$lack \Psi$

ALL ODD/EVEN

(47 POINTS)

Apply classic sudoku rules. In every 3x3-block the grey cells contain either all odd or all even digits.

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

→

SCATTERED

(51 POINTS)

Place the digits from 1 to 9 in every row, column, boldly outlined irregular area and the grey cells.

•

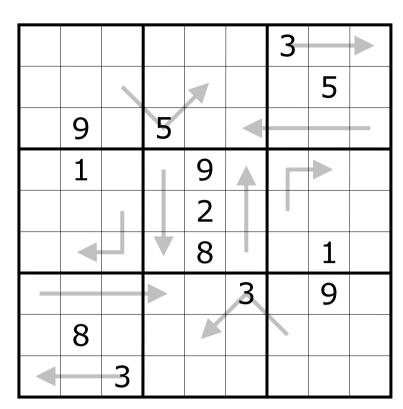
	6		7		2		1	
7		2				5		6
				4				
4		5				6		7
				7				
3								9
			8		3			
8								2

4

ARROW

(48 POINTS)

Apply classic sudoku rules. The digits in the point of an arrow are the sum of the other digits in the same arrow.



SUM 100

(70 POINTS)

Apply classic sudoku rules. In each row, the sum of number combinations in the grey cells is exactly 100.

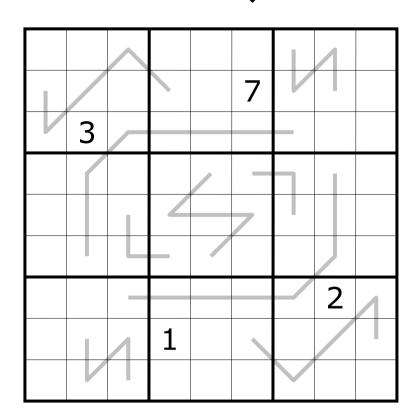
					3		
						5	
9		5					
1			9				
			2				
			8			1	
				3		9	
8							
	3						

→

ASCENDING

(60 POINTS)

Apply classic sudoku rules.
On every bold grey line
the digits are ascending
from one end to the other
end.

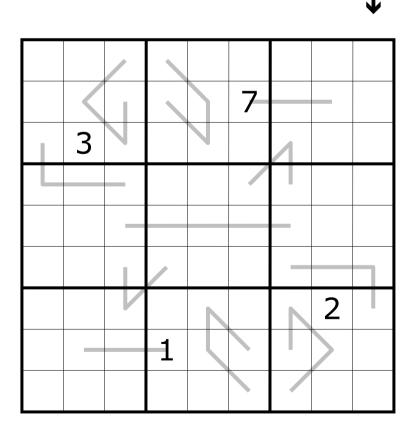


→

ASCENDING NONCONSECUTIVE

(80 POINTS)

Apply classic sudoku rules.
On every bold grey line
the digits are ascending
from one end to the other
end. Horizontal or vertical
neighbouring cells cannot
contain consecutive digits.

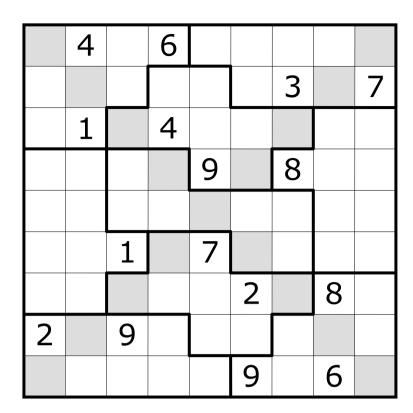


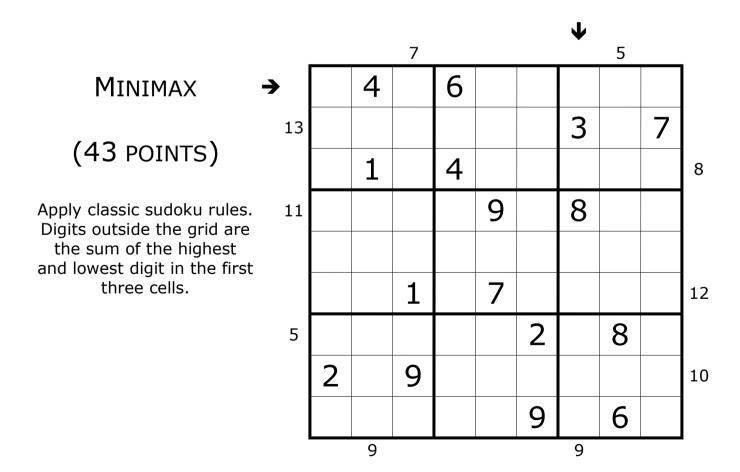


CHAOS DIAGONAL

(75 POINTS)

Place the digits from 1 to 9 in every row, column, boldly outlined irregular area and the two main diagonals.



