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.

The connected shaded cells contain each digit from 1 to 9.



(Solution)

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

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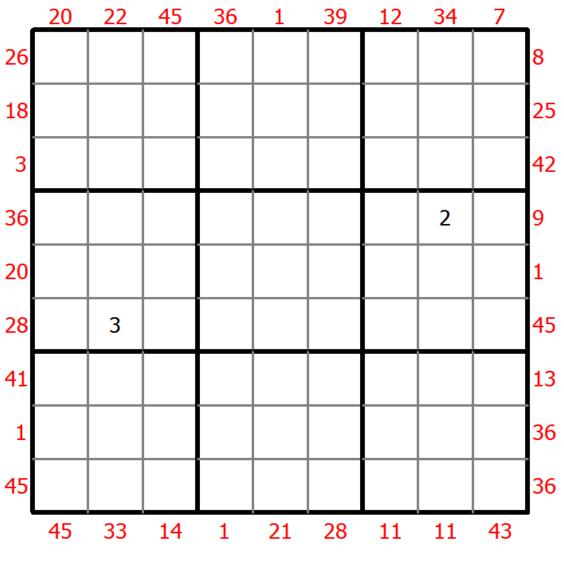
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X Sums Sudoku

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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Anti Knight 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 same numbers are not chess-knight move connected.



		8						7
3	7						8	
				6	4		1	
	4		5	1				
	8						2	1
7				a cudaku tada		4		

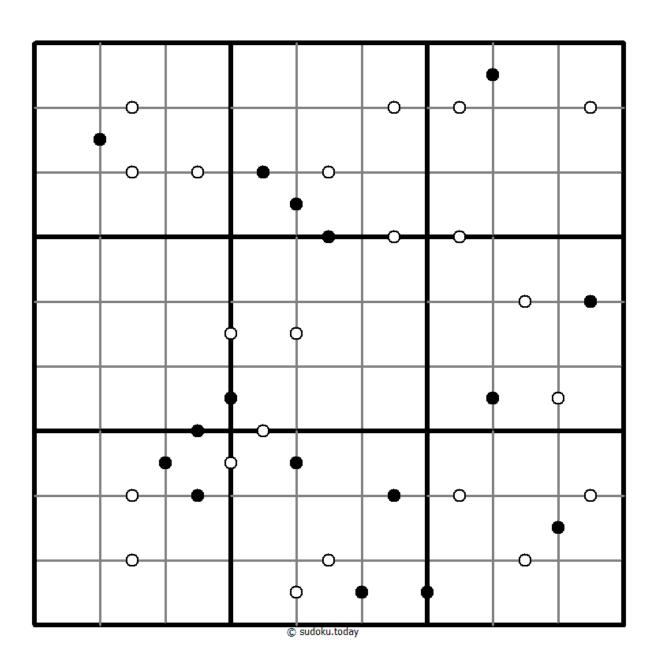
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Kropki Sudoku

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.



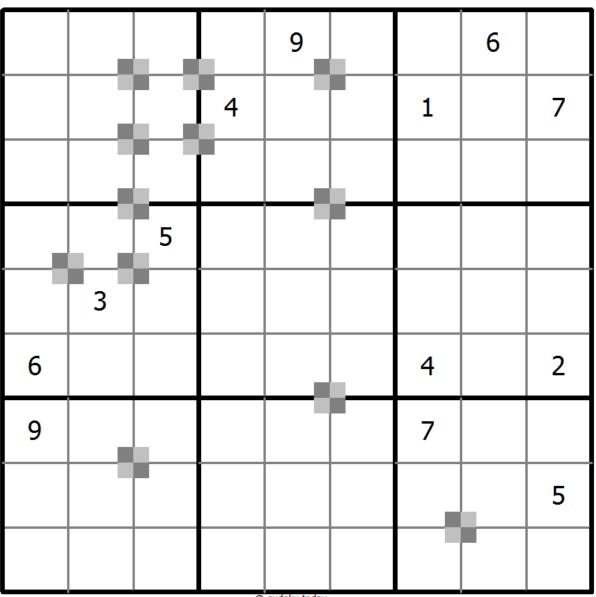
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Battenburg Sudoku

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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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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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.



(Solutior

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

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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.

The connected shaded cells contain each digit from 1 to 9.



