Cupid 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.

An arrow in a cell indicates that the number in this cell is repeated at least once in the direction the arrow points to.



	7	6		2			5	1
					2	2		
1							7	
			6			4	2	
7					1	8	6	2
	9				4	1		
		N	2			К		
	4	2	Z				R	
				7	8			R

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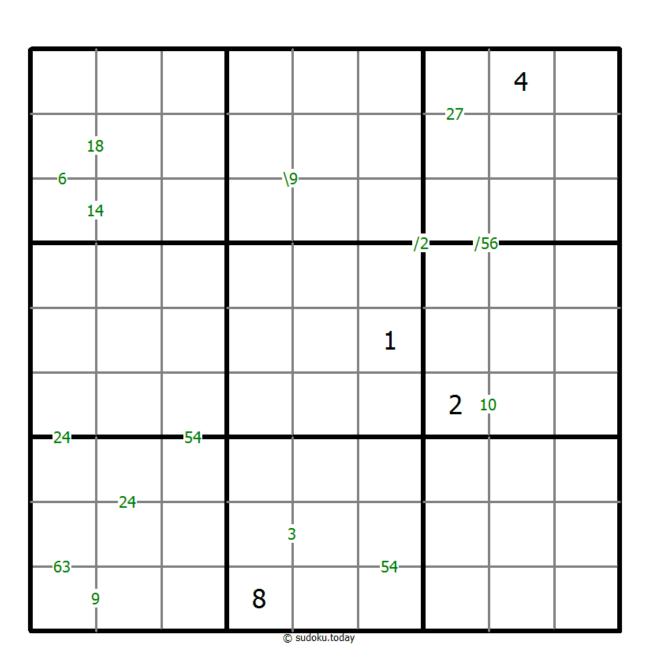
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(Solution)

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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Fortress 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 a shaded cell and a white cell are adjacent then the digit in the shaded cell is greater.



					7	
		3				
					3	
8						
4						
3		5				
2			3			
	4			2		

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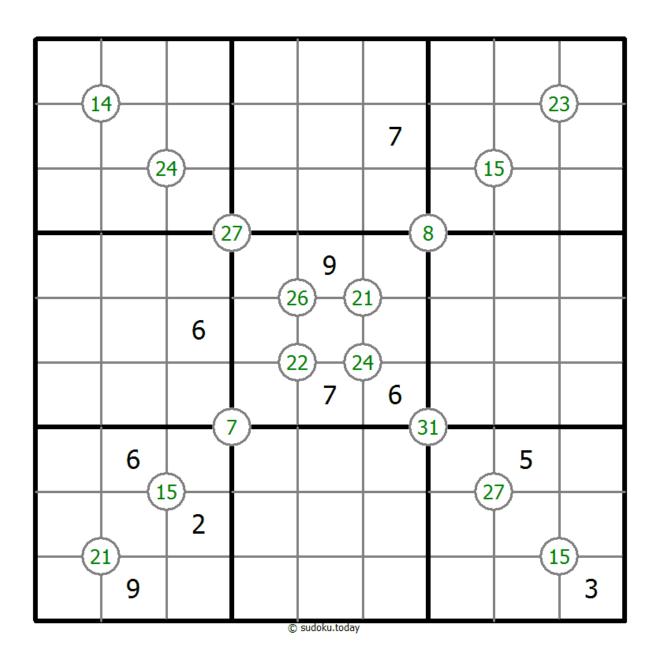
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Group Sum Sudoku

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.





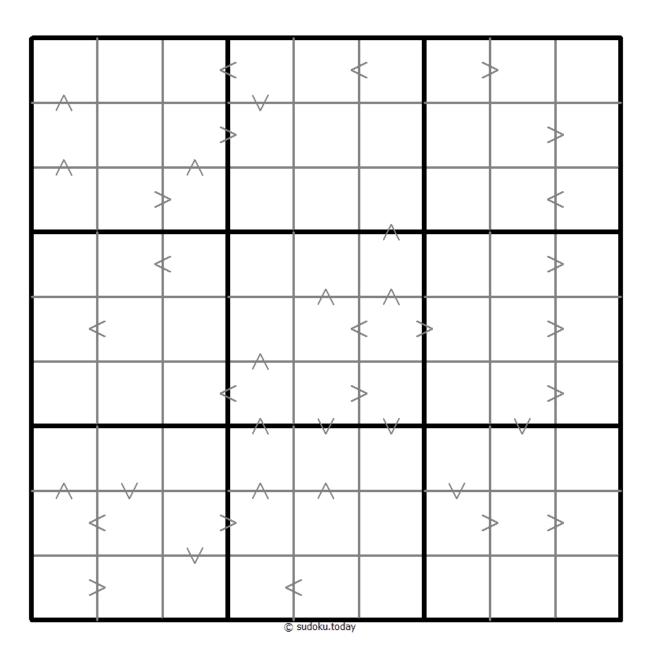
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Greater Than Kropki Sudoku

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.





