Mini Classic Sudoku

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.

Mini Classic Sudoku – 1

1 point

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

A

B

Mini Classic Sudoku – 2

1 point

C D

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

Mini Classic Sudoku – 3

1 point

F

	1				3
	5			1	
		6			
			4		
	4			3	
5				2	

E

Mini Classic Sudoku – 4

1 point

2					1
	4				
		5	1		
		2	6		
				5	
3					2

G

H

Classic Sudoku - 1

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

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

I

Classic Sudoku - 2

4 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.

K

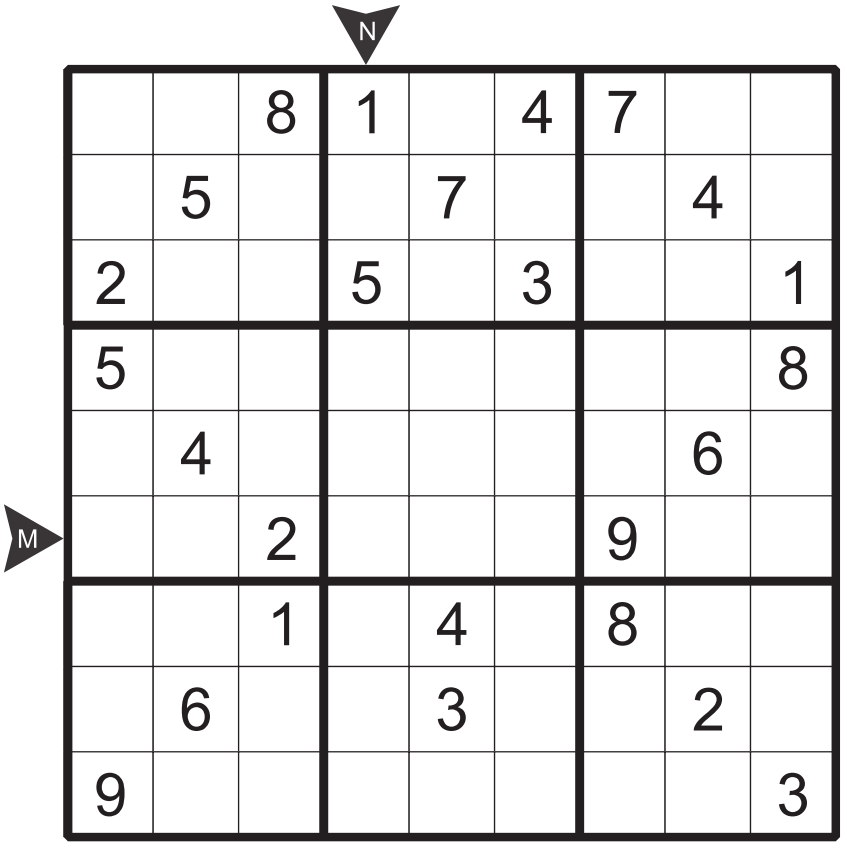
4								9
2	7	6	5					
	8			2		7		
	9			1				3
		4	8		2	6		
7				9			1	
		3		8			2	
					5	4	3	8
1								6

L

Classic Sudoku - 3

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.

