# **No Touch 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.

Identical digits do not touch each other diagonally.



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

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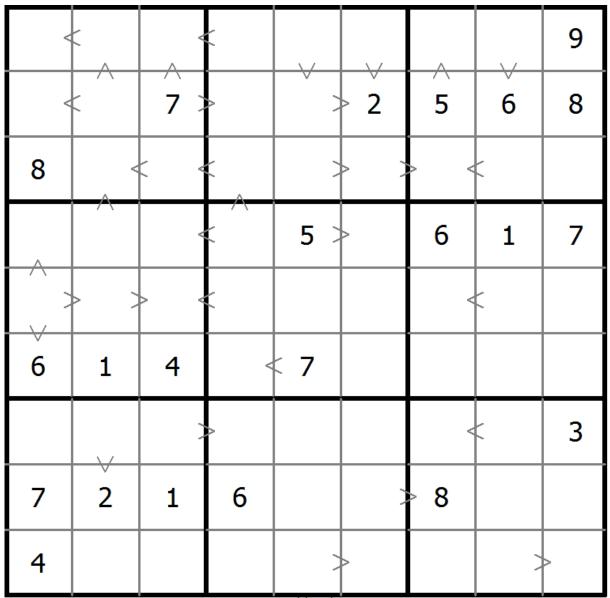
# **Greater Than Sudoku**

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.

Digits have to be place in accordance with the "greater than" signs.







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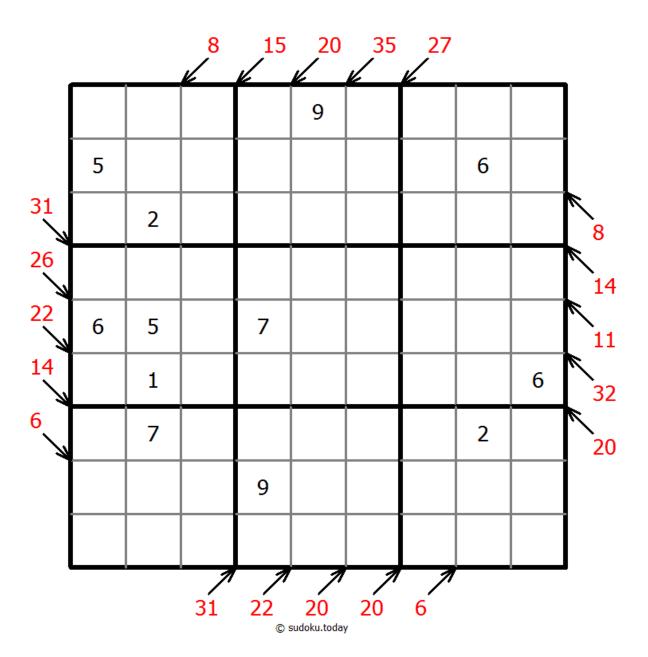
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### Little killer sudoku

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.

Numbers with arrows indicate sum of the numbers in each direction.





