1. CHAOS – 25 POINTS

Place the digits from 1 to 7 in every row, every column and every bold outlined area.
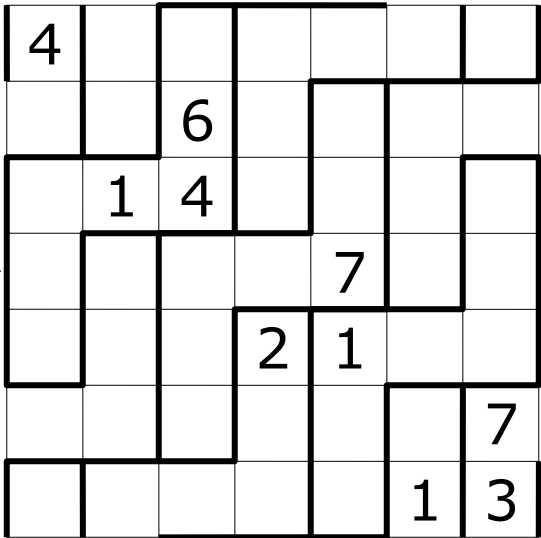
2. TOROIDAL – 30 POINTS

Place the digits from 1 to 7 in every row, column and bold outlined area. Some outlined areas wrap around the grid from top to bottom and/ or from left to right.
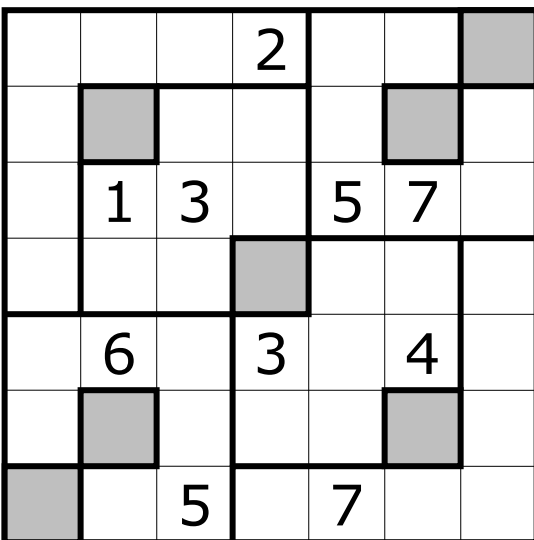
3. SCATTERED – 45 POINTS

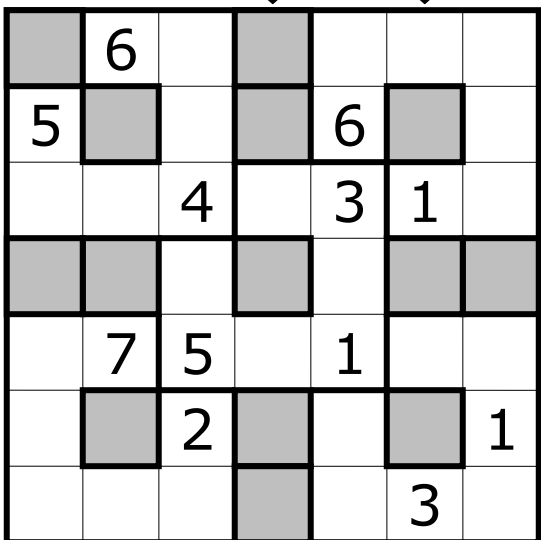Place the digits from 1 to 7 in every row, every column, every bold outlined area and the seven grey cells.

4. DOUBLE SCATTERED – 30 POINTS
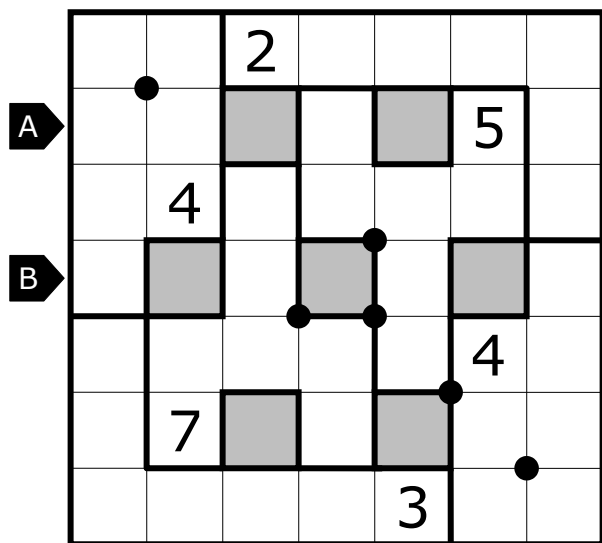
Place the digits from 1 to 7 in every row, every column, every bold outlined area and twice in the fourteen grey cells.

5. QUADSUMS (S) – 60 POINTS

A circle at a corner implies that one digit is the sum of the remaining three digits at that corner.