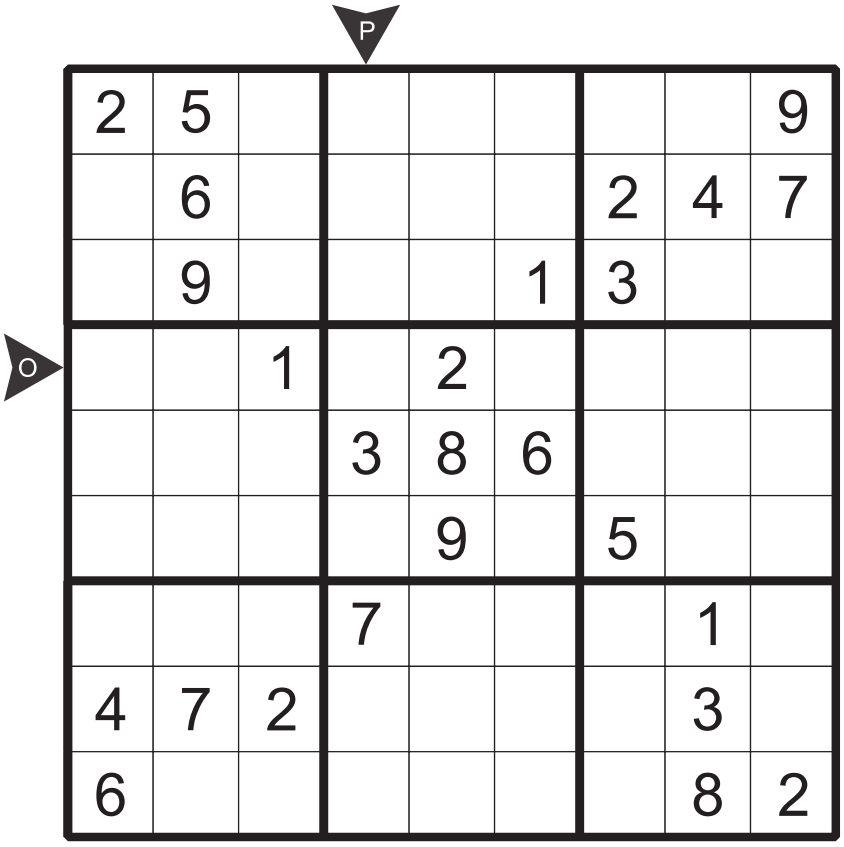


		8	1		4	7		
	5			7			4	
2			5		3			1
5								8
	4						6	
		2				9		
		1		4		8		
	6			3			2	
9								3

Classic Sudoku – 4

6 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.



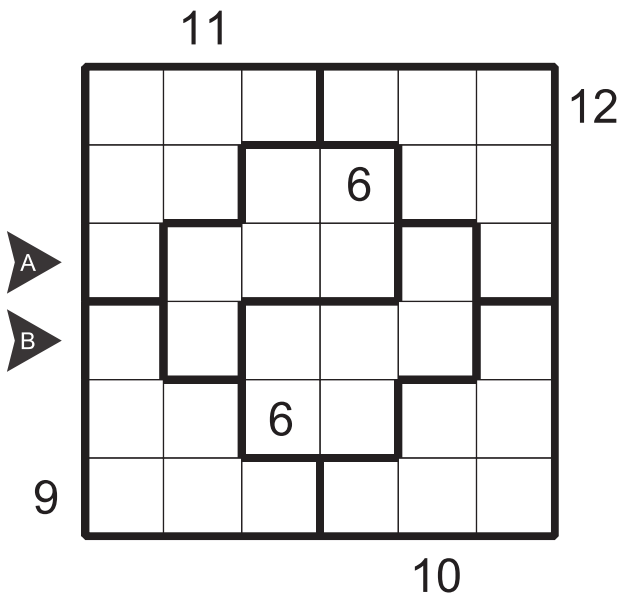
2	5							9
	6					2	4	7
	9				1	3		
		1		2				
			3	8	6			
				9		5		
			7				1	
4	7	2					3	
6							8	2

Irregular Frame - 1

2 points

Place a digit from 1 to 6 in each empty cell so that each digit appears exactly once in each row, column and outlined region. Each outlined region is marked by thick borders.

