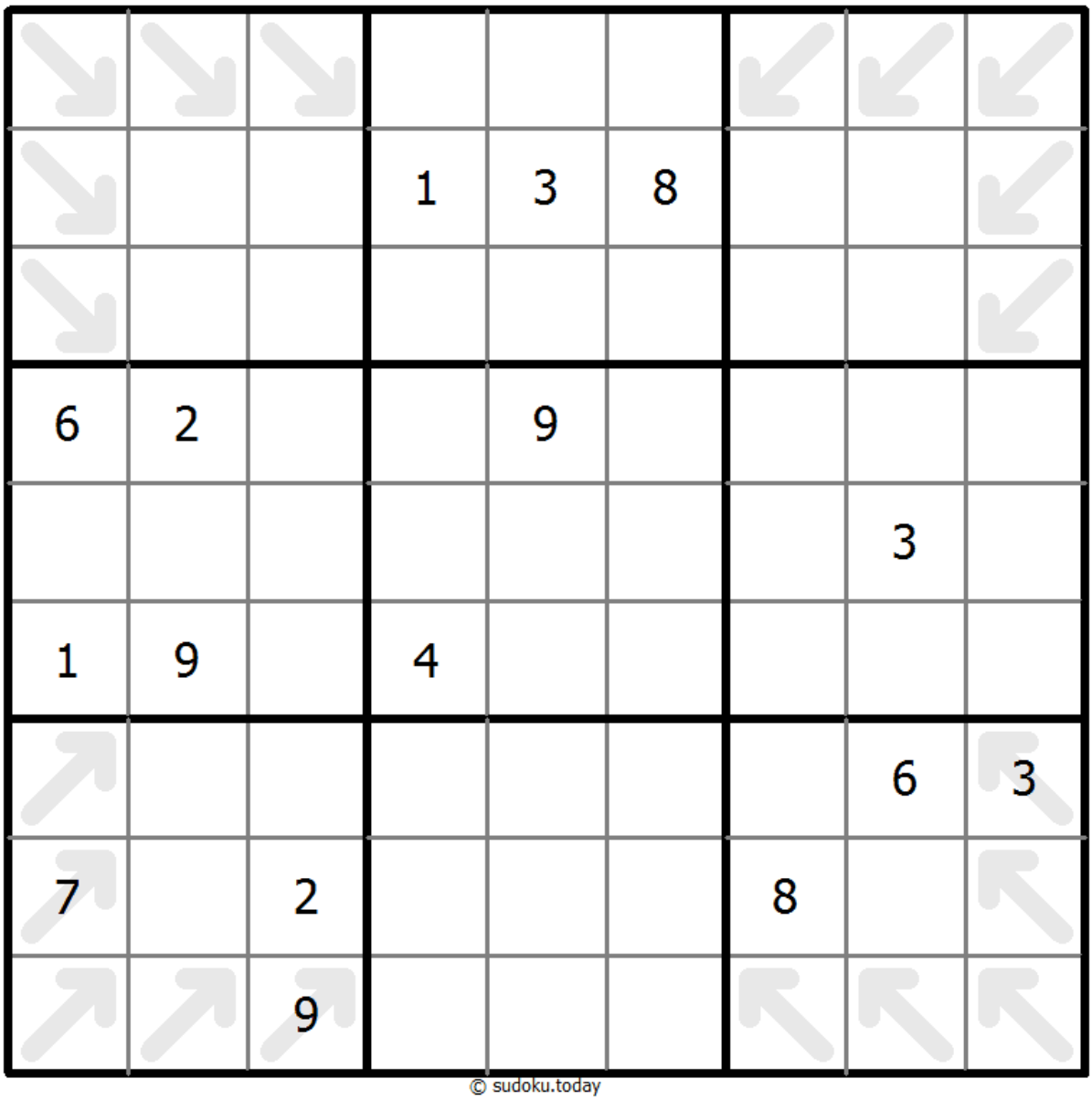
Eliminate Sudoku

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 number in a cell with an arrow must not be repeated in a cell the arrow points to.

(Solution)

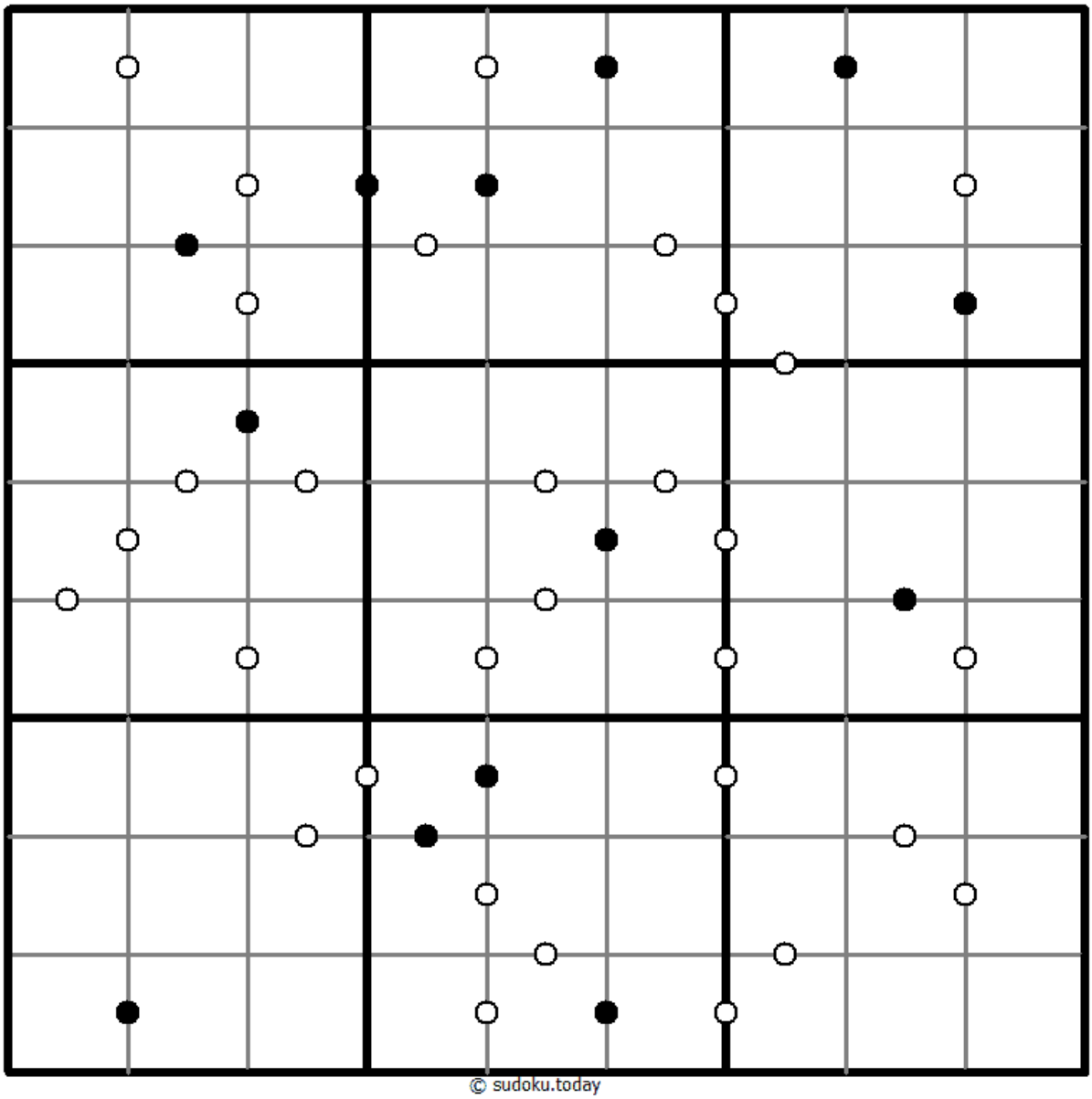


Kropki Sudoku

(Solution)

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.

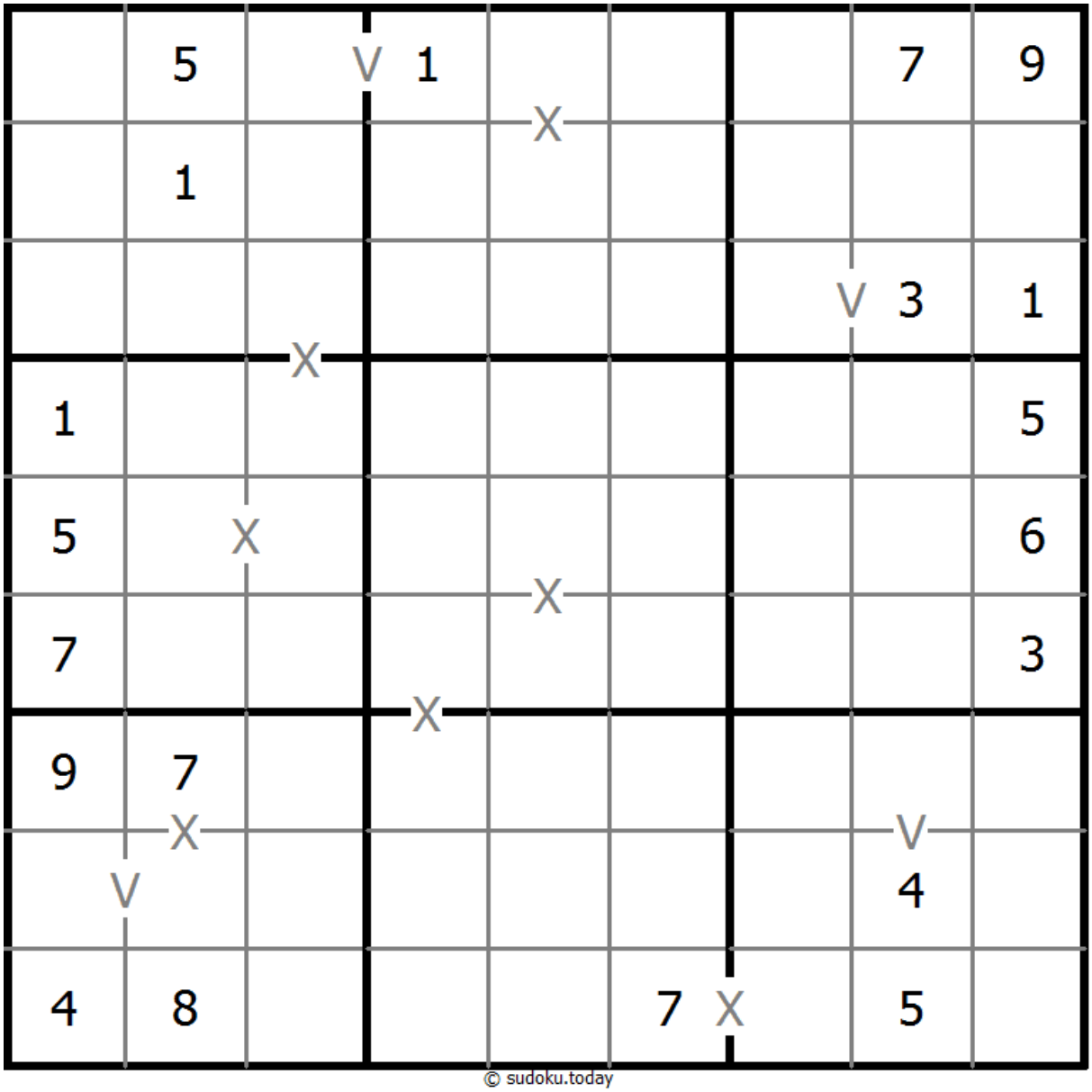


XV Sudoku

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. Not all possible V and X are marked.

(Solution)



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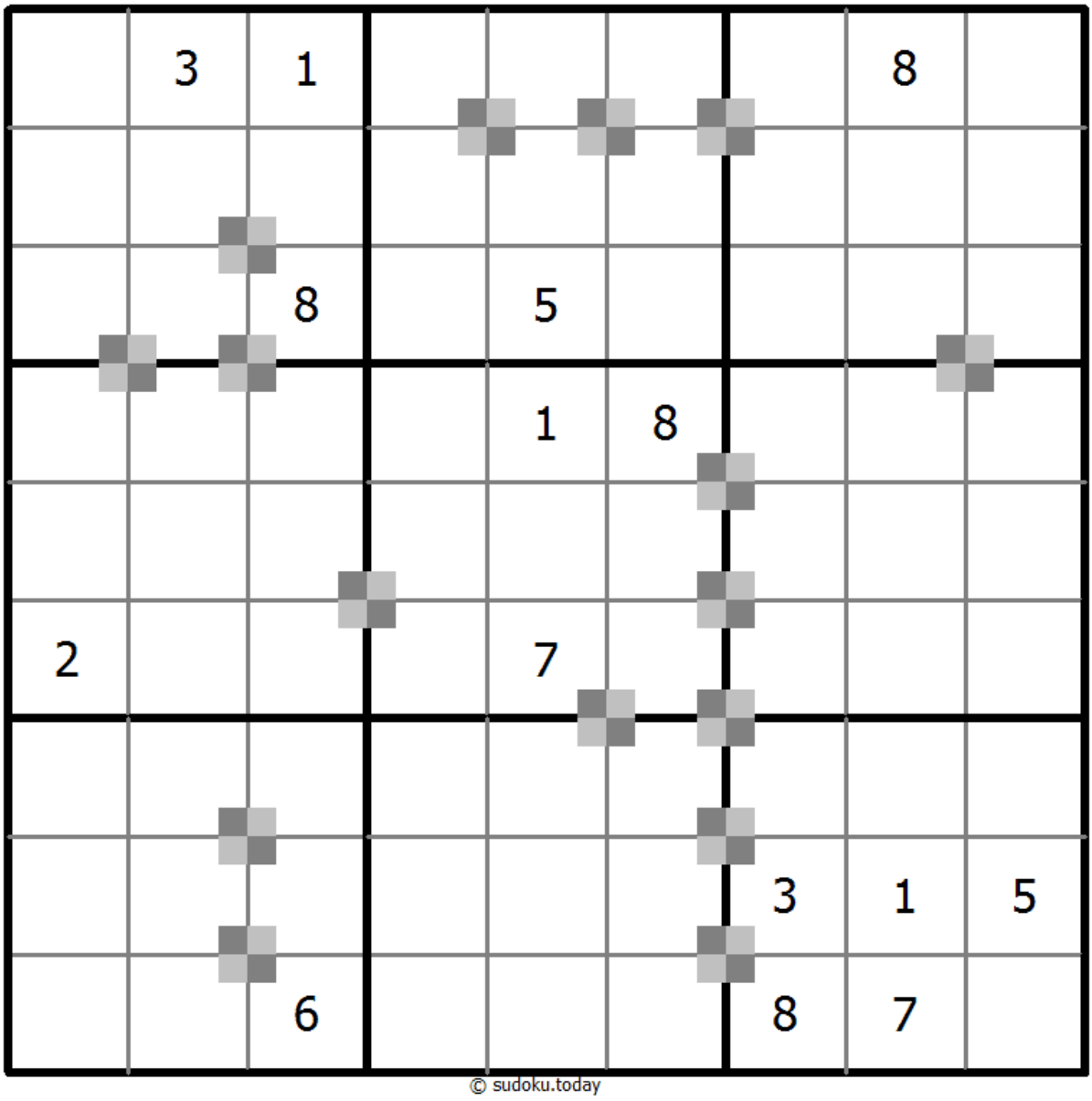
Battenburg Sudoku

(Solution)

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.

