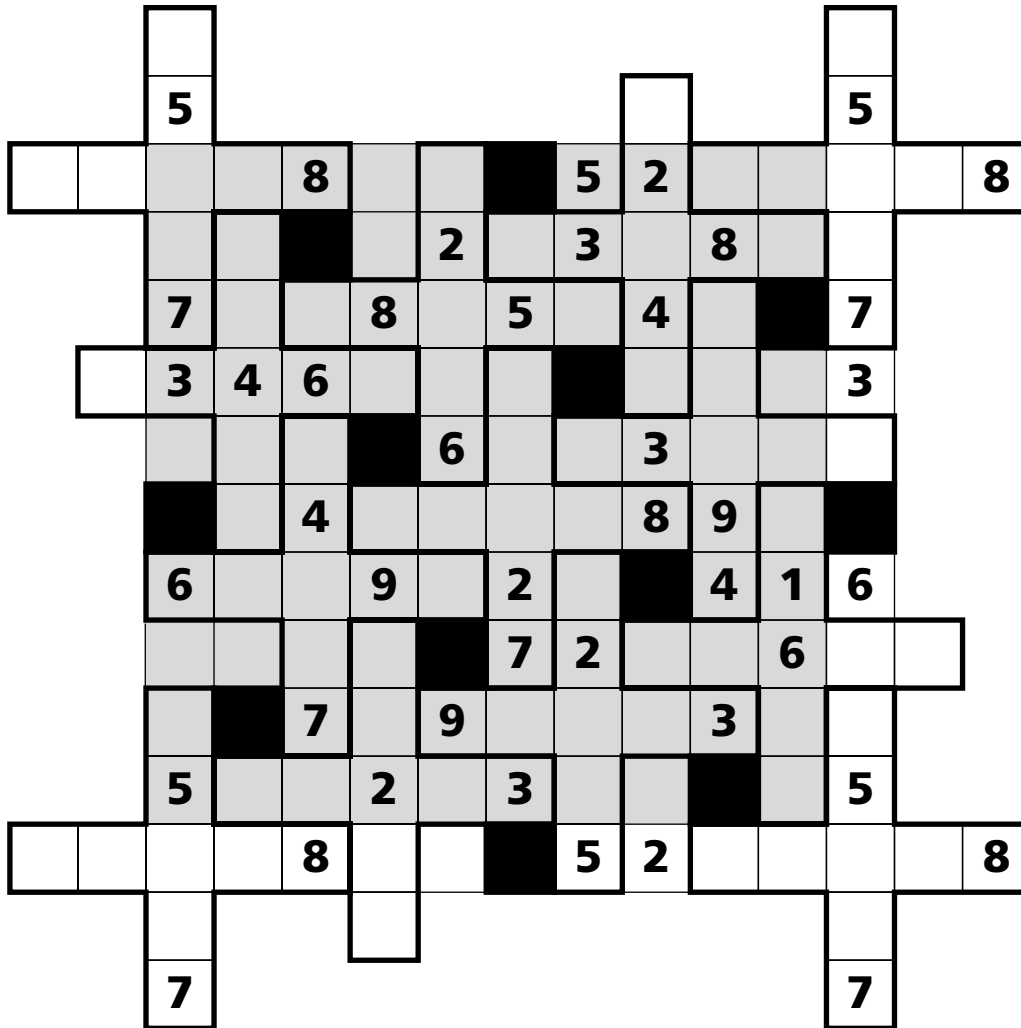
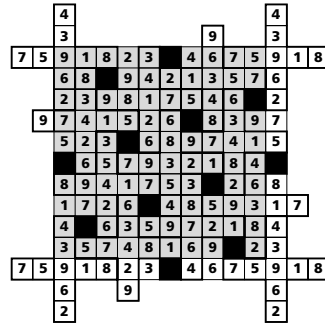
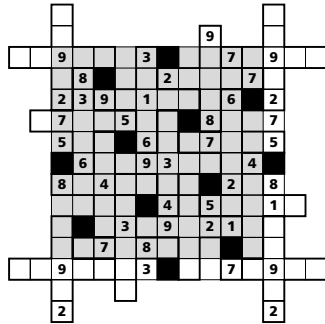


