## All odd/EVEN

## (47 POINTS)

Apply classic sudoku rules. In every $3 \times 3$-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.


## 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.

|  |  |  |  |  | 3 |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  |  |  | $\pi$ |  |  |
|  | 5 | 5 |  |  |  |
| 1 |  | 9 |  |  |  |
|  |  |  | 7 |  |  |
|  |  | 8 |  | 1 |  |
|  |  |  |  | 3 | 9 |
|  | 8 |  |  |  |  |
|  |  | 3 |  |  |  |

## 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.

|  |  |  |  |  |  |  | 1 |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  |  |  |  |  | 7 |  |  |  |
|  | 3 |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  | 2 |  |

## 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.


## Consecutive

## (90 POINTS)

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

MAXIMIN
(82 POINTS)

Apply classic sudoku rules. Digits outside the grid are the difference between the highest and the lowest digit in the first three cells.


## 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.


## (41 POINTS)

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


## Position

## (63 POINTS)

Apply classic sudoku rules. Digits outside the grid are the position of the highest digit in the first three cells.


## Renban

## (120 POINTS)

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

|  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | 2 | 1 |  |  |  |  |
|  |  |  |  |  |  |  |  | 7 |
|  |  |  |  |  |  |  | 4 | 9 |
|  | 4 |  |  |  |  |  | 5 |  |
| 1 | 7 |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |  |
|  |  |  |  | 3 | 8 |  |  |  |
|  |  |  |  |  | 2 | 3 |  |  |

