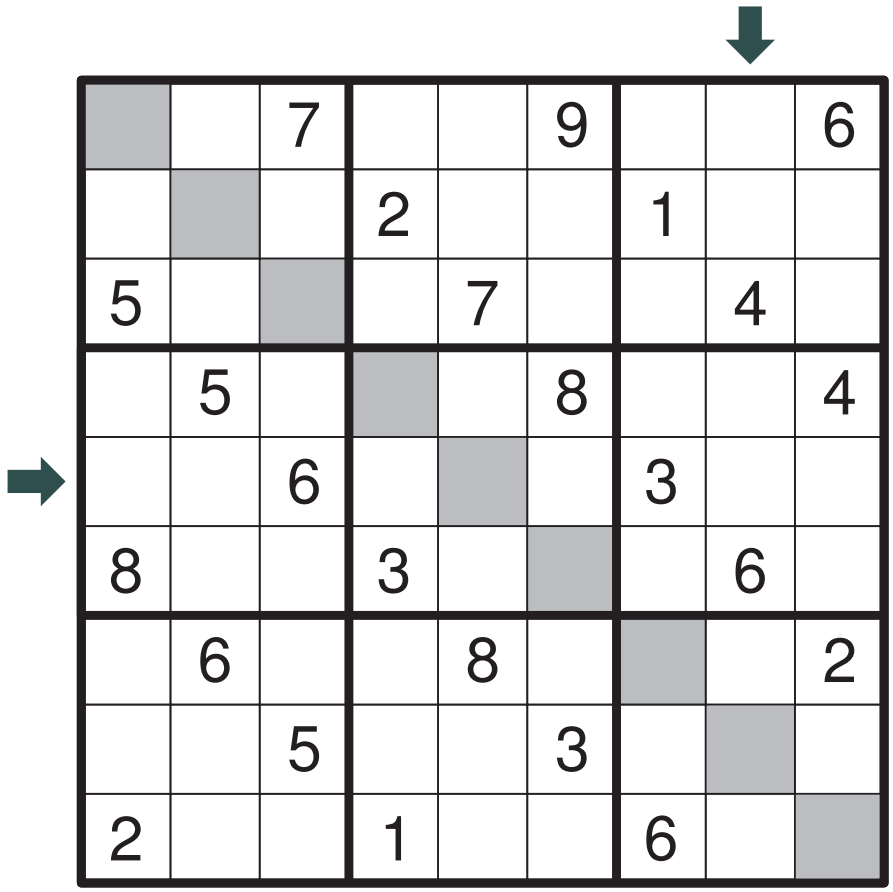
Odd

Sudoku

Shaded cells contain odd digits (1 3 5 7 9).

7 points



Extra Region

Sudoku

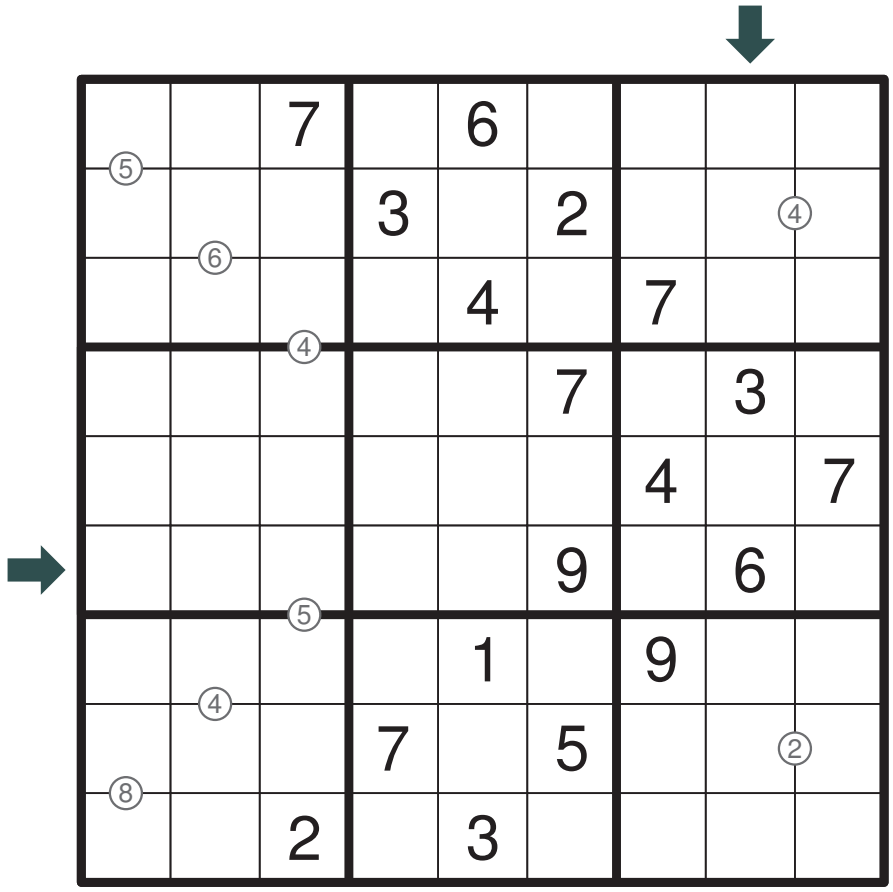
Shaded cells contain distinct digits i.e. no digit can repeat across shaded cells.