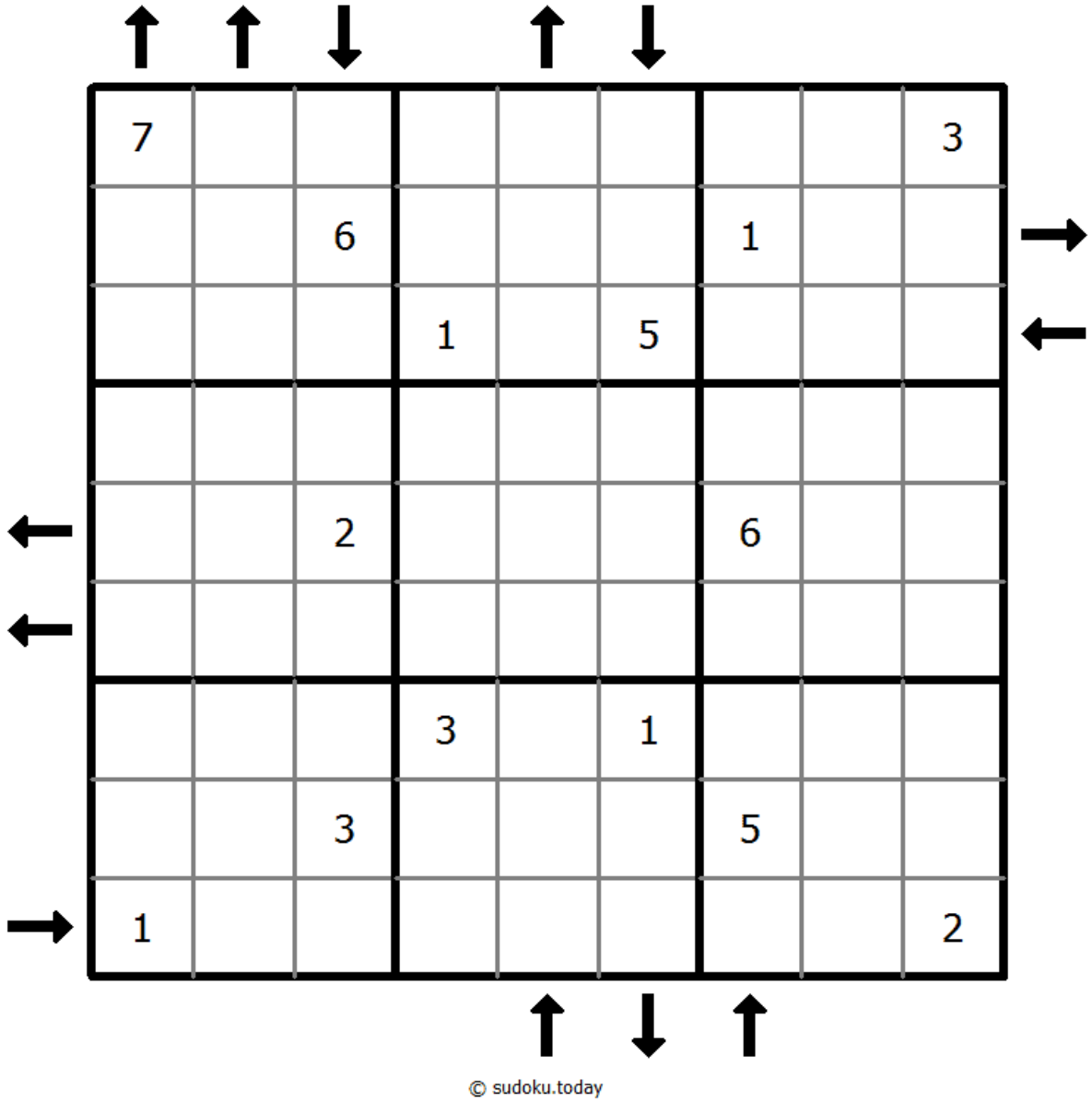


Rossini Sudoku

(Solution)

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.

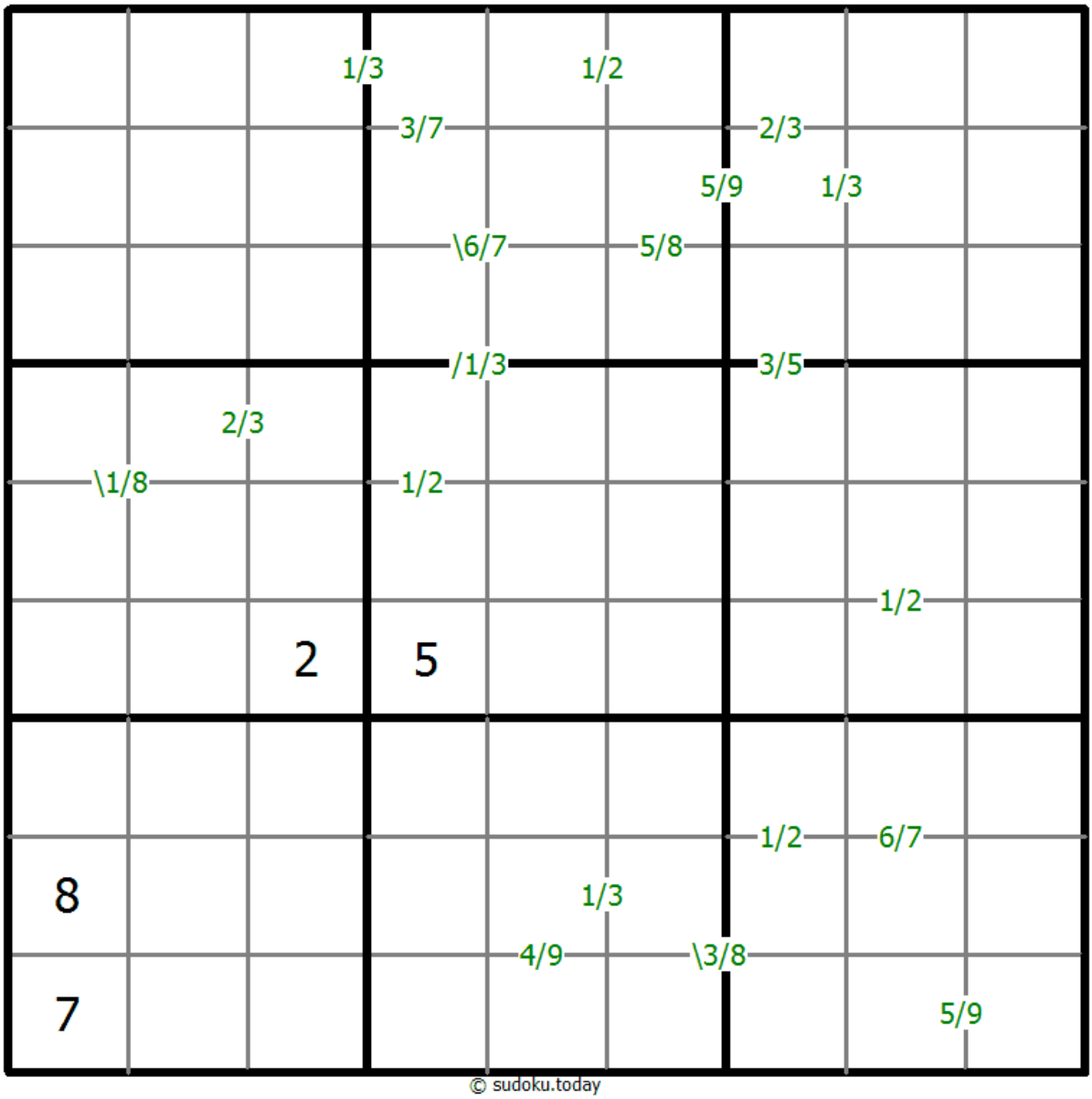


Quotients Sudoku

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 (/).

(Solution)

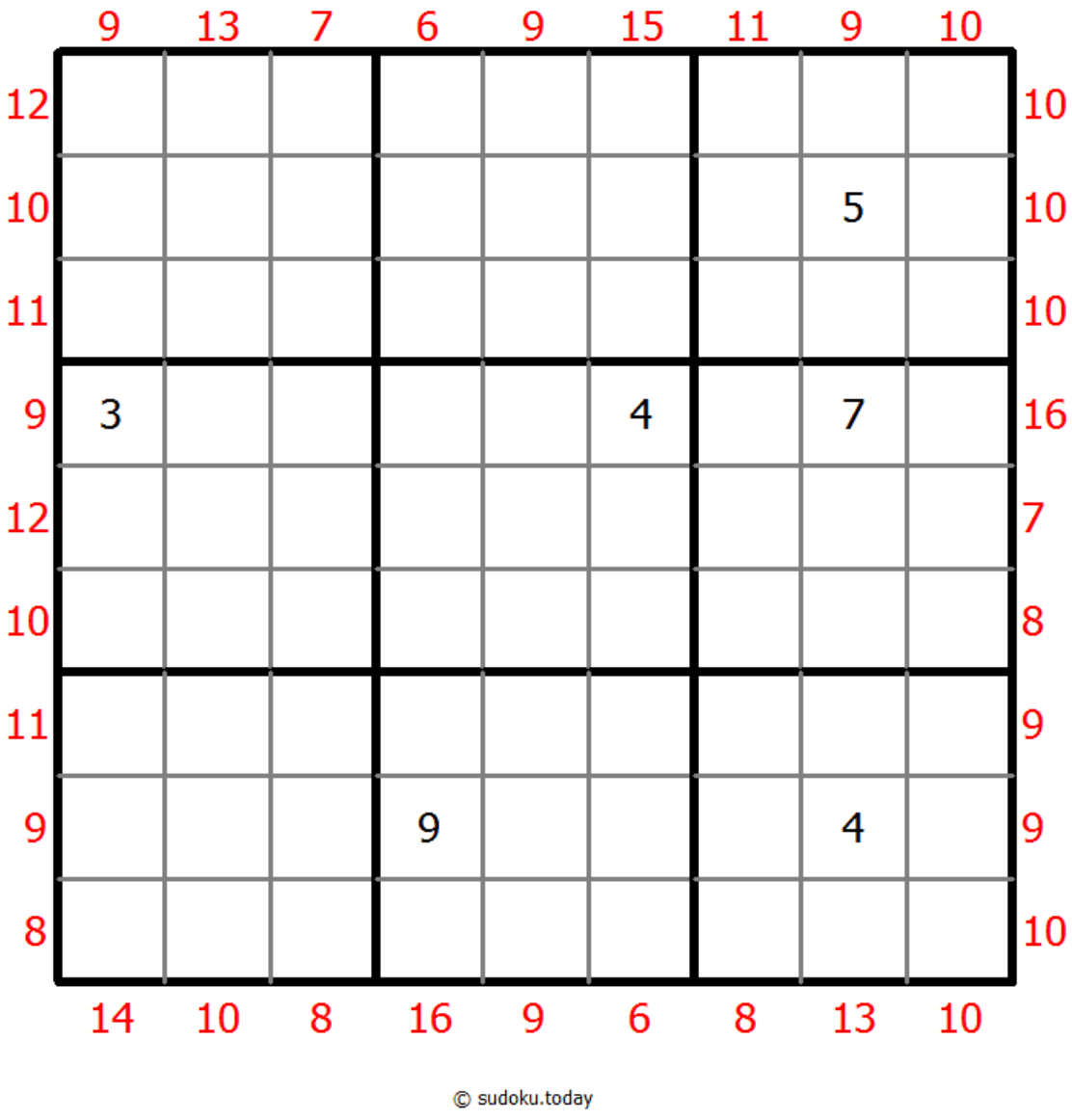


MiniMax Sudoku

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.

(Solution)

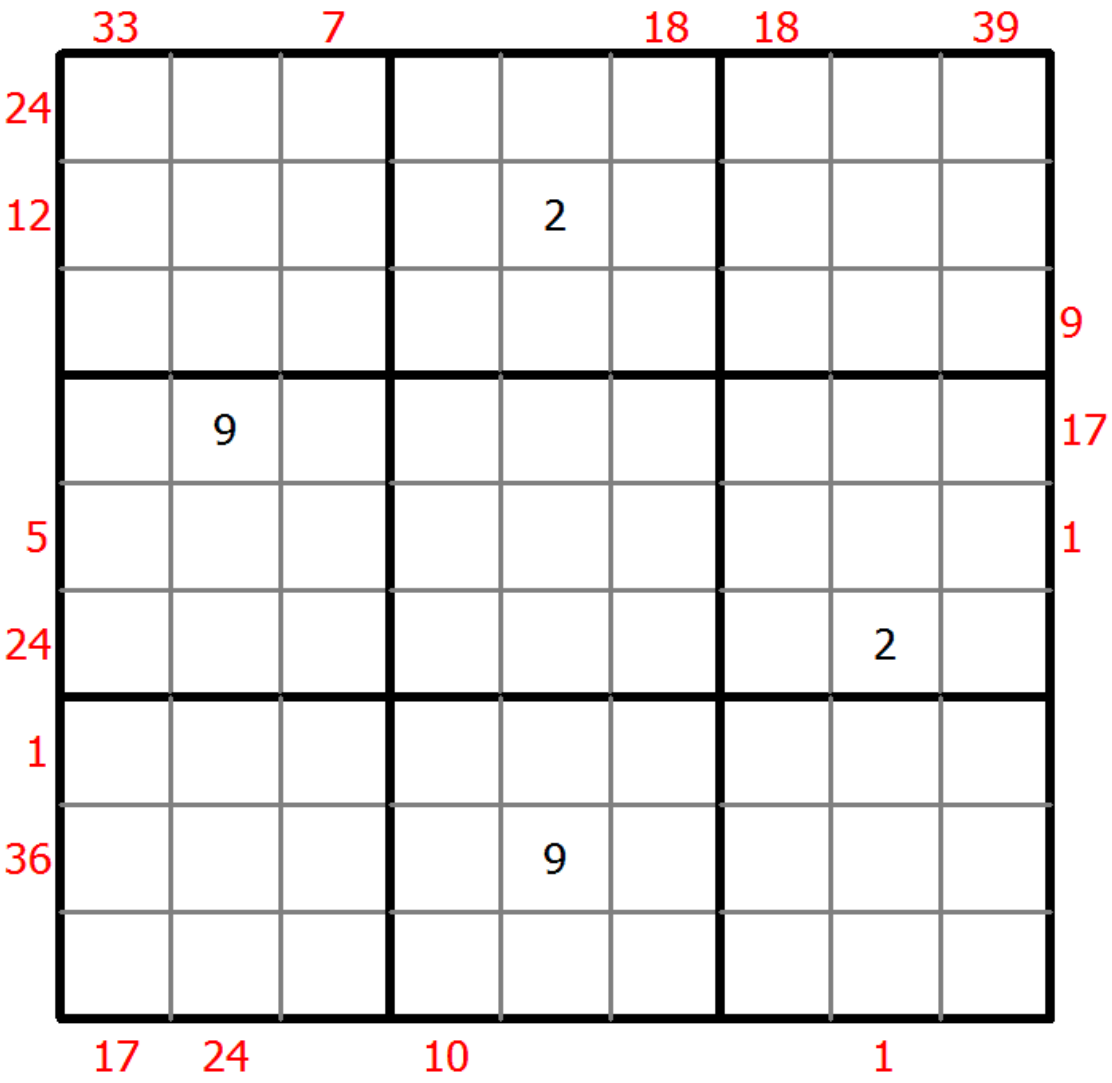


X Sums Sudoku

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)