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

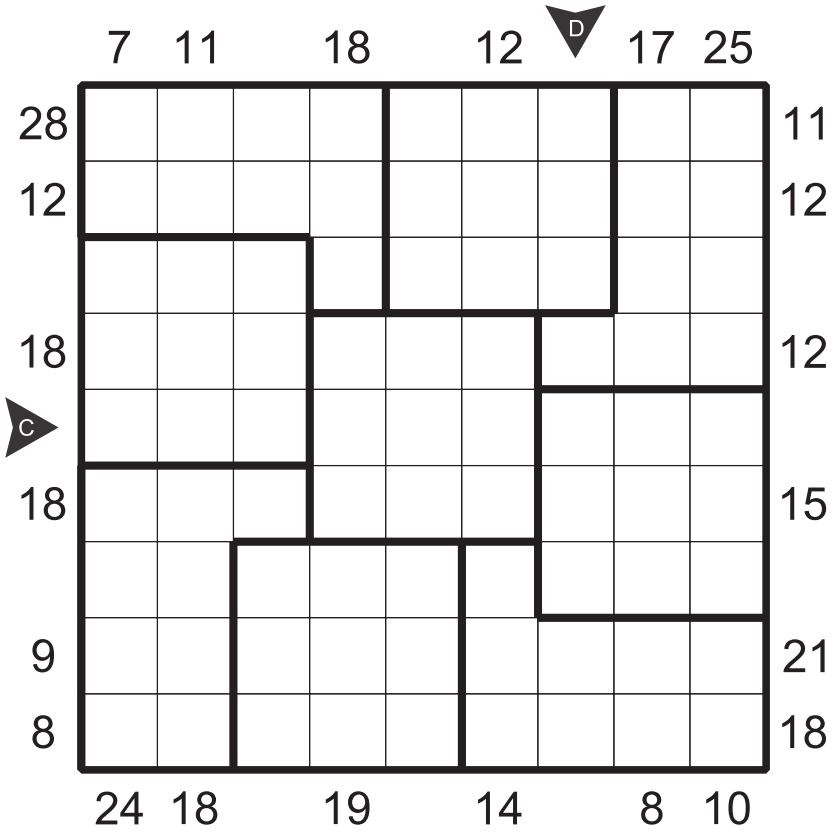


Irregular Frame - 2

11 points

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and outlined region. Each outlined region is marked by thick borders.

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

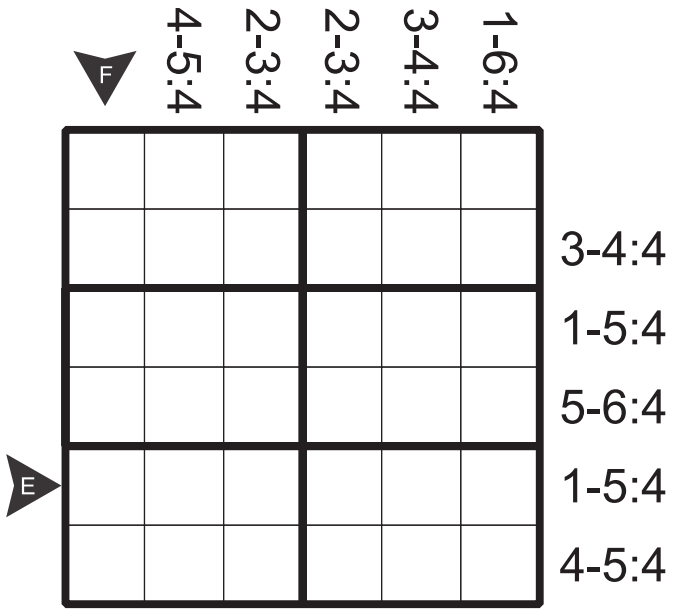


Unordered Distances - 1

5 points

Apply classic Sudoku rules.

Outside some rows and columns, the distance between two digits in that row or column is given. **The order of the two digits is NOT given and is to be determined as part of solving.**