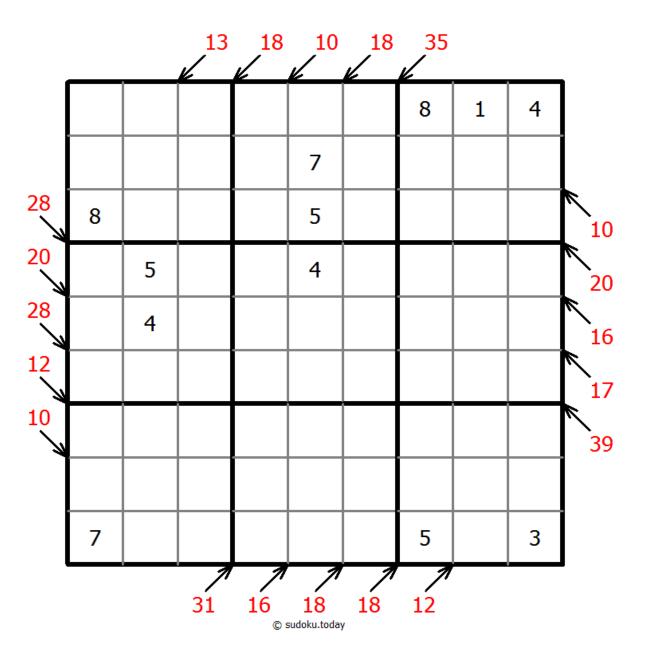
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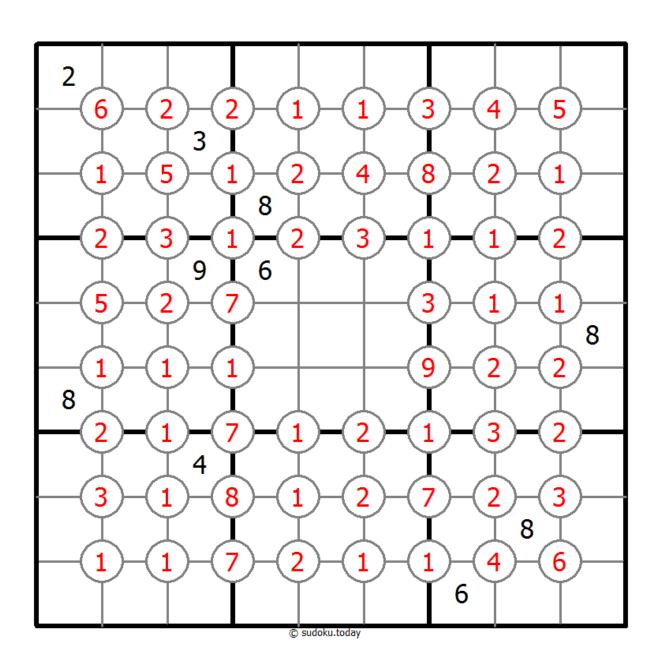
# **Exclude Sudoku**

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.

Numbers in the red circle are not allowed appears in four squares which is nearby the intersection of row and column red circles.







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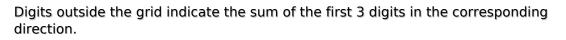
(Solution)

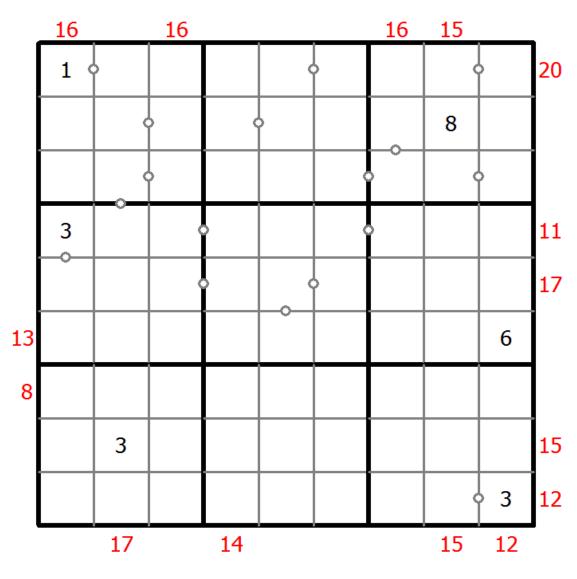
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#### Hybrid Sudoku ( Consecutive Pairs + Sum Frame )

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.

There are some dots between cells. The numbers on each side of a dot must always be consecutive. Not all possible dots are marked.





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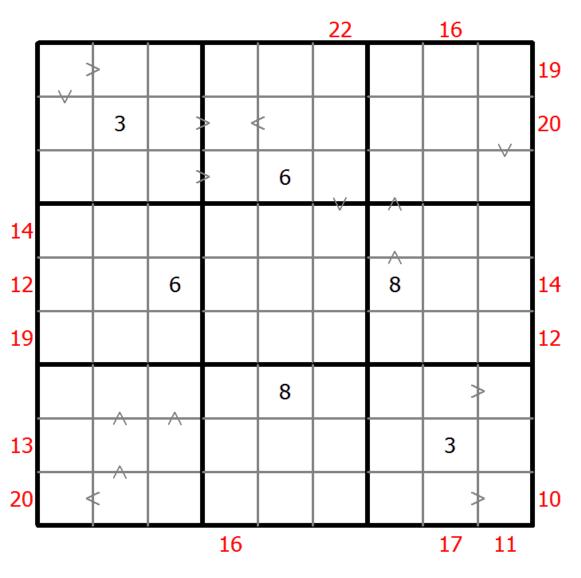
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### Hybrid Sudoku (Greater Than + Sum Frame)

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.