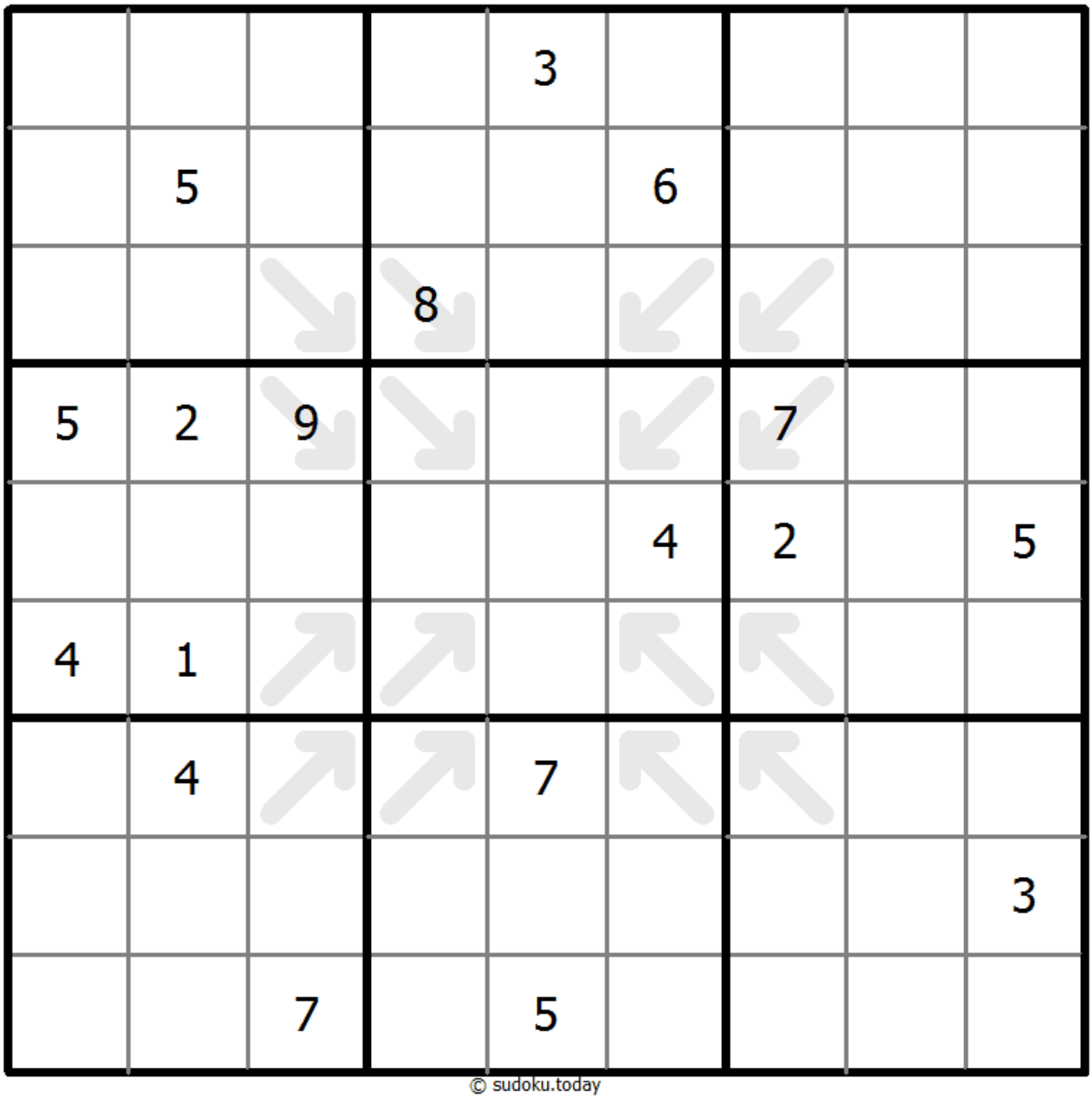


Eliminate Sudoku

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 number in a cell with an arrow must not be repeated in a cell the arrow points to.

(Solution)

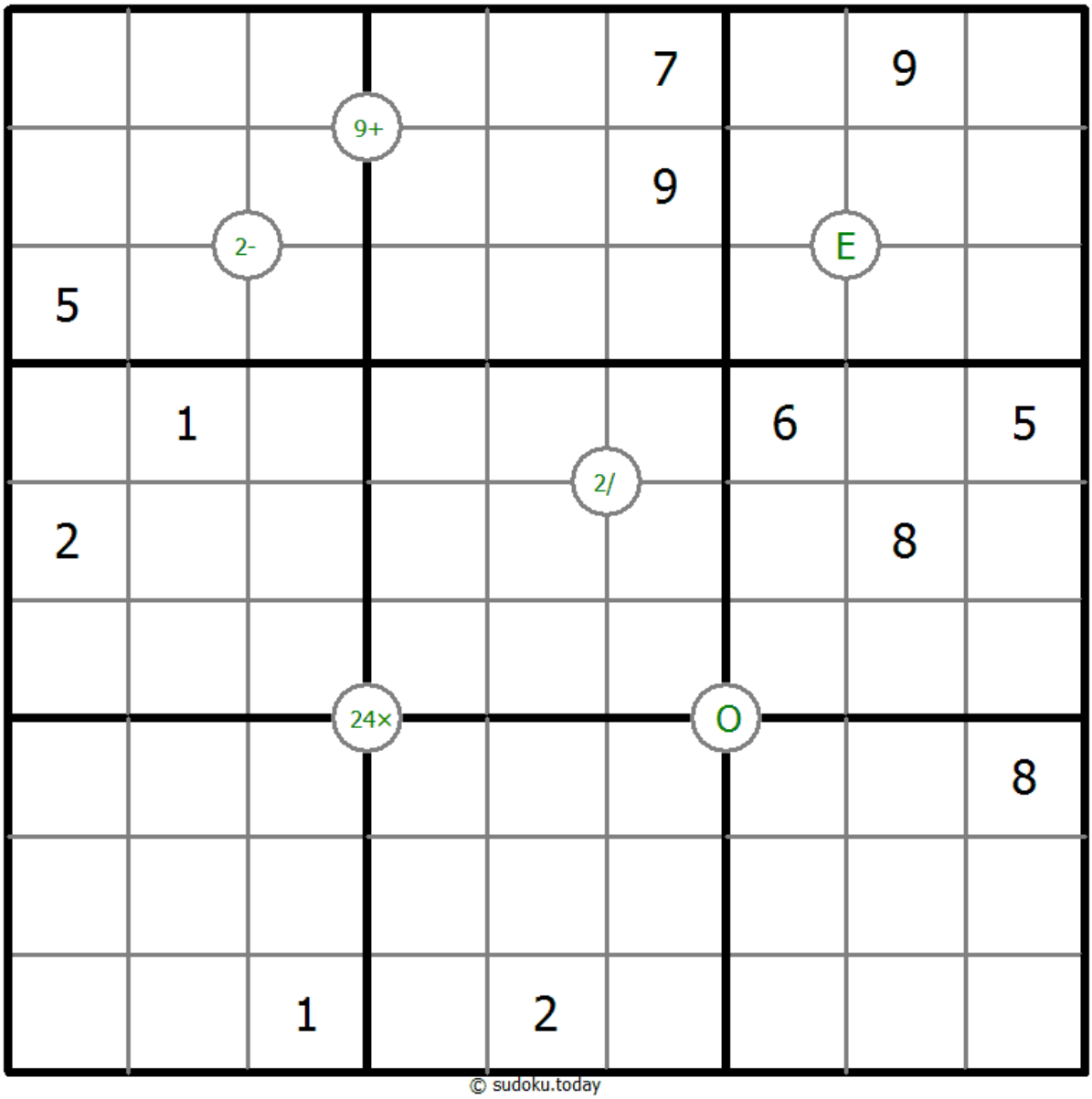


Mathrax Sudoku

(Solution)

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.

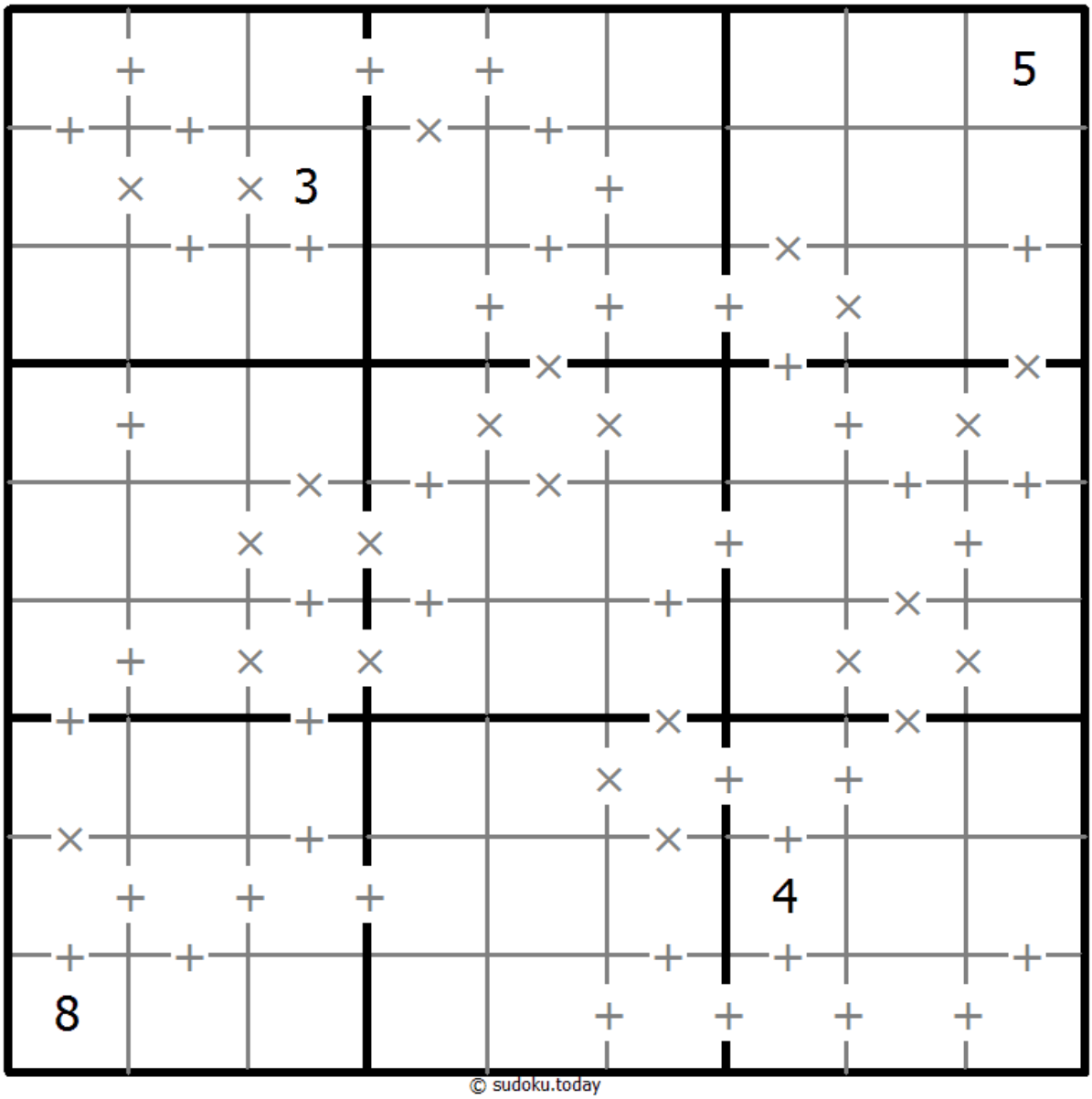


Makodoku

(Solution)

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.

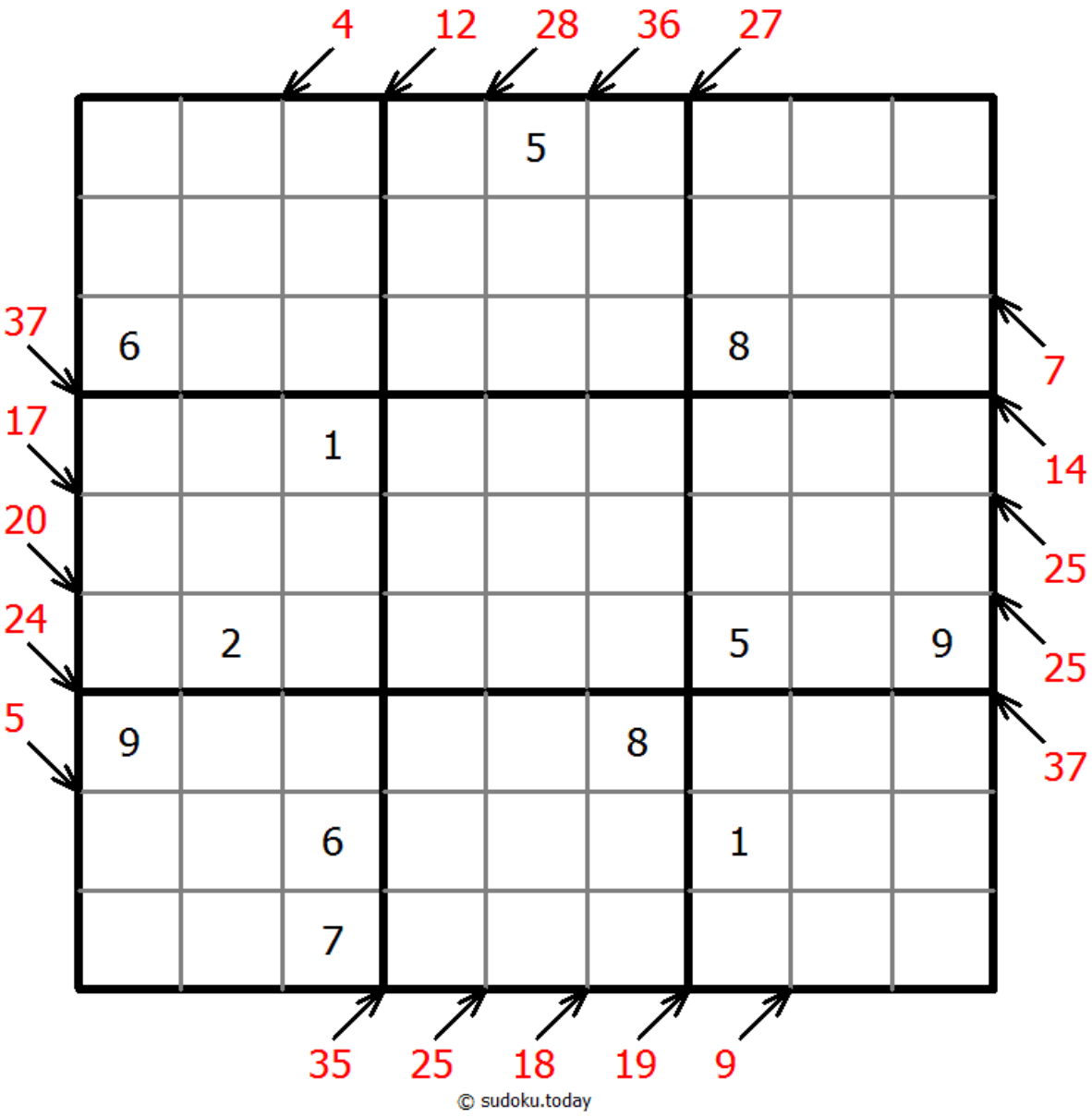


Little killer sudoku

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.

