

1 Even

Points:

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. The grey squares must contain even digits.

40 points

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

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

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

--	--	--

2 Irregular 12 x 12

Points:

Place a digit from 1 to 12 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the irregularly shaped regions.

70 points

6			10		4						7
	3		4	2		11	8			5	
		7								1	
10											11
5			11		3						2
		12	3		1		11				
		10	8		12	7					
11			6			8					3
1											10
		6								12	
	10		2	5		9	7			6	
3			9			10					4

6	12	11	5	10	8	1	4	2	3	9	7
9	3	1	4	2	7	6	11	8	10	5	12
8	2	7	11	12	9	10	5	3	1	4	6
10	4	2	3	1	6	9	7	12	5	8	11
5	1	8	9	11	10	7	3	4	6	12	2
4	6	12	7	3	5	2	1	9	11	10	8
2	5	10	1	8	4	11	12	6	7	3	9
11	7	9	12	6	2	5	8	10	4	1	3
1	11	3	8	7	12	4	6	5	9	2	10
7	9	6	10	4	3	8	2	1	12	11	5
12	10	4	2	5	11	3	9	7	8	6	1
3	8	5	6	9	1	12	10	11	2	7	4

6		4	2					7	10		9
	5	2		9			3		8	12	
	12		3					2		5	
3			8		12	7		9			6
					11	12					
					5	4					
8			11		6	9		1			4
	3		10					8		7	
	7	6		12			11		2	9	
10		5	6					4	1		12

--	--	--

3 One to Nine

Points:

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. Letters in cells stand for the digits which contain them in spelling.

- 1 – ONE 2 – TWO 3 – THREE
- 4 – FOUR 5 – FIVE 6 – SIX
- 7 – SEVEN 8 – EIGHT 9 – NINE

70 points

I	O			R	H		R	I
T	N		V		S		H	E
F		I		R		T		
V	I	S	E		F		V	T
S					F	N		
N	O	N		F	N	R		R
T		N		S				R
T	F						O	U
	O	N	F	E	H			N

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

H		G	V		N		T	
	T		S	N				R
		I			U	I	T	
H		T	F					N
S	O	O		R	F		S	O
			T			O	N	
	R	S			V	O	I	T
F		N	V	N		T	N	T
	S	V				N		

--	--	--

4 Diaeven

Points:

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions in each of the two big squares. Additionally, each digit appears exactly once in each of the two main diagonals in the upper grid, the grey squares in the lower grid must contain even digits. **60 points**

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

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

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

--	--	--

5 Diagonal

Points:

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. Additionally, each digit appears exactly once in each of the two main diagonals. **50 points**

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

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

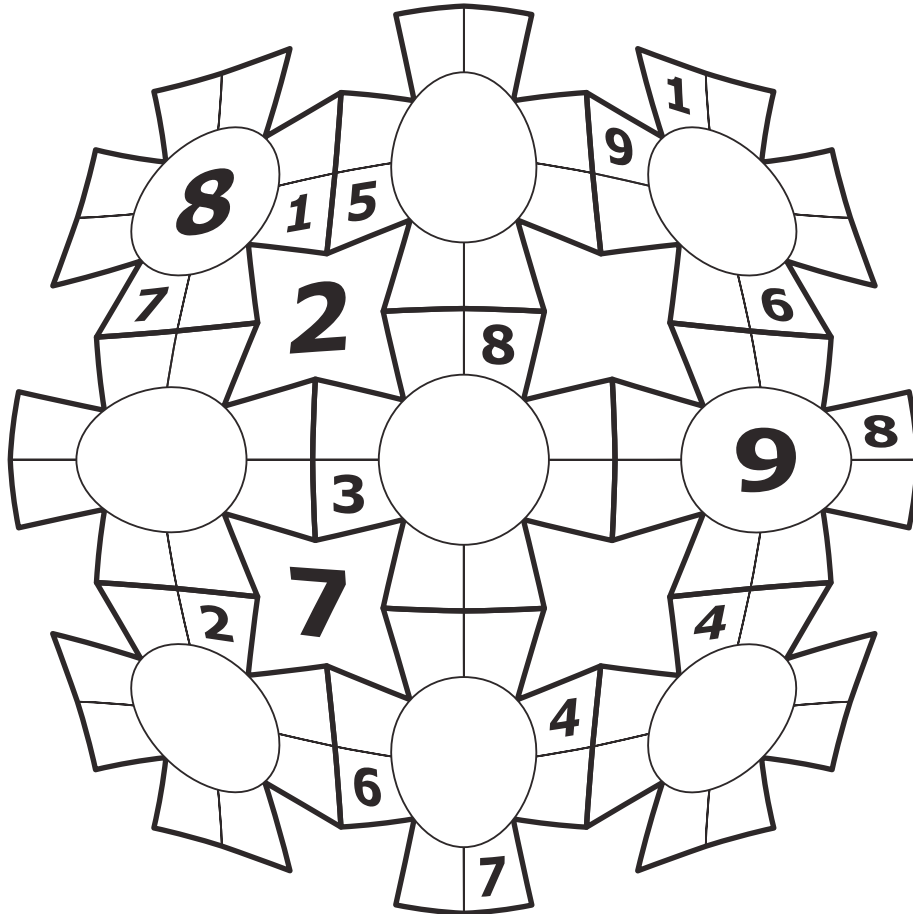
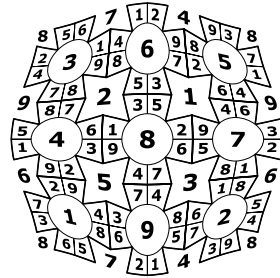
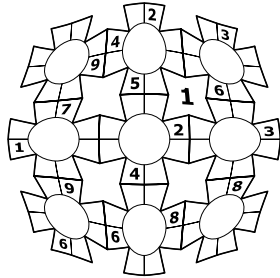
			6		4			
		2				4		
	1			7			9	
9								5
		3				6		
4								3
	7			8			1	
		6				8		
			2		9			

