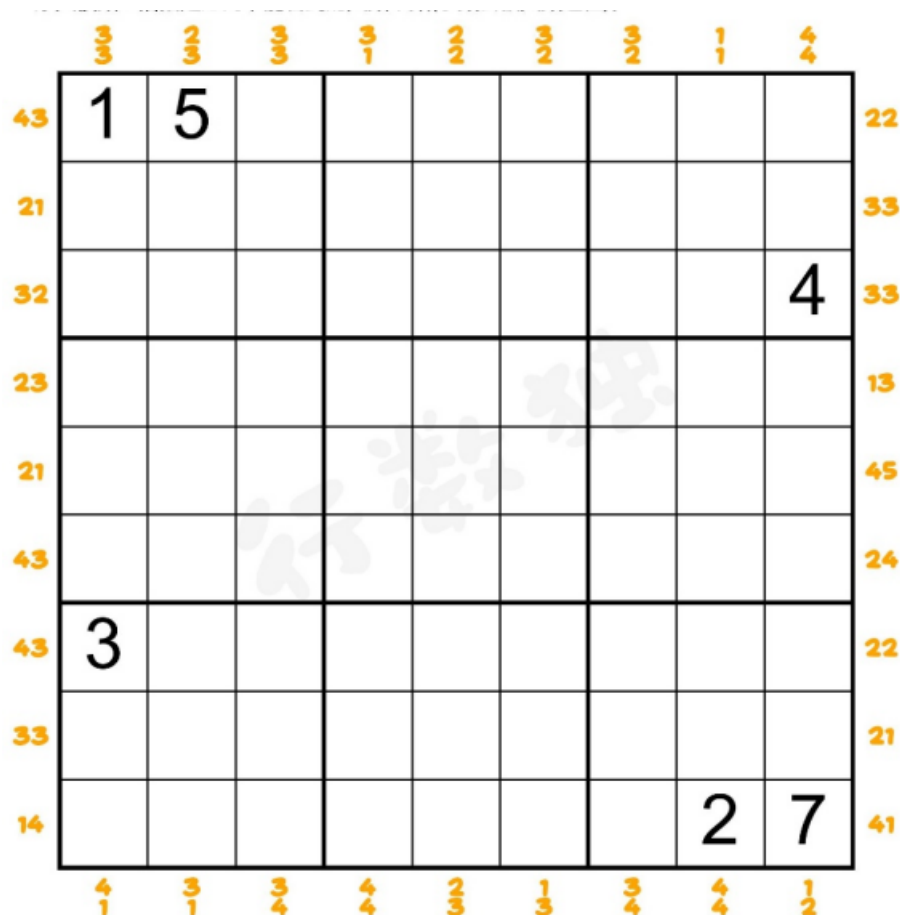
Puzzle Name: 7-Cell Skyscraper Sudoku**Author Name** (for public credit): WalkLink**Rules:**

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

In addition, each clue outside the grid contains two numbers.

- The outer number is the skyscraper count for the first 7 cells in that row or column (from that side).
- The inner number is the skyscraper count for the last 7 cells.

Skyscraper count: count visible cells from that side. A cell is visible if its digit is larger than all digits between it and the observer.

Sample Puzzle:

The Solution:

	3	2	3	3	2	3	3	1	4	
43	1	5	7	3	8	4	6	9	2	22
21	4	9	8	6	1	2	7	3	5	33
32	2	6	3	9	5	7	1	8	4	33
23	8	1	4	2	3	5	9	7	6	13
21	7	3	9	8	4	6	2	5	1	45
43	5	2	6	7	9	1	8	4	3	24
43	3	4	2	1	7	9	5	6	8	22
33	6	7	5	4	2	8	3	1	9	21
14	9	8	1	5	6	3	4	2	7	41
	4	3	3	4	2	1	3	4	1	

Puzzle Name: Index to One Sudoku

Author Name (for public credit): WalkLink

Rules:

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

For each clue outside the grid:

- Let the clue value be X.
- The digit in the X-th cell from that side is called N.
- Then the digit in the N-th cell from the same side must be 1.

Sample Puzzle:

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

The Solution:

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

Puzzle Name: Different Neighbor Sudoku

Author Name (for public credit): WalkLink

Rules:

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

In addition, some cells are marked with a circle.

For each circled cell, its digit does not appear in any orthogonally adjacent cell (sharing a side) of any other circled cell.

Sample Puzzle:

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

The Solution:

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

Puzzle Name: Same Neighbor Sudoku

Author Name (for public credit): WalkLink

Rules:

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

In addition, some cells are marked with matching symbols.

For each group of cells sharing the same symbol, the digit in every such cell must appear in the orthogonally adjacent cells (sharing a side) of every other cell in the same group.

Sample Puzzle:

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

The Solution:

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

Puzzle Name: Index Neighbor Sum Sudoku

Author Name (for public credit): WalkLink

Rules:

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

For each clue outside the grid: first cell = X, X-th cell = M. The clue equals the sum of the M consecutive cells starting from that X-th cell (including it) and moving further. If fewer than M cells remain, sum all remaining cells.

Sample Puzzle:

	1	20	5	29	1	40	43	17	3	
11										1
28										1
7										33
6										23
1										43
15										1
43										2
1										10
1										36
	38	7	6	1	15	5	13	27	35	

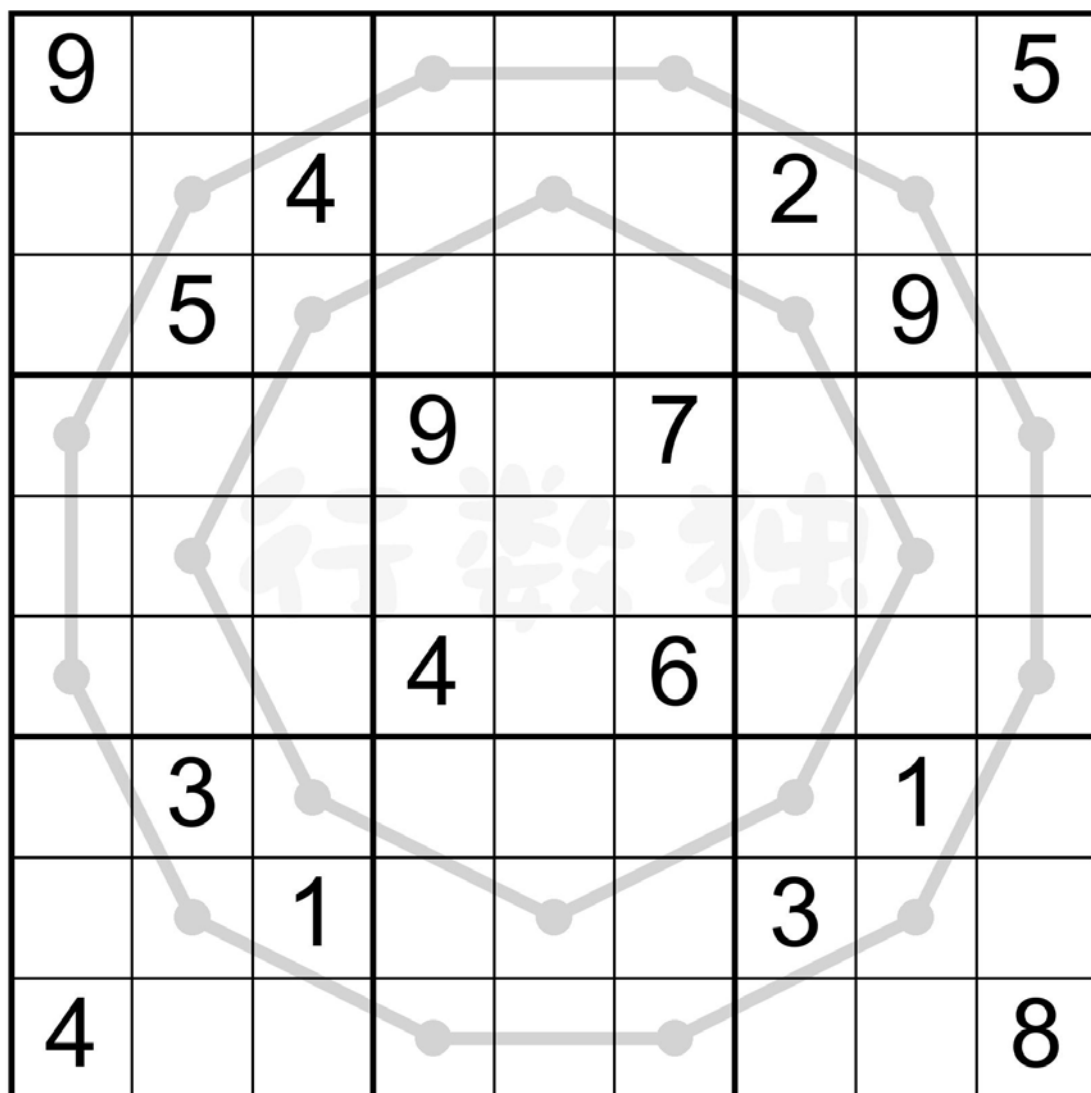
The Solution:

	1	20	5	29	1	40	43	17	3	
11	8	7	9	4	1	3	2	6	5	1
28	5	1	4	7	6	2	9	3	8	1
7	3	6	2	5	8	9	1	7	4	33
6	9	5	1	8	2	7	3	4	6	23
1	6	4	3	9	5	1	7	8	2	43
15	7	2	8	3	4	6	5	9	1	1
43	2	8	7	6	3	5	4	1	9	2
1	1	3	6	2	9	4	8	5	7	10
1	4	9	5	1	7	8	6	2	3	36
	38	7	6	1	15	5	13	27	35	

Puzzle Name: Ratio-Difference Ring Sudoku**Author Name** (for public credit): WalkLink**Rules:**

Apply classic sudoku rules: fill the grid with digits 1–9 so that each row, column, and 3×3 box contains every digit exactly once.

