Hello, dear solvers!

I've always been curious about the concept of a Parallel Universe, where a lot is similar but there are some slight differences. So as a callout to Prasanna Seshadri of another universe, I have designed a Sudoku contest made of variant pairs where each "classic" form of the variant can easily be switched up with the other form being the "classic". Maybe the other Prasanna will hear my call and confirm whether or not the pairings I've made are correct….

Note : All Sudokus follow Classic Sudoku rules, which are –

Place 1-9 into each row, column and boldly marked area so they all contain each digit once. In examples, 1-6 is the range used.

Points table will be released by Thursday.

- The duration of the test is 111 minutes.
- The distribution of points is based on the times needed by test solvers. Therefore, you might experience differences due to your own personal skills and preferences.
- Each Sudoku has two marked rows as solution code. **For Linked Consecutive, There are 4 marked rows, the right grids will have arrows to their right. It is only necessary to enter 6 digits as they are for the grid the arrow is pointing at directly.**
- The Puzzle Booklet will contain 9 pages (The **two** Classics, the Hamle, the Consecutive, and Linked Consecutive Sudokus will take a page each, two per page after them).

Thanks to Bram De Laat and Salih Alan for testing and valuable feedback.

Good Luck and Enjoy the contest!

Points Table	
Classic Sudoku 1	40
Classic Sudoku 2	35
Hamle Sudoku	155
Consecutive Sudoku	50
Linked Consecutive Sudokus	100
Quad Max Sudoku	155
Maxed Quads Sudoku	70
2 Even 2 Odd Sudoku	70
Battenburg Sudoku	55
Arrow Sudoku	75
Arrow Sequences Sudoku	75
Trio Sudoku	50
Repeat Trio Sudoku	30
Palindrome Sudoku	70
Palindrome Search Sudoku	80
Total	1110

Notes:

- This test uses **Instant Grading** where a solver can submit any individual puzzle once finished and receive confirmation on whether it's correct or not. **For the Linked Consecutive Sudokus, the solution will only be accepted with confirmation if all 4 rows, one for each grid, are submitted.**
- The first, second, third and fourth incorrect submission reduces the potential score to 90%, 70%, 40% and 0% respectively (and remains at 0% after this).
- If all solutions are submitted correctly, then the final score is calculated by the formula: Final Score = Total Points / Used Time * 111 minutes.

Classic Sudoku

			5	4	3
				2	
5					
					2
	2	1			
4	3				

2	1	6	5	4	3
3	5	4	1	2	6
5	6	2	3	1	4
1	4	3	6	5	2
6	2	1	4	3	5
4	3	5	2	6	1

Hamle Sudoku

Each number in the top grid must be moved either up, down, left, or right the same number of cells as that number's value without crossing the border of the grid. Numbers must all land on unique spots, but unlike in normal Hamle numbers may be adjacent after moving and white areas may not all be connected. Then solve the resulting sudoku. A separate blank grid will be provided. (Note: It is possible for a number to have two valid movement options in the solution; it is only required that at least one direction of movement exists for each number.)

		5		4	3
		1			4
					1
1	2		3		1
1	2		5		

4	6	1	5	3	2
5	3	2	1	4	6
6	5	3	4	2	1
1	2	4	6	5	3
3	4	6	2	1	5
2	1	5	3	6	4

Consecutive Sudoku

If two adjacent digits are consecutive, they must have a white dot between them. If they are not consecutive, there is no dot.

(Puzzle grid – givens: 4 in top-right corner, 1 in bottom-left corner, with white dots between consecutive cells)

Solution grid:

2	1	5	3	6	4
3	6	4	5	2	1
4	3	6	2	1	5
5	2	1	6	4	3
6	4	3	1	5	2
1	5	2	4	3	6

Linked Consecutive Sudokus

4 6x6 (4x4 In the example) grids are placed as given below. The edges that are adjacent across two different grids must contain consecutive digits.