Greater

Sudoku

Each digit clue between two cells must be the greater of the digits in the two cells.

8 points



Lesser

Sudoku

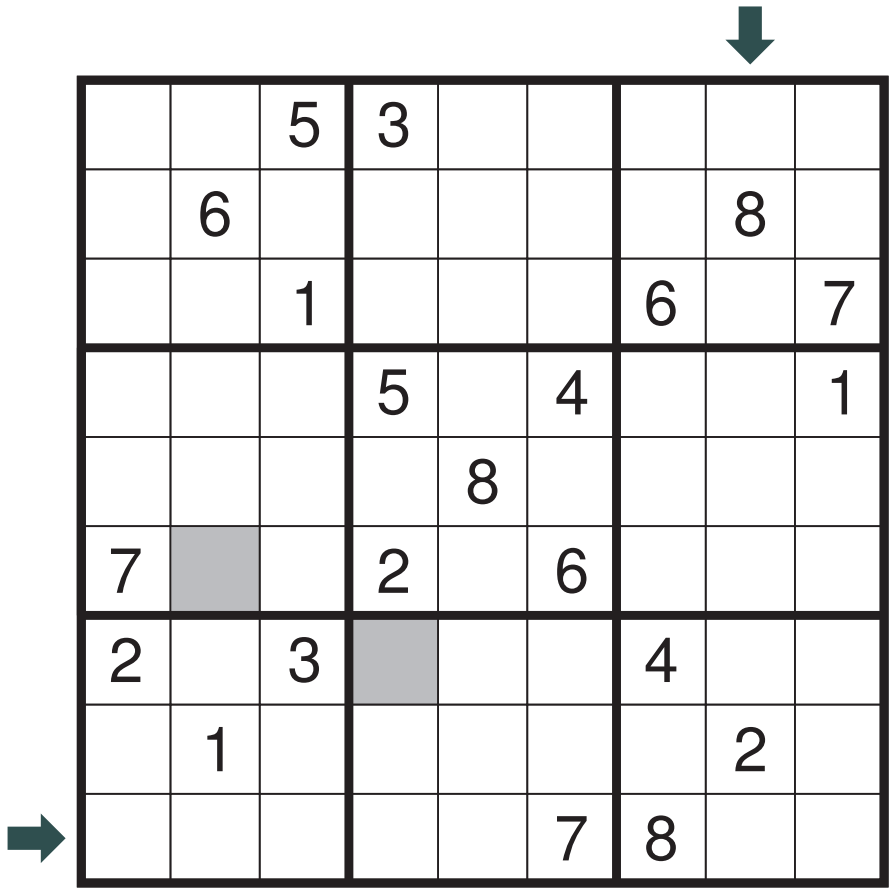
Each digit clue between two cells must be the lesser of the digits in the two cells.

Even

Sudoku

Shaded cells contain even digits (2 4 6 8).