--	--	--

6 Ball

Points:

Fill in the grid so that every row, column (six smaller cells and three bigger circles or stars), outlined figures (eight smaller cells and a bigger circle), nine bigger circles and nine bigger stars contain the digits 1 through 9. The grid is toroidal. **90 points**

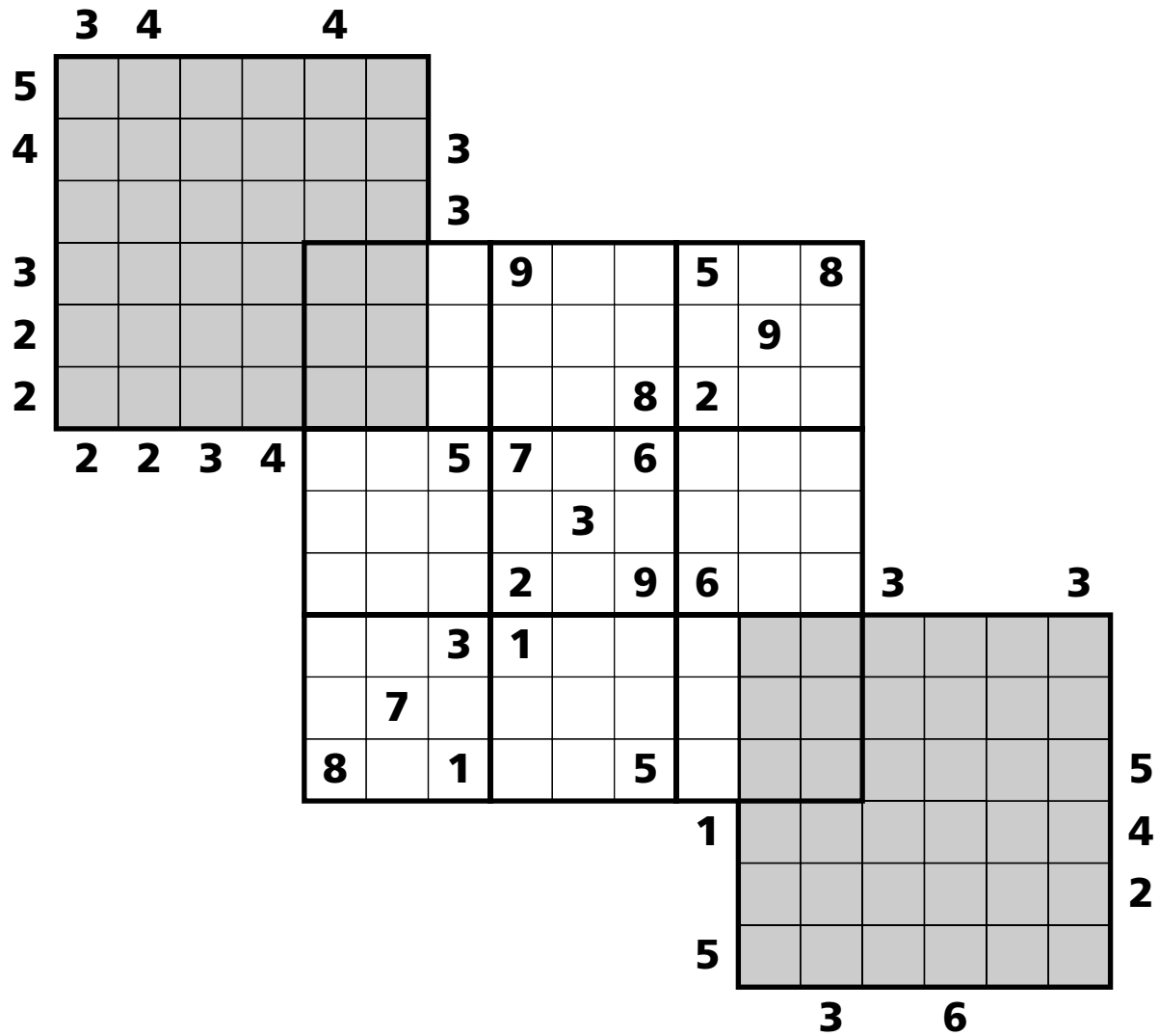
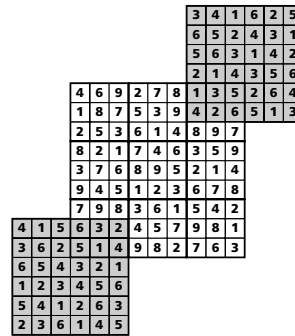
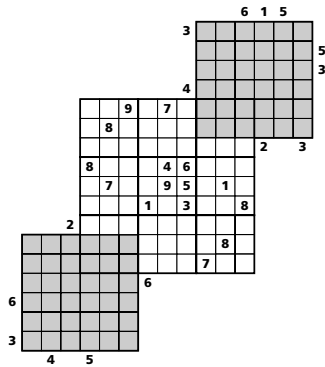