(Solution)



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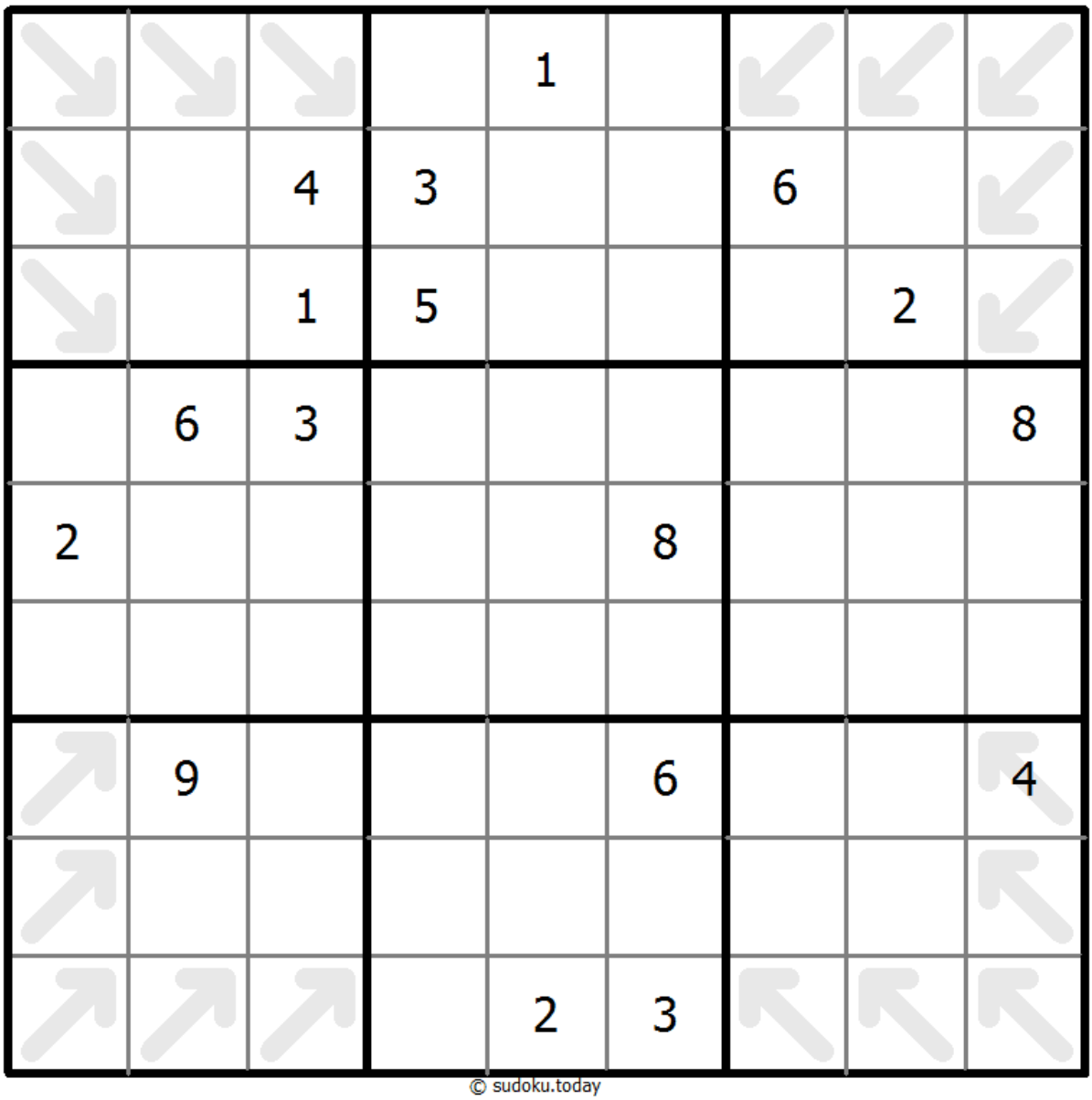
Eliminate Sudoku

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 number in a cell with an arrow must not be repeated in a cell the arrow points to.

(Solution)

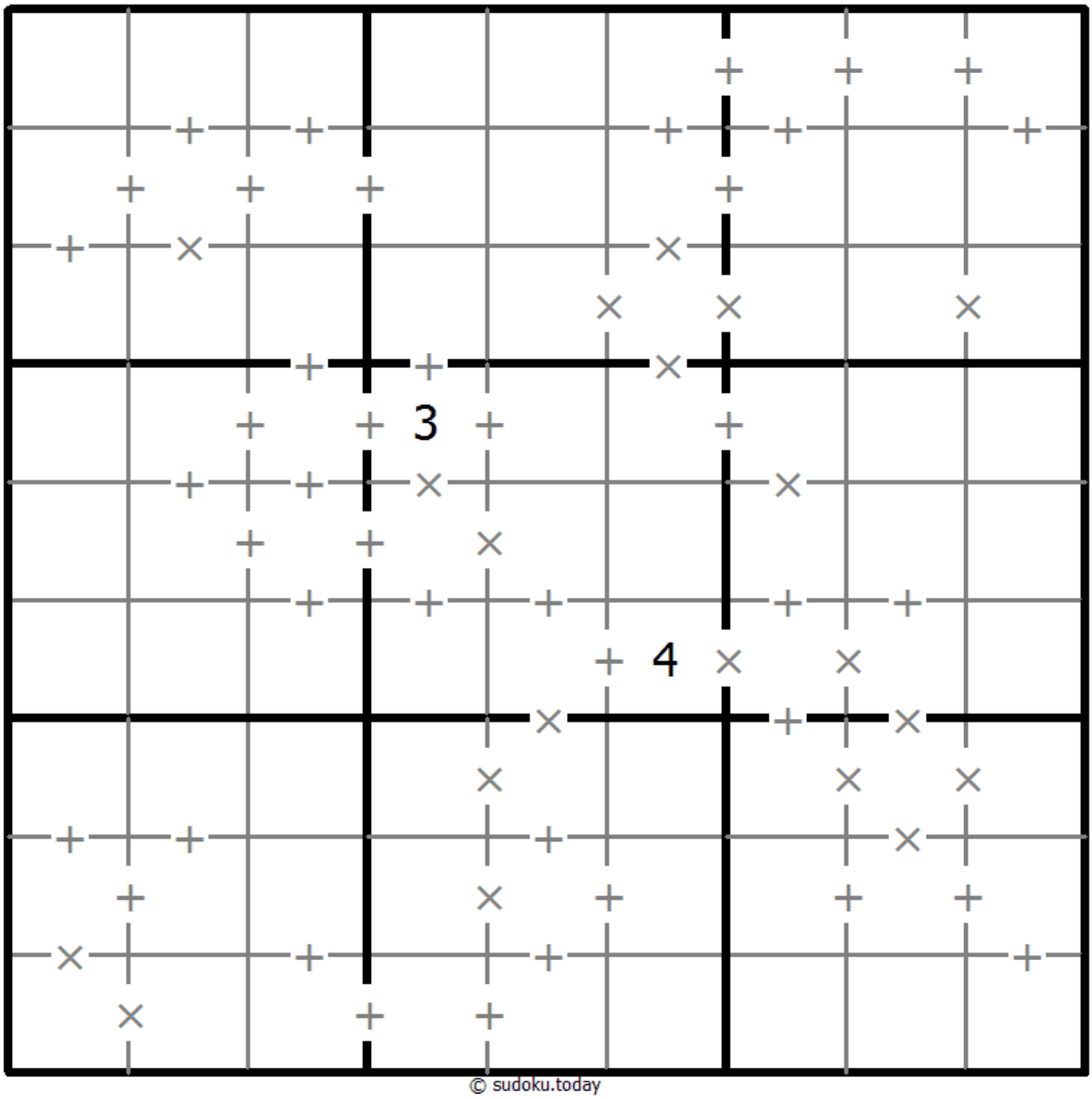


Makodoku

(Solution)

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.

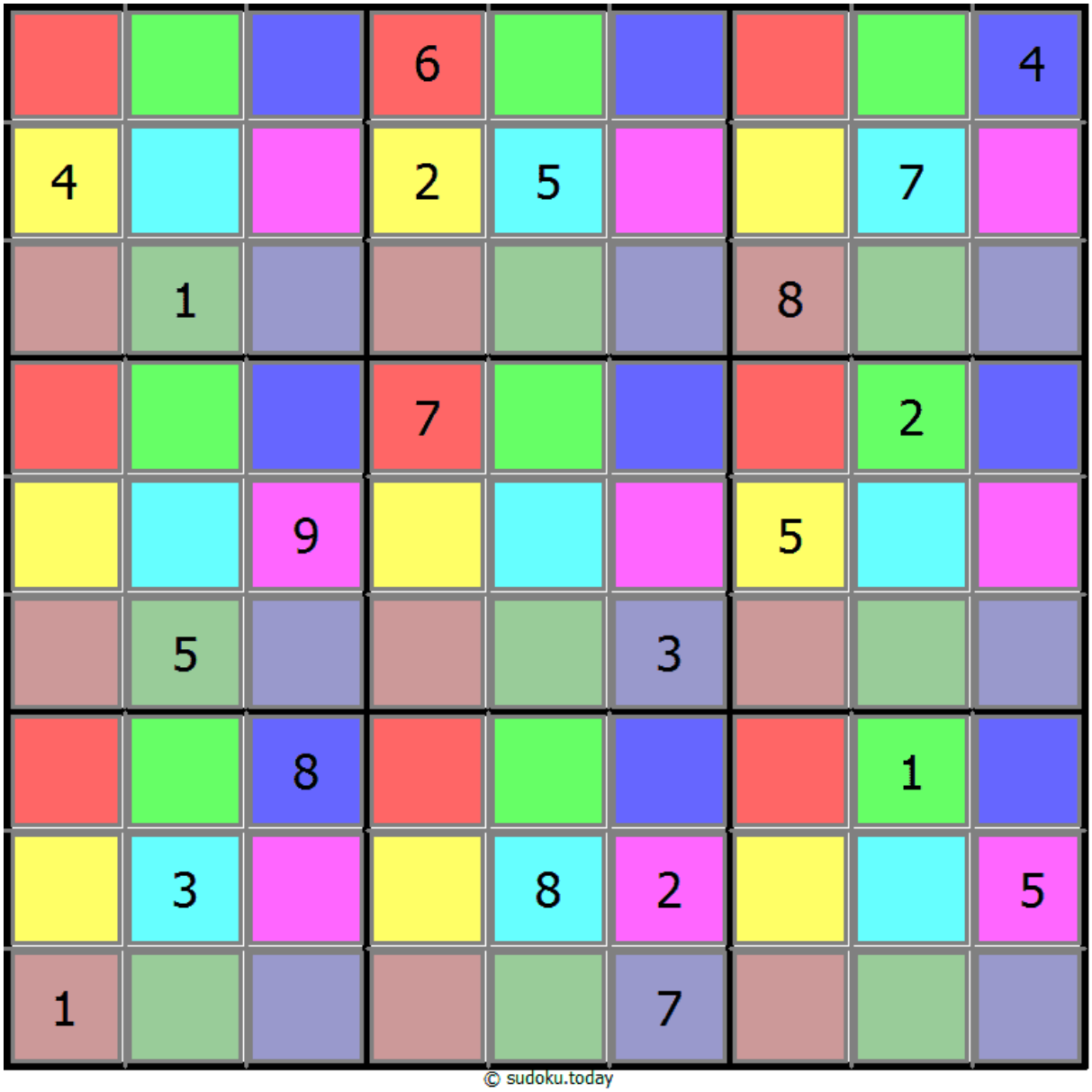


Color Sudoku

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.

Apply Classic Sudoku rules. Within each coloured region each digit must appear exactly once.

(Solution)

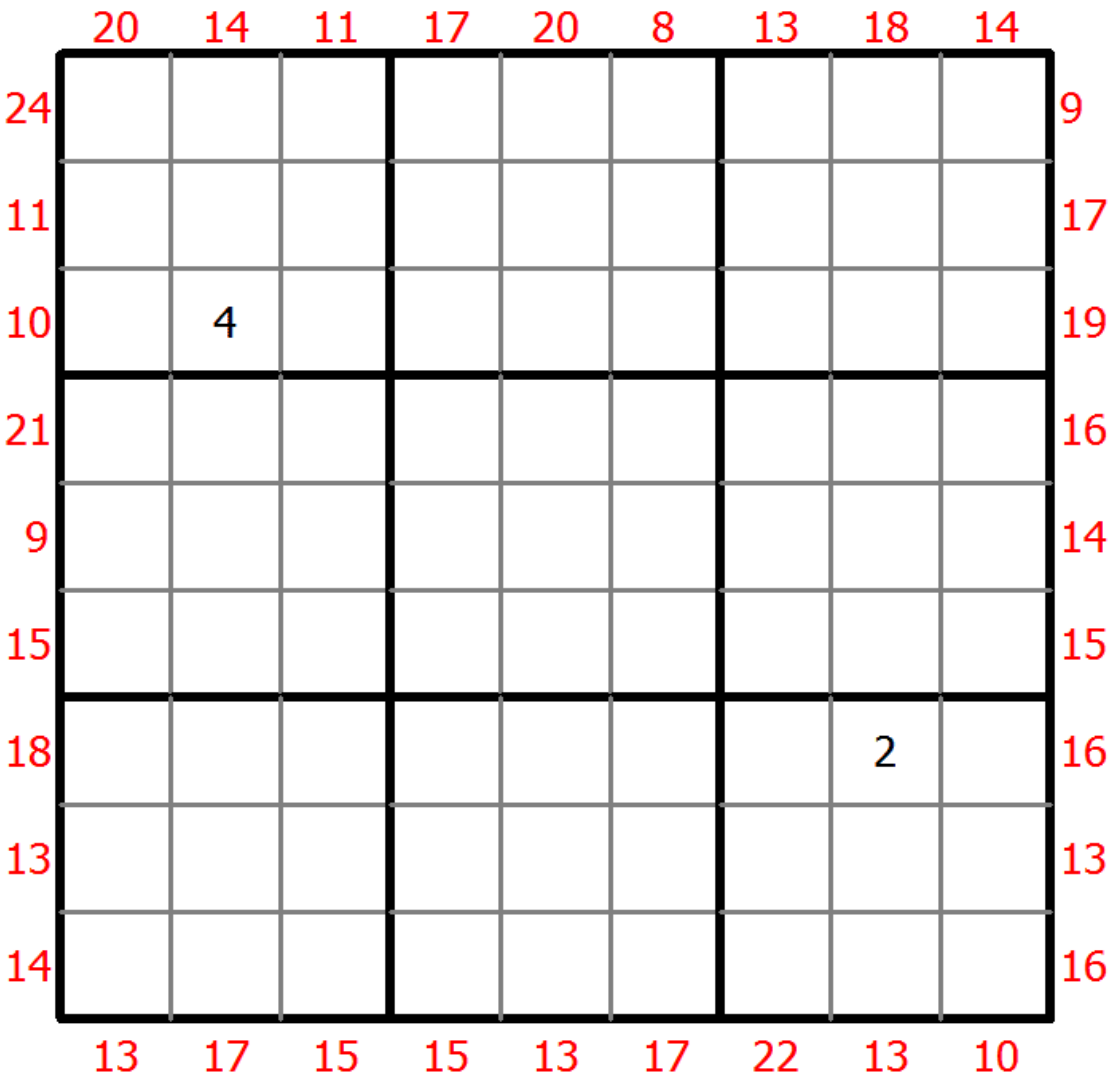


Sum Frame Sudoku

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.