6. TOROIDAL KROPKI (T) – 35 POINTS

A black dot means: one of the neighboring digits has the double value of the other. A white dot means: the difference of the neighboring digits is exactly one. No dot means that none of the constraints is valid.
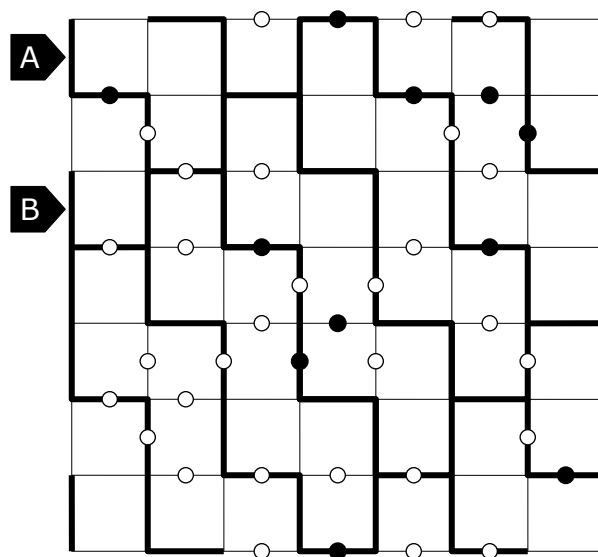
7. CONSECUTIVE (DS) – 50 POINTS

In all cases where two neighbouring cells contain consecutive digits, a circle is placed between those cells.
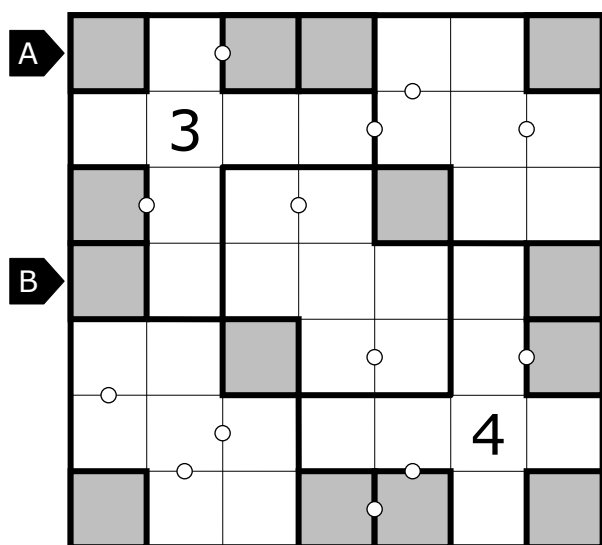
8. ODDMAX (S) – 65 POINTS

A digit in a circle appears exactly one time in the four surrounding cells and it is the highest odd digit in those four cells.
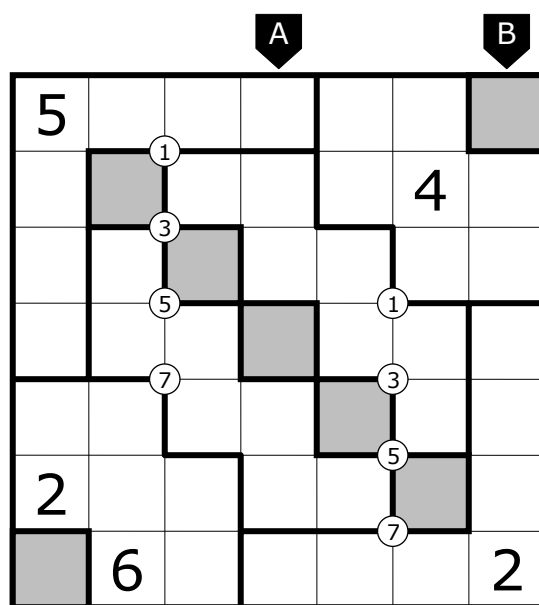
9. POINT TO NEXT (DS) – 50 POINTS

If a cell with an arrow contains digit 'N', 'N+1' must be placed in one of the cells pointed by the arrow.

10. PALINDROME (C) – 50 POINTS

The numbers on each grey line form a palindromic sequence from one end to the other end.

11. DIAGONAL (C) – 55 POINTS

Both diagonals contain the digits from 1 to 7.

12. ARROW (S) – 55 POINTS

The digit in the point of an arrow equals the sum of the other digits in the same arrow.

13. EQUAL (S) – 40 POINTS

In all dotted cages the sum of the odd digits equals the sum of the even digit(s). Digits do not repeat in a dotted cage.

14. CONSECUTIVE CIRCLES (C) – 70 POINTS

Digits on the grey circles are all different and they form a strictly increasing sequence with differences of 1. The order of any sequence can be clockwise or anticlockwise.

15. KILLER (C) – 65 POINTS

The sum of digits inside each dotted cage is given at the upper left cell of the cage. Digits may not repeat within a cage.

16. THERMOMETER (T) – 35 POINTS

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

17. FORTRESS (C) – 50 POINTS

There is a fortress in the grid formed by grey cells. The digits in grey cells have to be greater than the digits in horizontally or vertically adjacent white cells.

A ▼   B ▼

4				5		
					3	
	2					
		3				1

18. LOW (T) – 75 POINTS

In every bold outlined area the lowest digits have to be written in the grey cells.

A ▼   B ▼

19. ALL ODD/EVEN (T) – 55 POINTS

In every bold outlined area the grey cells contain either all odd or all even digits.

A ▼   B ▼

	3		5			
		7				
	4		2		3	
				5		
			1		5	

20. SUM 100 (C) – 60 POINTS

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

A ▶

1						
		2	7	4		
						2

B ▶