(Solution

	2	9	4					
			8		7		4	6
	8				3	1		
3				2			9	
		2				6		
	4			3				2
		7	5				8	
8	9		3		6			
				© sudoku todav	2	7	6	

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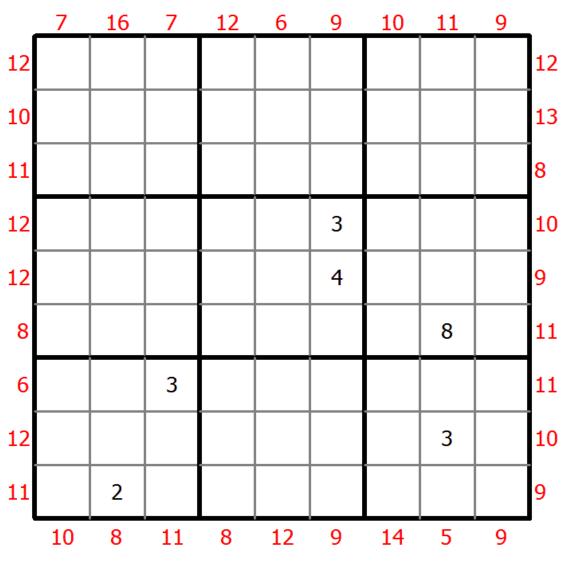
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MiniMax Sudoku

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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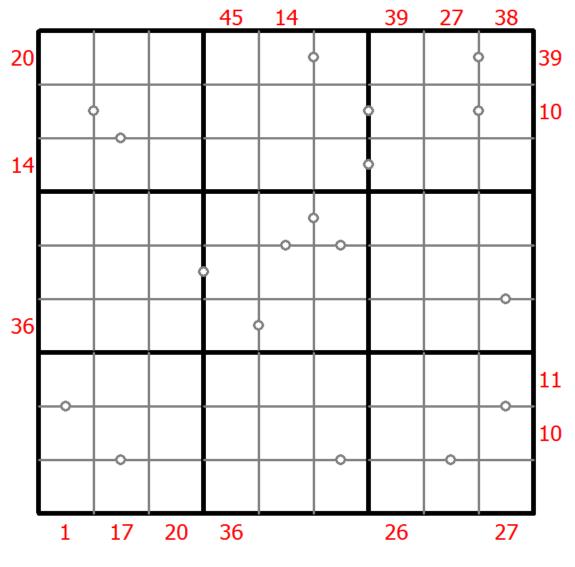
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Hybrid Sudoku (X Sums + Consecutive)

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.

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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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.



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

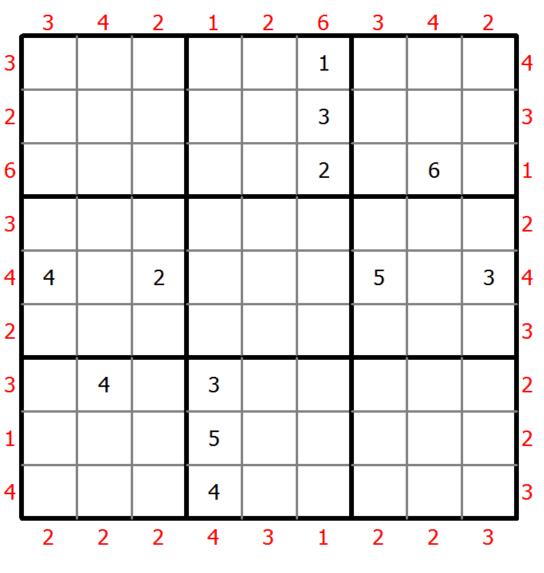
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Skyscrapers Sudoku

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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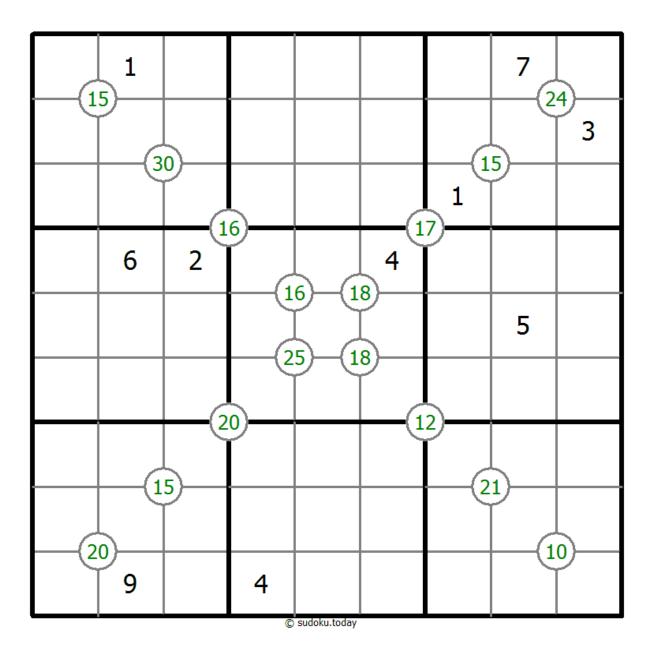


Group Sum Sudoku

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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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.