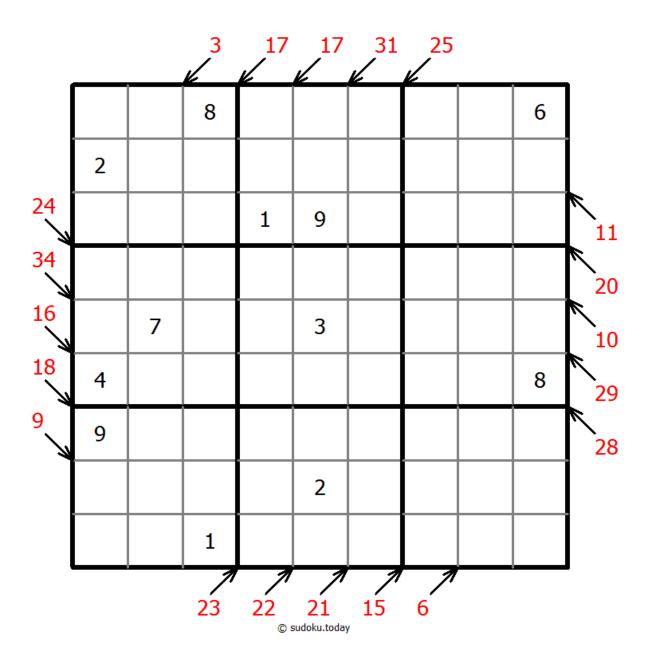
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Little killer sudoku

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.





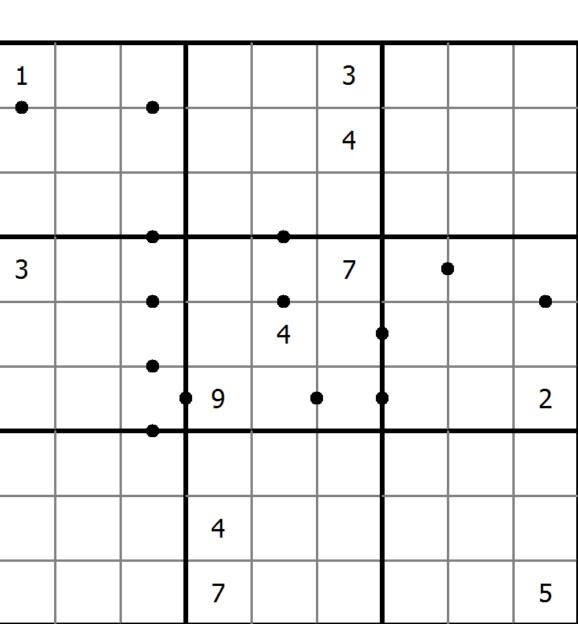
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(Solution)

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.

A dot between two cells indicates that the digits in the two cells form a double digit square number in the reading direction. there are no square numbers marked by a dot.



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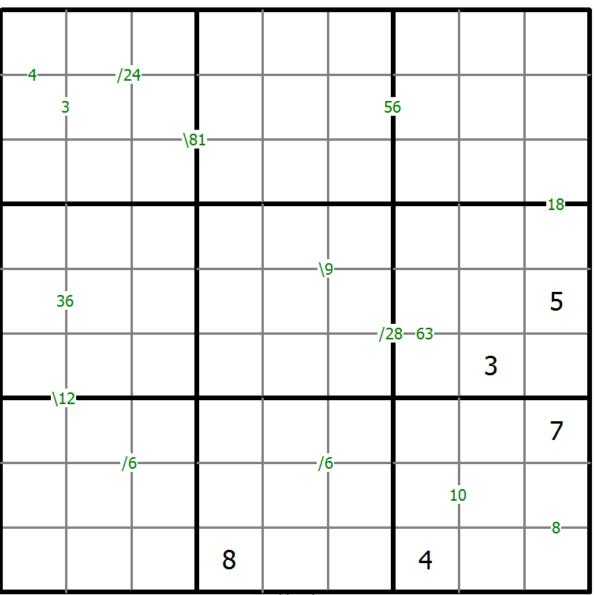
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(Solution)