In addition, the grid contains two rings formed by gray circles. On each ring, for every pair of adjacent gray circles, the two digits differ by 2 or one is double the other.

Sample Puzzle:

The Solution:

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

Kurukshetra battlefield sudoku

Standard sudoku rules apply, In each 3×3 block there are exactly two marked “fortresses” by grey cells : one holds an even digit and the other holds an odd digit. Any cell orthogonally adjacent to a fortress must Have the same parity in this block. If a cell is orthogonally adjacent to both fortresses in the same block, its parity equals the parity of whichever fortress yields the larger sum when you add that fortress’s digit to the digit of the other orthogonally adjacent cell that is adjacent only to that same fortress.

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

Kurukshetra battlefield sudoku

Kurukshetra Battlefield Sudoku draws on the Mahabharata's central clash—two close kin locked in moral, political, and personal conflict—by turning each 3×3 “stronghold” into a miniature pocket of allegiance and tension. The paired fortress rule (one even, one odd) echoes the binary choices faced by the Pandavas and Kauravas: duty versus desire, law versus ambition. Parity spreading from a fortress models how a leader's influence shapes neighboring ground, while cells adjacent to both fortresses represent contested souls and decisions pulled by competing claims. The tie-breaking sum rule captures moral complexity: when a person stands between two forces, the stronger combined influence (not simply one side alone) determines their leaning—mirroring dharma as a negotiated, context-dependent judgment rather than a simple binary. Overall the puzzle uses local numeric constraints and overlapping influences to explore righteousness, rivalry, and the human struggle to choose amid conflicting duties.

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

Fractal sudoku

Standard sudoku rules apply, Moreover, each block 3x3 is also a sudoku 3x3, where digits are represented modulo 3, ie $(1, 4, 7 \rightarrow 1 ; 2, 5, 8 \rightarrow 2 ; 3, 6, 9 \rightarrow 3)$.

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

Fractal sudoku

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

Fractal sudoku

Standard sudoku rules apply, Moreover, each block 3x3 is also a sudoku 3x3, where digits are represented modulo 3, ie $(1, 4, 7 \rightarrow 1 ; 2, 5, 8 \rightarrow 2 ; 3, 6, 9 \rightarrow 3)$.

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

Fractal sudoku

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

Fractal sudoku

Standard sudoku rules apply, Moreover, each block 3x3 is also a sudoku 3x3, where digits are represented modulo 3, ie $(1, 4, 7 \rightarrow 1 ; 2, 5, 8 \rightarrow 2 ; 3, 6, 9 \rightarrow 3)$.

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

Fractal sudoku

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

Kurukshetra siege extended sudoku

Standard sudoku rules apply. There are “fortresses” marked by grey cells. Every orthogonally adjacent cell to a fortress is an attacker; the digit in each such cell equals that cell’s troop count. The fortress’s troop count in defense is tripled. Comparing amount of troops between attackers and defenders, the losing side must be “pushed” onto the fortress’s diagonally adjacent cells so that the sum of those diagonal cells equals the losing side’s troop total. If fortress loses, amount of troops equals the digit inside it. In case of an exact tie, no push constraint applies.

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

Each fortress represents a stronghold on Kurukshetra whose garrison (the fortress digit, tripled) contests nearby troops. When one side overwhelms the other, the defeated forces scatter into nearby diagonal ground—the diagonal-sum constraint models the battle’s displacement and the shifting fortunes that reflect moral and strategic consequences in the Mahabharata.

Kurukshetra siege extended sudoku

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

Kurukshetra siege extended sudoku

Standard sudoku rules apply. There are “fortresses” marked by grey cells. Every orthogonally adjacent cell to a fortress is an attacker; the digit in each such cell equals that cell’s troop count. The fortress’s troop count in defense is tripled. Comparing amount of troops between attackers and defenders, the losing side must be “pushed” onto the fortress’s diagonally adjacent cells so that the sum of those diagonal cells equals the losing side’s troop total. If fortress loses, amount of troops equals the digit inside it. In case of an exact tie, no push constraint applies.

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

Each fortress represents a stronghold on Kurukshetra whose garrison (the fortress digit, tripled) contests nearby troops. When one side overwhelms the other, the defeated forces scatter into nearby diagonal ground—the diagonal-sum constraint models the battle’s displacement and the shifting fortunes that reflect moral and strategic consequences in the Mahabharata.

Kurukshetra siege extended sudoku

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

Fate & Free Will Sudoku

Standard anti-knight sudoku rules apply,
Moreover, for each paired cells, exactly one cell contains a prime digit; the other is nonprime.

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

Fate & Free Will Sudoku

Narrative premise : Kurukshetra is a battlefield of competing duties—family, honor, and righteousness—where every choice has cascading moral consequences; this variant models that structure : every paired cells force a binary decision whose local outcome propagates across the grid via the extended anti-knight constraint, echoing the epic’s chain reactions of choice and consequence.

Dharma as rule-set : In the Mahabharata, dharma functions as complex, context-dependent law rather than a single rule; similarly, standard Sudoku rules represent the social order, the choice-pair exactly-one prime constraint represents personal duty or dilemma, and the anti-knight exclusion introduces long-range obligations and unexpected consequences that mirror moral ripple effects.

Moral ambiguity and branching : Key episodes (Arjuna’s hesitation, Bhishma’s vow, Karna’s loyalty) show characters making morally fraught decisions with widespread fallout. In the puzzle, choosing which cell of a pair is prime creates forced eliminations and distant conflicts (via anti-knight), producing branching solution paths and morally ambiguous “right” moves that can feel necessary yet costly.

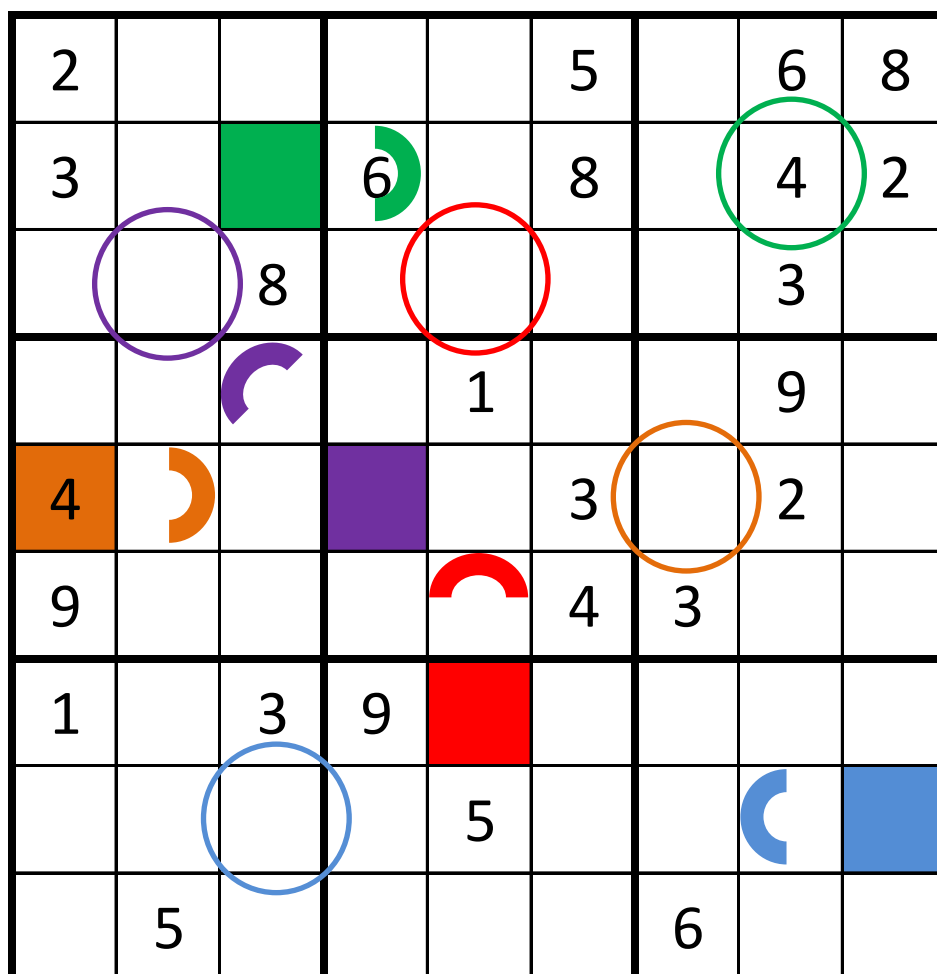
Tragic cost and hollow victory : Kurukshetra’s pyrrhic outcome—victory amid devastation—parallels puzzles where a seemingly valid early choice yields a unique solution but at the cost of long, convoluted forcing chains; the solver experiences the narrative of consequence: choices produce far-reaching, sometimes regrettable effects.