--	--	--

7 Skyscrapers

Points:

First solve two puzzles Skyscrapers in grey squares. Each row and column contain buildings of different heights (1–6). The numbers outside the grid indicate how many buildings are visible from that direction (the higher buildings hide the lower ones behind them). Use the obtained digits and solve sudoku. Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. **70 points**



--	--	--

8 Parallelograms

Points:

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns, nine outlined 3x3 regions and each of the two main diagonals. After solving the sudoku divide the grid into rectangular parallelograms (square, rectangle). Each shape must contain one highlighted square. The digit in the highlighted square indicates the sum of the sides of the parallelogram (length and height). **70 points**

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

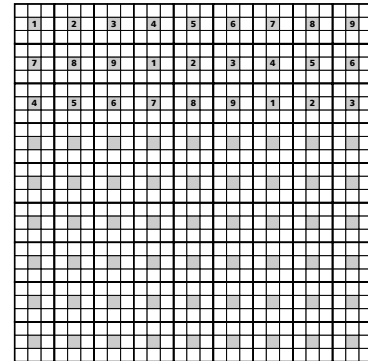
7				1		9		
	6							5
2				5			7	
	7		3			4		
			9	2	1			
		3			8		5	
	3			9				8
6							4	
		2		3				9

--	--	--

9 Big Big

Points:

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and nine outlined 3x3 regions in each of the nine standard sudoku grids. Additionally each digit appears exactly once in the nine highlighted squares in each sudoku grid and all the highlighted squares create the tenth sudoku grid 9x9. Each sudoku 15 points, complete solution 150 points.



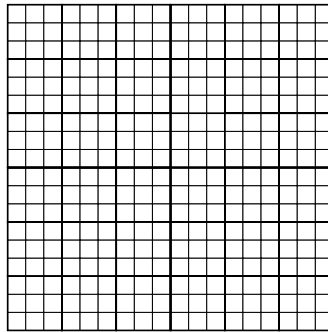
		9		4	5	8	9				8	1	6	8			7				
2		4		5			6				3					1					
				8		1				5	4	8		1	8	2			9		
6											7	2		5		3			7		
			7	2	6		1						7	7	9			4			
		2			6				3	4				2		4			1		
		6		9				9	7	3			8		5	4			3		
	4				2	5	1						6								
9		8	1		3			3	1				2		6			5	8		
2	5		9			1	3				8		6	3	2		1		6		
	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

--	--	--

10 Mirror

Points:

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and nine outlined 3x3 regions in each of the four squares. The mirrors have been placed among the four squares and all the digits are reflected according to certain rule. The rule is recognizable from the grid. **60 points**



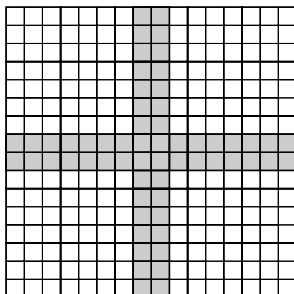
		2																	
	3	1													1			7	2
								1	9										
1																		4	
					5														
	2								5								2		
																			6
				8			5						1	5		6			
							8												
							5			6	5								
	3																	5	
3		6																4	
				6															
							6				2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

--	--	--

11 Overlap

Points:

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions in each of the four squares. The grids are overlapped by two highlighted rows or columns. **70 points**



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

--	--	--

12 $3 - 2 = 1$

Points:

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

Small clue-numbers are placed on the border lines between selected pairs of neighbouring cells of the grid. Each clue-number is the difference between the two numbers that should be in the neighbouring cells just above and below it. **50 points**

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

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

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

--	--	--

13 Killer

Points:

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. The sum of the numbers in each outlined region is equal to the corresponding number given in a corner of the outline. No digit is repeated within a given outlined region.

70 points

14	24			11	8	5	12	
		6		5				
10		15			17			24
	10		11	18	8			4
23		10		16	9			
	4			22				
	7		4	16			24	
3	13	14		5				14
				9				

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

4	8	13	13			12	10	10
			35					
30		18			12		25	
			10		8			
	5			30		10		
15						12		
9		7			21		11	
22		13				15	12	
			15					

--	--	--