9 points



Small Neighbours

Sudoku

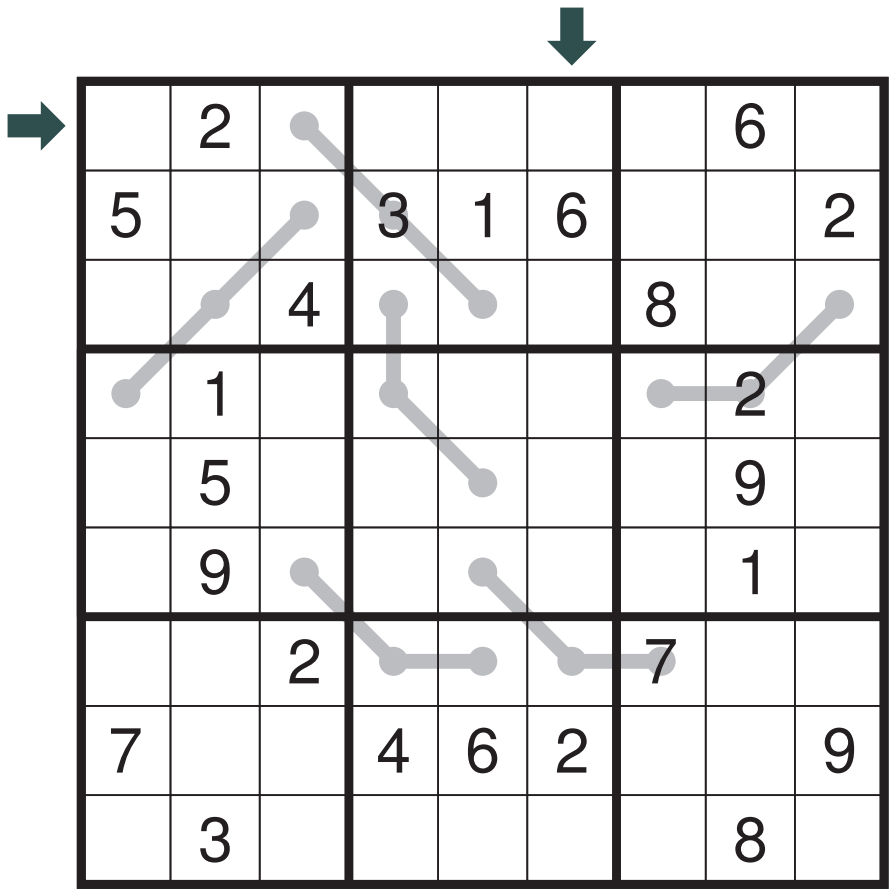
Digits in shaded cells must be greater than digits in orthogonally neighbouring cells.

Sequence

Sudoku

The digits in the squares with the grey line form arithmetic progression i.e. the difference between every two digits is a constant.

6 points



Palindrome

Sudoku

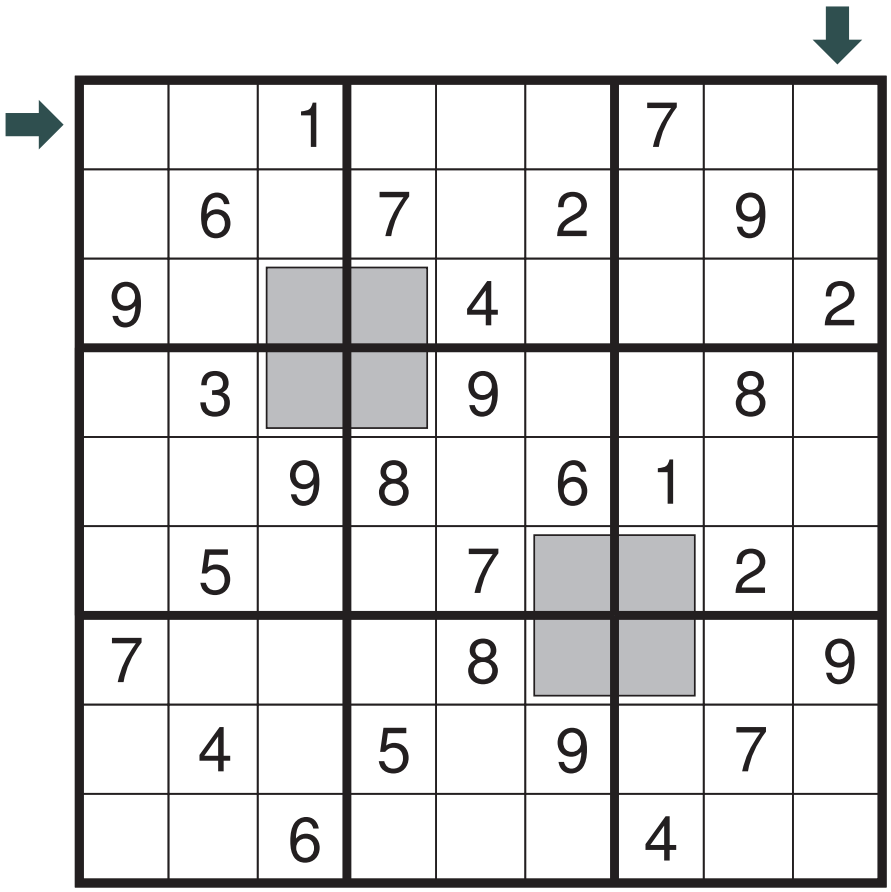
The digits in the squares with the grey line form palindromes i.e. they read the same from both the directions.