Gameplay as ethical exercise : Solving this Sudoku invites players to inhabit the epic’s moral tension : weigh local simplicity against global consequences, accept trade-offs, and reflect on whether strict adherence to a rule (dharmic duty/Sudoku constraints) always yields the best human outcome.

Fate & Free Will Sudoku

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

Classics sudoku rules apply. Moreover, a chakram (colored circle) appearing on 4 cells is thrown against an enemy in a cell with the same color. A dhal marked by a circular arc of the same color protects him. If the product of digits in these 2 cells > the sum of digits on the chakram, cell(s) adjacent orthogonally to the dhal, except enemy's position, must sum to this difference. If the sum > the product, some cell(s) adjacent orthogonally to the enemy position, except the dhal's cell, must sum to this difference



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

Kurukshetra siege sudoku

Standard sudoku rules apply, In each 3×3 block there is exactly 1 marked “fortress” by a grey cell. In this block, every orthogonally adjacent cell to a fortress is an attacker; the digit in each such cell equals that cell’s troop count. The fortress’s troop count in defense is doubled. Comparing amount of troops between attackers and defenders, the losing side must be “pushed” onto the fortress’s diagonally adjacent cells in this block so that the sum of those diagonal cells equals the losing side’s troop total. If fortress loses, digit inside it equals amount of troops pushed. In case of tie, no constraint applies.

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

Each fortress represents a stronghold on Kurukshetra whose garrison (the fortress digit, doubled) contests nearby troops. When one side overwhelms the other, the defeated forces scatter into nearby diagonal ground—the diagonal-sum constraint models the battle’s displacement and the shifting fortunes that reflect moral and strategic consequences in the Mahabharata.

Kurukshetra siege sudoku

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

Dice of Destiny sudoku

Standard sudoku rules apply, Moreover, the same dice with 6 different digits appears on some cells. Digit to determine is always shown with a « ? » on that face. Some faces may be given and are fixed. In this case, they are always displayed. Icon orientation is irrelevant (digits read regardless of rotation).

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

Six dice-icons—omens on the battlefield—mark choices whose true meanings must be discovered. In Dice of Destiny Sudoku each icon hides a face value; a few faces are revealed like prophecies, but most are unknown. The underlying Sudoku grid stands for the social order and duties that structure action; assigning values to the icons models the leaders' decisions. A single icon's assignment can force distant contradictions or open paths to a valid solution, mirroring how one choice on the plain of Kurukshetra unleashed cascading consequences across kin, caste, and conscience.

Dice of Destiny sudoku

This puzzle frames the Mahabharata's moral terrain: constrained options (the six dice faces) confront human agency, and the solver must weigh local expedience against global consistency—much as the Pandavas and Kauravas weighed duty, loyalty, and righteousness. Revealed dice-values represent fore-told fates or known obligations; undetermined icons represent decisions yet to be taken. Solving becomes an ethical exercise in consequence: choose a face that satisfies immediate needs, and the long-range anti-constraints of the grid will reveal whether that choice honors dharma or leads to ruin.

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

Pandava-Kaurava Rivalry sudoku

Standard sudoku rules apply, In every 3×3 box except the central box, there are exactly 4 shaded cells where two belong to one camp (even digits) and the other two to the opposite camp (odd digits).

The solver must deduce which shaded cells are which.

Every shaded cell must have at least one orthogonally adjacent cell that shares its parity.

Shaded cells in the central box contain only prime digits (2, 3, 5, 7).

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

Pandava-Kaurava Rivalry sudoku

Historical note — extension from the previous Pandava–Kaurava explanation

This variant deepens the metaphor of the Pandava–Kaurava rivalry by introducing local clustering and adjacency rules that reflect uneven influence, regional loyalties, and tactical neighborhoods within the larger conflict described previously.

From dual camps to local clusters : Whereas the earlier design placed two colored cells per box (a balanced but dispersed presence), this variant concentrates four shaded cells per box split between camps. This models pockets of stronger local influence -fortified villages, family strongholds or contested districts- where both sides maintain a tangible presence within the same province.

Hidden loyalties and inferred alignment: As before, the solver must infer which camp maps to even and which to odd numbers. The new requirement that each shaded cell have an orthogonally adjacent cell of the same parity encodes local solidarity : soldiers, supporters, or principles tended to cluster and support one another rather than stand isolated. This makes the solver reason about neighborhoods and contagion of parity, echoing how allegiance often spreads through proximity and kinship.

Regional disparity and tactical asymmetry : The shift from two marked cells per box to four allows unequal local patterns to form across the grid : some boxes may have the two cells of a camp adjacent, others interleaved, producing visible disparity that mirrors the uneven distribution of troops, resources or moral standing across regions of the kingdom.

Interaction with the central moral core : If the central 3×3 remains prime-marked (as in the previous variant), its constrained, exceptional nature contrasts with the clustered shaded cells around it.

Prime cells at the heart represent pivotal moral choices; the adjacency parity rule around them can model how central decisions are reinforced (or undermined) by nearby loyalties.

Narrative tension and solving experience: Mechanically, forcing adjacency of same-parity shaded cells increases local deduction and pattern recognition—solvers must look for chains and blocks rather than isolated parity spots. Thematically, this amplifies the idea that individual choices are embedded within social networks : in the Mahābhārata, personal vows and dilemmas were seldom purely solitary and were shaped by immediate allies and enemies.

Pandava-Kaurava Rivalry sudoku

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

Football sequence non-defensive sudoku 2

Standard sudoku rules apply. Each digit represent a team or an action :

- _ 1 : team 1 ;
- _ 2, 3 or 4 : action from the team who has the ball (shoot, dribble, pass ...)
- _ 5 : ball ;
- _ 6, 7 or 8 : action from the team defending (dribble, tackle, stop ...)
- _ 9 : team 2.

The grid represent a sequence of a match with an action in each block., If there is a goal, next block starts with a new action, otherwise you can follow the match reading each block from left to right, then from top to bottom. Moreover, team player has to be in an adjacent cell to the ball for its effectivity and it's always whom is nearest to the ball who appears in the grid.

A player in an orthogonal cell to the ball is nearer than one sharing a coin who can still reach the ball.

Action is read in the column where lies the ball and is always possible and understandable.

If a team acts without actions of opponent, then the ball can't go behind.

Left part stands for team 1 and right part for team 2. The goalkeeper and the goal lie on the line.

There is goal only if there is 1 action of possessor of the ball in the opposite side without defense or with 2 actions elsewhere in the field.

The score is indicated after 3 actions at the right of the grid.

									Team 1	Team 2
		9								
		6	4		3		9	2	0	0
							6			
			8		4			7		
3		4							0	0
					5		2			
	2		7			8				
			5			7			1	0
					6			3		

Football sequence non-defensive sudoku 2

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

Vanara-dhanush sudoku

Standard sudoku rules apply. Digit in a cell with a Vanara-dhanush indicates the distance where this digit is launched ie in a direction to determine, digit n will also appear at a distance n.
All pairs of cells are represented by this bow in only 1 of the both cells.

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

Vanara-dhanush sudoku

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

Toradar sudoku

Standard Sudoku rules apply. If a cell contains a toradar with digit n (projectile), it is fired at a target cell to determine, not farther than 2 cells, and blasts : n appears in the target and each digit from 1 to n-1 must appear at least once in the cells adjacent to the target (all 8 directions).

3						8		
				6				
								4
5							3	2
		2						
			7					
								
		6						

Toradar sudoku

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

Shastra-Cipher Sudoku

Standard Sudoku rules apply. Additionally, one 3×3 block in the top band, one in the middle band and one in the bottom band contain incorrect givens. Each of the three initial blocks is a known permutation : one is $+3 \bmod 9$ (for example, $4 \rightarrow 7$), one is $10-n$ (fe, $4 \rightarrow 6$) and one is $-2 \bmod 9$ (fe $4 \rightarrow 2$). Determining which 3×3 block contains which permutation is part of the puzzle.

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



Shastra-Cipher Sudoku



A Shastra-Kavaca is a small protective plaque—literally an “armour-amulet”—rooted in Indian martial and ritual tradition. Crafted from metal or leather and often engraved with yantra, mantras or weapon patterns (bow, mace, dagger), it was worn or kept by warriors for protection, blessing and symbolic empowerment of their arms. In the Shastra-Cipher Sudoku, a Shastra-Kavaca appears as a ciphered given : a plated cell that displays a transformed digit (one of the modular permutations) instead of the true number, echoing the historical role of such talismans in masking, charging or safeguarding the warrior’s weapons.