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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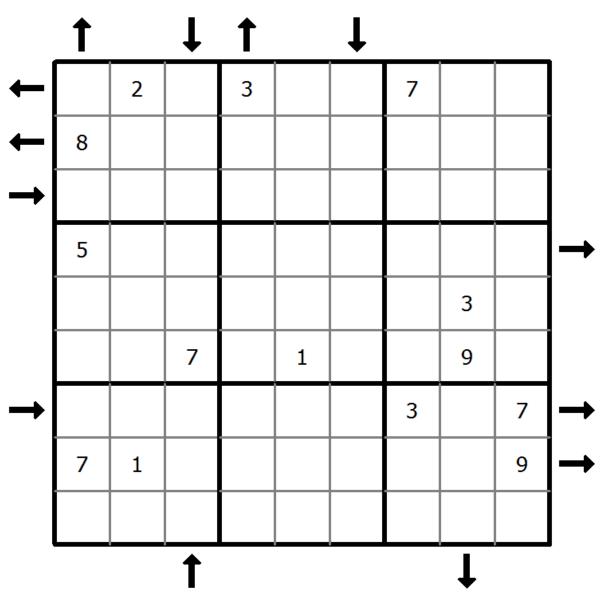
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Rossini Sudoku

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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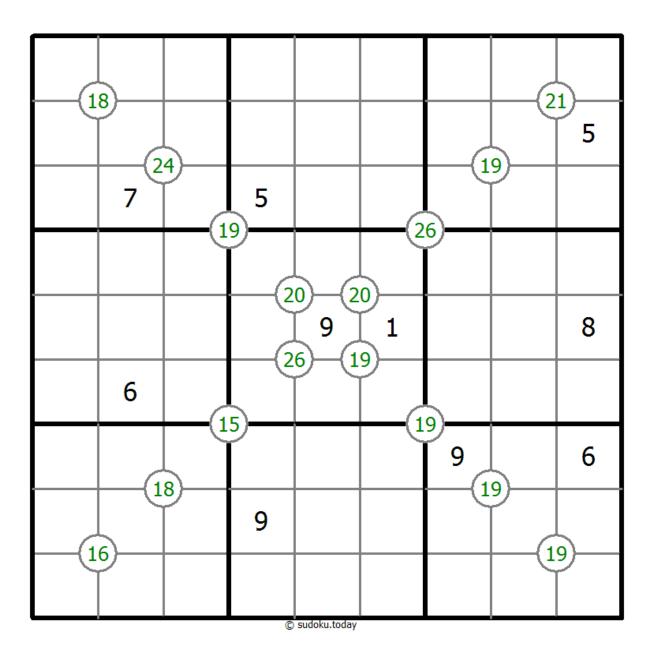
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Group Sum Sudoku

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.



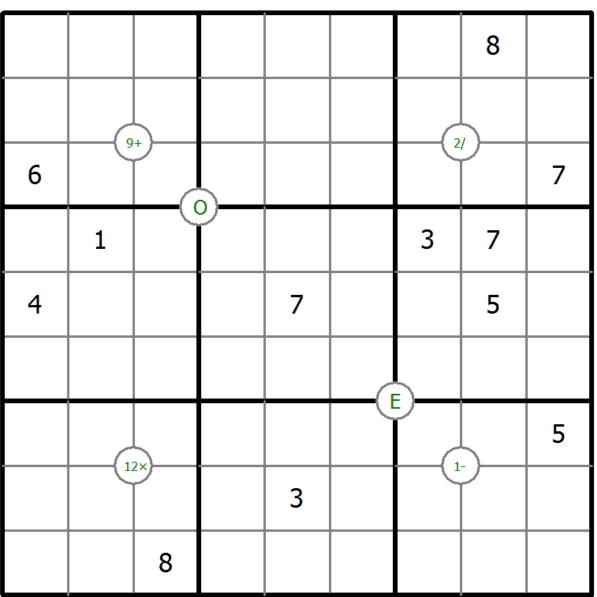


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Mathrax Sudoku

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.