Grid 1 (puzzle):

1			
	4	2	
	1	3	

Grid 2 (puzzle):

			1
	1	3	
	2	4	

Grid 3 (solution):

1	2	4	3
3	4	2	1
4	1	3	2
2	3	1	4

Grid 4 (solution):

4	3	2	1
2	1	3	4
1	2	4	3
3	4	1	2

Grid 5 (puzzle):

	1	3	
	2	4	
4			

Grid 6 (puzzle):

	1	4	
	4	1	
			4

Grid 7 (solution):

1	4	2	3
2	1	3	4
3	2	4	1
4	3	1	2

Grid 8 (solution):

4	3	2	1
3	1	4	2
2	4	1	3
1	2	3	4

Quad Max Sudoku

Arrows are present at some corners. The digit in the cell pointed at by an arrow is larger than the other 3 Digits in cells touching that corner.

					↗
			↗		
6					1
		↗			
	↗				

1	4	5	3	2	6
2	3	6	1	5	4
6	5	2	4	3	1
4	1	3	2	6	5
5	2	1	6	4	3
3	6	4	5	1	2

Maxed Quads Sudoku

Arrows are present between two diagonally adjacent 2x2 areas (quads). In the quad pointed at by the arrow, all digits are greater than the digits in their corresponding positions in the other quad. Numbers can repeat in quads.

2					4
	1				

6	4	2	1	5	3
5	3	1	4	2	6
2	6	5	3	1	4
3	1	4	2	6	5
1	5	3	6	4	2
4	2	6	5	3	1

2 Even 2 Odd Sudoku
There can never be more than 2 consecutive digits of the same parity in a row or column.

5					1
		2			
			4		
		6			
			1		
1					3

5	4	3	6	2	1
6	1	2	5	3	4
3	2	1	4	6	5
4	5	6	3	1	2
2	3	4	1	5	6
1	6	5	2	4	3

Battenburg Sudoku
Wherever 2 odd and 2 even digits form a 2x2 checkerboard pattern, a Battenburg marking is given. If there is no marking, the above pattern is not allowed.

				1	6
		3	4		

2	4	5	3	1	6
1	3	6	5	2	4
4	5	1	2	6	3
3	6	2	1	4	5
5	2	4	6	3	1
6	1	3	4	5	2

Arrow Sudoku

The digit in the circle is the sum of the digits along the arrow extending from it. Numbers can repeat along arrows.

		1	4		
1		○	○		4
5		○	○		2
		5	2		

2	5	1	4	6	3
6	4	3	1	2	5
1	2	6	5	3	4
5	3	4	6	1	2
4	1	2	3	5	6
3	6	5	2	4	1

Arrow Sequences Sudoku

For a digit N in a circle, the digit N+1 is at the end of the arrow. The digits along the arrow (including the tip, but not including the circle) must form a sequence of consecutive digits. The digit in the circle can repeat along the arrow as a part of this sequence.

			1		
	○				○
○					
		4			

6	4	2	1	5	3
1	5	3	4	6	2
5	2	1	3	4	6
4	3	6	2	1	5
2	1	5	6	3	4
3	6	4	5	2	1

Trio Sudoku

There are 3 different kinds of markings in the grid, as shown below. One of the markings will contain only the digits 1-2-3 throughout the grid. Another will contain only 4-5-6. The third will contain only 7-8-9. It is part of the solve to match the marking to its group. There is no restriction for digits in blank cells. The example is based on the groups 1-2, 3-4, 5-6.

Repeat Trio Sudoku

In the grid there are some gray lines which contain 3 circles. These circles contain the same digit.

Palindrome Sudoku

The given gray lines must contain Palindromes (i.e. a group of digits that reads the same from both ends). Numbers can repeat in gray lines.

3					6
	5				3
1				4	
2					1

3	1	4	5	2	6
5	6	2	1	3	4
4	5	6	2	1	3
1	2	3	6	4	5
6	4	1	3	5	2
2	3	5	4	6	1

Palindrome Search Sudoku

Place the Palindromes given in the list on the right into the gray lines in the grid. Every Palindrome must be used.

6			5		
					3
5					

1111

2442

6	4	2	5	3	1
3	1	5	6	2	4
2	6	1	4	5	3
5	3	4	1	6	2
4	2	6	3	1	5
1	5	3	2	4	6