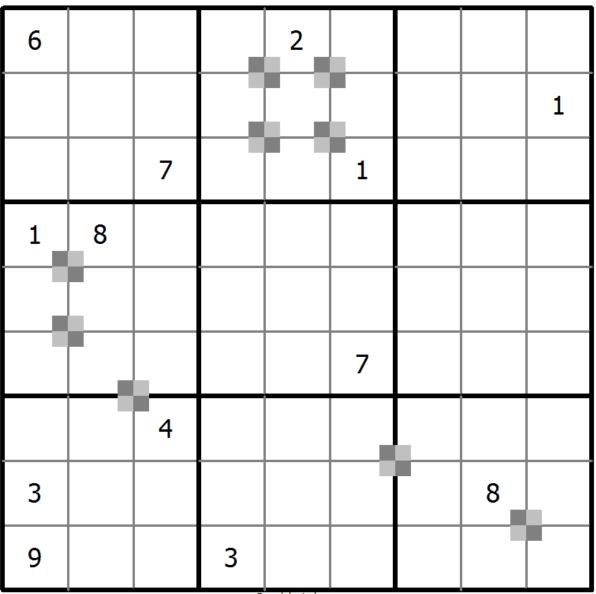
Battenburg Sudoku

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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(Solution)

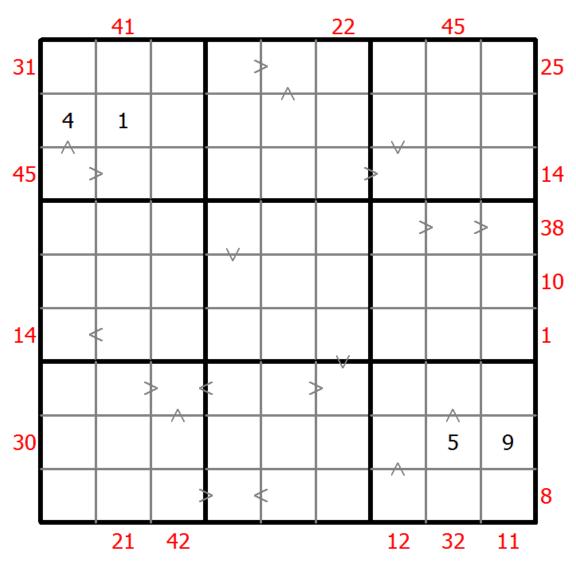
(Solution)

Hybrid Sudoku (X Sums + Greater Than)

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.

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



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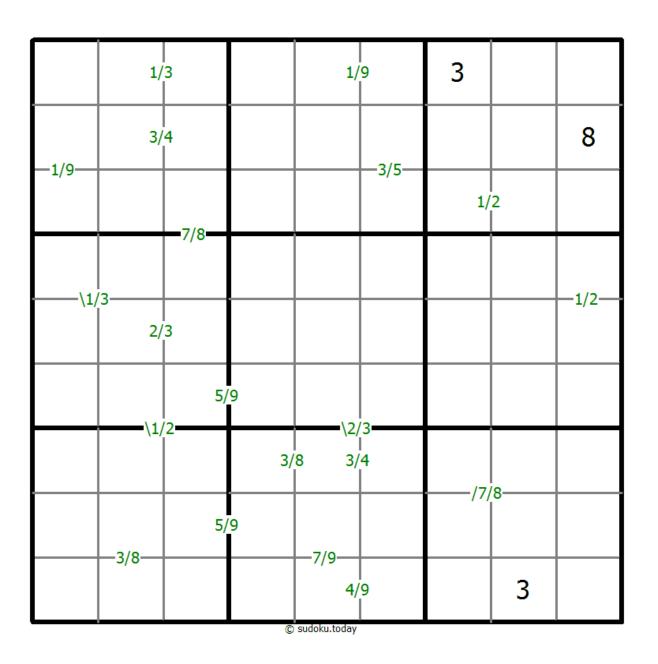
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Quotients Sudoku

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.