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

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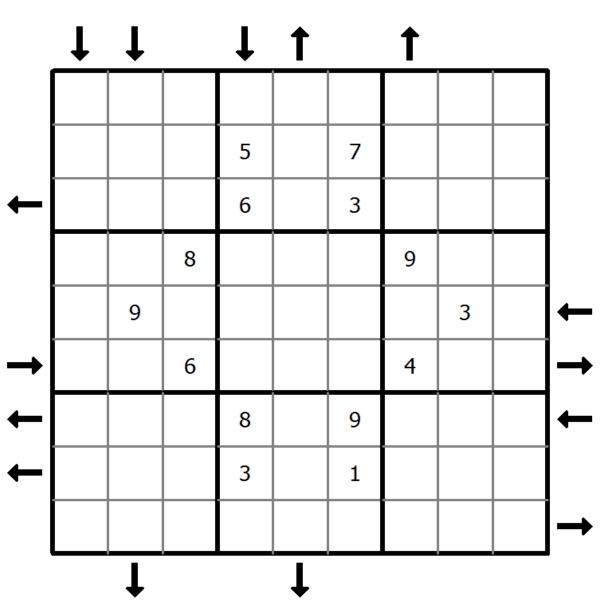
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Rossini Sudoku

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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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.



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

The connected shaded cells contain each digit from 1 to 9.



(Solution)

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

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Staircase 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.

Rows and columns span across the gaps in the diagram.



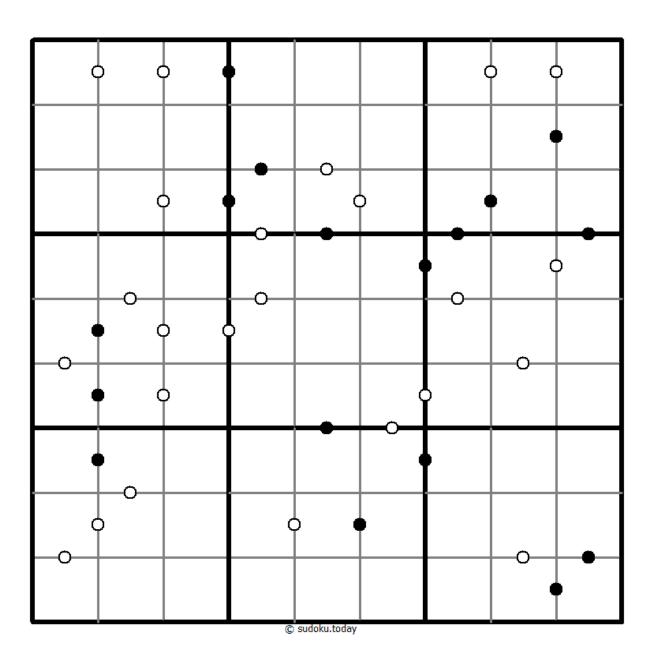
5	1	4			9		3	6			
			8				7				
3					5						
6			5								8
					7					6	
				1					3	2	
	3	1					2				
	9					6					
7								4			1
						3					6
				9				8			
			3	4	© sudoki	7			1	8	2

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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.

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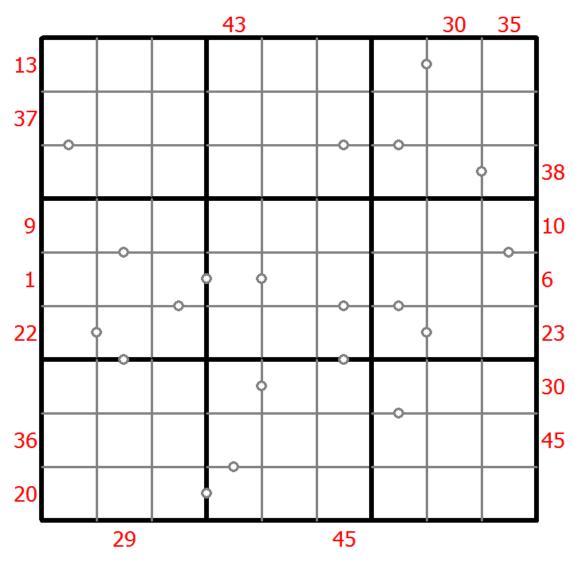


Hybrid Sudoku (X Sums + Consecutive)

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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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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