Marked Quadro

Sudoku

Digits in marked 2X2 square must have same parity (i.e. all of them must be odd or all of them must be even).
No other 2X2 square can have all digits of same parity.

7 points



Multiplication Table

Sudoku

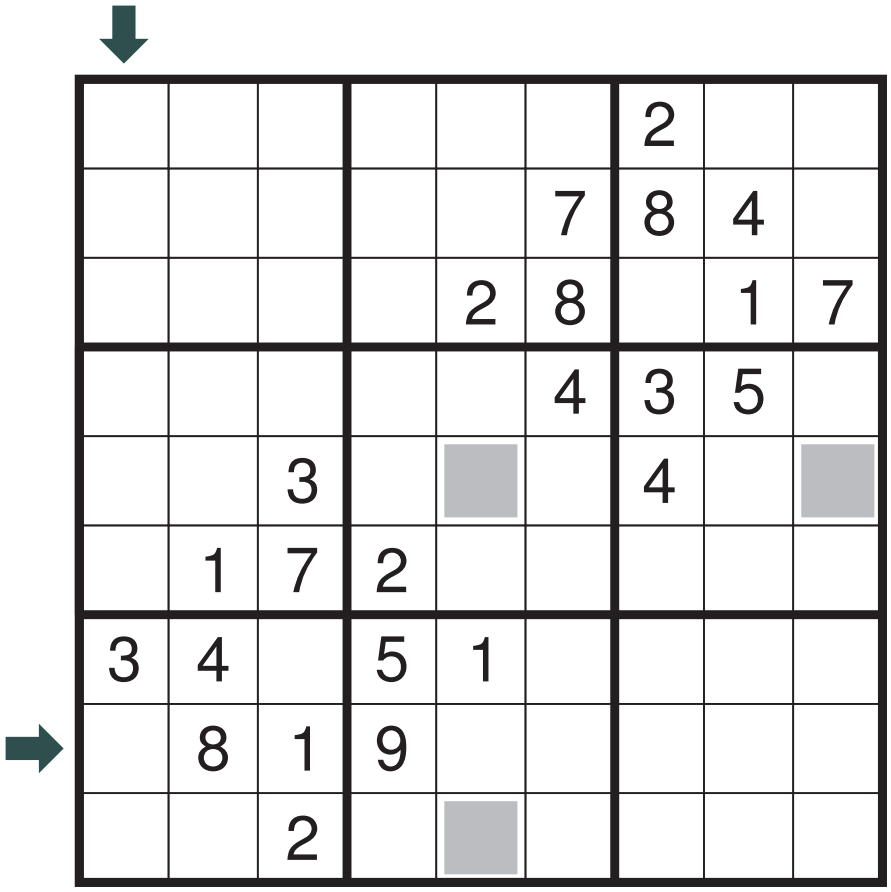
The two-digit number in the second line of a cage is always product of the two one-digit numbers in the first line of the cage. Not all cages are marked.

Odd

Sudoku

Shaded cells contain odd digits (1 3 5 7 9)

9 points.