Digits have to be place in accordance with the "greater than" signs.

Digits outside the grid indicate the sum of the first 3 digits in the corresponding direction.



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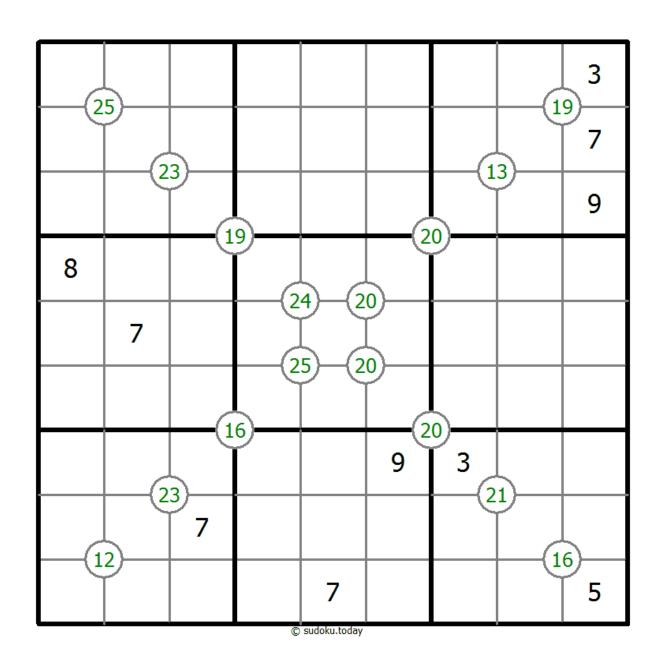
# **Group Sum Sudoku**

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.

Each number at the intersection of four cells is the sum of digits in those four cells.







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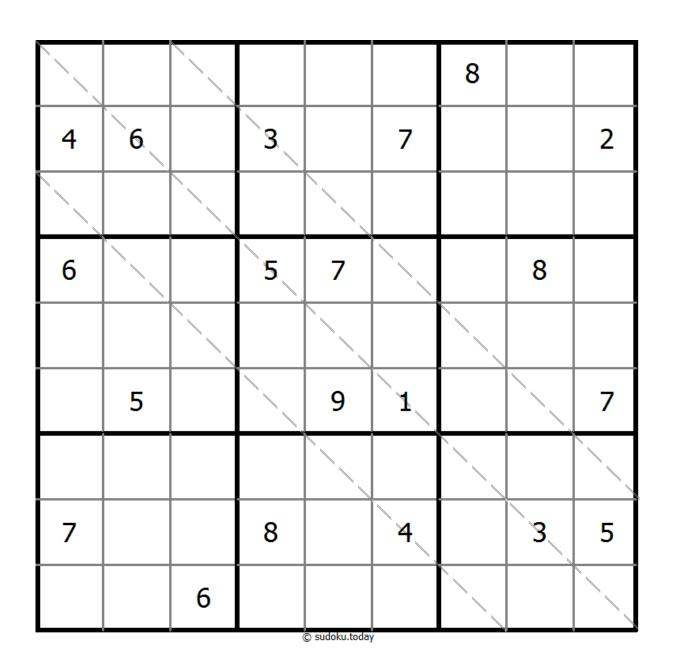
# Multi Diagonal Sudoku

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.

Digits do not repeat along the marked diagonals.







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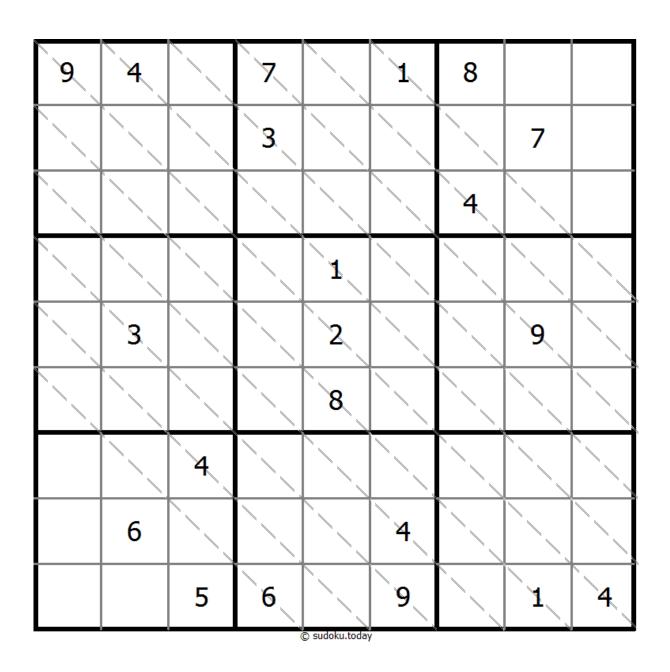
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Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