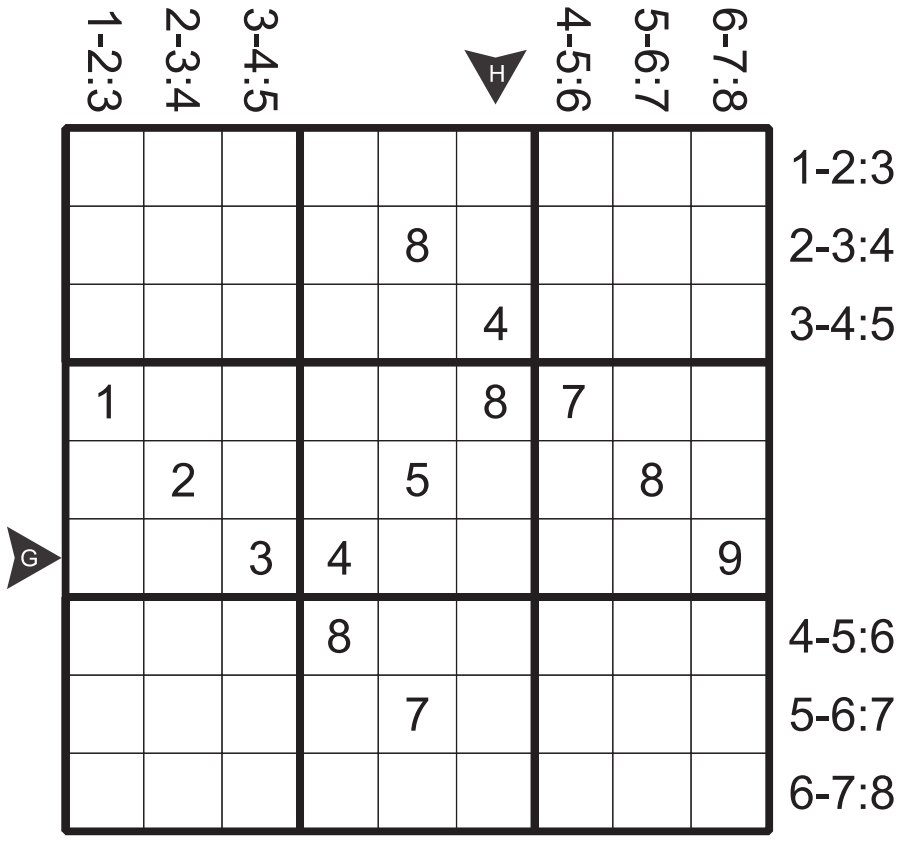


Unordered Distances - 2

12 points

Apply classic Sudoku rules.

Outside some rows and columns, the distance between two digits in that row or column is given. **The order of the two digits is NOT given and is to be determined as part of solving.**



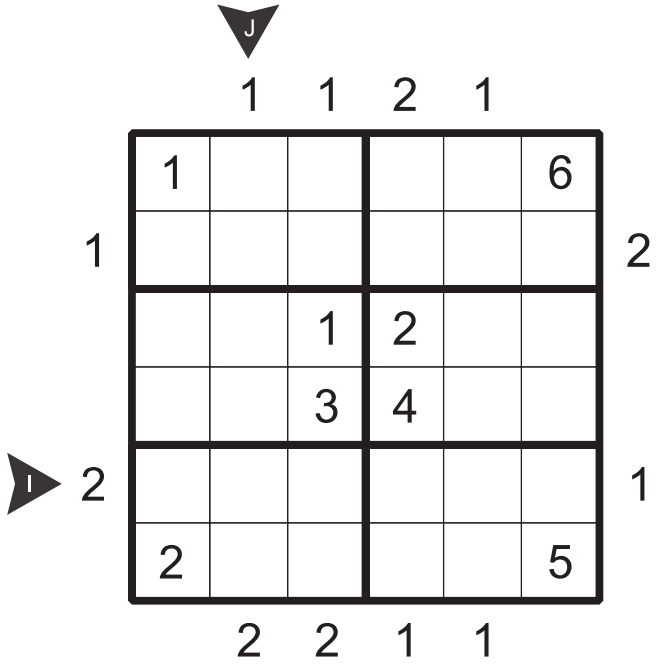
Outside Parity - 1

3 points

Apply classic Sudoku rules.

Each number outside the grid is the number of consecutive digits with the same parity from the corresponding direction.

(Note: The bold line is NOT a stopper for the outside clue. Actually, the clue has no relation with the bold line.)