1 Cross

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 and columns of the 10x10 gray square and in each of the crosses. Four corner crosses are identical. The puzzle is toroidal, the crosses wrap from top to bottom and left to right. **20 points**

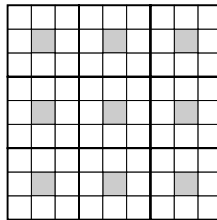


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2 Magic Square

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, the nine outlined 3x3 regions and in each of the two main diagonals. The sum of digits in the central highlighted squares of 3x3 square must be equal in each row, column and both diagonals. **20 points**



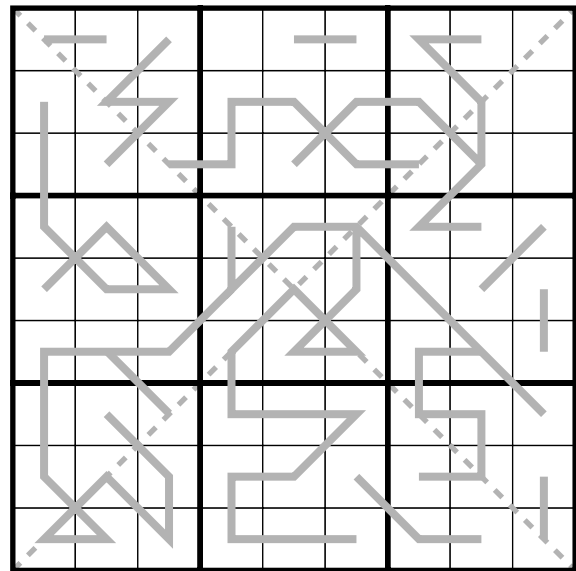
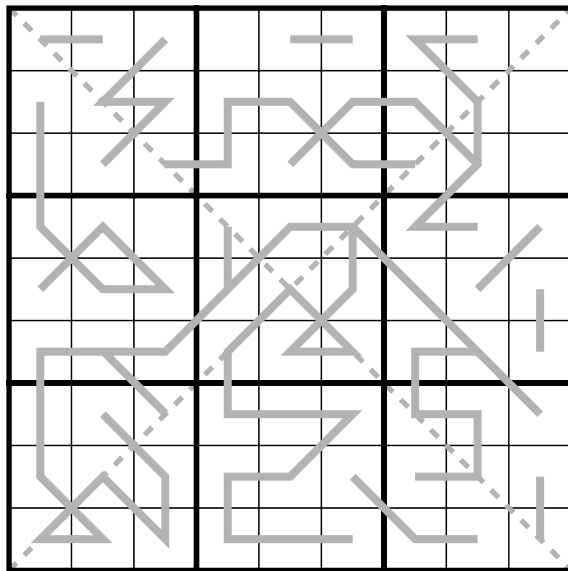
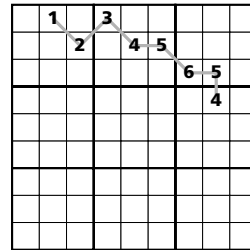
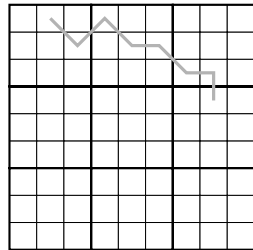
		3				4	8	
			9					
6		4						
7						2	3	
4								
			2					6
					1			9

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3 Zigzag

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. The neighbouring cells linked with the line contain digits in arithmetical series (e. g. 2345) or in a special series (1234323). The same grid, two different solutions. Only if you solve both of them you get 20 points