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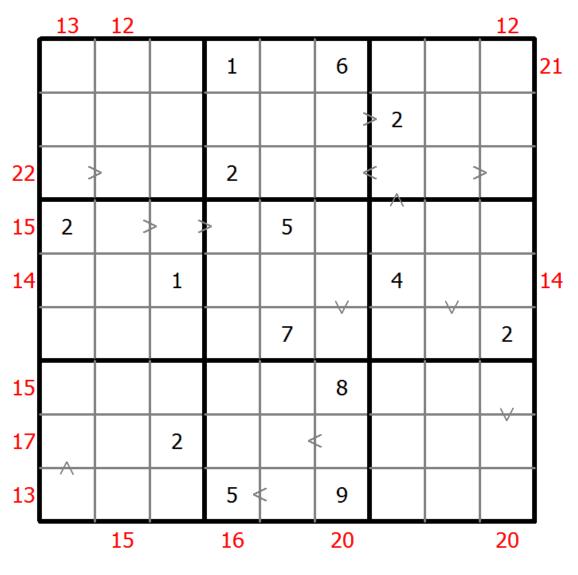
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#### Hybrid Sudoku (Greater Than + Sum Frame)

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.

Digits have to be place in accordance with the "greater than" signs.

Digits outside the grid indicate the sum of the first 3 digits in the corresponding direction.



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(Solution)

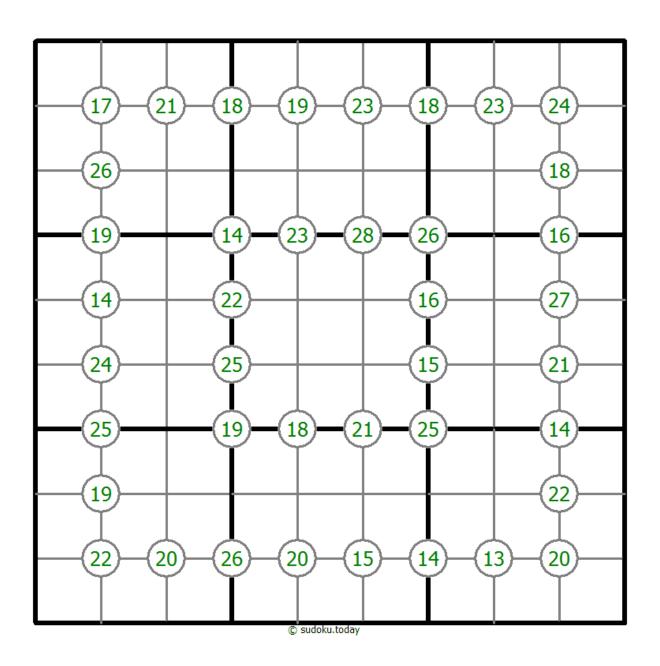
### **Group Sum Sudoku**

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.

Each number at the intersection of four cells is the sum of digits in those four cells.



(Solution)



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### Duodoku

Follow classic sudoku rules. This puzzle consists of tow overlapping grids of classic sudoku.