Neigbouring

Sudoku

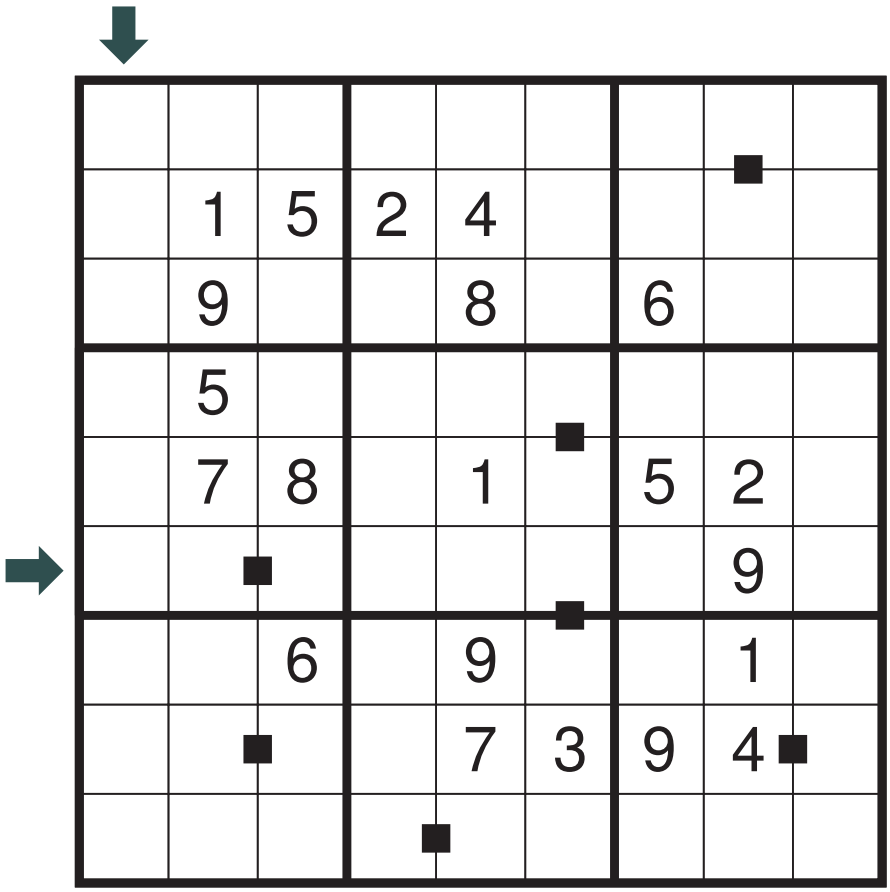
For shaded cells, sum of digits in horizontal neighbouring cells is equal to sum of digits in vertical neighbouring cells.

Sum 10

Sudoku

A mark between two cells means the sum of digits in the two cells is 10.

6 points



Multiple

Sudoku

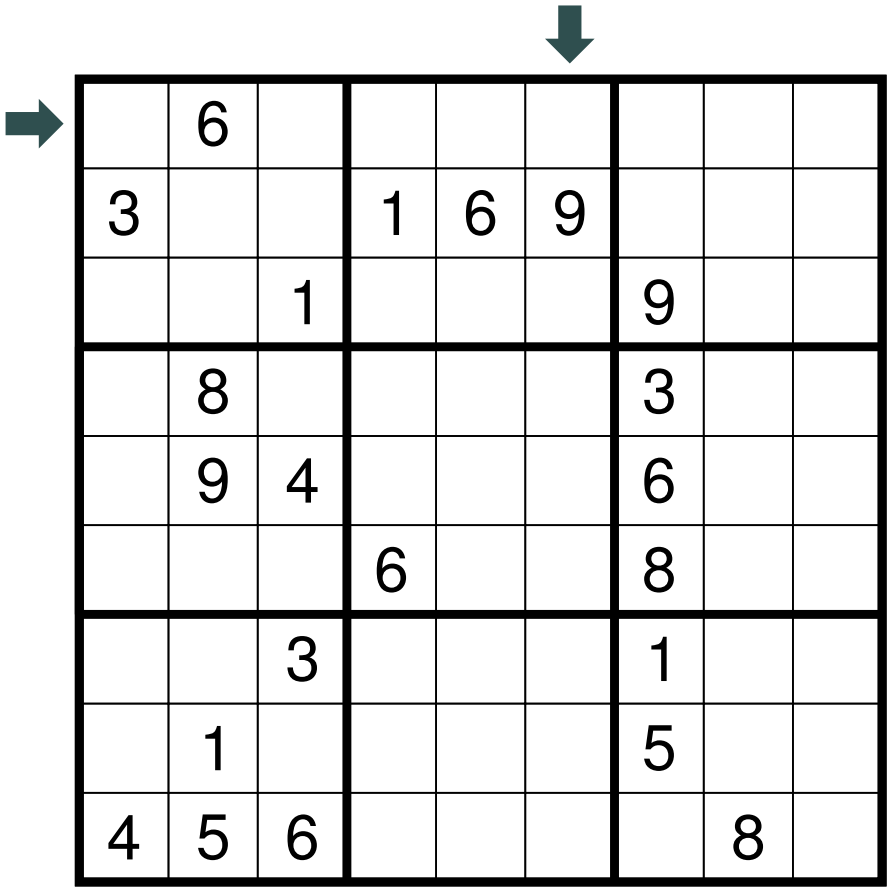
A mark between two cells means one digit is multiple of another. (Note that every digit is multiple of 1)