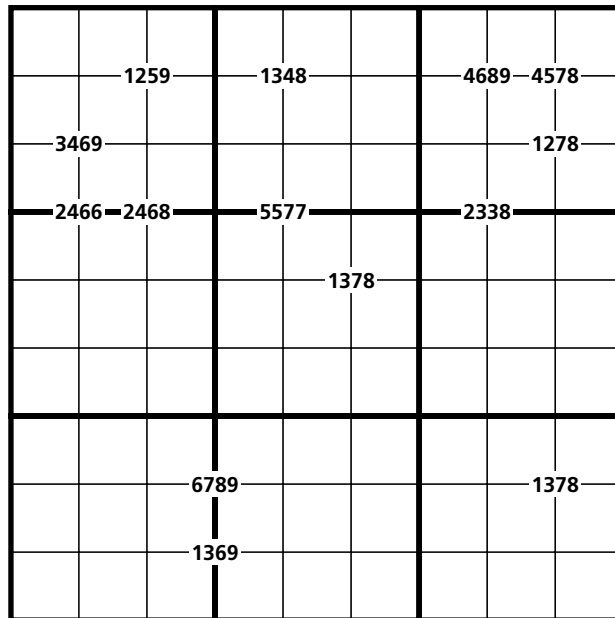
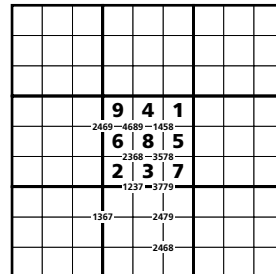
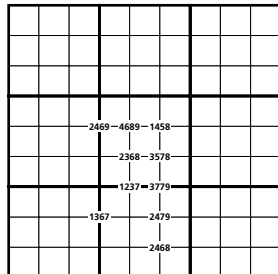
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4 Quadruple

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.

Each set of 4 small digits in the intersection of two grid lines stands for the numbers in the four cells of the grid adjacent to this set. **15 points**



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5 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.

10 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

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

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6 Transfer

Points:

We have erased in the filled sudoku grid the digits in grey cells. Then four digits in every row are transferred to the right one after another. Four digits in every column are transferred down one after another. Restore all digits in the grid. **20 points**

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

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

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

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7 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. Left 10, right 20 points. **30 points**

14	24			11		8	9	12
		10		7				
6		5				7		24
	10		11	10		8		4
22		10		6		8		
		7		10		22		7
4								
3	3	14		8	10		14	
				7				

14	24	5	2	1	9	8	3	6	4	7
6		9	8	3	7	6	4	2	1	5
10		7	4	6	2	1	5	8	9	3
	10	3	9	7	6	2	1	5	8	4
22		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

12		3		12		30		
11		14		15		6		5
14				13		12		
9						15		18
15		26				8		
	11			21		14	5	
16	19	7					17	
		12		13			6	
			9		16		9	

11		15		13		9	4	
11	24			11			13	11
					16		17	
17							8	
12				11		5		17
10		28		18	15		7	
10				18			5	15
							14	
11		11		8			10	

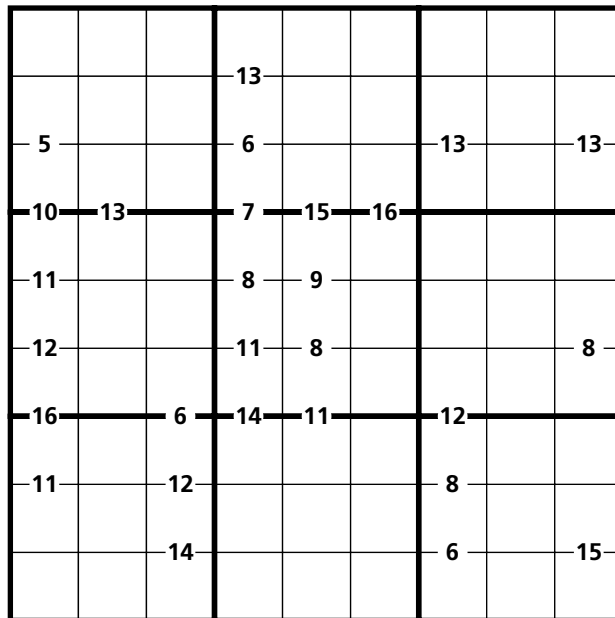
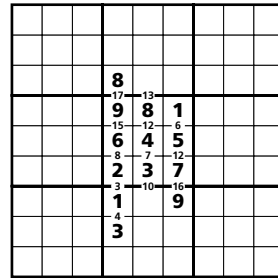
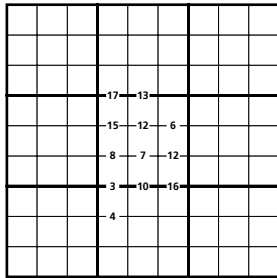
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8 1 + 2 = 3

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.

Special clue-numbers are placed on the border lines between selected pairs of neighbouring cells of the grid. Each clue-number is the sum of two numbers that should be in the respective pair of the neighbouring cells just above and below it. **15 points**



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