Quad 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.

One of the numbers in the four cells around a dot is the num of the other three numbers.



(Solu

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

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Ten-Eleven 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 dot between two cells indicates that the sum of the numbers in these cells is 10 or 11. If no dot between two cells the sum of the numbers in these cells must not be 10 or 11.





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





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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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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.

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

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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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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.



3 4679· ·1369· -1247-·3568 3 1479 4 1256-·3457· 2468 1689-1247 2568 4578

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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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Count different 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.

Arrows and numbers outside gridding means how many different numbers in corresponding direction grid.





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





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(Solution)

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.

If absolute difference between two digits in neighbouring cells equals 1, then they are separated by a white dot. If the digit is a half of digit in the neighbouring cell, then they are separated by black dot. The dot between 1 and 2 can be either white or black.



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Odd 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 circles contain odd digits.



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

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Count different 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.

Arrows and numbers outside gridding means how many different numbers in corresponding direction grid.



(Solution)

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

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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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MiniMax 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 at the edge of the diagram indicates the sum of the highest and the lowest number in the first three cells in the corresponding row or column.





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(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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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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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.



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

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Makodoku

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 cross between two cells indicates that the product of the numbers in these cells is less than 10. A plus between two cells indicates that the sum of the numbers in these cells is less than 10. If the sum and product are less than 10, then there is a cross between these cells. If there is no sign between two cells, then both sum and product are at least 10.



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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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