A number between two cells indicates the quotient of the numbers in these cells. A number between four cells indicates the quotient between two diagonally adjacent cells, either top left + right bottom (\) or top right + bottom left (/).

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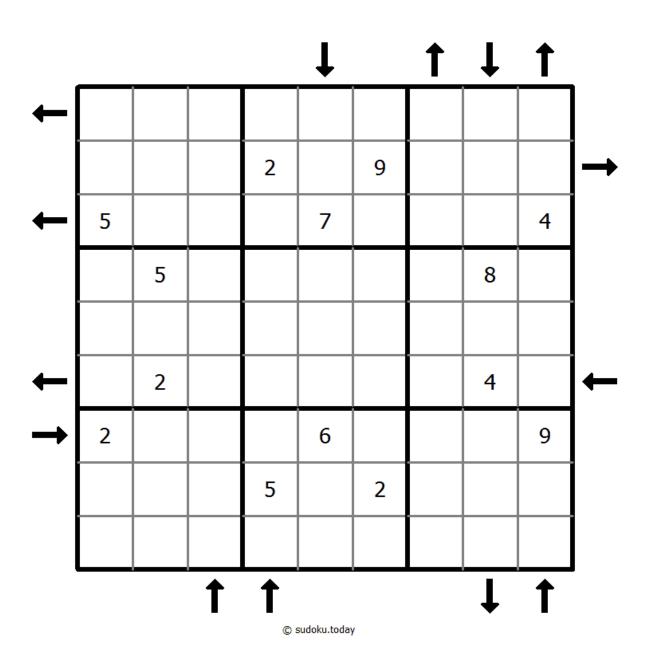


16-September-2020

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.



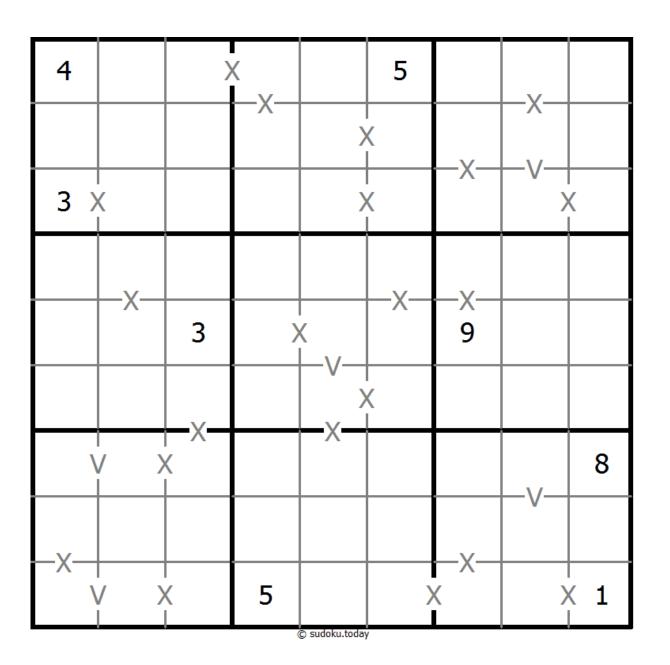
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XV Sudoku

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.

Adjacent cells with digits summing to 5 are marked by V, while those summing to 10 are marked by X. All possible V and X are marked.





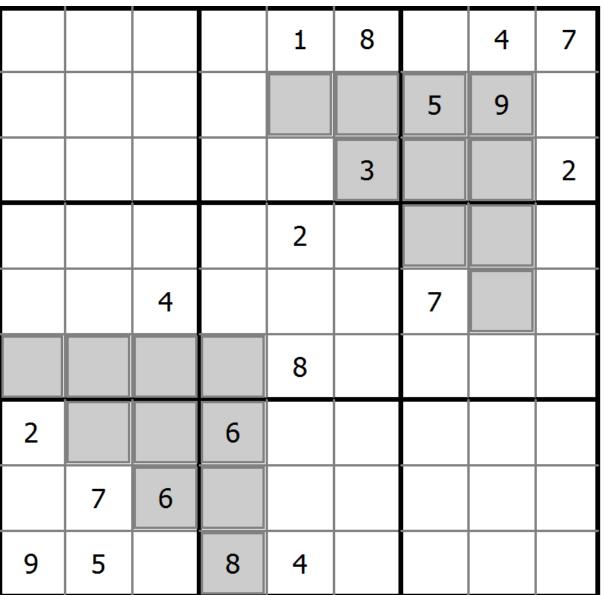
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(Solution)