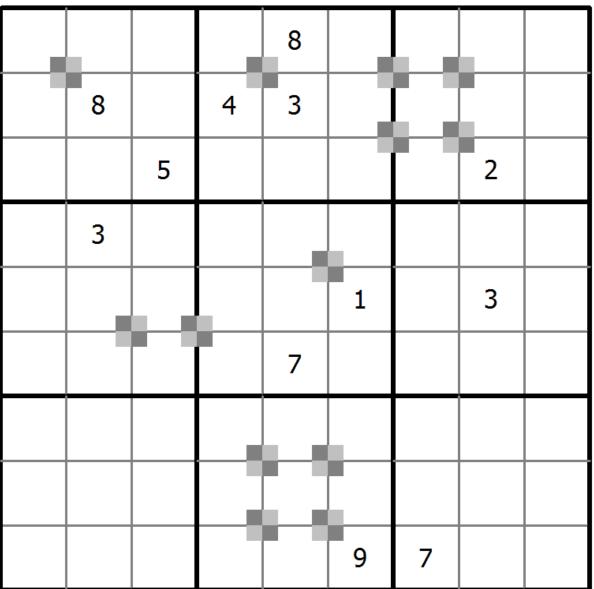
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(Solution)

### **Battenburg 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.

Everywhere 2 odd and 2 even digits form a 2x2 checkerboard pattern, a Battenburg marking is given. A checkerboard pattern is a 2x2 area of cells where the top-left and bottom-right cells are of one type and the top-right and bottom-left cells are of another type. All possible dots are marked.



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### Give me Five 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.

Sum and difference of two orthogonally adjacent numbers must not be 5.



	5	2					8	
	4	3			5			9
1	7			5				
			4					
					9	5		
8								6
	3	4	6		1			
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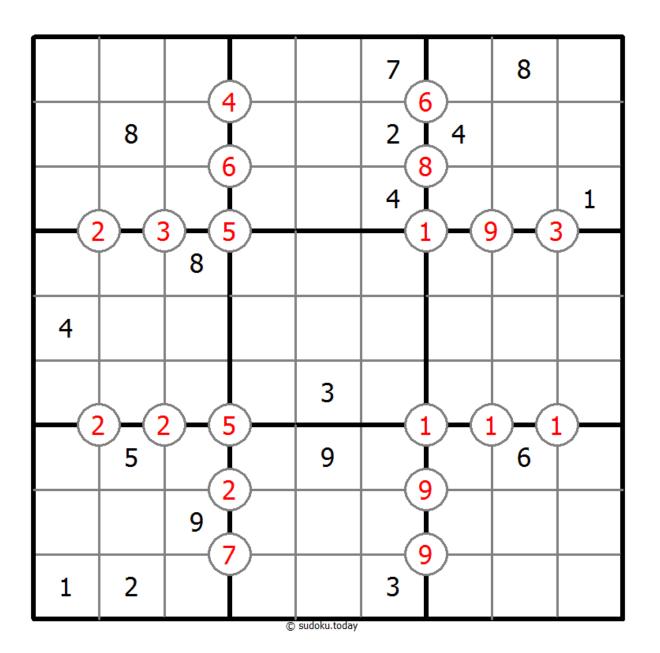
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# **Exclude Sudoku**

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.

Numbers in the red circle are not allowed appears in four squares which is nearby the intersection of row and column red circles.





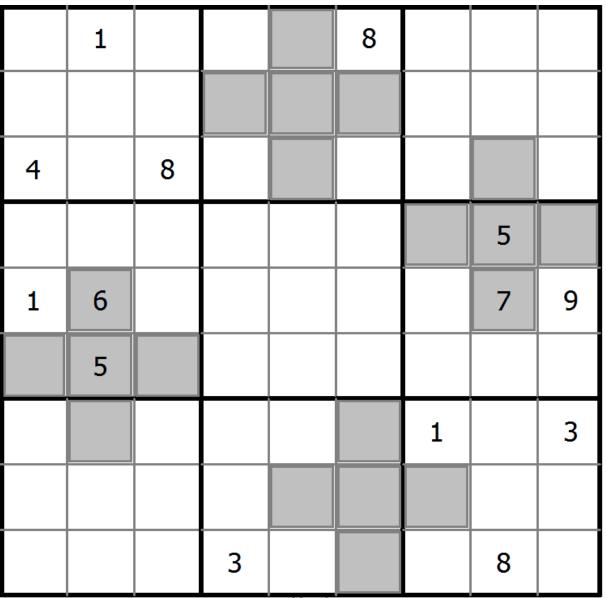
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### **Clone Sudoku**

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.

Grey cells in the grid represent many cloned areas. Digits in these areas on corresponding positions must be identical. Cloned areas are only moved, without rotation or reflection.