Shastra-Cipher Sudoku

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

Particle sudoku

Standard sudoku rules apply, Moreover, 1 pushes back 2 orthogonally (no 2 adjacent to a 1)

6 attracts 7 (each 7 must be adjacent to a 6).

8 cancels : no digit adjacent to 8 must be even.

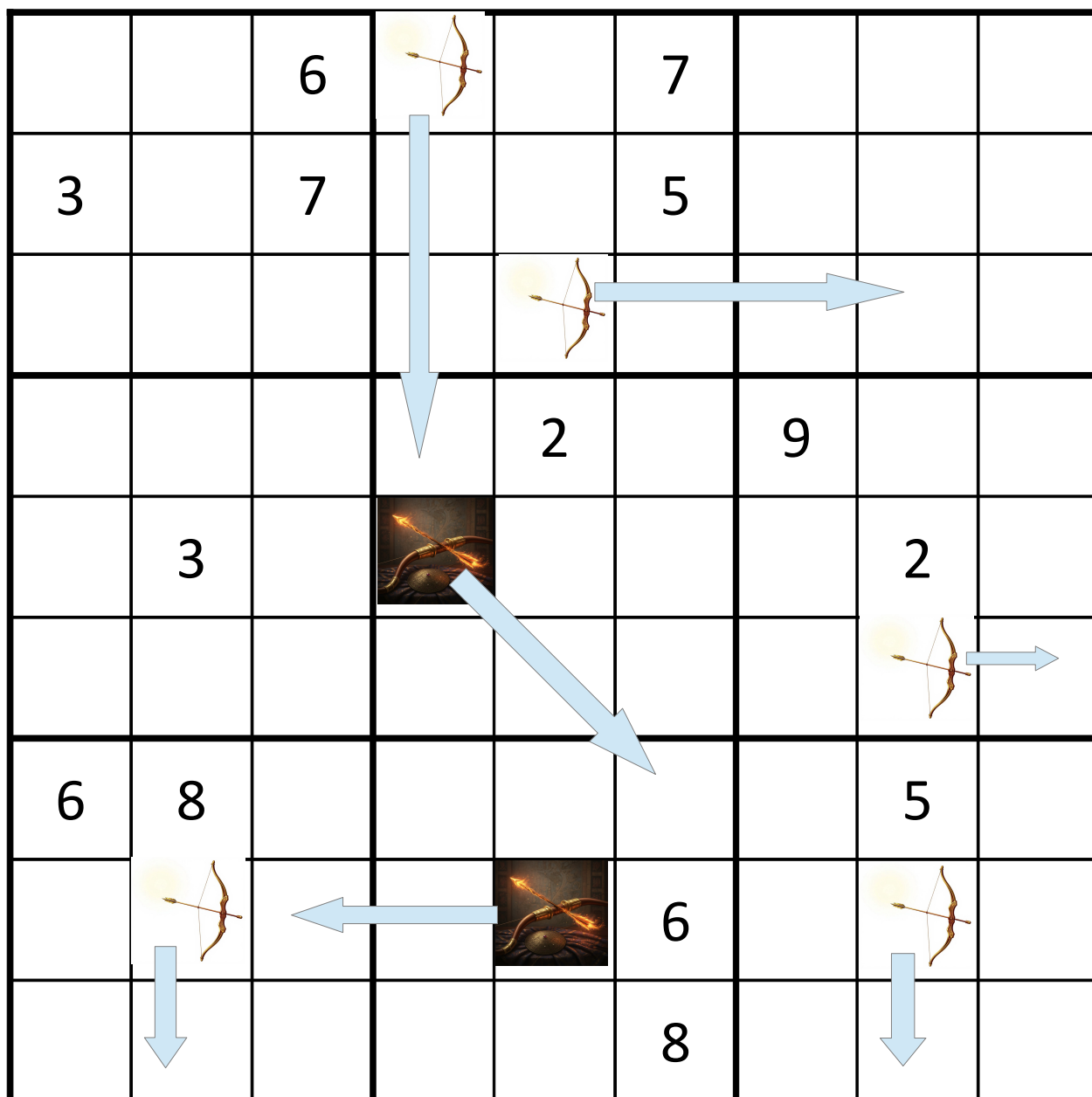
	8		9	2		1		
6						4		
1								
		6		1	9	7		
						5		
		8			2			
		1						
				9				

Particle sudoku

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

Bharit tir sudoku

Standard sudoku rules apply. A charged arrow cell has a digit inside representing a charge T .
Sum of adjacent cells up and down and those left and right are the same and equal $T \bmod 9$ (T or $T+9$).
Additionnally, if arrow is flaming, value in the target cell equals $T \pm 1$. Otherwise it can have any value.



Short explanation for the flaming-arrow ± 1 effect :

Treat the flaming arrow as an extra perturbation of the charge: the basic arrow deposits charge T into the local pair-sum constraint, while flames add or remove a single unit of charge at the target to represent destabilization or overcharge. Mechanically, this enforces that the target cell's digit differs from the nominal charge by one, modelling the flame's incremental change (± 1) to the deposited energy.

Bharit tir sudoku

A brief history about Bhârit tir (charged arrow) and dhanush (bow) :

The bow and the image of the charged arrow are deeply rooted in the Indian warrior tradition. From the Vedic and epic narratives (Rāmāyaṇa, Mahābhārata) to medieval military manuals, the bow and arrow symbolize both technique and spiritual strength: the archer prepares, concentrates, and releases accumulated energy to strike a precise target. The texts describe not only the making and use of bows (dhanus/dhanusha) and shafts (āstra/śara), but also consecration rites, invocations, and amulets (kavaca, yantra) said to “charge” the weapon or protect the warrior.

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

Football sequence sudoku

Standard sudoku rules apply. Each digit represent a team or an action :

- _ 1 : team 1 ;
- _ 2 : shoot from teeam who has the ball ;
- _ 3 : pass from team who has the ball ;
- _ 4 : dribble team 1 ;
- _ 5 : ball ;
- _ 6 : dribble team 2 and possession of the ball ;
- _ 7 : goal keeper stop and restart ;
- _ 8 : tackle of defensive team and possession of the ball ;
- _ 9 : team 2.

The grid represent a sequence of a match with an action in each block., If there is a goal, next block starts with a new action, otherwise you can follow the match reading each block from left to right, then from top to bottom. Moreover, team player has to be in an adjacent cell to the ball for its effectivity and it's always whom is nearest to the ball who appears in the grid.

A player in an orthogonal cell to the ball is nearer than one sharing a coin who can still reach the ball.

Action is read in the column where lies the ball and is always possible and understandable.

Left part stands for team 1 and right part for team 2.The goalkeeper and the goal lie on the line.

There is goal only if there is a shoot without stop of the goalkeeper.

The score is indicated after 3 actions at the right of the grid.

									Team 1	Team 2
		8					5			
3		4		5	7	2	8		0	0
5				6			3			
	9		6			1				
		1			3				1	0
	8						9	7		
				7				8		
1									1	1
			1	4		3				

Football sequence sudoku

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

Bagh-Nakha sudoku

Standard Sudoku rules apply. A cell marked with a Bagh-Nakha contains a digit where :

Sever ($d \leq 4$) : The claws sever two orthogonally adjacent cells randomly.

The absolute difference between the digits in those two adjacent cells must equal d

Split ($d \geq 5$) : the claw splits the cell : every orthogonally adjacent cell must contain a digit $< d$.

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

Bagh-Nakha sudoku

The bagh-nakha, literally “tiger’s claw,” is a traditional Indian weapon made of curved blades worn on the hand or fingers, associated with agility, stealth, and martial skill in combat and folklore. Its offensive functions—cutting, tearing, and inflicting focused damage—inspire the puzzle mechanics : for low values, the claw performs a precise, targeted action that pits two elements against each other, hence the rule requiring the absolute difference between two orthogonally adjacent cells to equal d . For higher values, the claw exerts overwhelming dominance that constrains the surrounding area, hence the requirement that all orthogonally adjacent cells contain digits strictly less than d . The duality of “precise strike” versus “overpowering split” echoes both the bagh-nakha’s martial symbolism and common logical themes in puzzles—contrast and numerical hierarchy.

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

Bagh-Nakha sudoku

Bagh-Nakha sudoku

n

Gada sudoku

Standard Sudoku rules apply. Cells marked with a Gada follow these additional rules:

Strike ($d \geq 5$): Let d be the digit placed in the Gada cell. The Gada 'strikes' and distributes its force randomly to 2–4 orthogonally adjacent cells; the sum of the digits in those cells must equal d .

Eject ($d \leq 4$): the Gada produces a shock: d must appear at least once on a diagonal to the Gada cell and not in another Gada cell.

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

Gada sudoku

The gada, a traditional Indian mace, is a symbol of strength and authority used by heroes and deities in ancient literature and iconography. In those stories, the gada strikes the ground and disperses its energy in waves or fragments, which inspired the puzzle's "strike" mechanic that distributes force to neighboring cells. Conversely, when it carries a lesser charge it produces a localized shock that repels or ejects the targeted element—reflected by the "eject" mechanic requiring the same digit to appear on a diagonal. The numerical constraint (sum of neighboring cells equaling the gada's value) also echoes ancient Indian recreational mathematics and puzzles, which emphasize balance and conservation of totals. Thus the two modes—Strike for higher values and Eject for lower ones—draw on both the gada's martial symbolism and traditions of logical, numerical play.