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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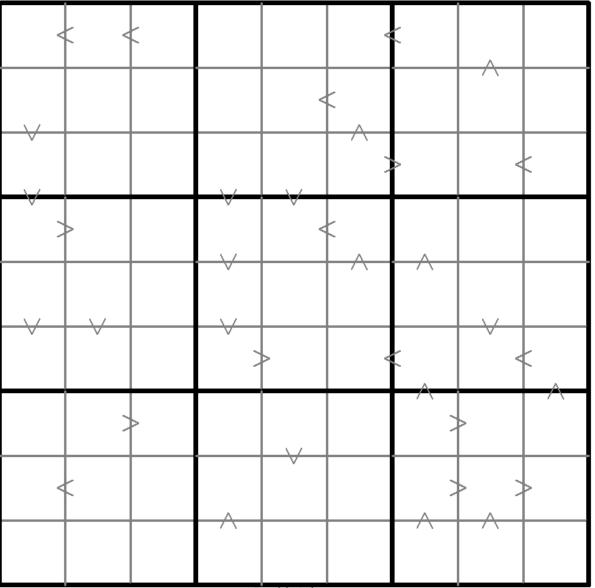
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Greater Than Kropki Sudoku

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.

In all cases where two digits have a consecutive value or one digit is two times as big as the other digit (or both), a greater than sign is placed. Digits have to be placed in accordance with the sign.





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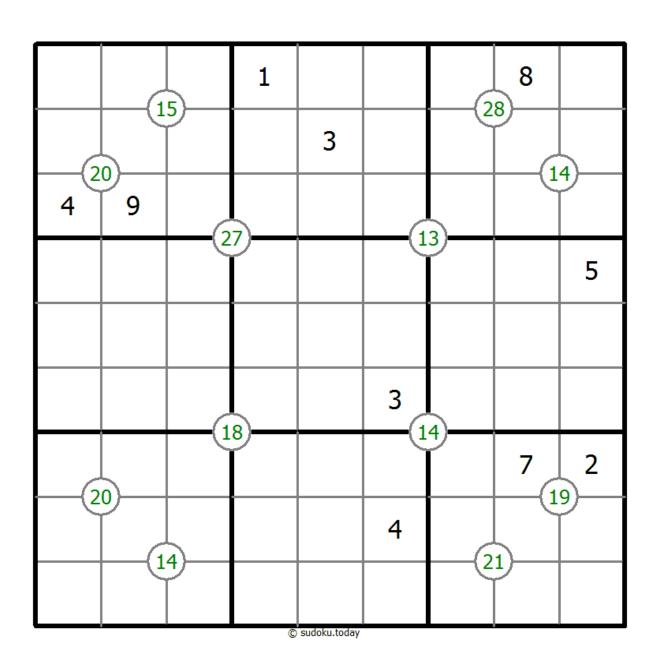
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Group Sum Sudoku

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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Mirror 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 four corner boxes contain the same digit in symmetric positions about the centre.