(Solution)

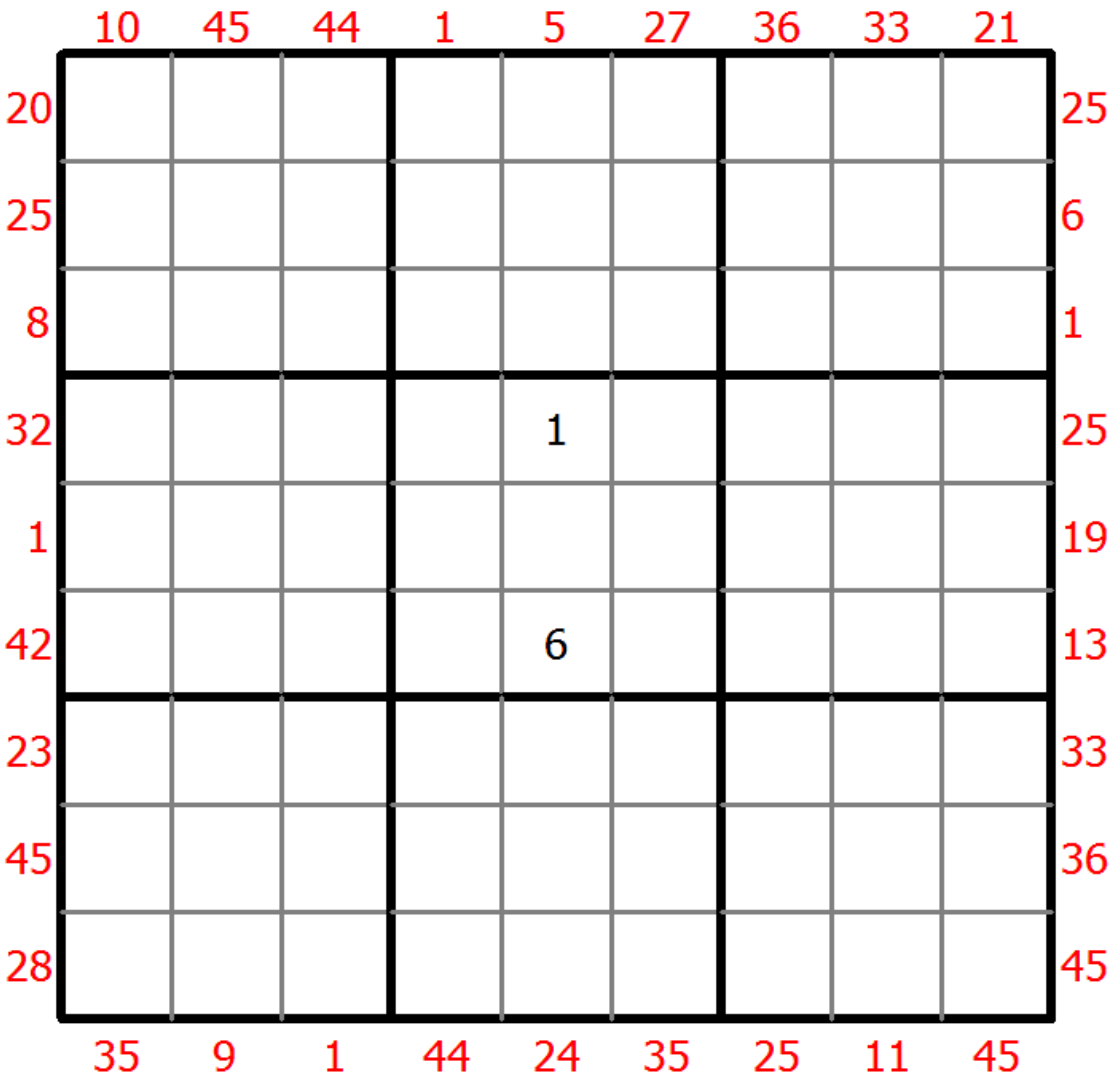


X Sums Sudoku

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)

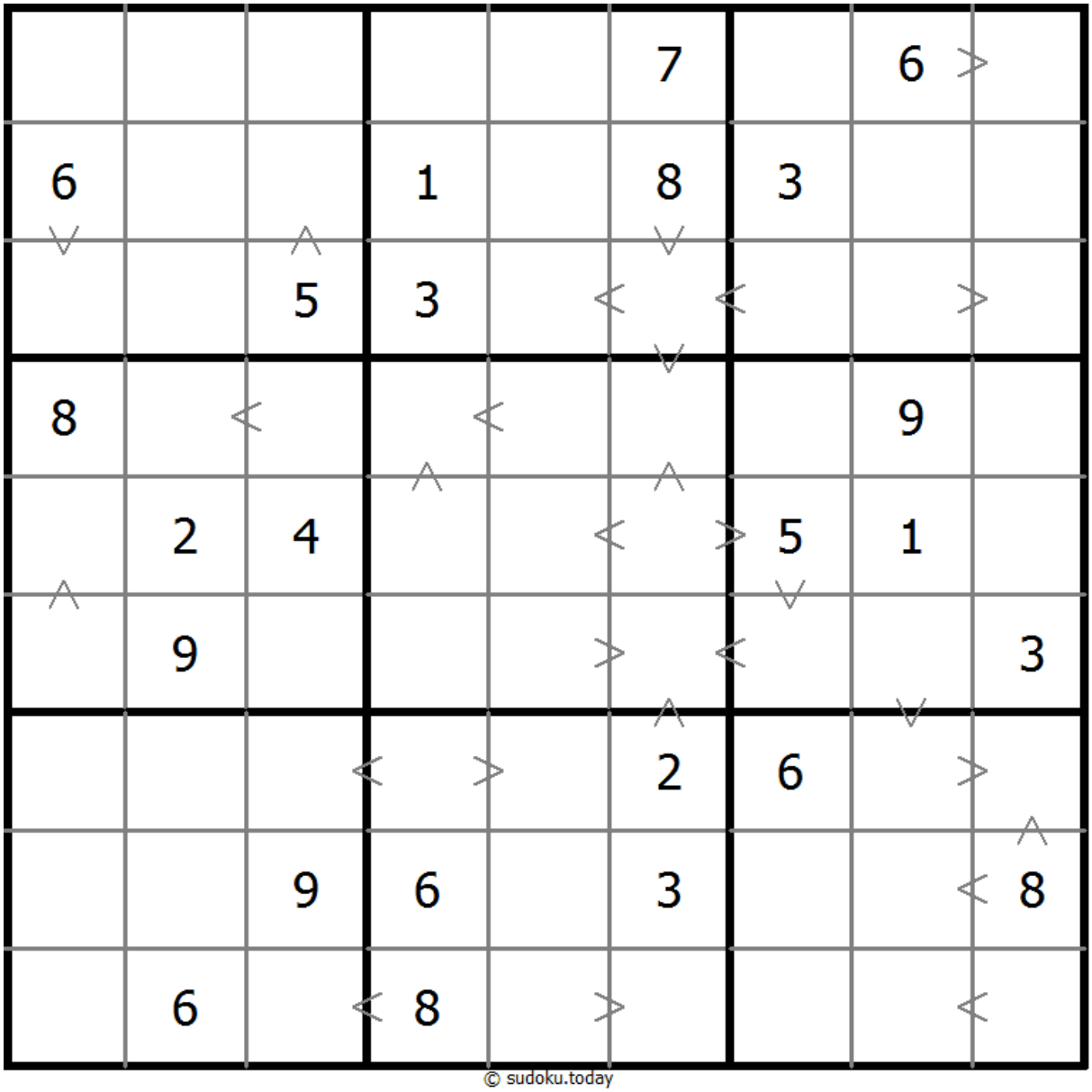


Greater Than Sudoku

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 have to be place in accordance with the “greater than” signs.

(Solution)



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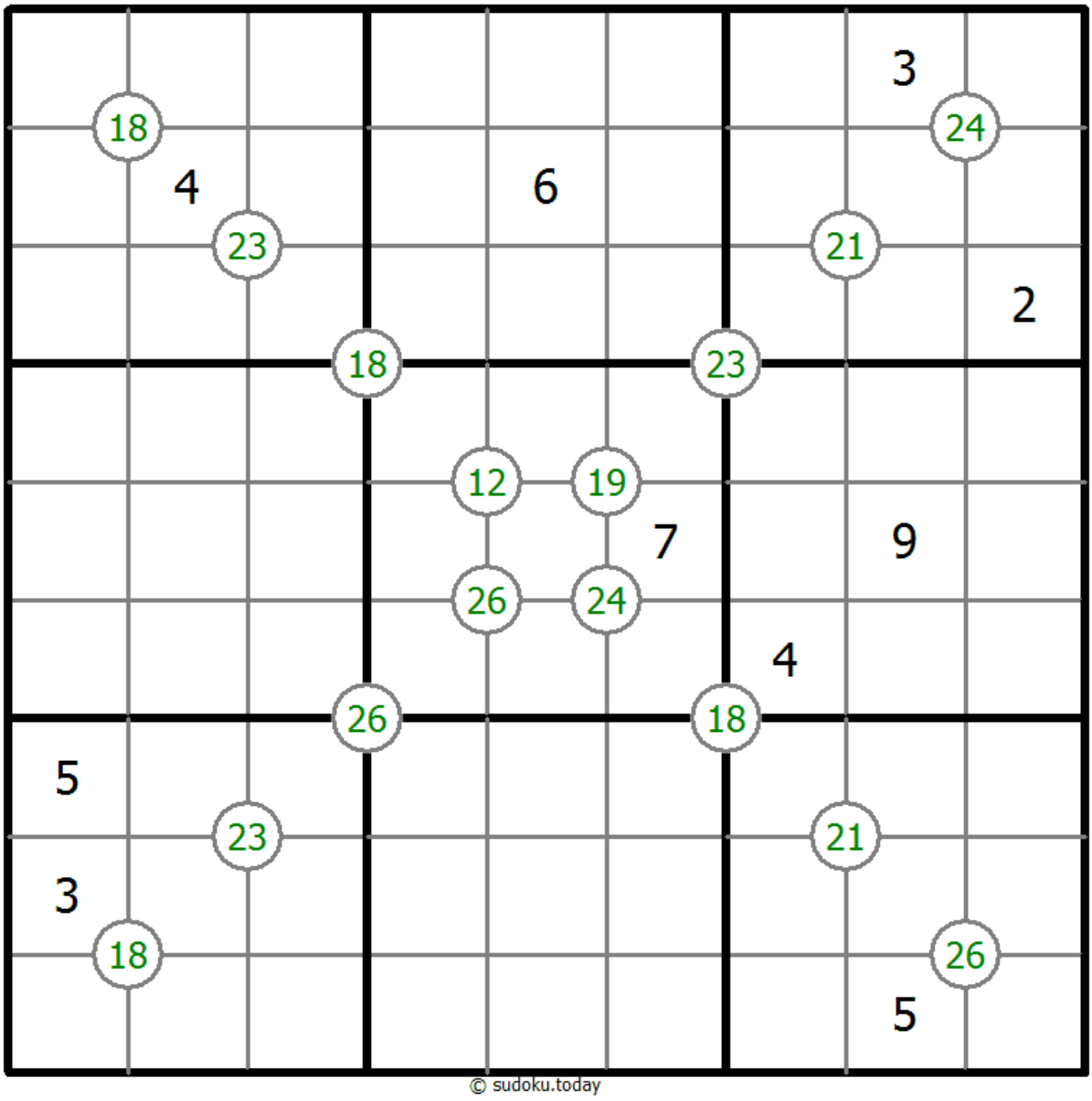
Group Sum Sudoku

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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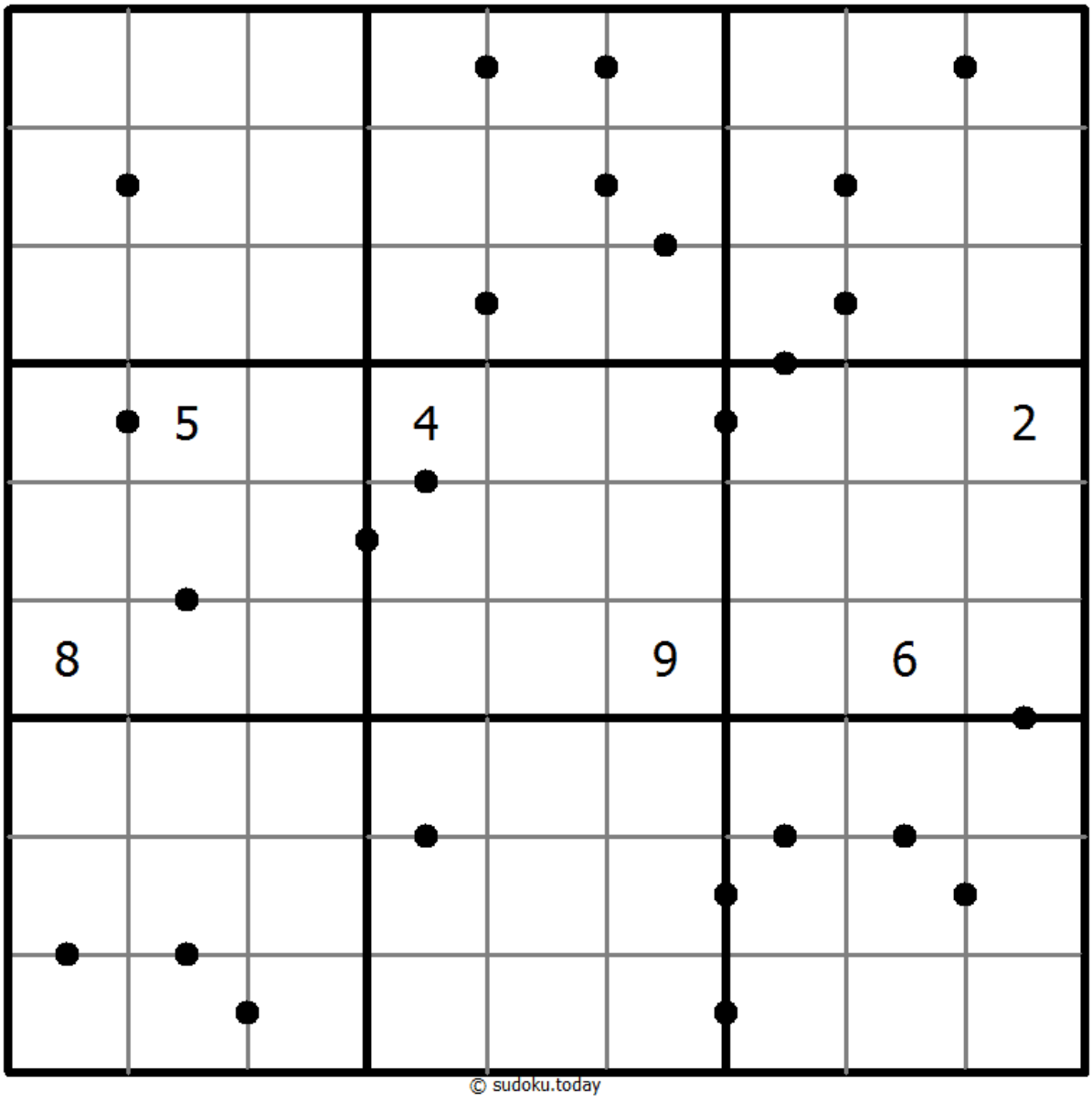
Answer 8 sudoku

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 result of at least one of the basic operations (addition, subtraction, multiplication, division) of the numbers in these two cells is 8. Is the dot missing, no one of the basic operations results in an 8.