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

Classics sudoku rules apply. Moreover, a chakram (colored circle) appearing on 4 cells is thrown against a foe in a cell with the same color. A dhal marked by a circular arc of the same color protects him. Let D the difference between product of digits in these 2 cells and the sum of digits on chakram.

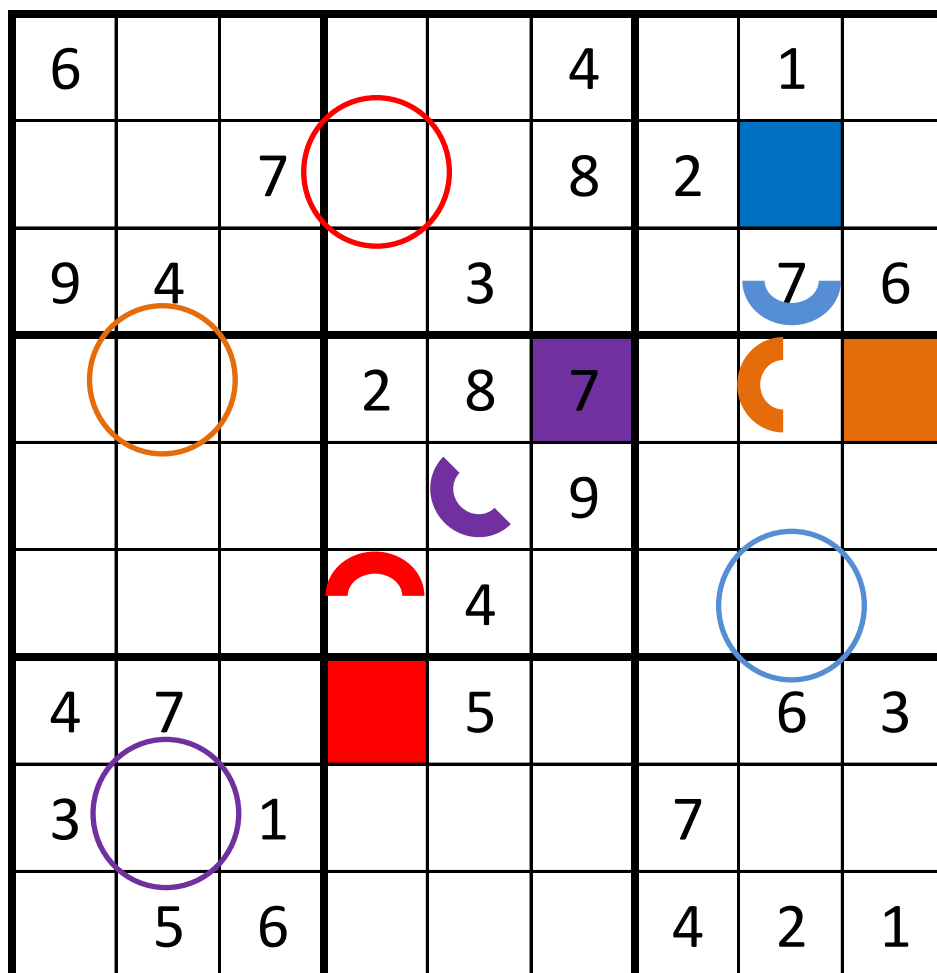
If $D > 0$, then the assailant (cell centered on the chakram) attacks with a pata.

If digit on it $> D$, some adjacent orthogonal cell(s) to the defender must sum to this difference.

If digit on it $< D$, some adjacent diagonal cell(s) to the defender must sum to D .

If $D < 0$, some adjacent cell(s) sum to D .

If assailant wins, he (cell's digit) must appear also on an adjacent cell.



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

Colored Pandava-Kaurava Rivalry sudoku

Standard sudoku rules apply, In every 3×3 box except the central box, there are exactly two red cells and two blue cells. One color corresponds to even digits and the other to odd digits; which color is which is not given and must be deduced by the solver.

The central 3×3 box is marked with a magenta color where a prime number (2, 3, 5, 7) should appear.

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

Pandava–Kaurava Rivalry and the puzzle’s symbolism

The Mahābhārata’s central conflict pits the five Pandava brothers against their many Kaurava cousins in a struggle for the throne at Hastinapura. Their rivalry combines family bonds, vows, strategy and moral ambiguity : duty (dharma) clashes with ambition, and loyalties are tested on the battlefield of Kurukshetra. Key features of the story—two opposed camps, shifting alliances, hidden intentions and a decisive central turning point—map naturally onto this Sudoku variant.

Two opposing colors (red and blue) represent the Pandavas and Kauravas as rival “teams.”

Colored Pandava-Kaurava Rivalry sudoku

The solver must deduce which color enforces even numbers and which enforces odd numbers, mirroring how allegiances and moral labels are not always explicit and must be inferred from context.

Requiring exactly two colored cells of each side in every 3×3 region evokes the balanced distribution of influence across the kingdom's provinces and the tactical positioning of forces across the battlefield.

The central box, marked for prime digits, symbolizes the moral and strategic core of the epic—principles and pivotal choices (the Bhagavad-Gita moment between Krishna and Arjuna occur at the heart of the battlefield). Primes (2, 3, 5, 7) are distinct and scarce within 1–9, reflecting crucial, defining decisions that shape the outcome.

The added layer of hidden roles (solver must discover which color maps to even/odd) echoes themes of hidden motives and the necessity of discernment: just as characters reveal loyalties gradually, the puzzle requires reading global constraints to uncover the true alignment.

Finally, the requirement of a unique solution parallels the epic's inevitability: despite complexity and moral ambiguity, the narrative resolves into a single historical outcome—here a single logically consistent completed grid.

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

Penalty sudoku

Standard sudoku rules apply. You play on 1 vs 1 on the same grid and with a 52 cards game.

Once you finish a block or write a digit depending on the difficulty of the grid, you draw a card. If it's :

- _ ace : you have to wait 10s, 1 mn depending on the difficulty of the grid ;
- _ 2 : erase 1 digit/block, depending on the difficulty of the grid, to your opponent ;
- _ 3 : you have to give 1 true digit to your opponent ;
- _ 4 : you have to do 4 jumping jack ;
- _ 5 : you have to do 5 push up ;
- _ 6 : your opponent erase 1 digit/block of your grid, depending on the difficulty of the grid ;
- _ 7 : you have to do 7 squats ;
- _ 8 : you change the grid with your opponent ;
- _ 9 : write any digit you want in the cell you want on the grid of your opponent ;
- _ 10 : your opponent have to wait 10s, 1 mn depending on the difficulty of the grid ;
- _ jack : change handwriting ;
- _ queen : your opponent have to change his/her handwriting ;
- _ king : your opponent have to give you 1 right digit.

At the end, loser have to do a core strengthening (planking) exercise, 10s by missing, wrong digit.

Without card, you only keep penalties from 1 to 9 corresponding at the block you finished or the digit you write.

Solo version :

- _ ace : change handwriting ;
- _ 2 : erase 1 digit/block, depending on the difficulty
- _ 3 : you have to do 3 burpees ;
- _ 4 : you have to do 4 jumping jack ;
- _ 5 : you have to do 5 push up ;
- _ 6 : Add a deliberately placed "locked" pencil mark that must be resolved before continuing ;
- _ 7 : you have to do 7 squats ;
- _ 8 : 20 second wall-sit ;
- _ 9 : Add a deliberately placed "locked" pencil mark that must be filled in the end ;
- _ 10 : 10 calf raises ;
- _ jack : 10 mountain climbers ;
- _ queen : 20 s wal-sit ;
- _ king : 10 walking lunges.

At the end, you have to do a core strengthening (planking) exercise, 10s by missing, wrong digit.

You can change card by block or digit you write.

2 Classic Sudoku
[34 points]

8			5		2			
---	--	--	---	--	---	--	--	--

Penalty sudoku

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 →

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

2 Classic Sudoku

Markus Roth

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

Blindfold sudoku

Version 1 : You have time you want to solve mentally. Once you decide to write the solution, time starts.

For versions 2 to 4, you have 10 mn (depending on the difficulty of the grid) to solve the grid mentally.

Version 2 : Once you decide to write the solution, time starts.

Version 3 : Once you decide to write the solution, you have 2 mn to solve it.

Version 4 : Once you decide to write the solution, you have 2 mn to solve it. You may have bonus points

If you decide to start the solving before the 10 mn., 10 points by mn.

Nevertheless, writing have to be fluid, no hesitation.

Version 5 : Depending on the difficulty of the grid, you have 2 mn to memorize it ; then, you have 10 mn to solve it mentally and, after, 2 mn to write the solution.

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.

