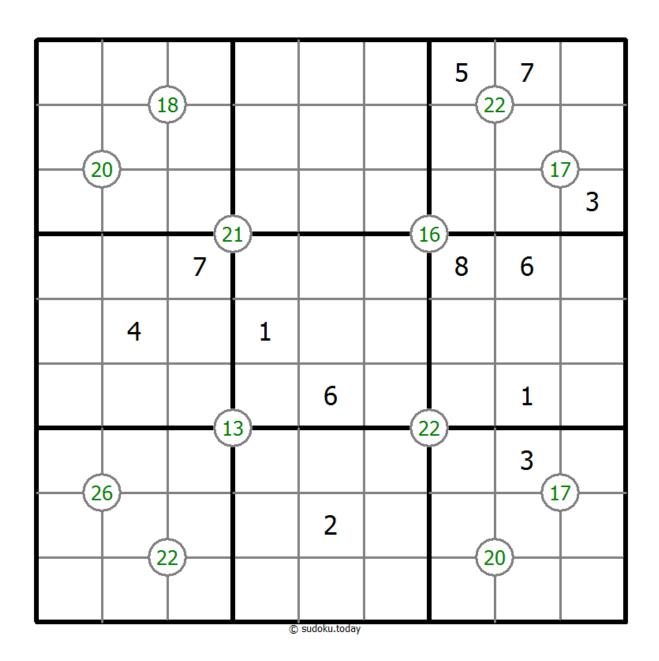
Group Sum Sudoku

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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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)

4				7				3
9	7				4			
		3					8	
				\		3		
		9						
	3					5		
			2				3	1
1				3 © sudoku.toda				2

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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.



Solution)

		9			3	8		
	8	4	1					
		2		4				
			9	1			6	2
5			3		4			8
8	9			6	5			
				8		6		
					2	3	1	
		5	6	© sudoku.toda		4		

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Edge Difference 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 difference between the first and the last number in the corresponding row or column.



Solution)

	5	6	2	2	1	1	1	4	6
1					6				
1				3					
2					4			3	
1			3			9	4		
4									
1						2			
1				1		8			
3								5	
2									
•				© sudoku	i.today				

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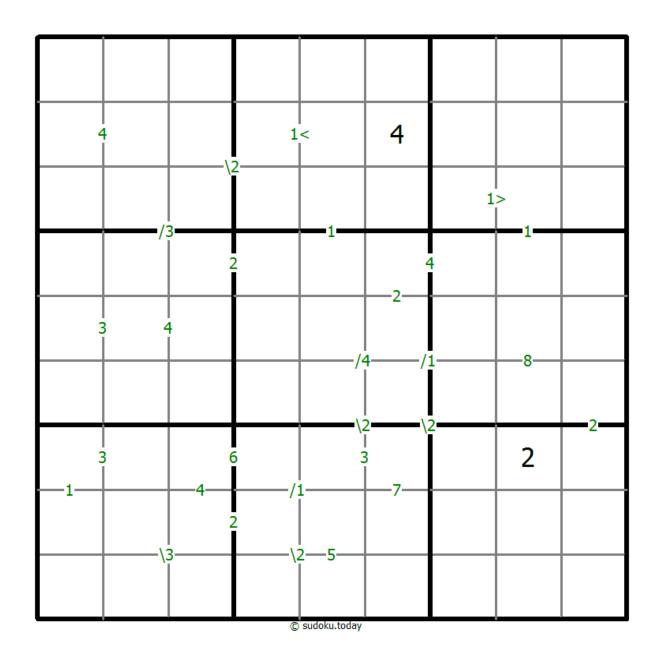
Differences Sudoku

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 difference of the numbers in these cells. A number between four cells indicates the difference between two diagonally adjacent cells, either top left + right bottom (\) or top right + bottom left (/). If one of the characters is specified the apex of the angle points to the smaller of these numbers.



(Solution)



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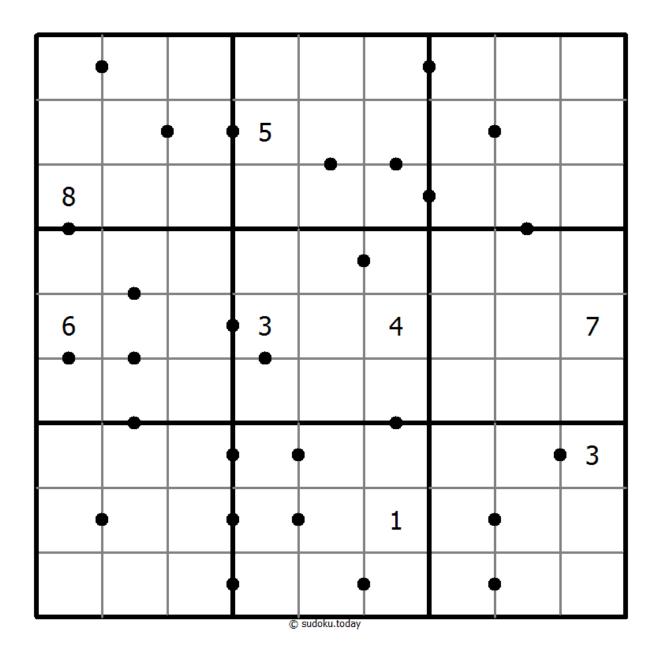
Ten-Eleven Sudoku

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.



