

Standard Sudoku 1-2

Place a digit from 1 to 6 in each empty cell so that each digit appears exactly once in each row, column and 2X3 box.

1 point

A

			2		
		6			
	3				6
2				1	
			3		
		5			

1 point

B

		5			
	2		3		
3				2	
	4				1
		1		6	
			5		

Standard Sudoku - 3

3 points

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and 3X3 box.

D

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

C

Standard Sudoku - 4

5 points

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and 3X3 box.

F

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

E

Standard Sudoku - 5

5 points

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and 3X3 box.

H

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

G

Standard Sudoku - 6

5 points

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and 3X3 box.

J

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

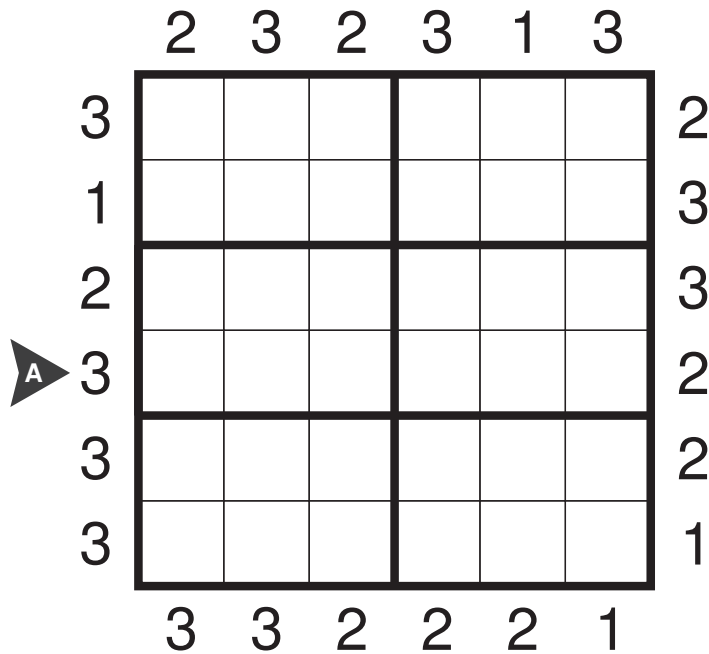
I

Skyscraper Sudoku

3 points

Apply standard Sudoku rules.

Consider each number to be the height of a building. The numbers outside the grid indicate how many buildings can be seen when looking in that direction (taller buildings conceal smaller buildings behind them).