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

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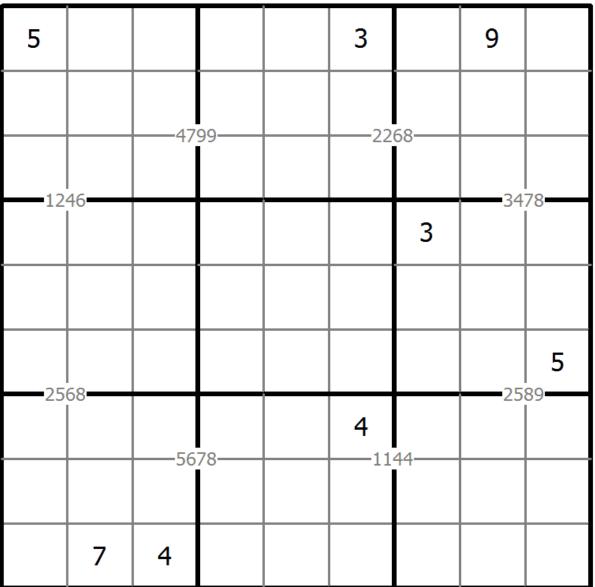
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Quadruple sudoku

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 set of four digits in the intersection of two lines indicates the digits that have to be placed in the four adjacent cells.





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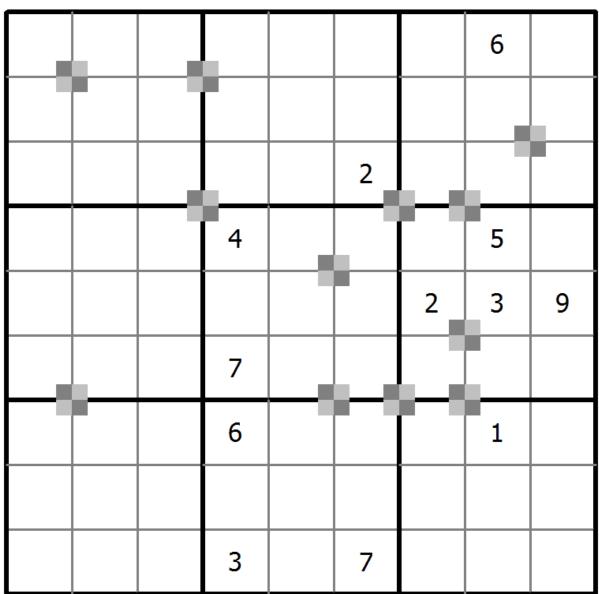
Battenburg Sudoku

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(Solution)



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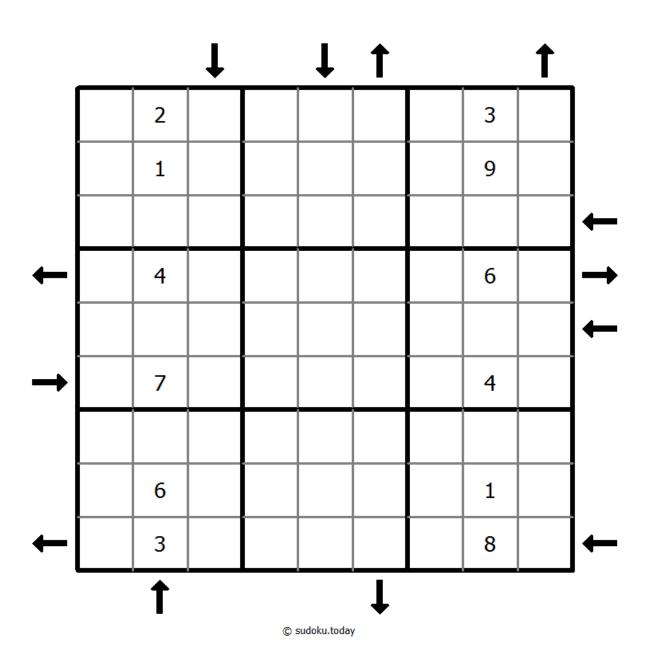
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Rossini Sudoku

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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Even 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.

Cells with shaded squares contain even digits.



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

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Extra Regions 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.