(Solution)

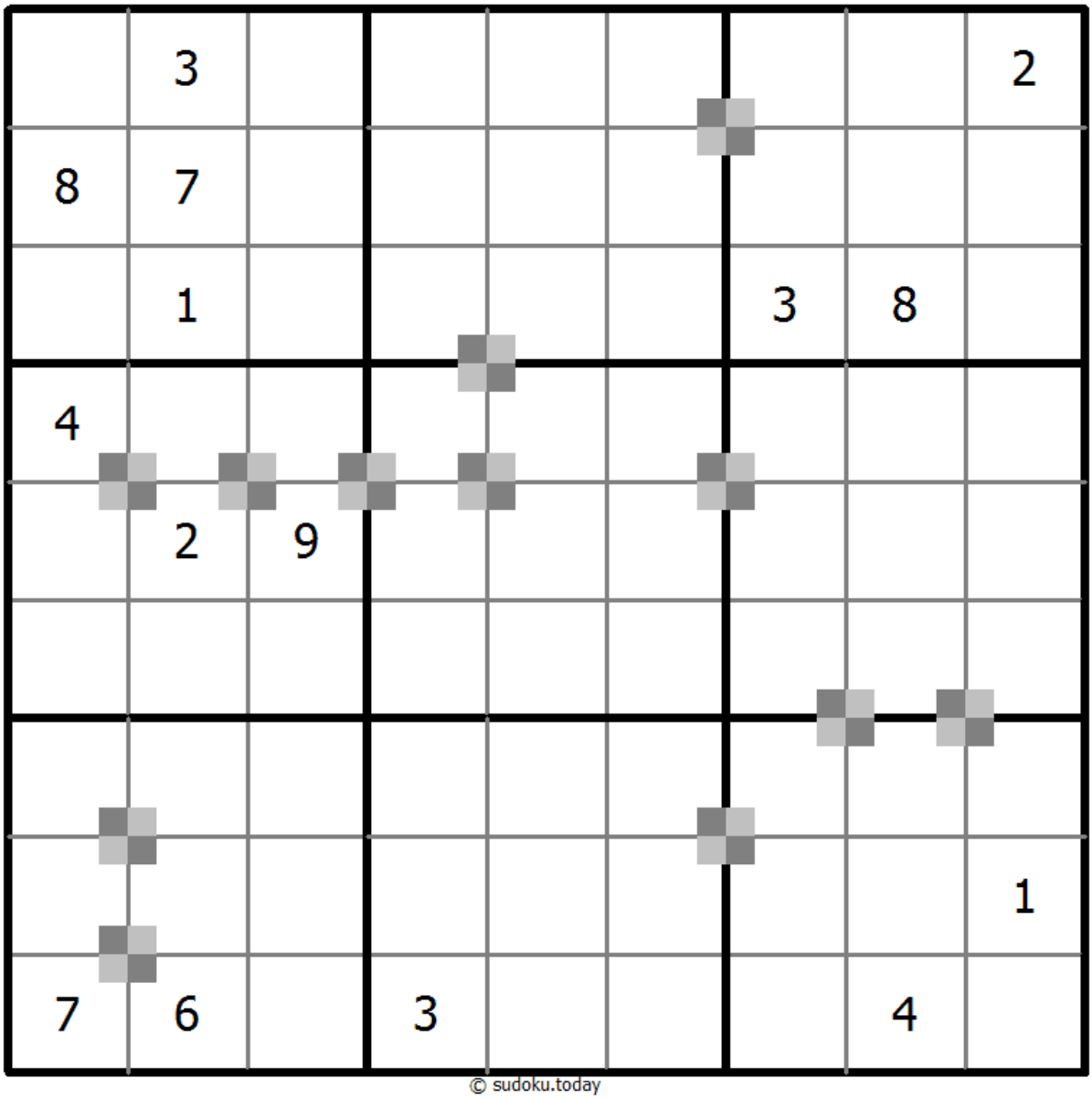


Battenburg Sudoku

(Solution)

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.

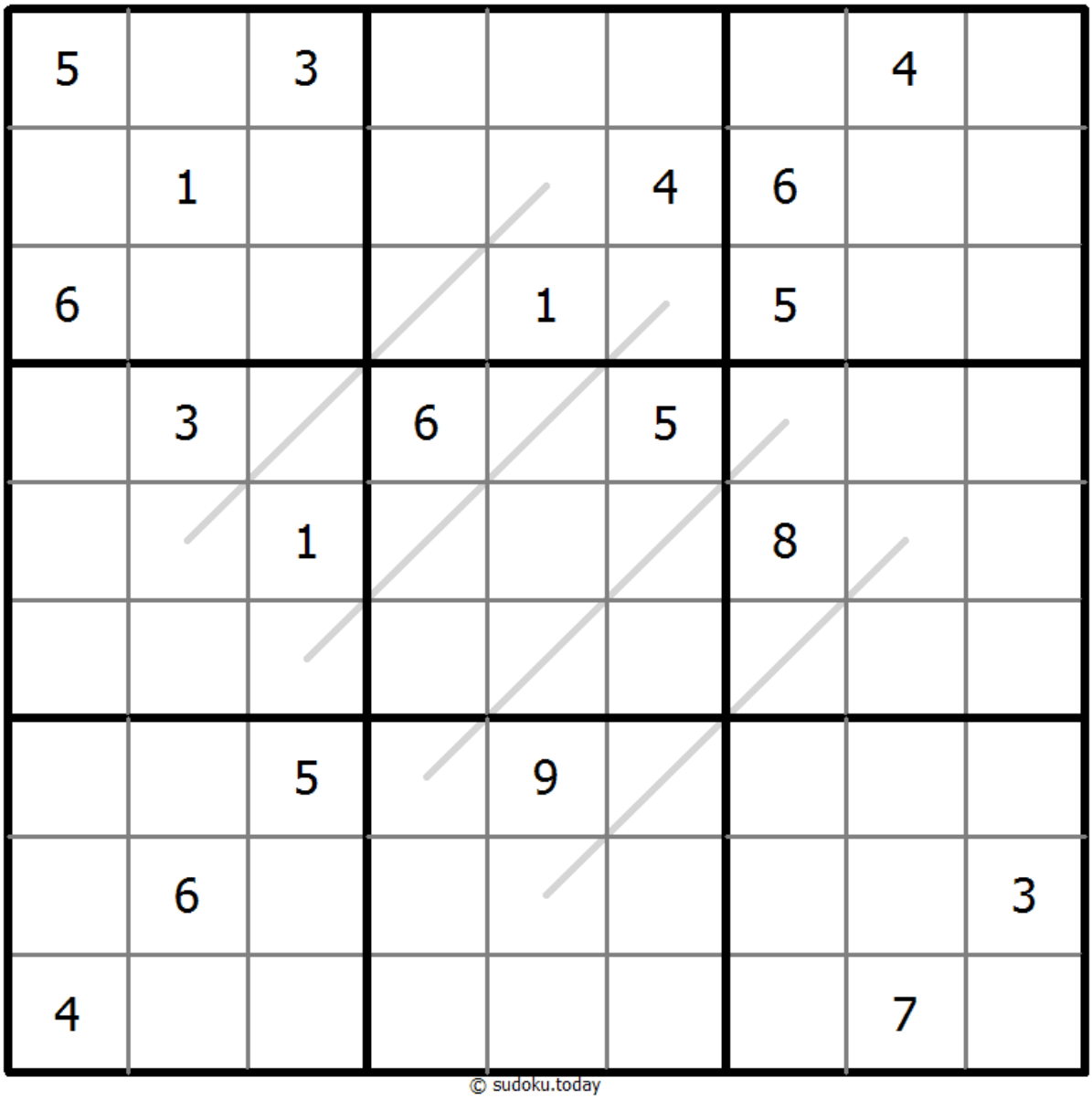


Parity Lines Sudoku

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)

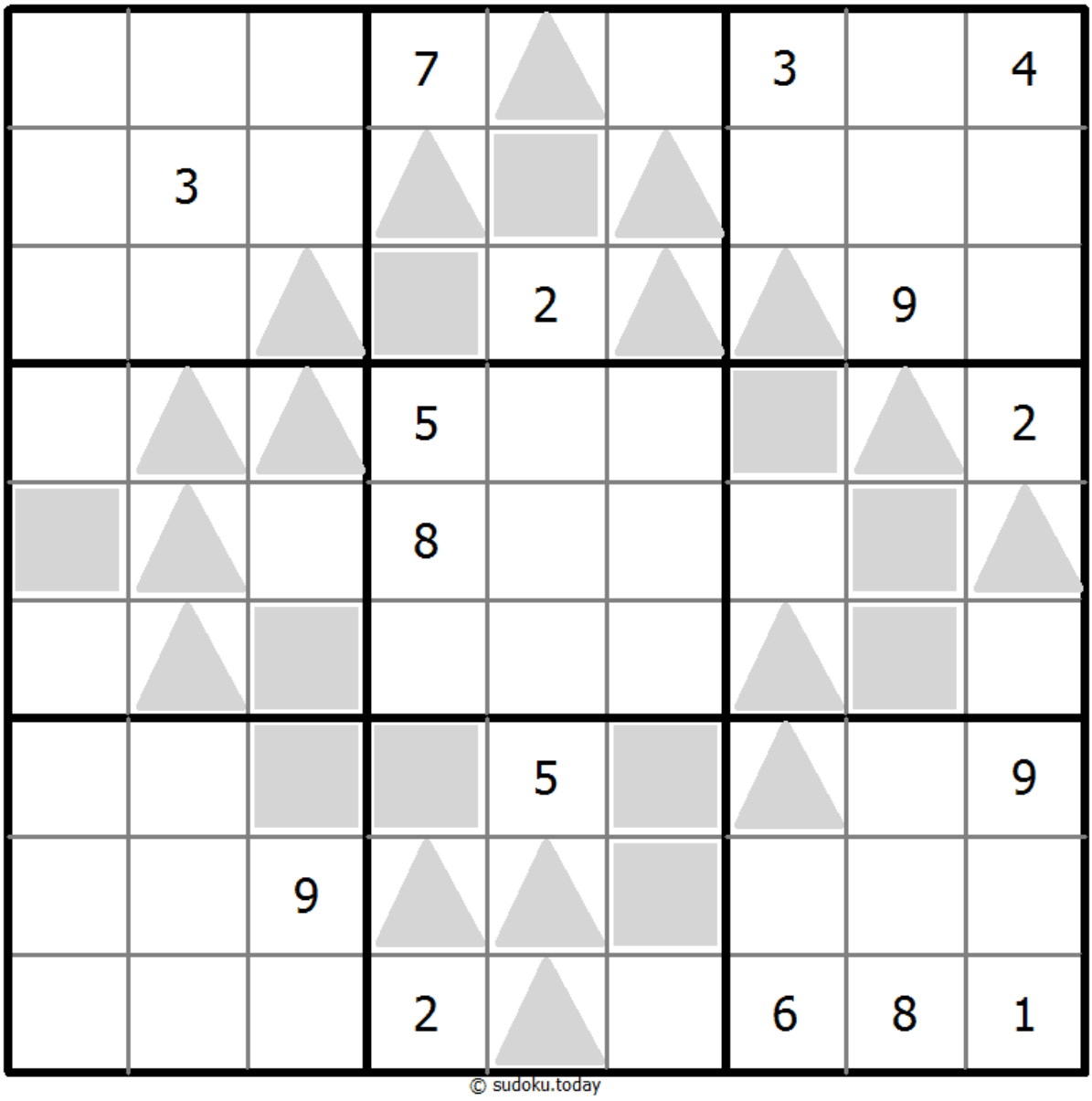


Odd Even Sudoku

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.

(Solution)



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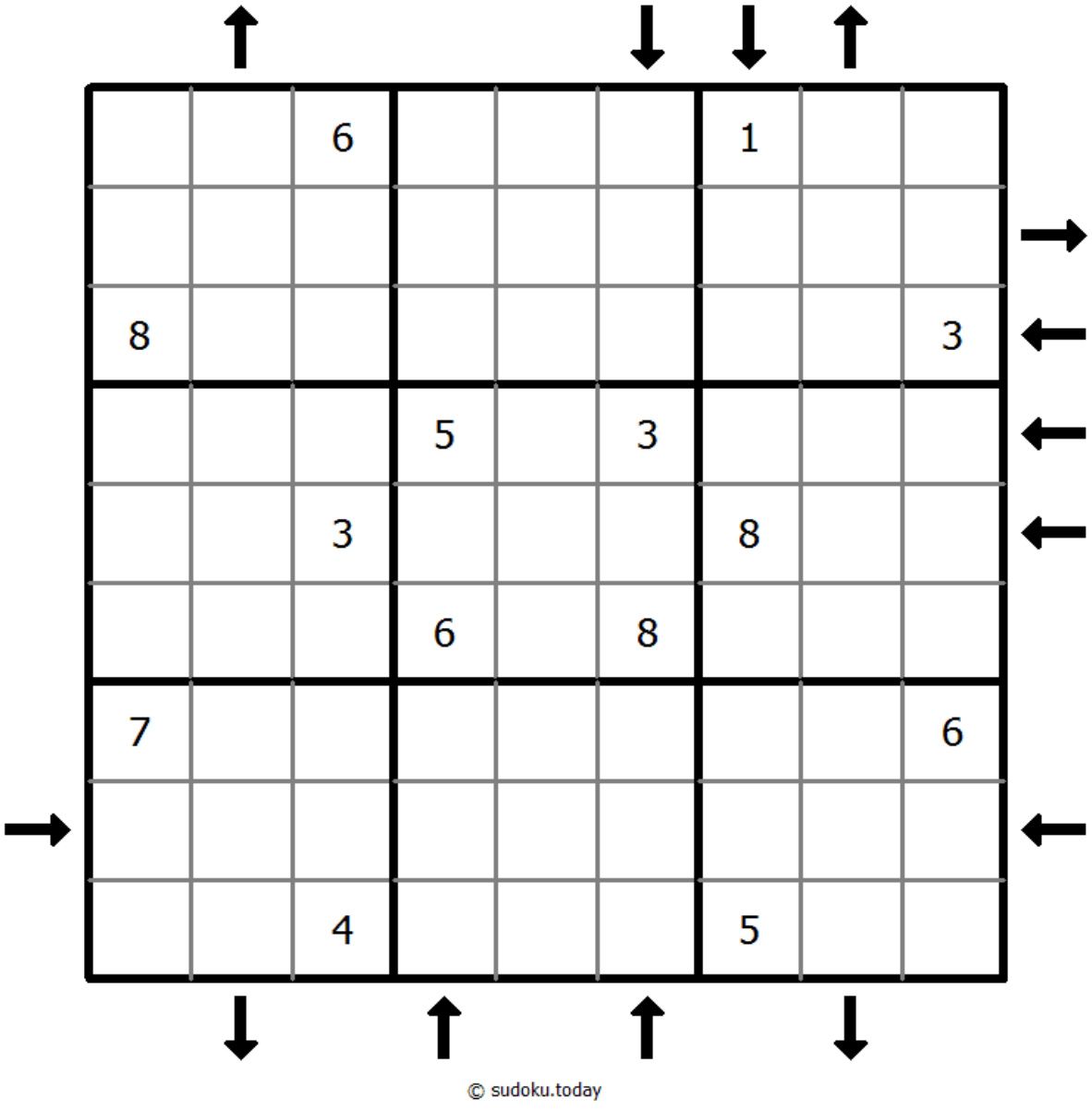
Rossini Sudoku

(Solution)

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.