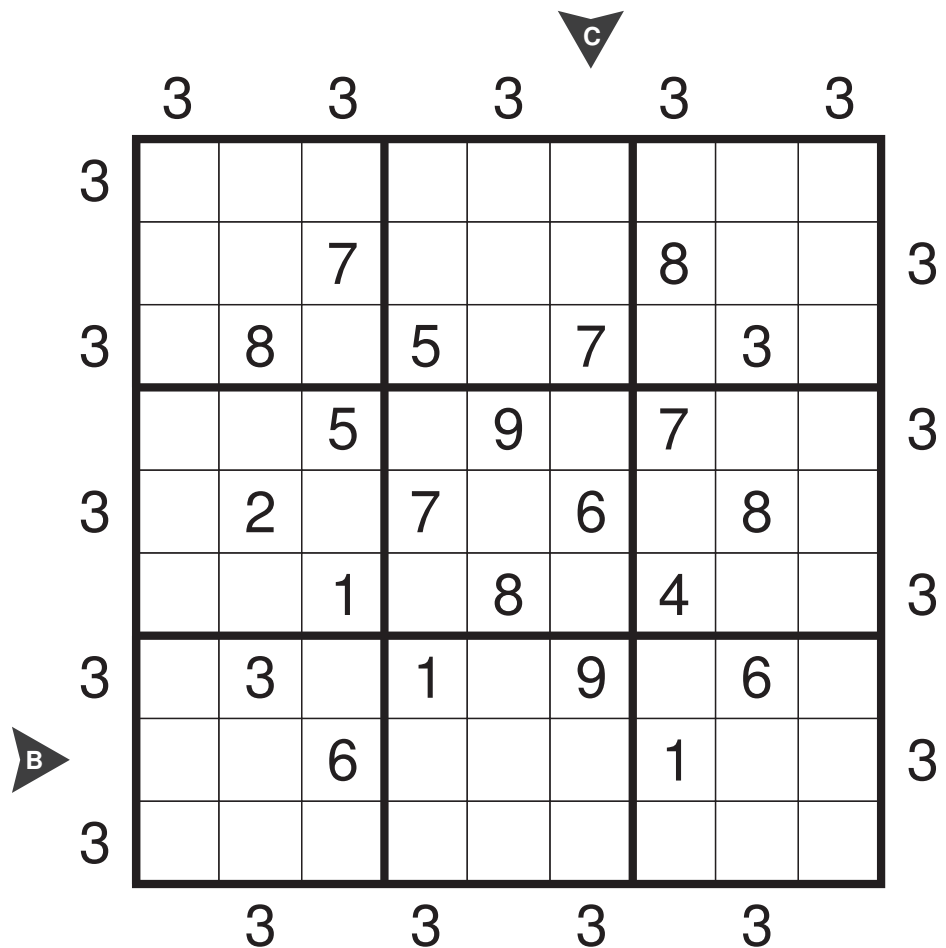


Skyscraper Sudoku

11 points

Apply standard Sudoku rules.

Consider each number to be the height of a building. The numbers outside the grid indicate how many buildings can be seen when looking in that direction (taller buildings conceal smaller buildings behind them).



Outside Exclusion Sudoku

2 points

Apply standard Sudoku rules.

The numbers outside the grid must not appear in the first box (till the next bold line) in the corresponding direction.

D

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

Outside Exclusion Sudoku

10 points

Apply standard Sudoku rules.

The numbers outside the grid must not appear in the first box (till the next bold line) in the corresponding direction.

F

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

Outside Consecutive Sudoku

4 points

Apply standard Sudoku rules.

Clues outside the grid indicate the number of consecutive pairs in the corresponding row/column. A consecutive pair means two consecutive numbers located next to each other in the corresponding row/column.

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

Outside Consecutive Sudoku

11 points

Apply standard Sudoku rules.

Clues outside the grid indicate the number of consecutive pairs in the corresponding row/column. A consecutive pair means two consecutive numbers located next to each other in the corresponding row/column.

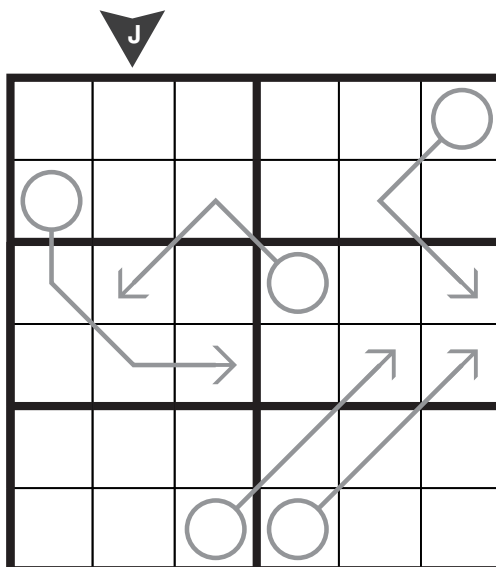
	2	1	3	2	1	2	1	I 1	1
1					3	6			
H 3				1					
2			9				8	5	
3	2	5				4			
1					5				
3				3				2	1
4		7	6				2		
0						2			
4				5	7				

Arrow Sudoku

3 points

Apply standard Sudoku rules.

The sum of the digits along the path of each arrow must equal the digit in the circled cell. Digits can repeat within an arrow shape.