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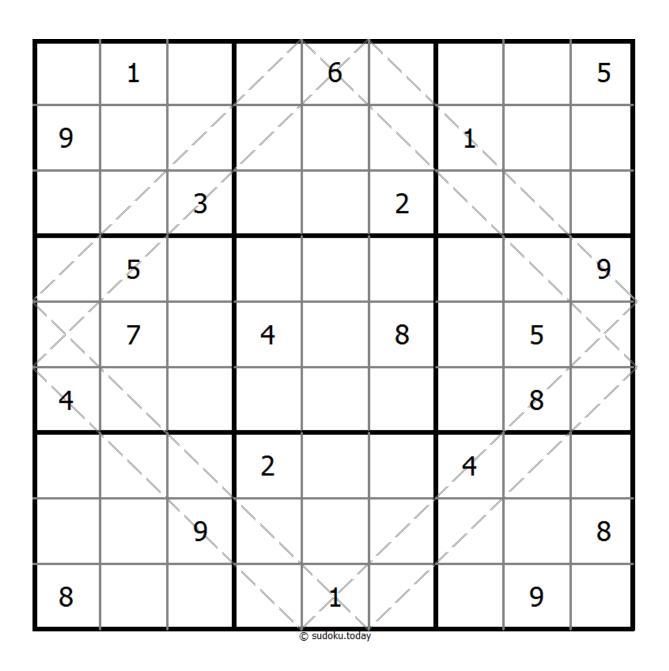
Multi Diagonal Sudoku

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.



(Solution)



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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.



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

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Odd Even 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.

Cells with shaded squares contain even digits. Cells with shaded circles contain odd digits.





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

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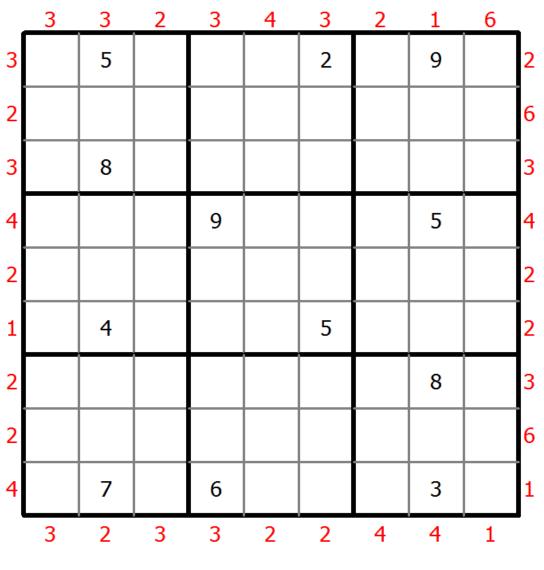
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Skyscrapers Sudoku

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.

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).





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Even 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.

Cells with shaded squares contain even digits.



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

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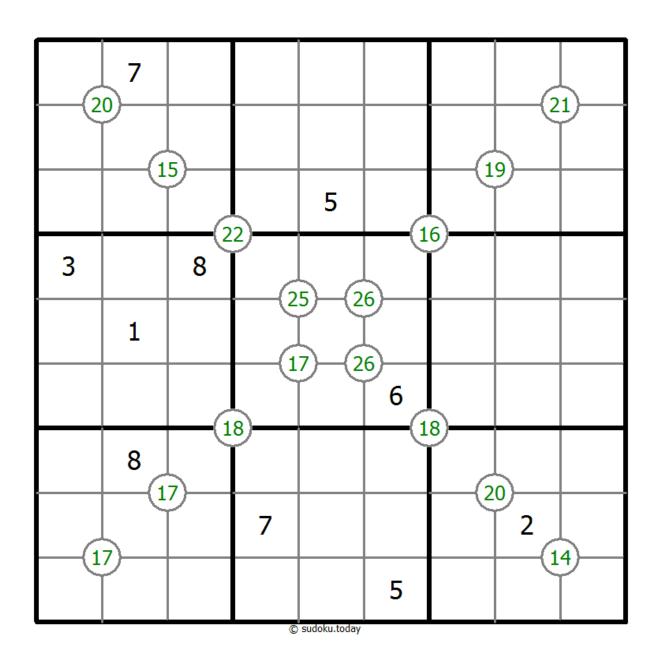
Group Sum Sudoku

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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