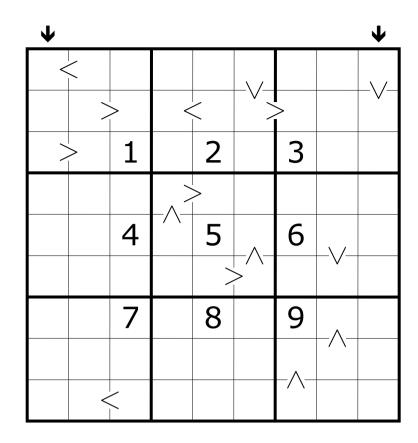
GT CONSECUTIVE

(51 POINTS)

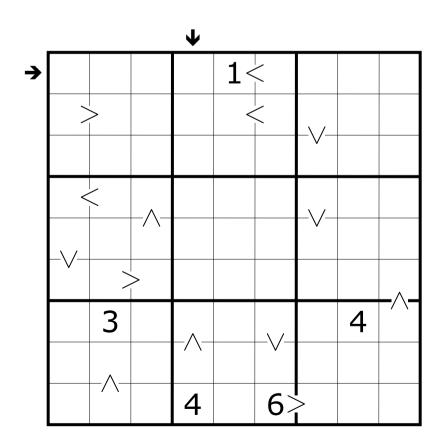
Apply classic sudoku rules. In all cases where the difference between two neighbouring digits is 1, there is a greater or less sign between those digits. Digits must be placed in accordance with the signs.



GREATER THAN X

(120 POINTS)

Apply classic sudoku rules. In all cases where the difference between two neighbouring digits is X, there is a greater or less sign between those digits. Digits must be placed in accordance with the signs. Finding the value for X is part of the puzzle.



CLONES

(59 POINTS)

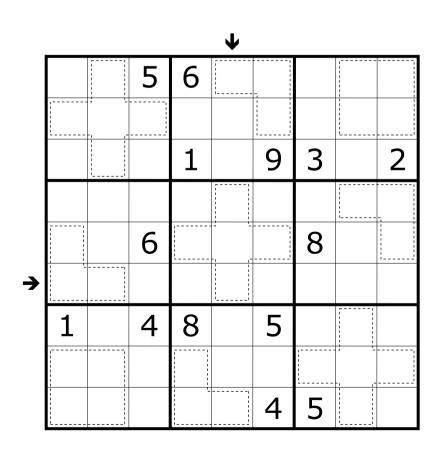
Apply classic sudoku rules.
The grid contains five
different shapes. Each
shape is cloned once.
Cloned shapes may be
rotated (not reflected!), but
the position of the digits
within them remains fixed.
Within a single shape, digits
may not repeat.

_					Ψ				
	9		5				-	6	
					4				5
	6		3						-
			-			2			
→		2				9			
				4	7				
								3	
	3						2		8
		6						1	

SHAKEN CLONES

(82 POINTS)

Apply classic sudoku rules.
The grid contains three different shapes. Each shape is cloned one or more times. The digits in cloned shapes are the same, but their position within the shape may change. Within a single shape, digits may not repeat.



PERFECT SQUARES

(57 POINTS)

Apply classic sudoku rules.
If two **horizontally**adjacent cells (read from left to right) form a two-digit perfect square, it is marked by a square dot.
This constraint is not valid for vertically adjacent cells!

Two-digit perfect squares:

16 25 36 49 64 81

									Ψ_
					9			С	
			8		Г)	2		
		6						5	
	2 -]							1
		Г	. .) [) [<u> </u>		С	<u> </u>
	6				Г]			3
		2					[6	
→			5				1		
		Г]		7				

PRIMES

(44 POINTS)

Apply classic sudoku rules.
If two **horizontally**adjacent cells (read from left to right) form a two-digit prime, it is marked by a black dot. This constraint is not valid for vertically adjacent cells!