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

2A →

2B →

Blindfold sudoku

2 Classic Sudoku

Markus Roth

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

Football sequence non-defensive sudoku

Standard sudoku rules apply. Each digit represent a team or an action :

- _ 1 : team 1 ;
- _ 2 : shoot from teeam who has the ball ;
- _ 3 : pass from team who has the ball ;
- _ 4 : dribble team 1 ;
- _ 5 : ball ;
- _ 6 : dribble team 2 and possession of the ball ;
- _ 7 : goal keeper stop and restart ;
- _ 8 : tackle of defensive team and possession of the ball ;
- _ 9 : team 2.

The grid represent a sequence of a match with an action in each block., If there is a goal, next block starts with a new action, otherwise you can follow the match reading each block from left to right, then from top to bottom. Moreover, team player has to be in an adjacent cell to the ball for its effectivity and it's always whom is nearest to the ball who appears in the grid.

A player in an orthogonal cell to the ball is nearer than one sharing a coin who can still reach the ball.

Action is read in the column where lies the ball and is always possible and understandable.

If a team acts without actions of opponent, then the ball can't go behind.

Left part stands for team 1 and right part for team 2. The goalkeeper and the goal lie on the line.

There is goal only if there is a shoot without stop of the goalkeeper.

The score is indicated after 3 actions at the right of the grid.

									Team 1	Team 2
2	1									
	8		1				7		2	0
				9			1			
	3		5							
				8		1			2	0
	5				2			7		
			8				9			
5					9		3		2	0
	9	8			5	4				

Football sequence non-defensive sudoku

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

Katar sudoku

Standard Sudoku rules apply. Let d the digit in a katar cell. Then :

Thrust ($d \geq 6$): The katar projects a straight thrust into the adjacent 3×3 block in its direction.

Within the three cells of that block along that border, one must contain d , and 2 other digits $< d$.

Parry ($d \leq 5$): The katar performs a parry that protects its own block.

Within the three cells opposite of that block along that border, each digit $\leq d$.

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

Katar sudoku

The katar is a thrusting punch-knife: high values (Thrust) represent powerful penetrations that concentrate strength along the struck edge (one strong cell among three), while low values (Parry) represent defensive, local protection that restricts nearby values to be low and non-matching—mirroring parry’s subtle displacement rather than a killing blow. Historically, the katar—also called a push-dagger—originated in South Asia and became emblematic of close-quarters combat among nobles and warriors from the medieval period onward. Worn concealed at the fist, it was prized for its direct, penetrating thrusts and for techniques that combined offense with subtle defense : quick lunges to pierce armor or tendons and skillful parries or bindings to control an opponent’s limb. That dual character—lethal thrusts paired with delicate defensive manipulation—informs the Katar Sudoku mechanics : the Thrust mode models the concentrated, decisive penetration along an edge, while the Parry mode reflects the katar’s ability to limit and redirect threats near the wielder, constraining nearby cells without destroying them.

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

Colored block sudoku

Standard sudoku rules apply. Moreover, digits in the same colored cells must be all different and their sum is equal to the number read in the given rectangle.

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

Colored block sudoku

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

PIZZA SUDOKU

1. Apply classic sudoku rules.
2. Cage is a piece of pizza.
3. "6" and "9" is one pepperoni. "8" is two pepperoni.
4. Each pizza includes exactly two pepperoni.

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

pepperoni

OK

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

2 pepperoni

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

NG

7		8	
6	3	2	5
5	4	1	9

1, 3 pepperoni

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Symmetric Delta Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. For any cell, If a small number **d** is given, then $d = |\text{digit} - \text{its } 180^\circ \text{ rotational partner}|$.

			²	6	
		3			
			²		
	⁵				
			3	¹	
	5		¹		⁴ 1

5	2	1	² 4	6	3
6	4	3	1	2	5
2	3	5	² 6	1	4
1	⁵ 6	4	5	3	2
4	1	2	3	¹ 5	6
3	5	6	¹ 2	4	⁴ 1

Mainak Parbat Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. A number given outside the grid indicates that there exist a run of increasing and consecutive digits, including single-digit runs, in the corresponding row or column (in the direction seen from the clue cell), whose sum is equal to that number. Only complete sequences are considered: if the contents of a row are, for example, {6,2,3,5,1} then {2,3,5} is considered a valid run, but {3,5} is not.

	18		9				26	11
6							5	1
12							2	4
31			3	8				
3			4	1				
11						9		
					6	9		
	3	2						
11	1	6						

	18	9		26 11					
6	4	9	6	2	3	7	8	5	1
12	8	5	7	6	9	1	3	2	4
31	2	1	3	8	4	5	6	7	9
3	9	7	4	1	6	3	2	8	5
	5	3	2	7	8	4	1	9	6
11	6	8	1	5	2	9	7	4	3
	7	4	8	3	5	6	9	1	2
	3	2	5	9	1	8	4	6	7
11	1	6	9	4	7	2	5	3	8

Mirrors in Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. Double lines indicate that the perpendicular pairs extending from their endpoints must contain the same two digits (order irrelevant). Ex: Horizontal double line at R5C3–R5C4 → (R5C3, R6C3) and (R5C4, R4C4) must match (the pairs must be orientated symmetrically about the center of the bisecting edge).

	6	<u>5</u>		<u></u>				1
	2		6				9	4
	1		7					
		<u>8</u>	4	2				
				1	<u></u>		3	
3	8				9		4	
5					4		6	

1	9	3	4	2	7	8	5	6
7	6	<u>4</u>	<u>5</u>	9	<u>8</u>	<u>3</u>	2	1
8	2	5	6	1	3	7	9	4
4	1	9	7	3	5	6	8	2
6	3	<u>7</u>	<u>8</u>	4	2	5	1	9
2	5	8	9	6	1	<u>4</u>	3	7
3	8	6	2	7	9	<u>1</u>	4	5
5	7	2	1	8	4	9	6	3
9	4	1	3	5	6	2	7	8

2D Search Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. Each arrow represents an orthogonal path that starts in that cell in the arrow's direction, reaches the edge, takes a single turn and stops in one of the cells along that edge. Length of the path must match the number written in the arrow. Every digit along the arrow's path must be smaller than the digit placed in the cell where the path stops. Each path has exactly one turn.

		4						5
				→				↑
6		←	2		8	1		
1		←						
	2					→	3	
					→		→	1
↓		1	4	↑	5		→	3
2				←		9		

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

Amorphous Sudoku

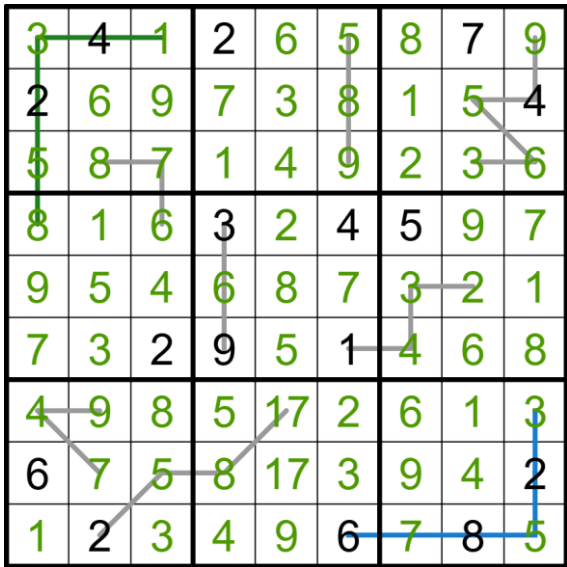
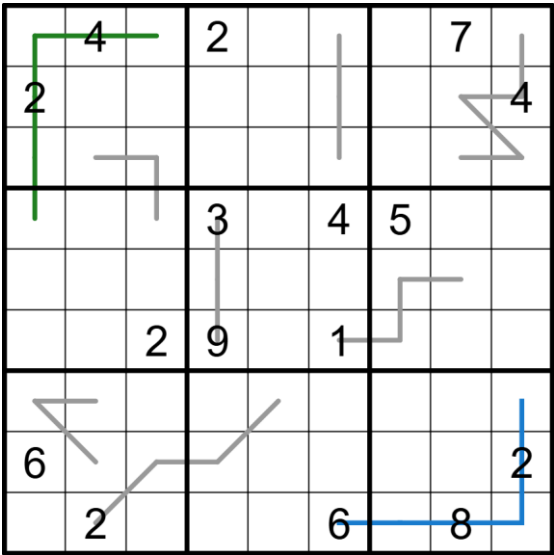
Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. A plus sign in a white circle between two adjacent cells requires that the value in one of the cells is the sum of the three digits in a trimino containing the other cell (shape, orientation unknown). A multiplication sign in a black circle between two adjacent cells requires that the value in one of the cells is the product of the three digits in a trimino containing the other cell (shape, orientation unknown). Digits may repeat inside a trimino.