Touchy

Sudoku

Each digit touches (vertically or horizontally) at least one consecutive digit. (e.g. every 3 touches at least a 2 or a 4)

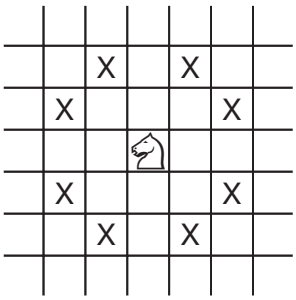
13 points



Anti-Knight

Sudoku

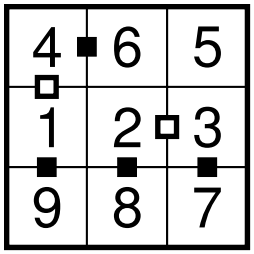
No cell that is a knight-step away will contain the same digit.



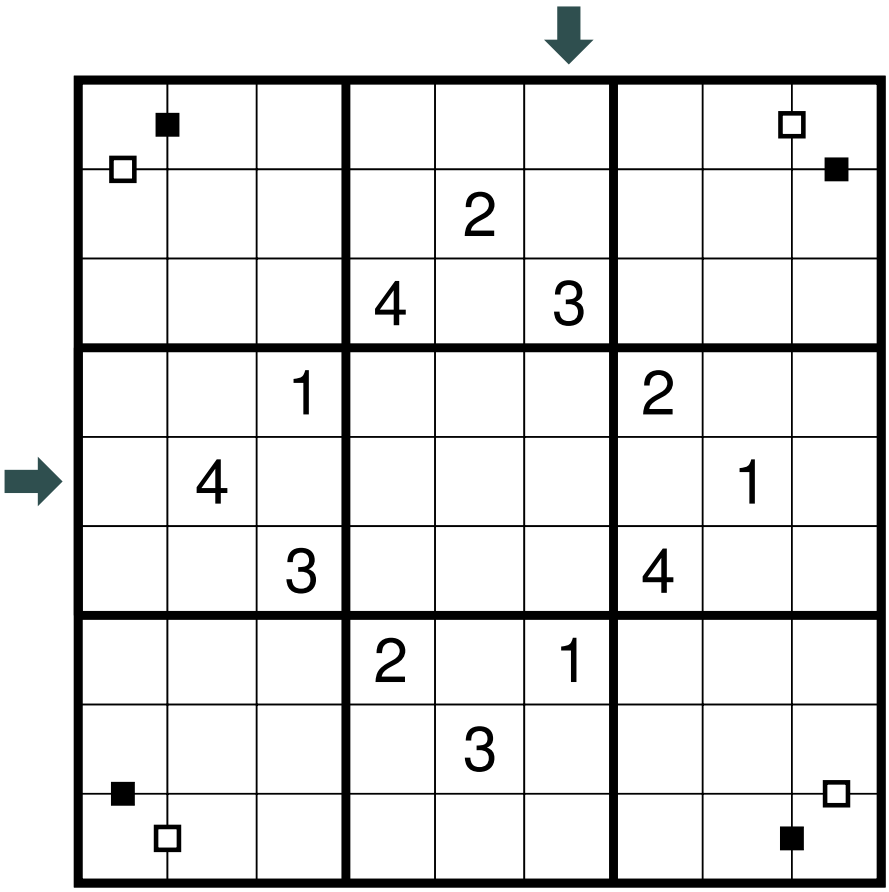
XV

Sudoku

All adjacent cells with two digits summing to 5 are marked by white squares. All adjacent cells with two digits summing to 10 are marked by black squares. The cells edges which do not contain any square cannot have digits summing to 5 or 10.



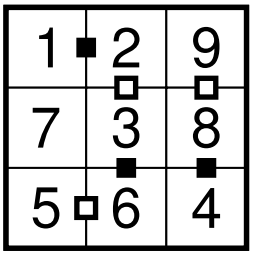
6 points



Kropki

Sudoku

If the absolute difference between two digits in adjacent cells equals 1, then they're separated by a white square.
If the digit in a cell is half of the digit in adjacent cell, then they're separated by a black square.
The square between '1' and '2' can be of any color.