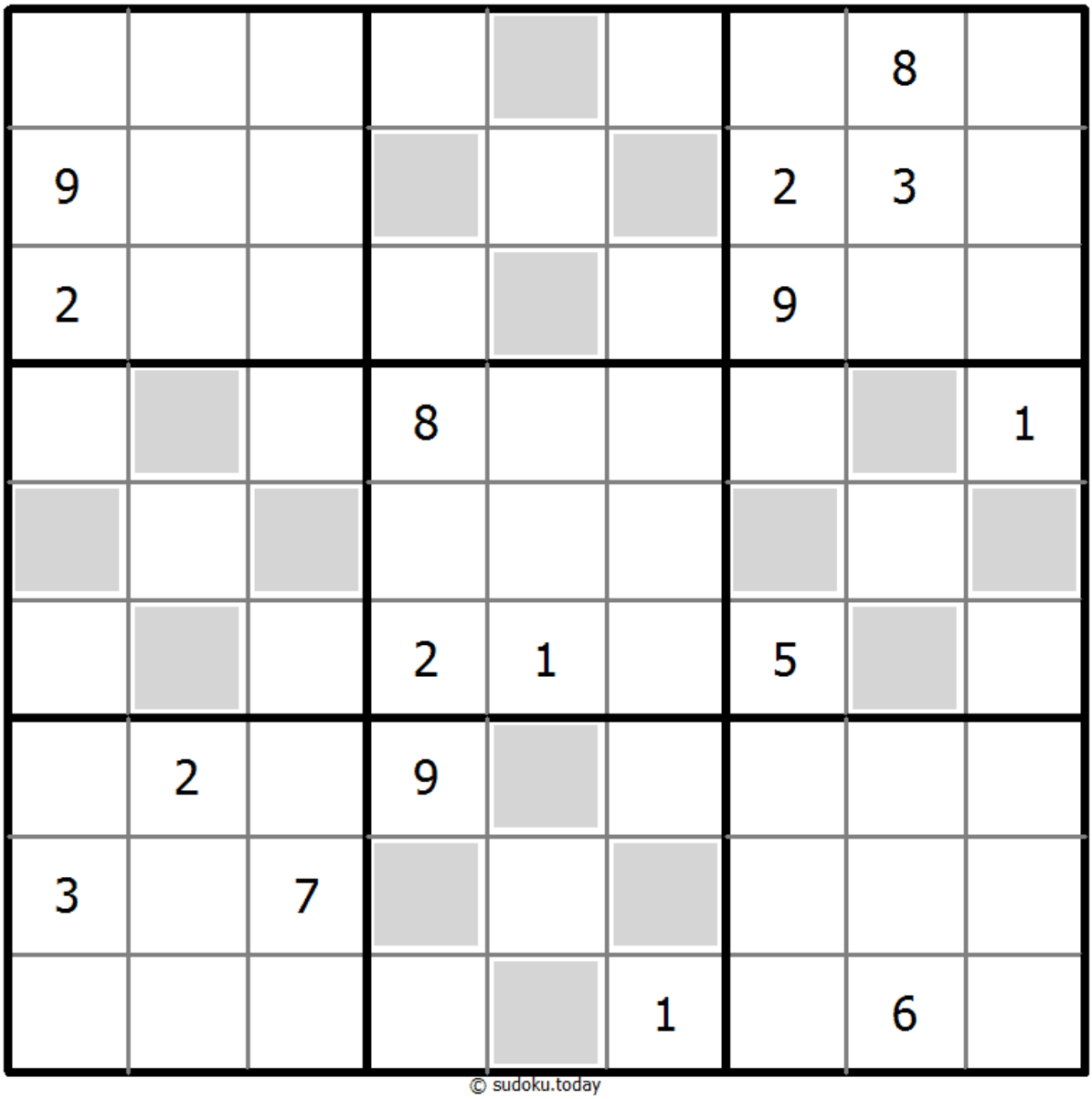


Even Sudoku

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.

(Solution)

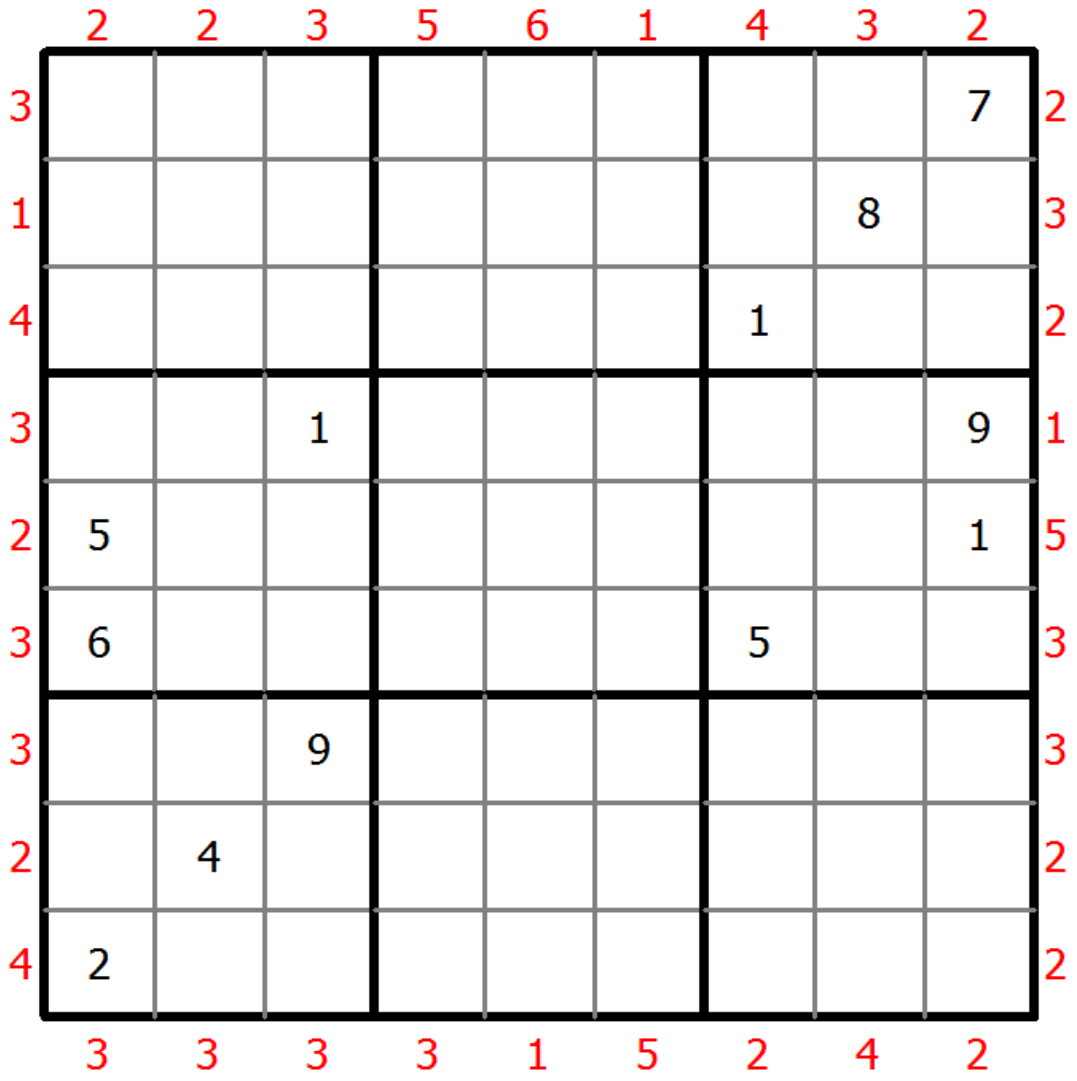


Skyscrapers Sudoku

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).

(Solution)

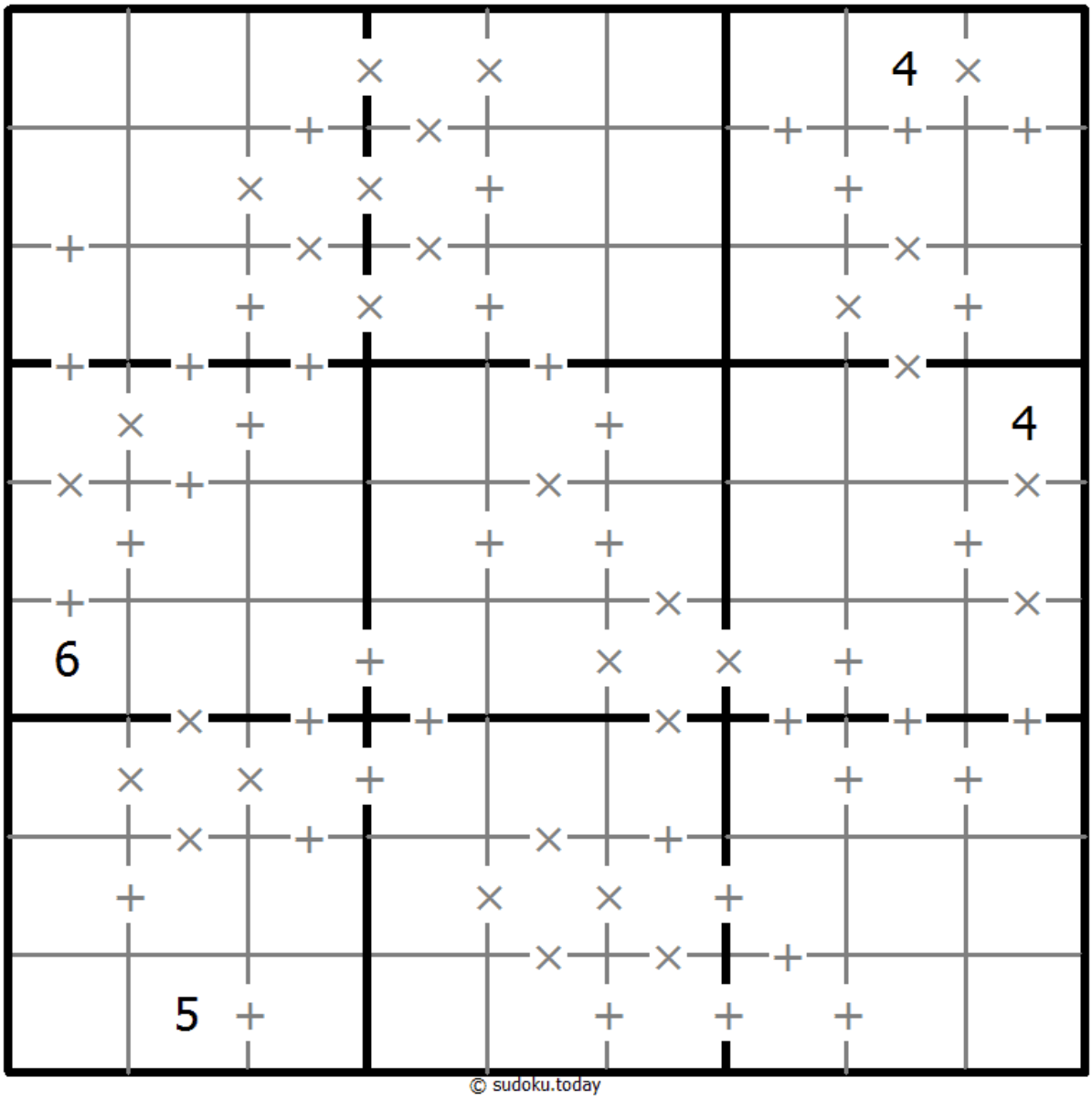


Makodoku

(Solution)

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.