8 ⁺			1	2		6	7	
		5 ⁺		7 ⁺	9 ⁺	6 ^x	7 ⁺	
					8 ^x			5 ⁺
		6		5			9	7
	9				2			3
4		8				2	1 ^x	
5		1						
	6	2				9		
	8		2	1			6	

8 ⁺	3	4	1	2	5	6 ^x	7	9
2	1	5 ⁺	6	7 ⁺	9 ⁺	3 ^x	4	8
6	7	9	3	4	8 ^x	1	2	5 ⁺
3	2	6	4	5	1	8	9	7
1	9	7	8	6	2	4	5	3
4	5	8	7	9	3	2	1 ^x	6
5	4	1	9	3	6	7	8	2
7	6	2	5	8	4	9	3	1
9	8	3	2	1	7	5	6	4

Alternating Mean-Multiple Sudoku

Standard Sudoku rules apply. All digits along a line strictly alternate between odd and even parity. For any three successive cells on a given line, the middle digit must be either the arithmetic mean of its neighbors or a multiple of the difference between its neighbors. Digits cannot repeat on a line.



Nurikabe Sudoku

Standard Sudoku rules apply. Shade some cells to form a single orthogonally network with no 2x2 squares. Circled cells are always unshaded and represent an island whose area is equals the digit in the circle. Two islands cannot be orthogonally adjacent to each other. Islands not containing circles may exist. There must be a unique way of shading the cells.

○	3			6	4
	5		○		
	2	4		○	
○			2	4	
				1	
5	①			②	

②	3	1	5	6	4
4	5	6	①	3	2
1	2	4	6	⑤	3
③	6	5	2	4	1
6	4	2	3	1	5
5	①	3	4	②	6

Layperson's Sudoku

Standard "Irregular Sudoku" rules apply. Digits outside the grid must be placed in all cells before hitting the first region border in that row or column.

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

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

Harness Sudoku

Standard Sudoku rules apply. Some pairs of cells are connected by a line. The length of the line (center-to-center distance) must equal the absolute difference between the two numbers it connects.

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

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

Nix Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. Small numbers given in a cell cannot appear in any of the orthogonal neighbors of that cell.

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

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

Second Prime Run Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. A number outside the grid represents the sum of the second continuous prime run seen from that direction.

	10	7	2	10		10		7	2
12	2							4	
								8	
5	6								
7		1			9				
		2							
					1				
9		4					9		
						6		2	
	7	10	2					10	15

	10	7	2	10		10		7	2
12	2	3	9	7	5	8	6	4	1
	5	7	1	6	4	9	2	8	3
5	6	8	4	3	2	1	5	9	7
7	4	1	3	2	9	7	8	6	5
	8	2	7	5	6	4	1	3	9
	9	5	6	8	1	3	4	7	2
	7	6	2	9	8	5	3	1	4
9	3	4	8	1	7	2	9	5	6
	1	9	5	4	3	6	7	2	8
	7	10	2					10	15

Insulated Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. A number outside the grid means that in that row/column there is a contiguous run of all odd or all even digits adding to that number, with a cell of opposite parity immediately before and after the run (run cannot touch the edge).

	24 16 3			8 25 9			6 19		
11	4	1							
5									
4									
18				2		3			
10									
12				5		4			
24									
2									
14								5	7

	24 16 3			8 25 9			6 19		
11	4	1	7	3	2	5	8	6	9
5	6	5	2	9	8	7	3	4	1
4	9	8	3	1	4	6	2	7	5
18	7	6	4	2	1	3	5	9	8
10	5	2	1	6	9	8	7	3	4
12	3	9	8	5	7	4	1	2	6
24	8	4	5	7	3	9	6	1	2
2	1	7	6	4	5	2	9	8	3
14	2	3	9	8	6	1	4	5	7

Flanked Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. A number outside the grid represents the largest digit in that row or column that is flanked by digits of opposite parity. There may not necessarily be one or more flanked digits in every row and column.

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

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

Ambush Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. Every circle sees opposite-parity digits in all its orthogonal neighbors. Not all circles are given.

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

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

IFSOED Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once.

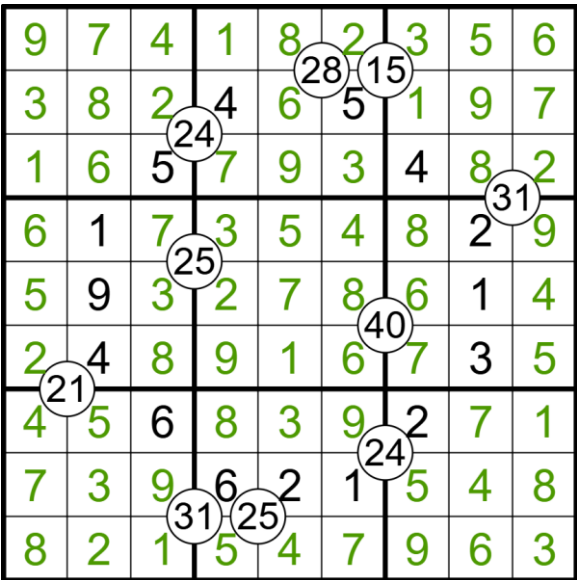
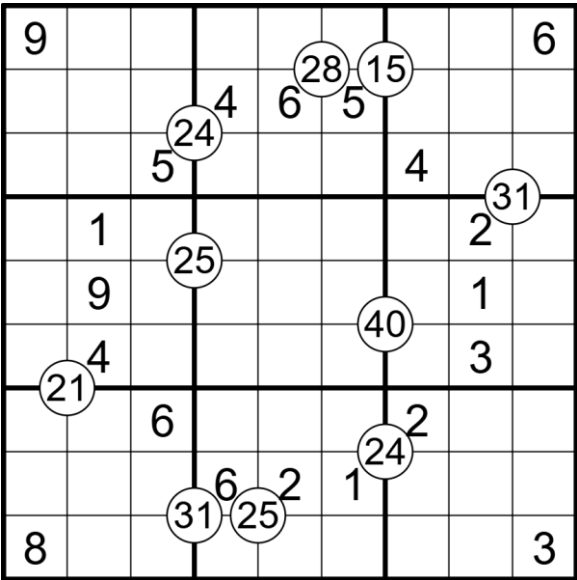
Digit in an arrow cell must be the delta of the first seen odd digit and the first seen even digit when scanned in the direction of the arrow.

			5		3	↓		
	3			→	→			↓
8					9	←		↑
				↓				9
↑	6	→	9		4		8	↑
7							↑	←
		↑	1					8
	→					←	2	
			7		2			

9	7	6	5	→	8	3	→	1	↓	4	2
2	3	→	4	6	7	→	1	→	8	9	5
8	5	1	4	2	9	←	7	6	↑	3	
1	4	8	2	5	↓	7	6	3	9		
3	6	5	→	9	1	4	2	8	↑	7	
7	→	9	2	3	6	8	4	5	↑	←	1
6	2	3	↑	1	4	5	9	7	8		
5	1	→	7	8	9	6	←	3	2	4	
4	8	9	↑	7	3	2	5	1	6		

Tributary Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. A number on a grid node represents the value $2X+Y$ where X =the sum of a pair of adjacent digits touching it, and Y = sum of the remaining digits touching it.



Factorization Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. The board is partitioned into irregular cages. Digits **may repeat** inside a cage. For each cage, let **M** be the largest digit in that cage. **M** may occur only once in its cage. Every digit **d** in the cage must divide M exactly (d is a factor of M).

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

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

Mahabharat Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. Each arrow (*translates to a weapon*) points to the *strictly unique* nearest orthogonal cell with an opposite-parity digit (*translates to a soldier*); arrows only point to one of the four orthogonal directions.

3			7	→		4		←
						2		
				8			5	
		↓						
	→			9				2
		3		6		1		
5				7			←	
	2			4		↑		
		5						
→		8		↑	9			1

3	5	6	7	1→	2	4	8	←9
4	8	9	6	5	3	2	1	7
2	1	7↓	9	8	4	3	5	6
1	7→	4	3	9	8	5	6	2
8	9	3	2	6	5	1	7	4
5	6	2	4	7	1	8	←9	3
6	2	1	8	4	7	↑9	3	5
9	3	5	1	2	6	7	4	8
7→	4	8	5	↑3	9	6	2	1

Company Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. At least 3 digits N in a circle's 8-cell neighbourhood must be factors of the digit D in the circle ($D \bmod N = 0$). A digit counts as its own factor.