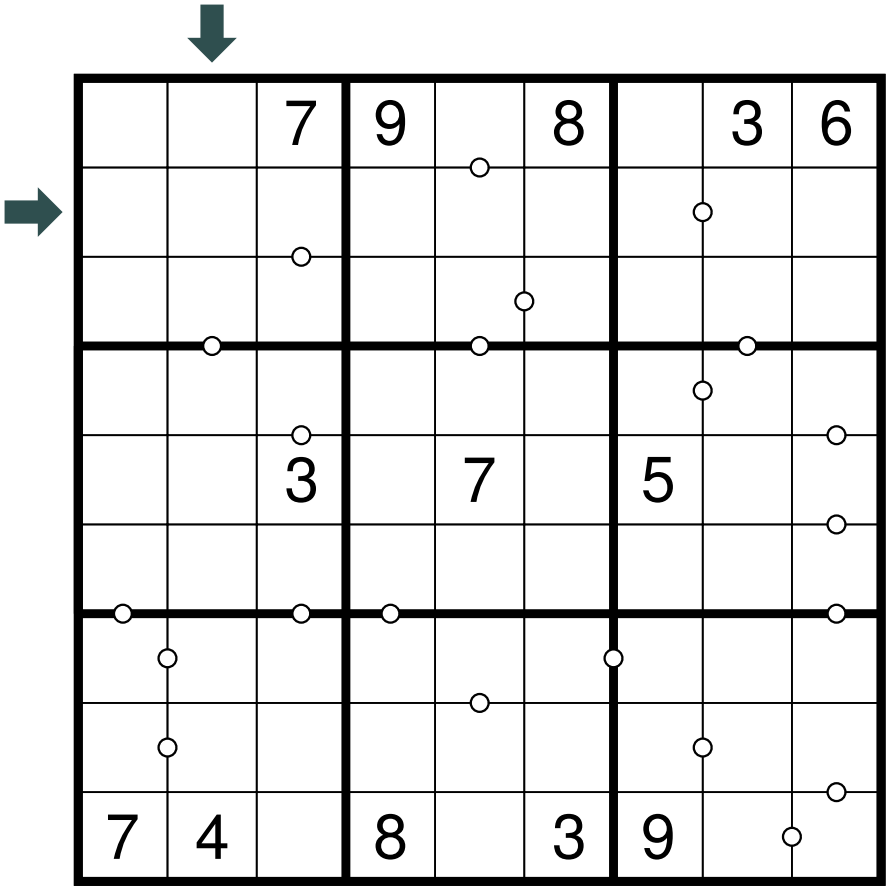


Consecutive

Sudoku

There is a dot between two cells if the difference between the corresponding digits is 1. If there is no dot, the difference cannot be 1.

8 points



Fiver

Sudoku

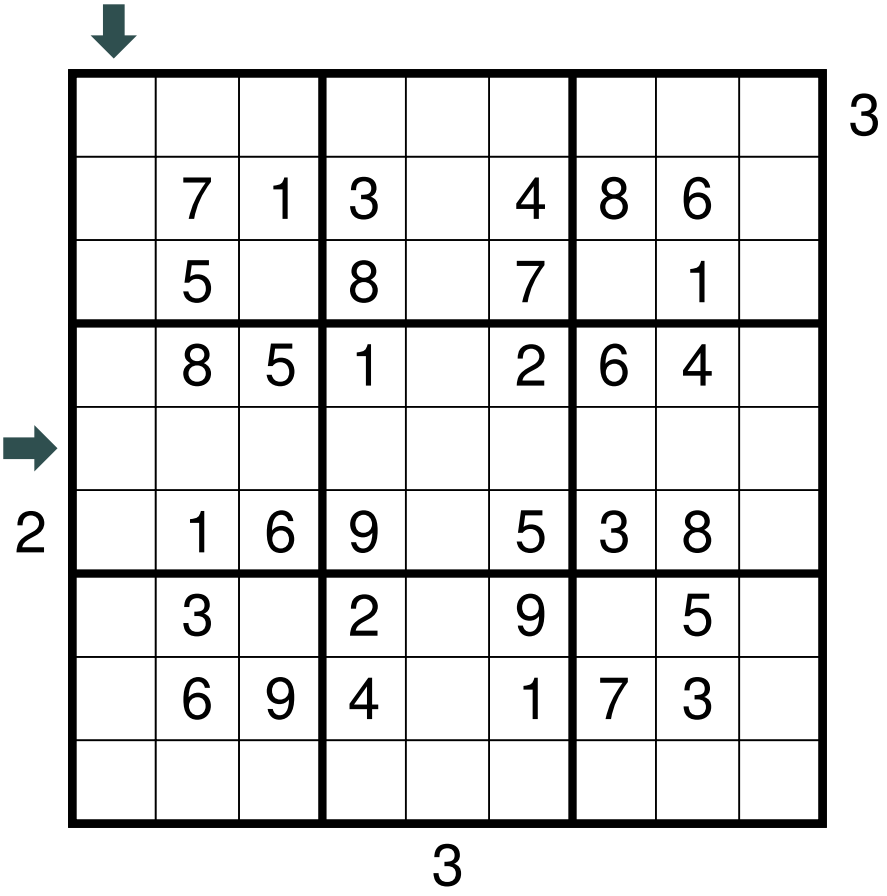
There is a dot between two cells if the sum or difference between the corresponding digits is 5. If there is no dot, the sum or difference cannot be 5.