Solution)



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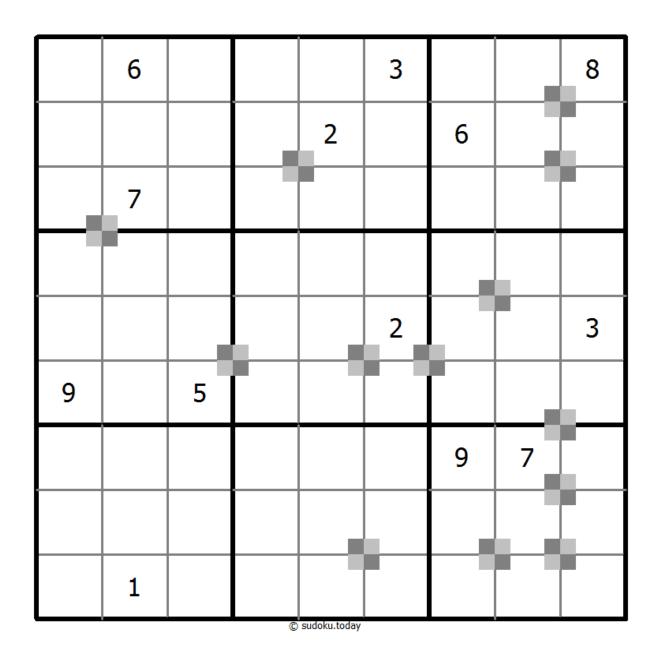
Battenburg Sudoku

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.



(Solution)



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Hybrid Sudoku (X Sums + Consecutive)

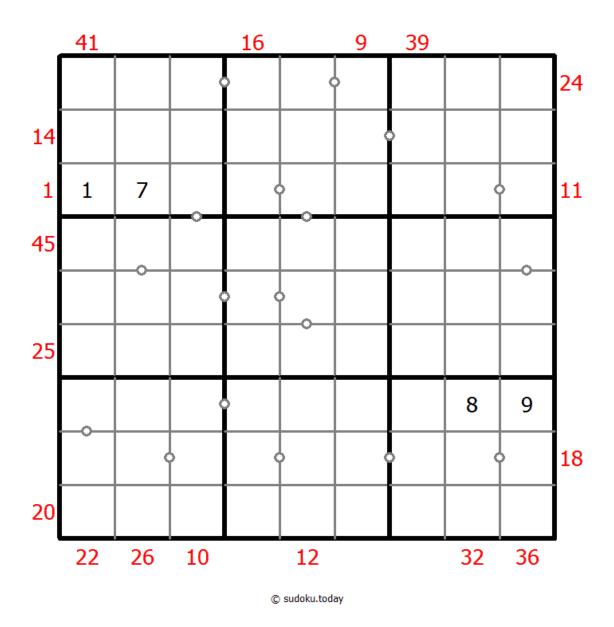
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

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.



(Solution)

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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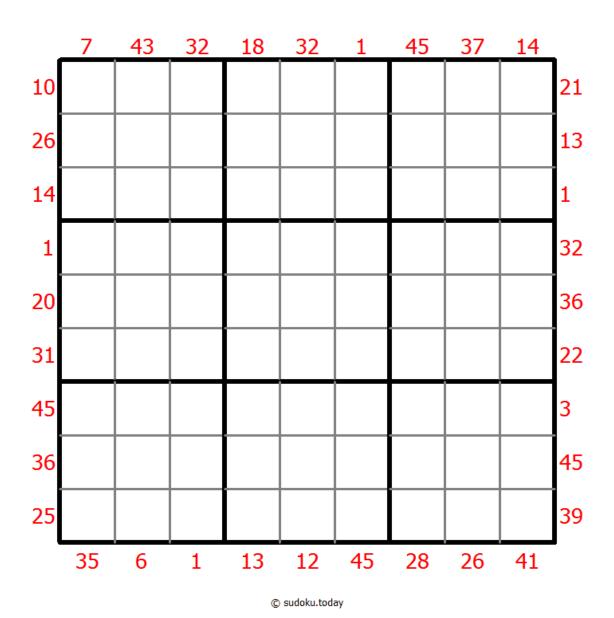
X Sums Sudoku

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.