Some intersections of the grid lines are marked by a number and an operator (+, -, x, /) in a circle. The number is the result of the operation, applied to both pairs of diagonally opposite cells. An E in the circle indicates that all four adjacent digits are even, while an O indicates that all four adjacent digits are odd.



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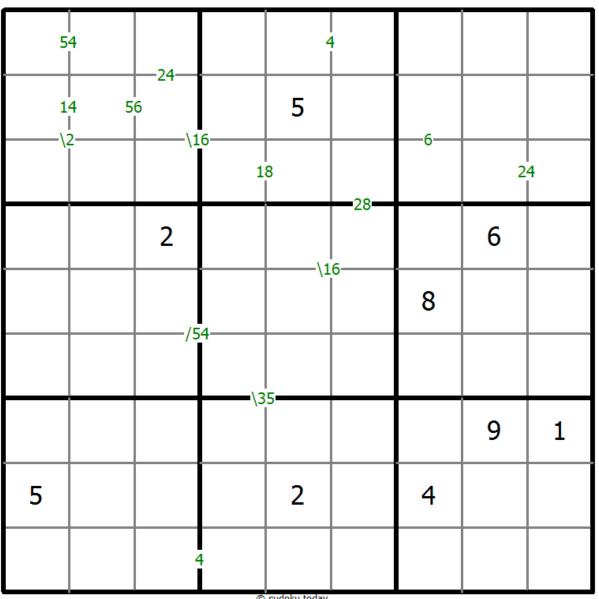


Products Sudoku

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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Classic 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.



	7		8		9			
	1	3	2	4				
				5			7	
2		6			5			
7	8						6	4
			1			8		9
	5			1				
				3	4	7	8	
			6	a sudaku tada	8		3	

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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.



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

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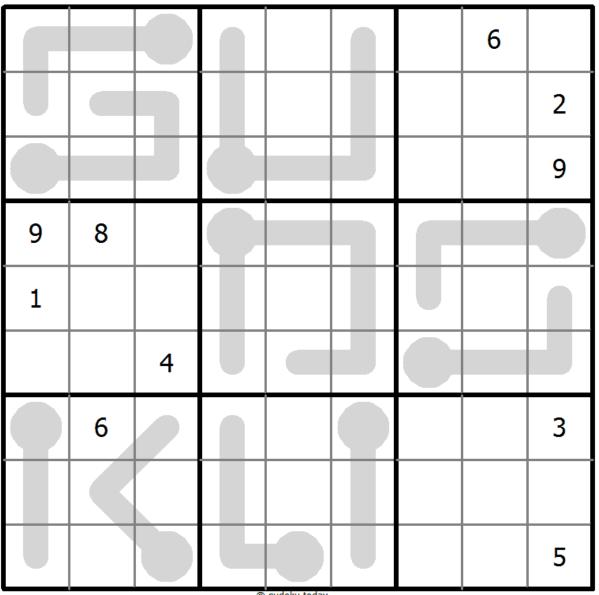
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Thermo Sudoku

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.

Some thermometer shapes are placed in the grid. Digits are strictly increasing from the round bulb of the thermometer to each flat end.





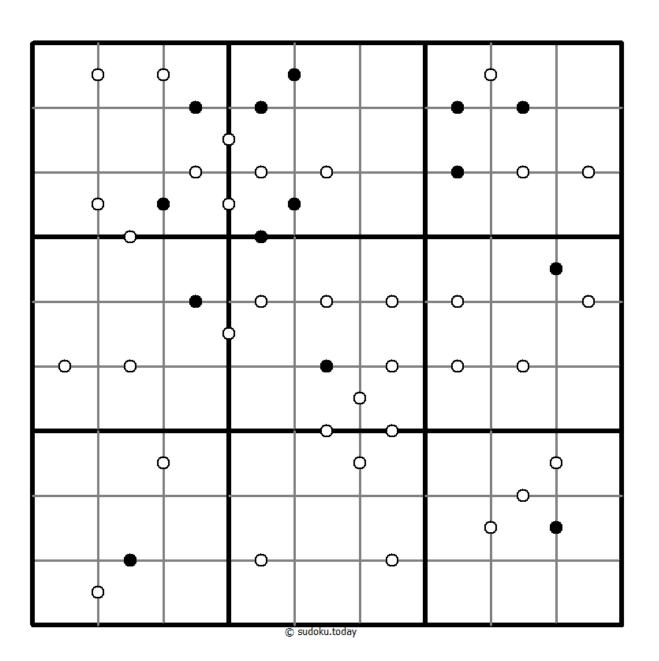
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Kropki Sudoku

