

SUM OR PRODUCT  
FRAME

95 POINTS

Apply classic sudoku rules.

The number outside the grid is either the sum or the product of first 3 digits in the corresponding direction.

15									
								10	
8								18	
10				8				18	
21			7		3			10	
➡				9					
➡								15	
10								20	
24								18	
	18	24	15		15	24	21	24	15

➡						
	5					
	2					
	6					
	1	6	5	3		

2	1		4	3	
5		3		2	
1				4	
4				1	

LINKED MINI  
SUDOKU

75 POINTS

Place the digits 1 through 6 into the empty cells in the grid so that each digit appears exactly once in each of the rows, columns, and bold outlined regions

Corresponding cells of different grids must contain different digits.

➡					

	2	4	1		
		5			
		1			
	4	3	6		

DEFORMABLE  
KROPKI

40 POINTS

Apply classic sudoku rules.

If the difference between two adjacent digits is 1 OR if one of the digits is double of the other, there is a circle between them. If there is no circle, none of the two relationships can be true.

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

CLASSIC  
SUDOKU

25 POINTS

Place the digits 1 through 9 into the empty cells in the grid so that each digit appears exactly once in each of the rows, columns, and bold outlined regions.

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

SUM 100

40 POINTS

Apply classic sudoku rules.

In each row, sum of number combinations in the shaded cells is exactly 100.

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

ALL ODD  
OR ALL EVEN

45 POINTS

Apply classic sudoku rules.

All shaded cells in a 3X3 box have the same parity, either all of them are odd or all of them are even.

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

HIDDEN  
SKYSCRAPERS

70 POINTS

Apply classic sudoku rules.

Digits correspond to heights of skyscrapers. If there is an arrow in a cell, then the corresponding digit in the cell is same as the number of skyscrapers visible from the cell in the direction of the arrow. Not all possible arrows are marked.

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

CLASSIC  
SUDOKU

40 POINTS

Place the digits 1 through 9 into the empty cells in the grid so that each digit appears exactly once in each of the rows, columns, and bold outlined regions.

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

SYMMETRIC  
UNEQUAL

65 POINTS

Apply classic sudoku rules.

Cells that are 180° symmetric to each other cannot have identical digits.

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

		3			8	2		
		1						
		4				9		
						5		
		9	7			8		

ODD EVEN  
NO TOUCH

25 POINTS

Place the digits 1 through 9 into the empty cells in the grid so that each digit appears exactly once in each of the rows, columns, and bold outlined regions.

Shaded cells contain even digits. White cells contain odd digits. Identical digits do not touch each other diagonally.

# WINDOKU

45 POINTS

Place the digits 1 through 9 into the empty cells in the grid so that each digit appears exactly once in each of the rows, columns, bold outlined regions, and marked 3X3 boxes.

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

# DIAGONAL CONSECUTIVE

45 POINTS

Apply classic sudoku rules.

All diagonally adjacent cells having consecutive digits are marked by a line. If there is no line, those two diagonally adjacent cells cannot have consecutive digits.

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

PIRATE  
SUDOKU

35 POINTS

Apply classic sudoku rules.

The 5's represent treasure chests and are completely surrounded by (horizontally and vertically only) pirates (1, 2, 3 and 4). The commoners (6, 7, 8 and 9) cannot be found next to a treasure chest (5).

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

	8		8		13		14	
➔ 10	3							4
13		8			5			6
5			2				7	
5								
5		4			2			9
5								
5			3				1	
5		6			1			5
➔ 8	4							3

OUTSIDE  
KILLER

100 POINTS

Apply classic sudoku rules.

Numbers outside the rows / columns indicate that there is at least one couple of neighboring cells in the corresponding row / column of which the sum is equal to the given number.

NEIGHBOURS  
+N

40 POINTS

Apply classic sudoku rules.

In all cases where vertically or horizontally adjacent cells are contains digits that differ by N, a mark is shown on the edge between those cells.

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

N = ?

11	19			18	15		
	22		10		26		12
16				13			
13	12			15	17		
	20		18		17		13
14				16			

NON-CONSECUTIVE  
KILLER

80 POINTS

Apply classic sudoku rules.

The sum of the digits within each dotted cage equals the number given in the top left corner of that cage. Digits cannot repeat inside a cage. Additionally the numbers cannot be consecutive between two adjacent cells throughout the grid.



# DIAGONAL SUDOKU

45 POINTS

Apply classic sudoku rules.

Two marked diagonals must have digits 1 through 9.

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

# SERIES SUDOKU

50 POINTS

Apply classic sudoku rules.

Shaded cells must contain digits from the given series.

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

? ? ? ?