Skyscraper

Sudoku

Each digit inside the grid represents the height of the skyscraper. The digits outside the grid indicate the number of skyscrapers seen from the corresponding direction.

13 points



Outside

Sudoku

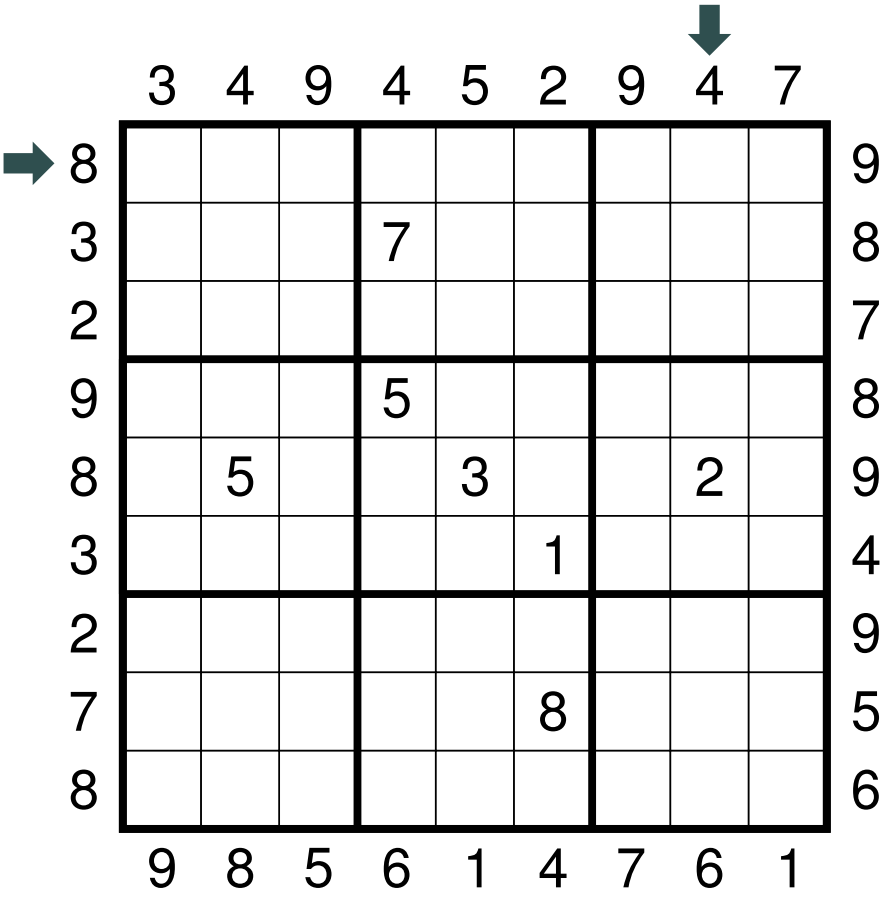
Digits given outside of the grid must appear in the first region (three cells) in that row/column.

Odd Even View

Sudoku

An odd digit outside the grid represents the first odd digit seen from that direction. An even digit outside the grid represents the first even digit seen from that direction.

17 points



Outside

Sudoku

Digits given outside of the grid must appear in the first region (three cells) in that row/column.