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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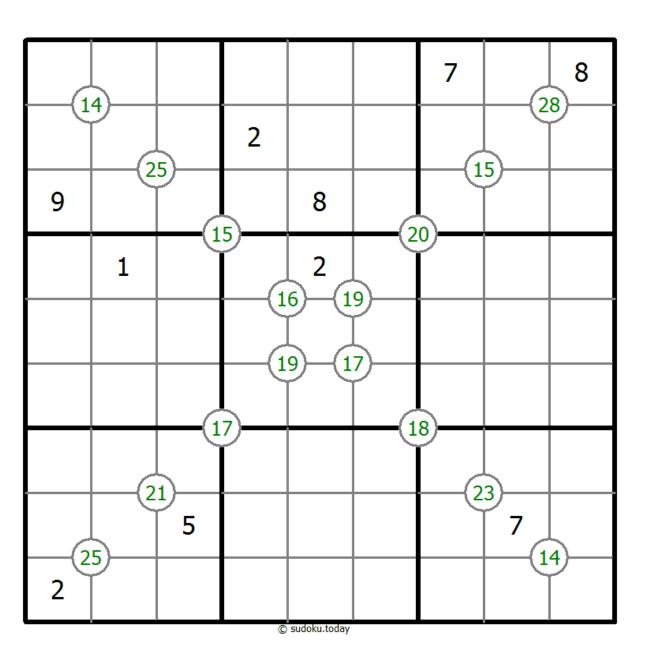


Group Sum Sudoku

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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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.



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

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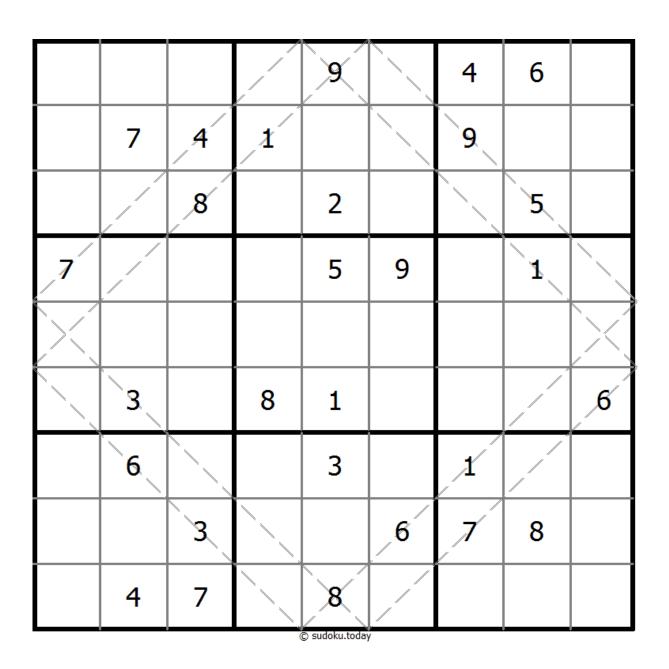
Multi Diagonal Sudoku

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)

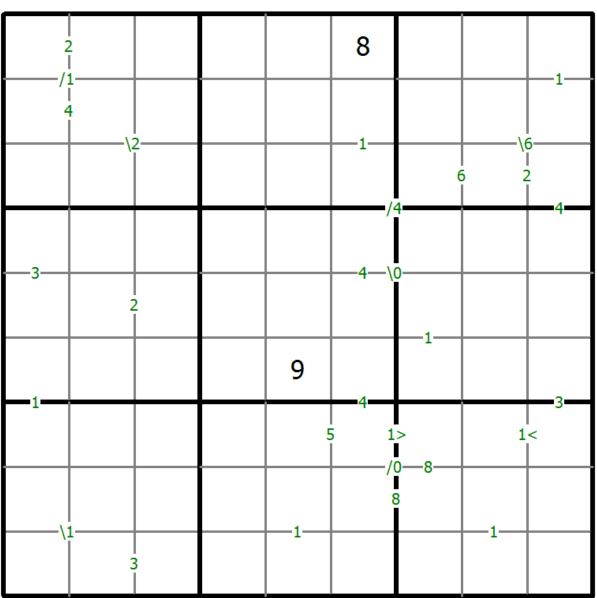


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Differences Sudoku

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.



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