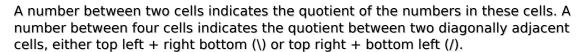
Solution)



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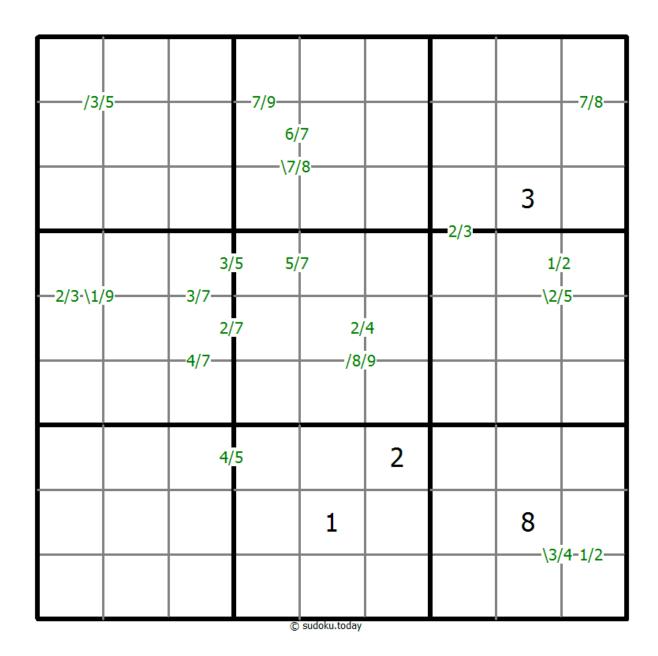
Quotients Sudoku

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.





Solution)



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Parity Lines 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 along each marked line are either all odd or all even.



Solution)

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

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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.



Solution)

	9			1	7		3	6			
								2			
	7	6		9				5			
	2	9									
	3			7					1		9
					6				8	3	
	1	3				4					
8		5					1			7	
		•					*				
							_		3	4	
			8				9		3		
			8							4	

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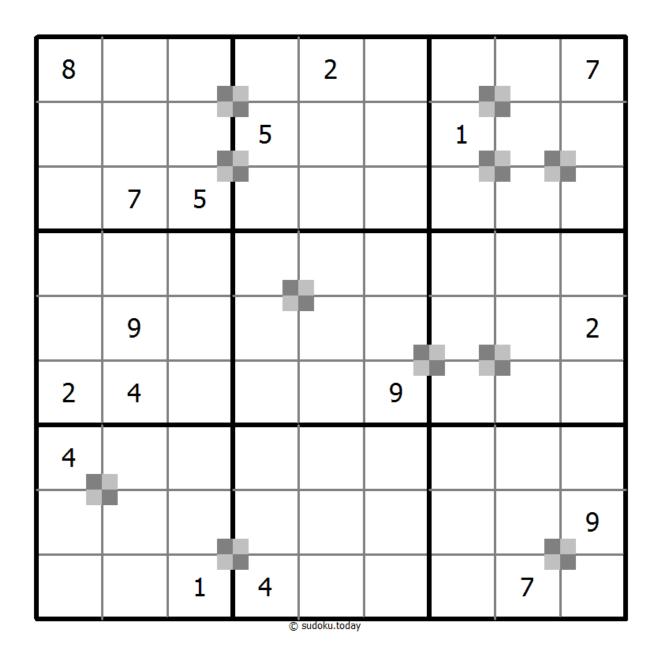
Battenburg Sudoku

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.



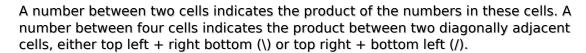
(Solution)



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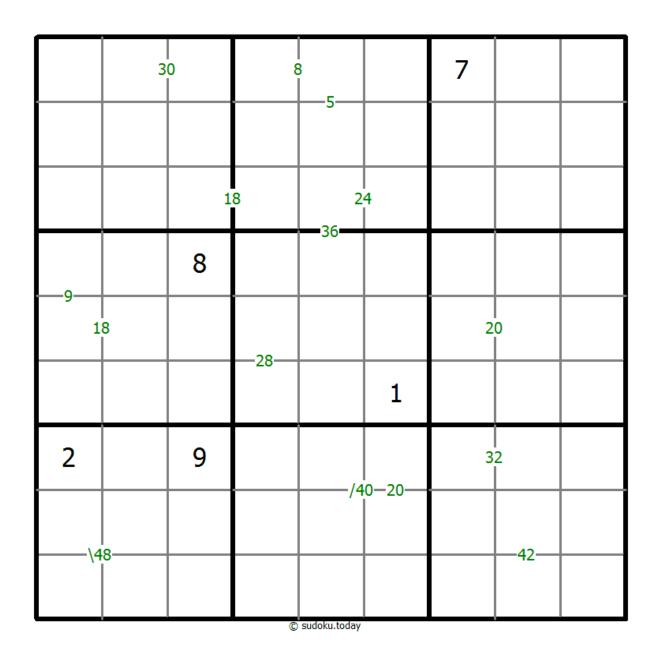
Products Sudoku

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.