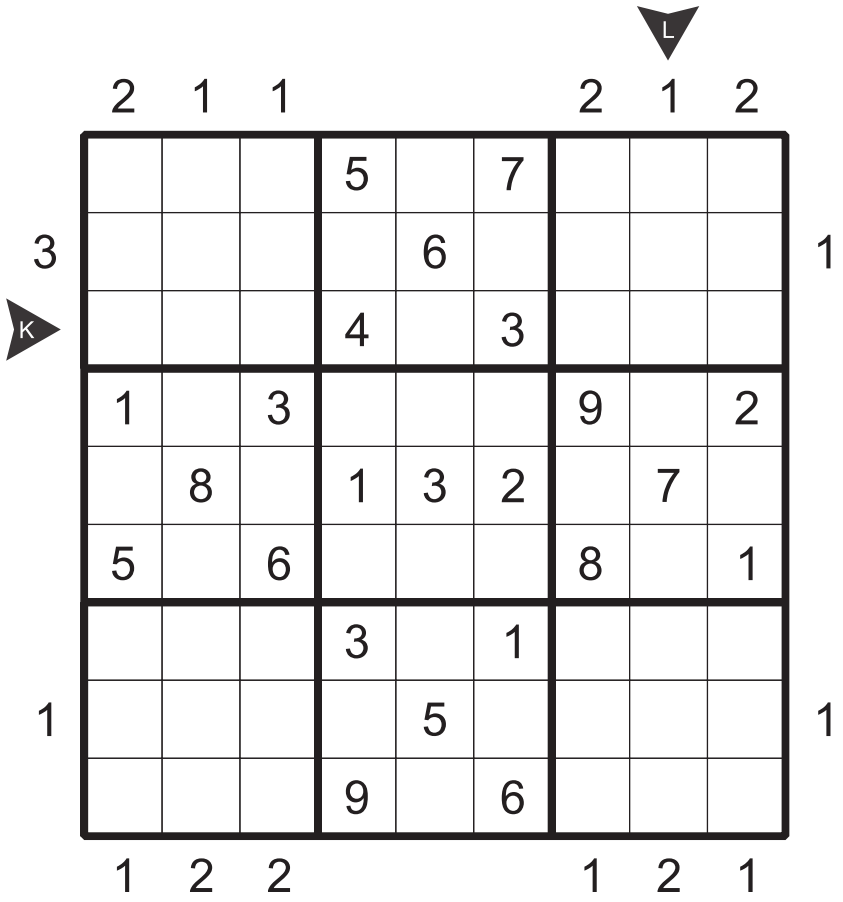
Outside Parity - 2

15 points

Apply classic Sudoku rules.

Each number outside the grid is the number of consecutive digits with the same parity from the corresponding direction.

(Note: The bold line is NOT a stopper for the outside clue. Actually, the clue has no relation with the bold line.)

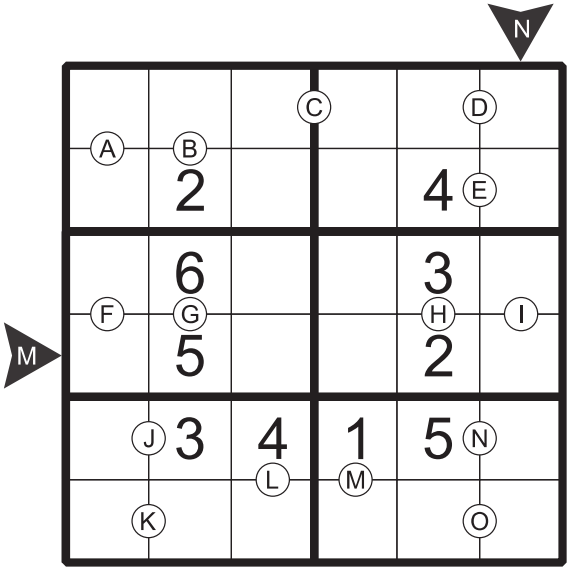


Coded Pairs - 1

3 points

Apply standard Sudoku rules.