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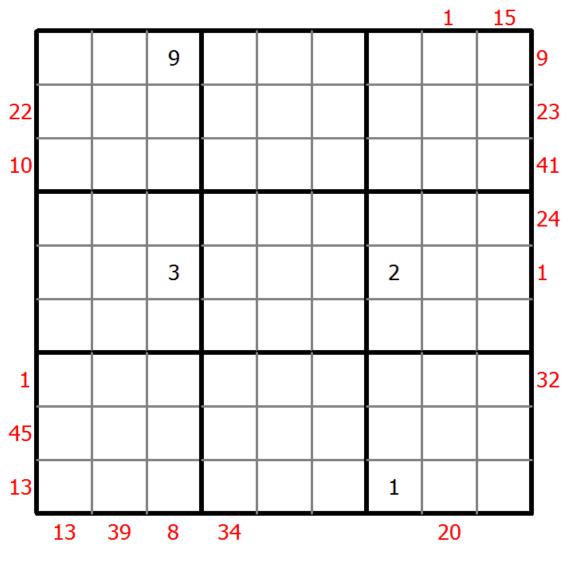
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### X Sums Sudoku

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.

Each number outside the grid is the sum of the first X numbers placed in the corresponding direction, where X is equal to the first number placed in that direction.





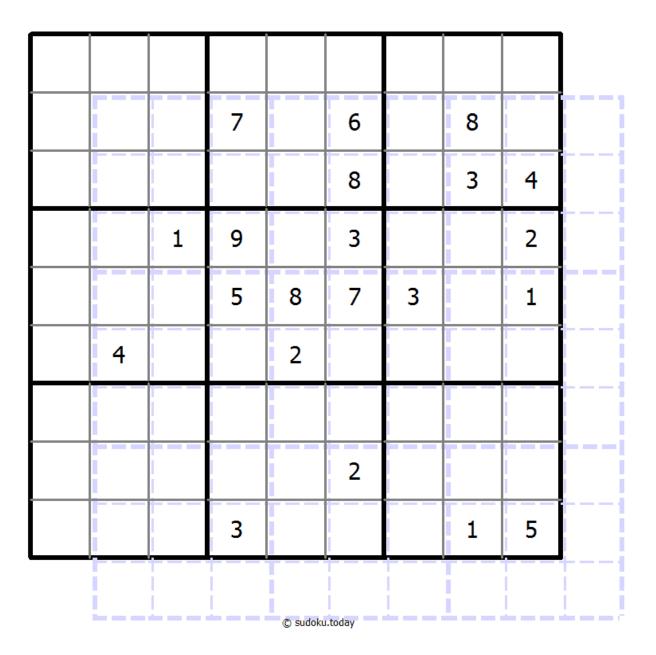
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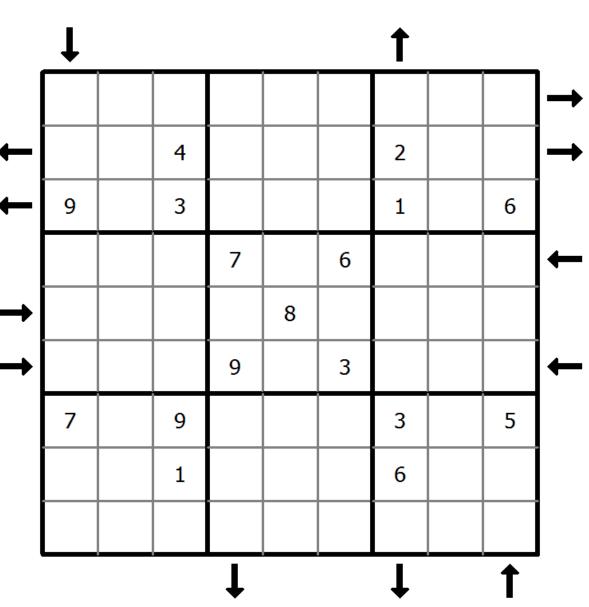
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(Solution)

### Rossini 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.

The arrows outside the grid indicate that the nearest three digits in the corresponding direction are in ascending or descending order (the highest number is always in the direction of the arrow). All possible arrows are given, so if there is no arrow, the first three digits do not form an increasing sequence in either direction.



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