Two-digit primes:

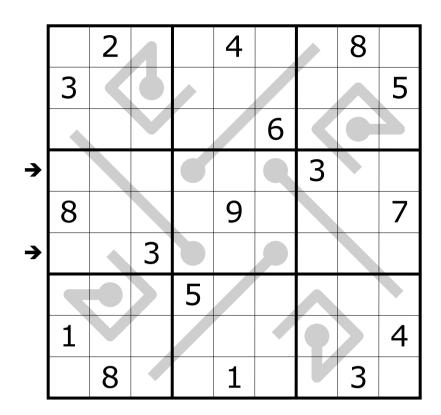
13	31	53	73
17	37	59	79
19	41	61	83
23	43	67	89
29	47	71	97

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

THERMOMETERS

(58 POINTS)

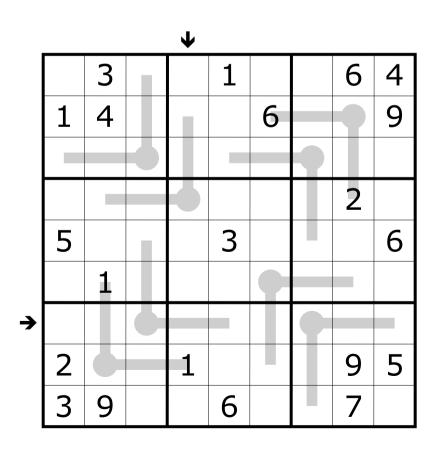
Apply classic sudoku rules.
The digits in each
thermometer-shaped region
should be in increasing
order, from the bulb to the
end.



HOT/COLD THERMOMETERS

(87 POINTS)

Apply classic sudoku rules. From the bulb to both ends the digits in each thermometer-shaped region should be either in increasing or decreasing order. This increasing or decreasing order has to be the same in both directions.



RANK

(90 POINTS)

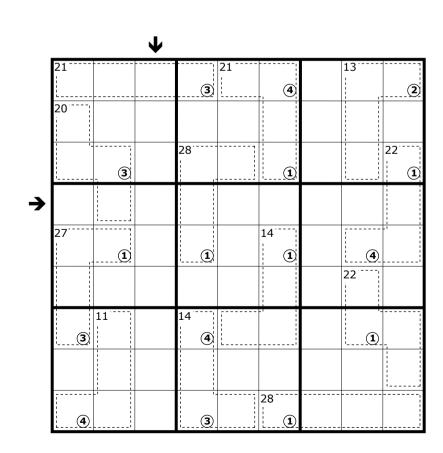
Apply classic sudoku rules.
A digit 'X' in a circle means that the digit in the cell is the X-th smallest number in the corresponding cage.
Digits cannot repeat within a cage.

					Ψ				
			1				9		
		3		5		4		2	
	9		1	3		4			7
		4				5	1	(5)	
→		1		(5)				3	
	4	. L				2			
	7		4	3					4
		6		1	5	7		5	
			8				3		

RANK KILLER

(100 POINTS)

Apply classic sudoku rules.
The sum of digits inside each cage is given at the upper left cell of the cage.
A digit 'X' in a circle means that the digit in the cell is the X-th smallest number in the corresponding cage.
Digits cannot repeat within a cage.



EVEN SANDWICH

(89 POINTS)

Apply classic sudoku rules. Clues outside the grid show **all** the digits that are sandwiched by two even digits in the corresponding row or column. (They have even digits on both sides as neighbours.)

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

SUM SANDWICH

(30 POINTS)

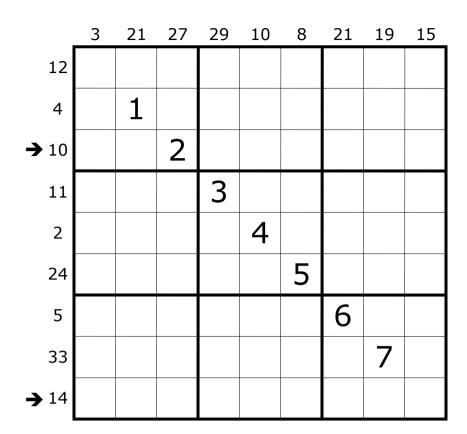
Apply classic sudoku rules. Clues outside the grid show all the digits that are sandwiched in the corresponding row or column by two digits of which the sum is the same as the digit itself.

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

1~9

(61 POINTS)

Apply classic sudoku rules.
Clues outside the grid
indicate the sum of the
digit(s) placed between the
digits 1 and 9 in the
corresponding row or
column.



FRAME 1~9

(72 POINTS)

Apply classic sudoku rules.
Clues outside the grid
indicate the sums of digits
a) before the first seen 1/9
or

b) between 1 and 9

c) after the second seen 1/9

Clues are written in increasing order.