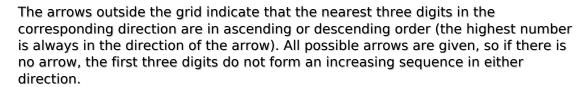
Solution)



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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.





(Solution)

	<u> </u>							1	
→									
→		9				7			
		1	8		4	3			→
	4		7		2			8	→
		3	5		1	4			
		8				6			
,	↑			•	1		1	↑	•
			© :	sudoku.today	/				

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Windoku

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 of the four shaded 3x3 boxes contains each digit from 1 to 9.



Solution)

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

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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	8
	3		5	7	2			6
	5							
	4	8			7			
			8		3			
			9			8	4	
							5	
5			2	3	6		9	
4	1			© sudoku.toda				

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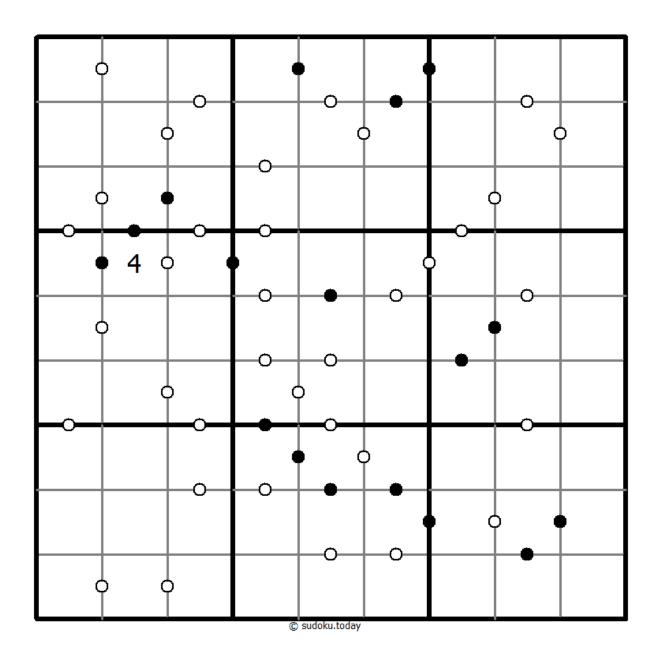
Kropki Sudoku

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.



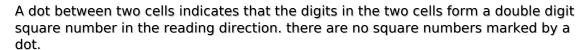
Solution)



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Perfect Squares

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.





Solution)

					_		2
			7				5
		6			4		
		8				3	
			1			4	
			Ĭ				
1			•	•	9		
5	•	•		sudoku.today			

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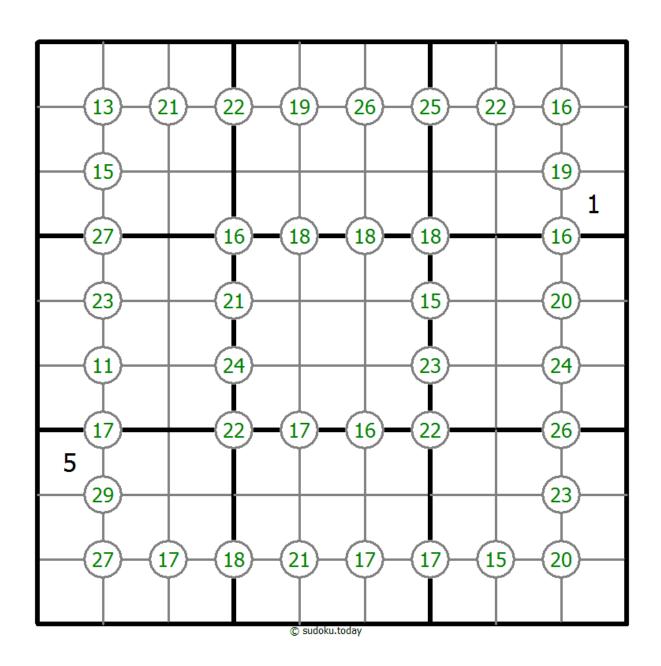
Group Sum Sudoku

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.



(Solution)



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