Some letters are given between two adjacent cells. Same letter represents same pair of digits across the grid. Different letters must represent different pairs. Ordering of digits inside the pair does not matter

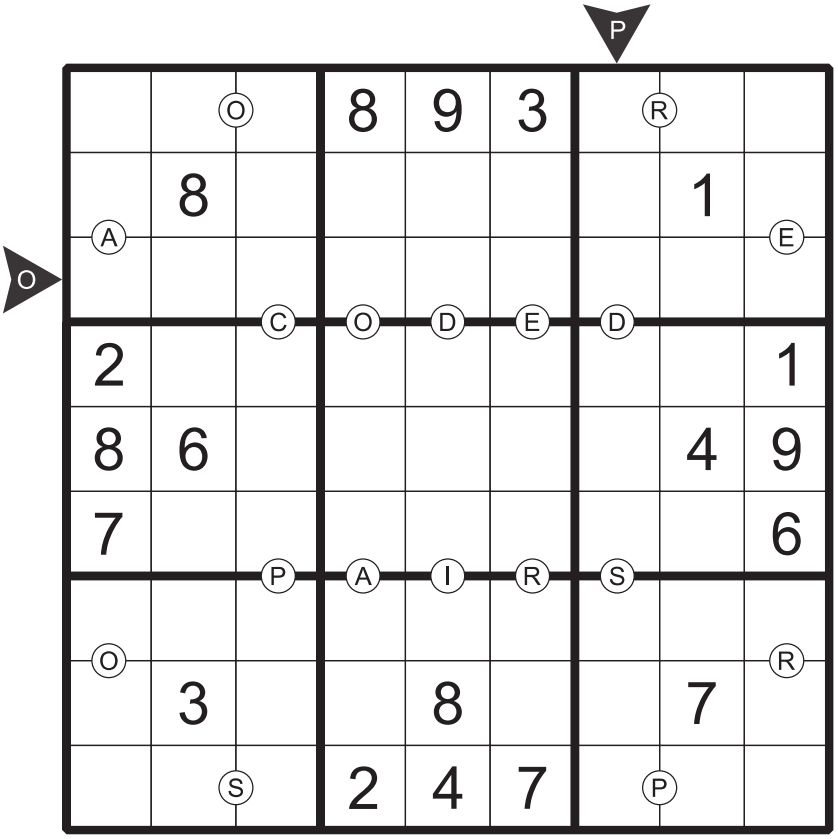


Coded Pairs - 2

12 points

Apply standard Sudoku rules.

Some letters are given between two adjacent cells. Same letter represents same pair of digits across the grid. Different letters must represent different pairs. Ordering of digits inside the pair does not matter

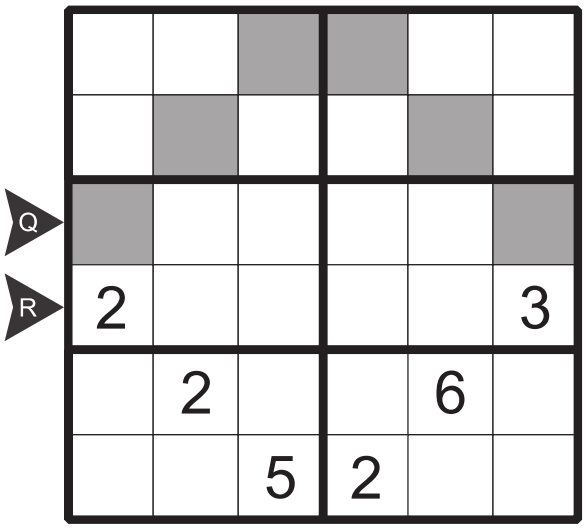


Fortress Sudoku - 1

2 points

Apply classic sudoku rules.

There is a fortress on the playground formed by shaded cells. The shaded cells have to be greater than the horizontally or vertically adjacent white cells.



Fortress Sudoku - 2

11 points

Apply classic sudoku rules.

There is a fortress on the playground formed by shaded cells. The shaded cells have to be greater than the horizontally or vertically adjacent white cells.