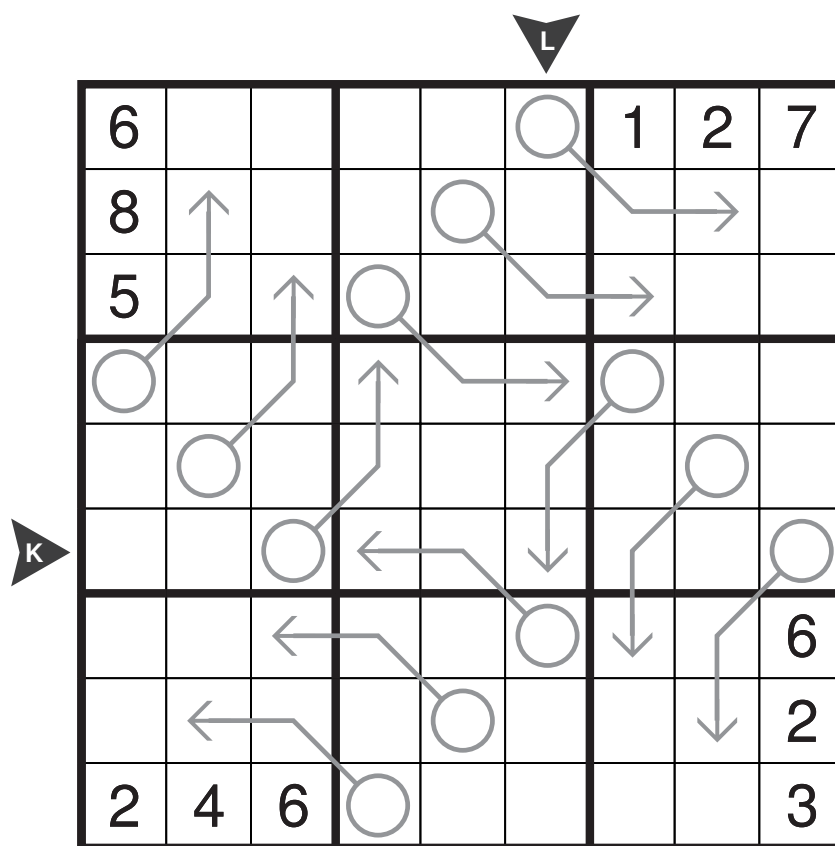


Arrow Sudoku

11 points

Apply standard Sudoku rules.

The sum of the digits along the path of each arrow must equal the digit in the circled cell. Digits can repeat within an arrow shape.

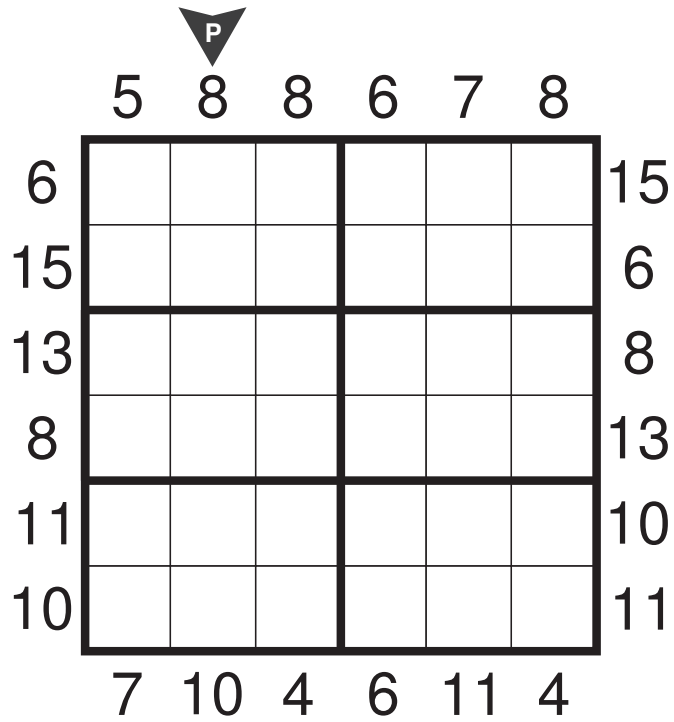


Sum Frame Sudoku

2 points

Apply standard Sudoku rules.

Numbers outside the grid equal the sum of the digits appearing in the first box (till the next bold line) seen from that edge of the grid.



Sum Frame Sudoku

6 points

Apply standard Sudoku rules.

Numbers outside the grid equal the sum of the digits appearing in the first box (till the next bold line) seen from that edge of the grid.