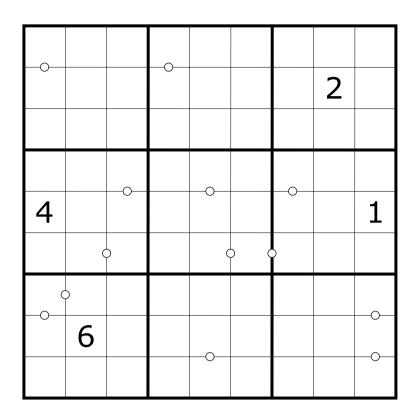


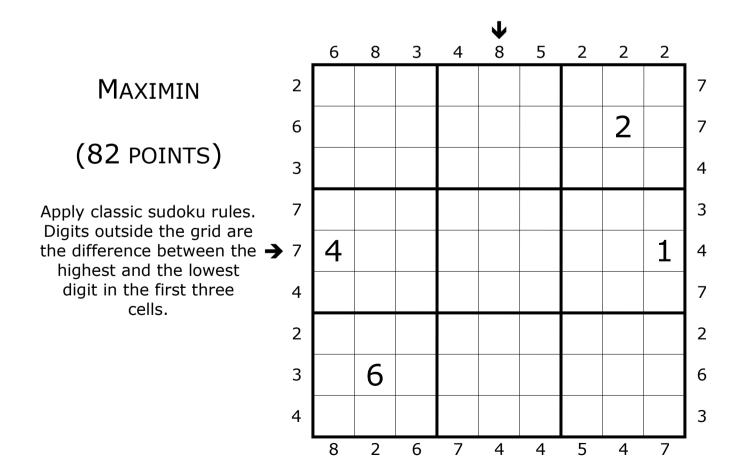
$lack \Psi$

CONSECUTIVE

(90 POINTS)

Apply classic sudoku rules.
In all cases where two neighbouring cells contain consecutive digits, a circle is placed between those cells.





J

EQUAL

(130 POINTS)

Apply classic sudoku rules.
In all dotted areas the sum of the odd digits equals the sum of the even digit(s). Digits do not repeat in a dotted area.

	2						3
8					 		
	 				5	<u> </u>	
 				8	 		
		,	6		F		
		7			 		
 	·				 		6
1						5	

 $\mathbf{\Psi}$

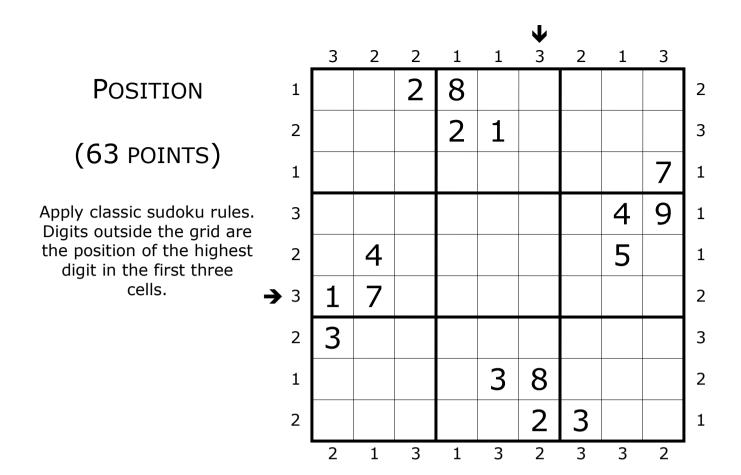
Low

(41 POINTS)

Apply classic sudoku rules. In every 3x3-block the lowest digits have to be written in the grey cells.

	2						3
8							
					5		
				8			
			6				
		7					
							6
1						5	

→



(120 POINTS)

RENBAN

Apply classic sudoku rules.
Digits in grey areas form
Renban groups. They hold
consecutive digits, in any
order.

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