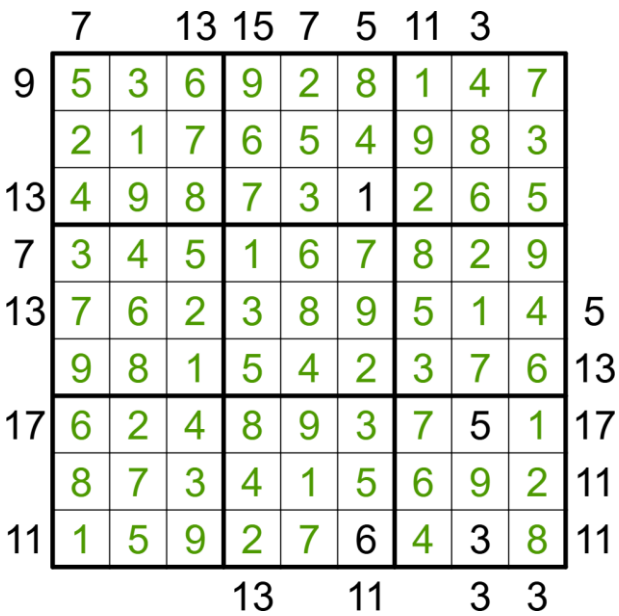
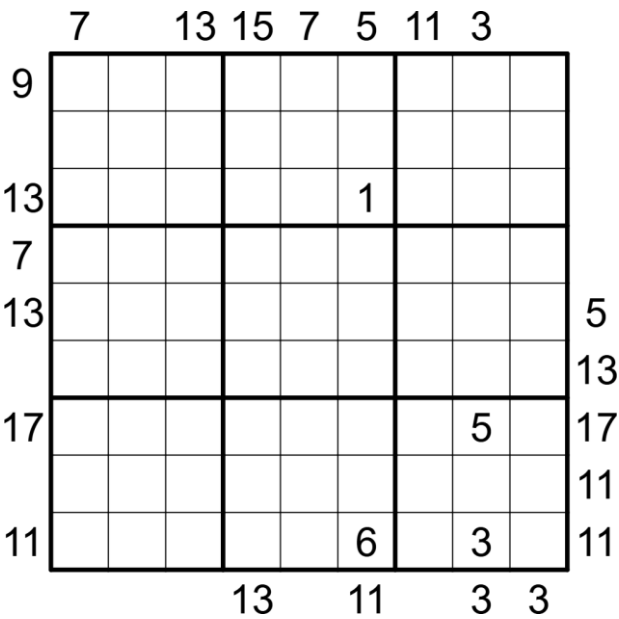
	8				2			7
1								
	○				9	2	○	
3	○		○5	○		9		
	9			4			6	
		8		○	○3		○	1
	○	6	9				○	
								8
8			7				2	

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

First Seen Odd-even Pair Sudoku

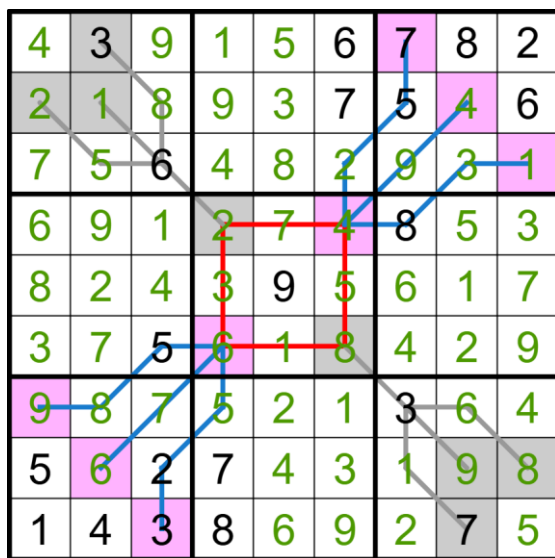
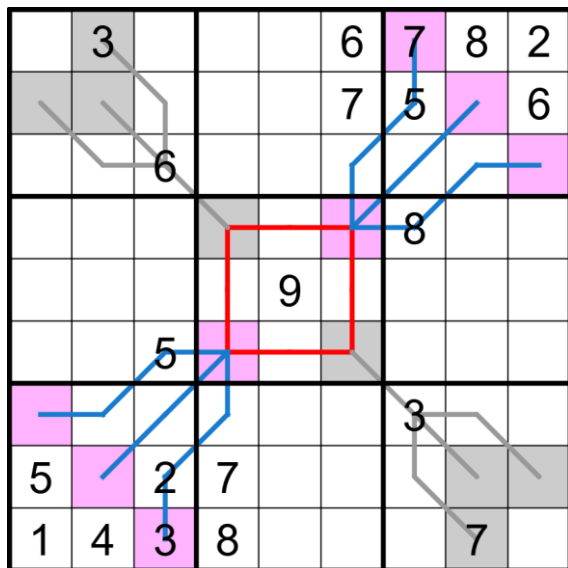
Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once.

A number outside the grid indicates the sum of the first consecutive pair where one is odd and the other is even.



Trishul and Chakra Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. The digit in the base of a trishul is the mean of the sum of the three top ends of that trishul. Every digit on the chakra alternates between odd and even.



Parity Loop Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once.

Single closed orthogonal loop through some cells, no intersections allowed. Passes each box exactly once. Must turn in even digits and pass straight through odd digits.

		4			3
2	3	5	1		
					5
4					
				3	6
	6			5	

6	1	4	5	2	3
2	3	5	1	6	4
1	2	6	3	4	5
4	5	3	6	1	2
5	4	1	2	3	6
3	6	2	4	5	1

Key Digit Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once.

For every group of identical cages, all cages in that group contain a key digit that is common across the group. The key digit is unique – no other digit is a key digit. All other digits in a group are distinct.

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

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

Largest Odd-even Delta Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once.

A number outside the grid indicates the largest of deltas of all pairs of adjacent digits where one is odd and the other is even.

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

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

MMPS Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once.

A number on the top and left represents the smallest of the adjacent-pair-sums in that row or column. A number on the right and bottom represents the largest of the adjacent-pair-sums in that row or column.

	5	5	5	5		5	7	3	5
	5								6
								2	17
4								8	13
4				1					14
			2				8		17
4						3			17
3		6							
4		4							16
4	8								17
	15	13	14	16	15		17	17	

	5	5	5	5		5	7	3	5
	5	7	8	4	3	2	9	1	6
	1	3	6	9	8	5	4	2	7
4	9	2	4	7	6	1	3	8	5
4	6	8	3	1	7	4	5	9	2
	4	1	2	6	5	9	8	7	3
4	7	5	9	8	2	3	1	6	4
3	3	6	5	2	1	8	7	4	9
4	2	4	1	3	9	7	6	5	8
4	8	9	7	5	4	6	2	3	1
	15	13	14	16	15		17	17	

X-Trail Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once.

When a digit given outside the grid is found in that row/column, it must be immediately followed by a run (moving away from the clue) summing to that number.

9755936

5

									9
3			4						
									4
	3								
7					8				
			3				4		
							9		

76

9755936

5

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

76

First Seen Primes Delta Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. A number outside represents the delta between the first two primes in that row or column seen from that direction.

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

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

Divisibility Pairs Sudoku

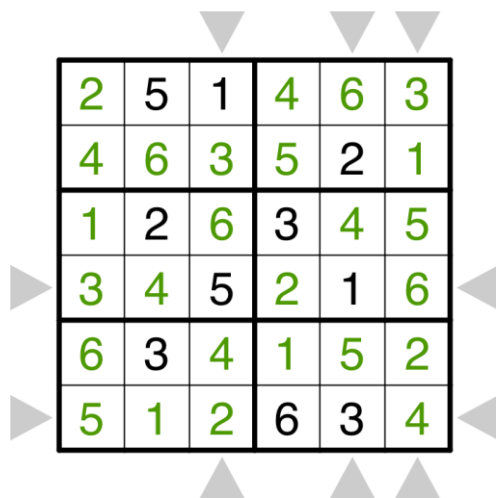
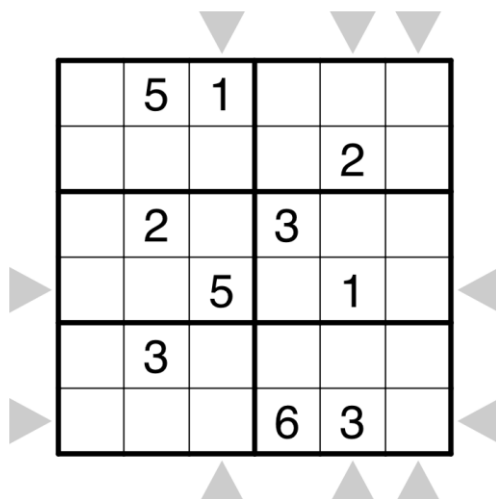
Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. A number outside represents the product of the first orthogonally adjacent divisibility pair (factor-multiple) in that row or column seen from the clue.

	32	7	27	4	8	9	12	3	32	
8						2			9	12
9		7	9						8	6
12			6			8		1		4
6	1							4		6
16	3	5						6		6
18				6		1		8		16
16										7
16	2			7	5		3			27
9				9		6				16
	12	12	4	12	5	3	5	4	6	

	32	7	27	4	8	9	12	3	32	
8	8	1	3	4	7	2	6	5	9	12
9	4	7	9	1	6	5	2	3	8	6
12	5	2	6	3	9	8	7	1	4	4
6	1	6	8	5	2	7	9	4	3	6
16	3	5	2	8	4	9	1	6	7	6
18	9	4	7	6	3	1	5	8	2	16
16	6	9	5	2	8	3	4	7	1	7
16	2	8	1	7	5	4	3	9	6	27
9	7	3	4	9	1	6	8	2	5	16
	12	12	4	12	5	3	5	4	6	

Mirrored Sums Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. Marked rows and columns: sum of the first odd and first even digit when scanned from the mark must equal the sum of those when scanned from the mark at the opposite end. All such row and columns are marked!



Bound Cages Sudoku

Fill each cell with a digit from 1-9 so that every row, column and outlined region contains each digit exactly once. In each cage, length of the longest uninterrupted strip of cells + 1 $\geq$ largest digit in the cage.

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

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