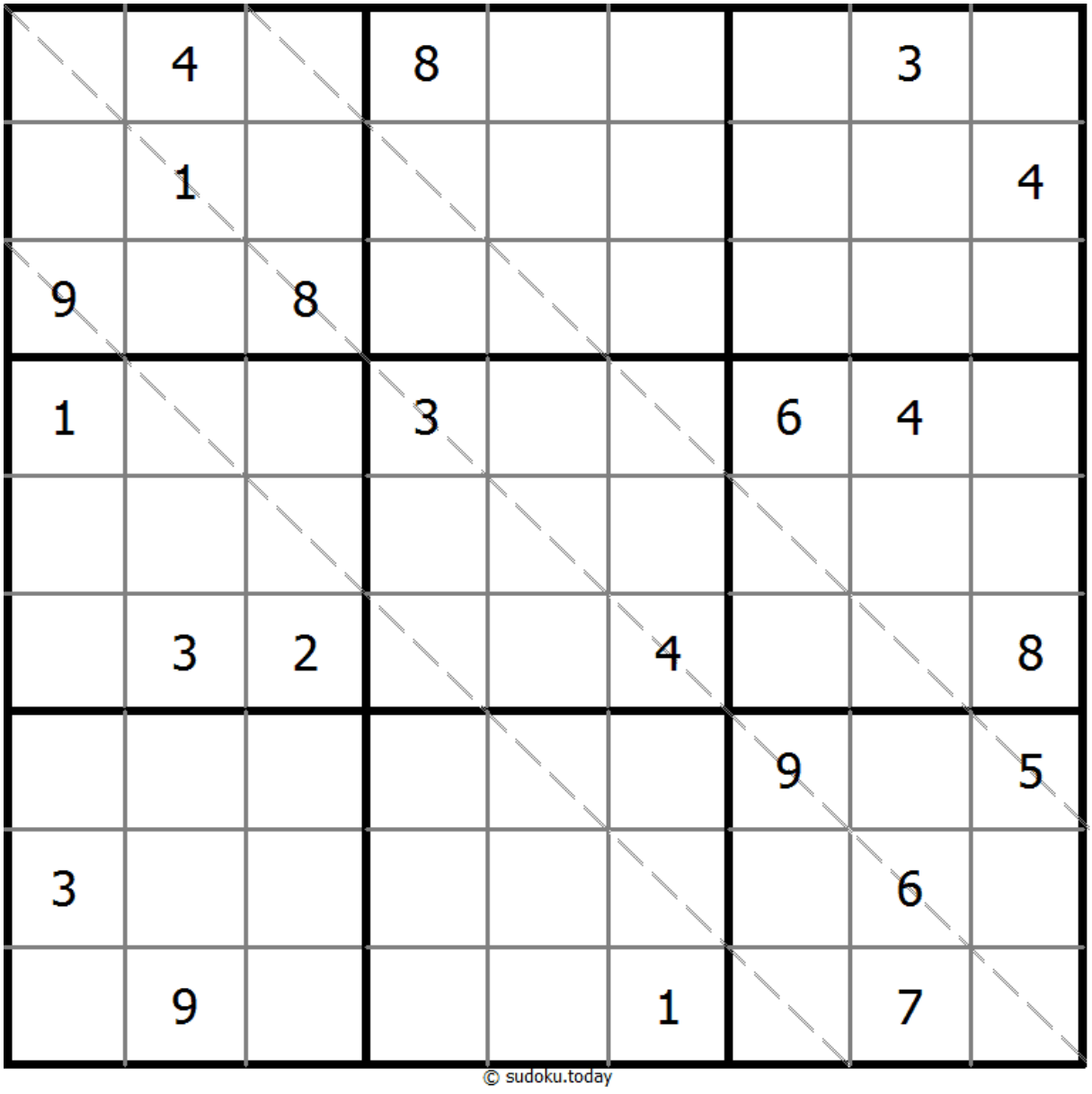


Multi Diagonal Sudoku

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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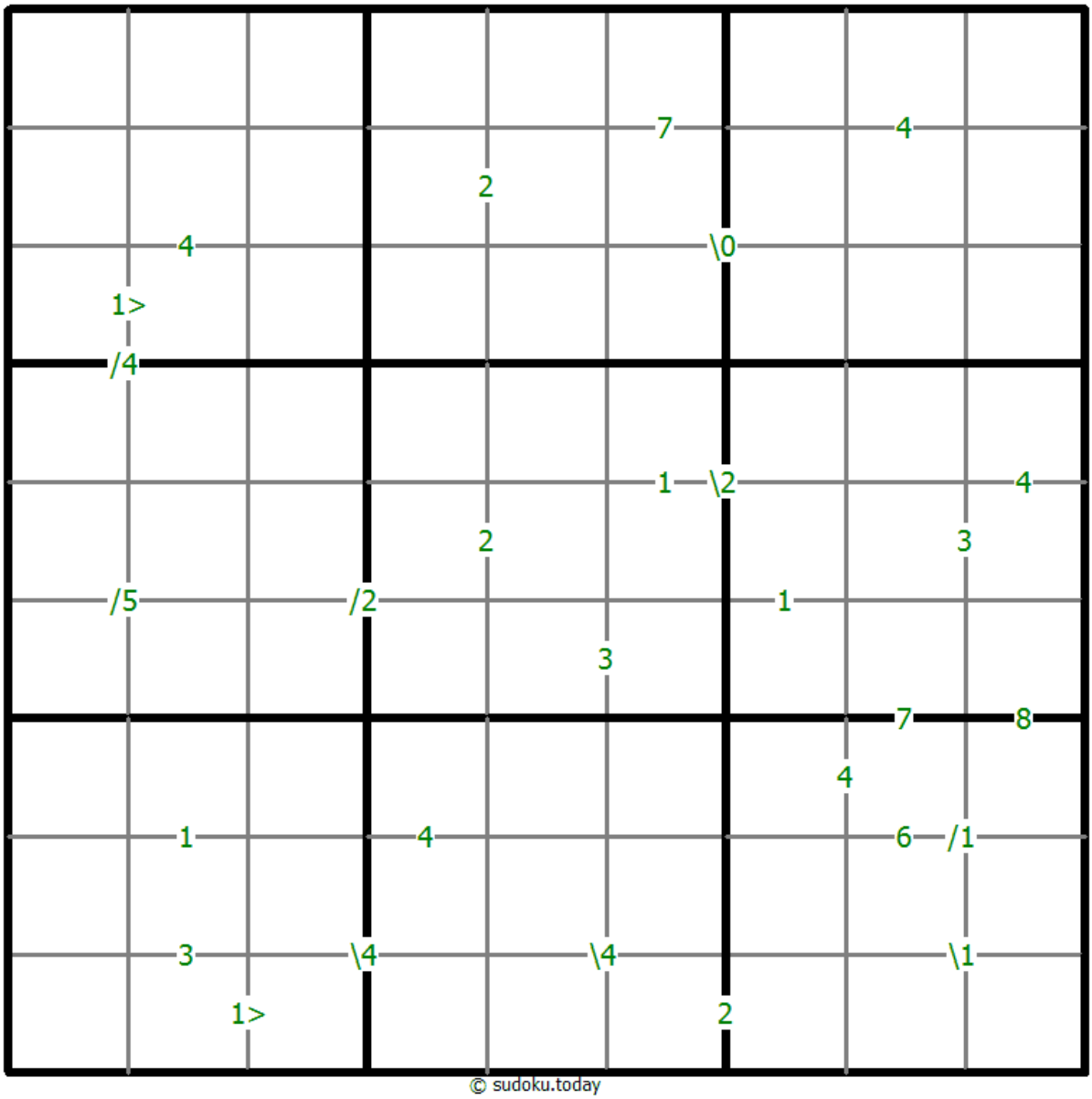
Differences Sudoku

(Solution)

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.



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)

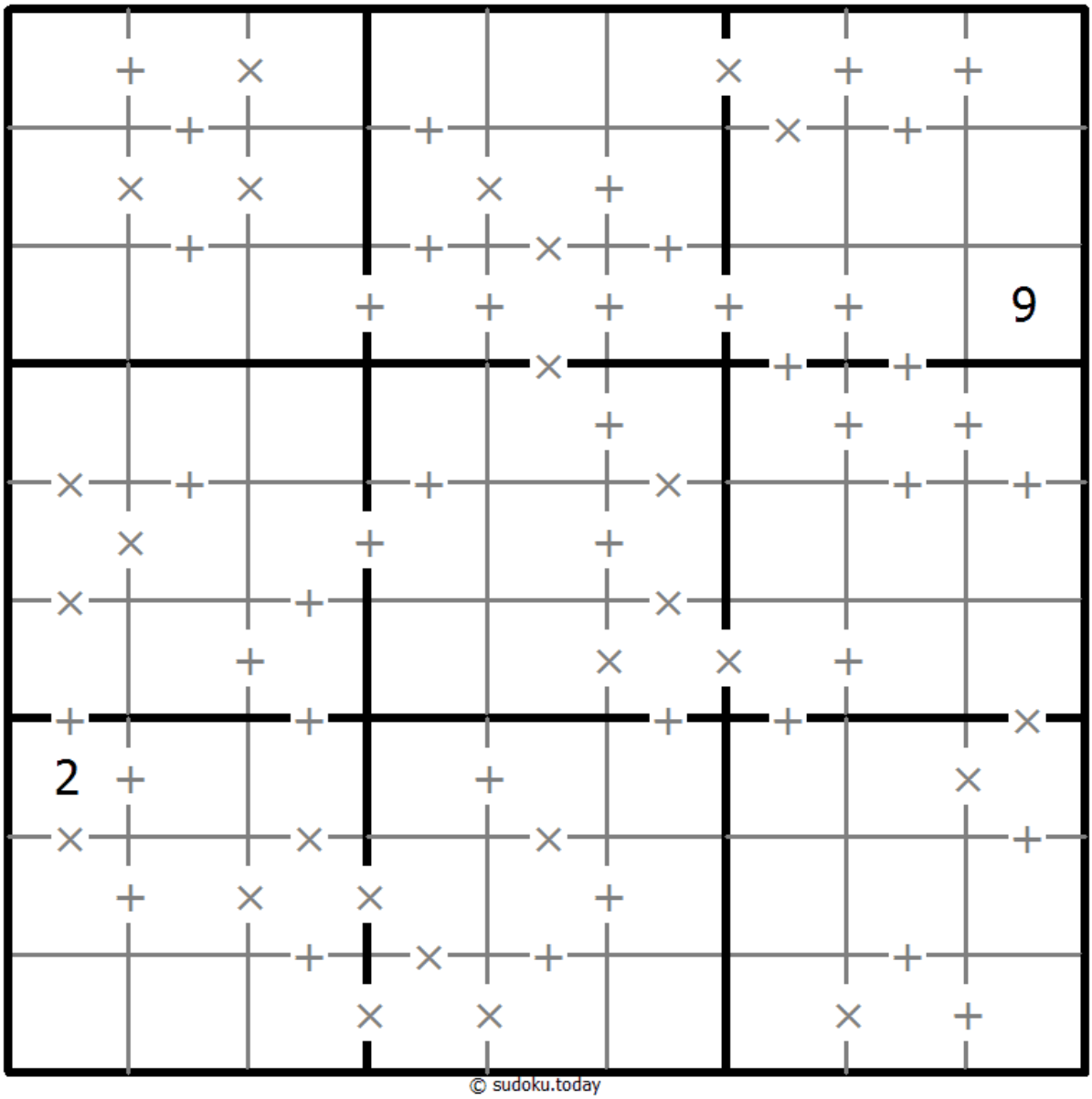
	6	4	1		8			
					4			
5		1			3	2		
			4					3
1		6		3		8		9
7					1			
		7	3			5		8
			8					
			6		5	4	9	

Makodoku

(Solution)

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.

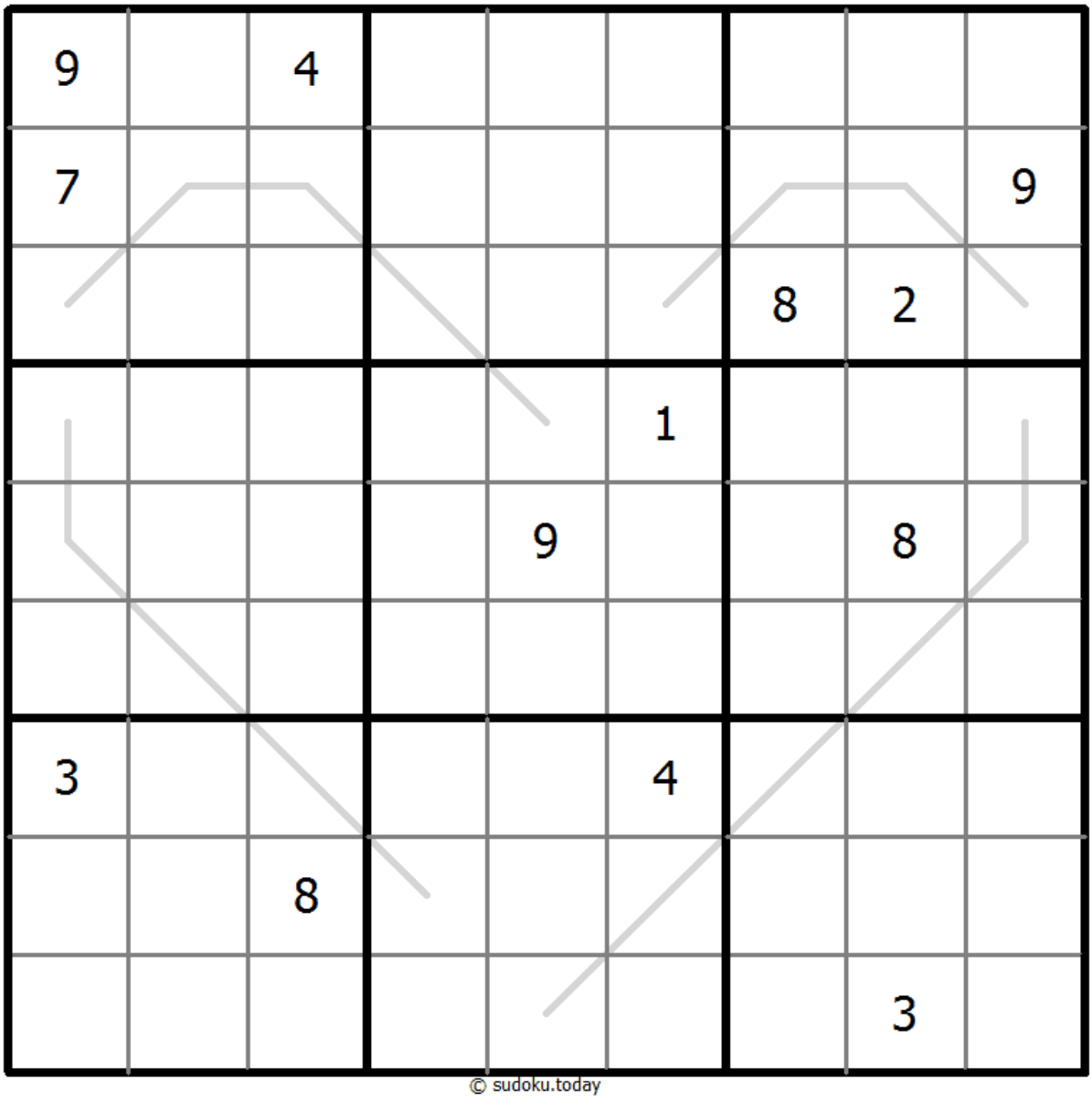


Creasing Sudoku

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 line are monotonically increasing or decreasing.

(Solution)

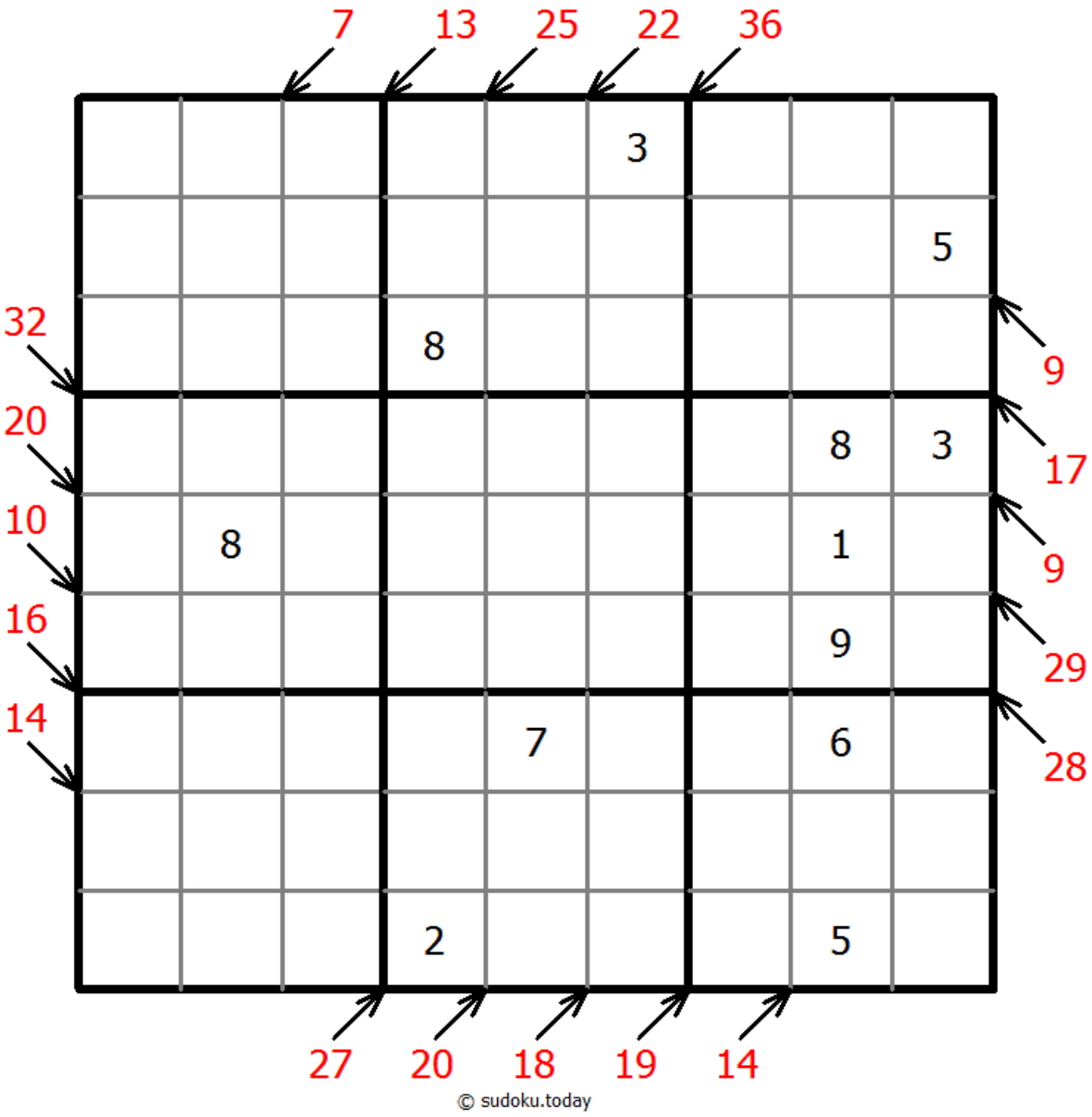


Little killer sudoku

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.

(Solution)



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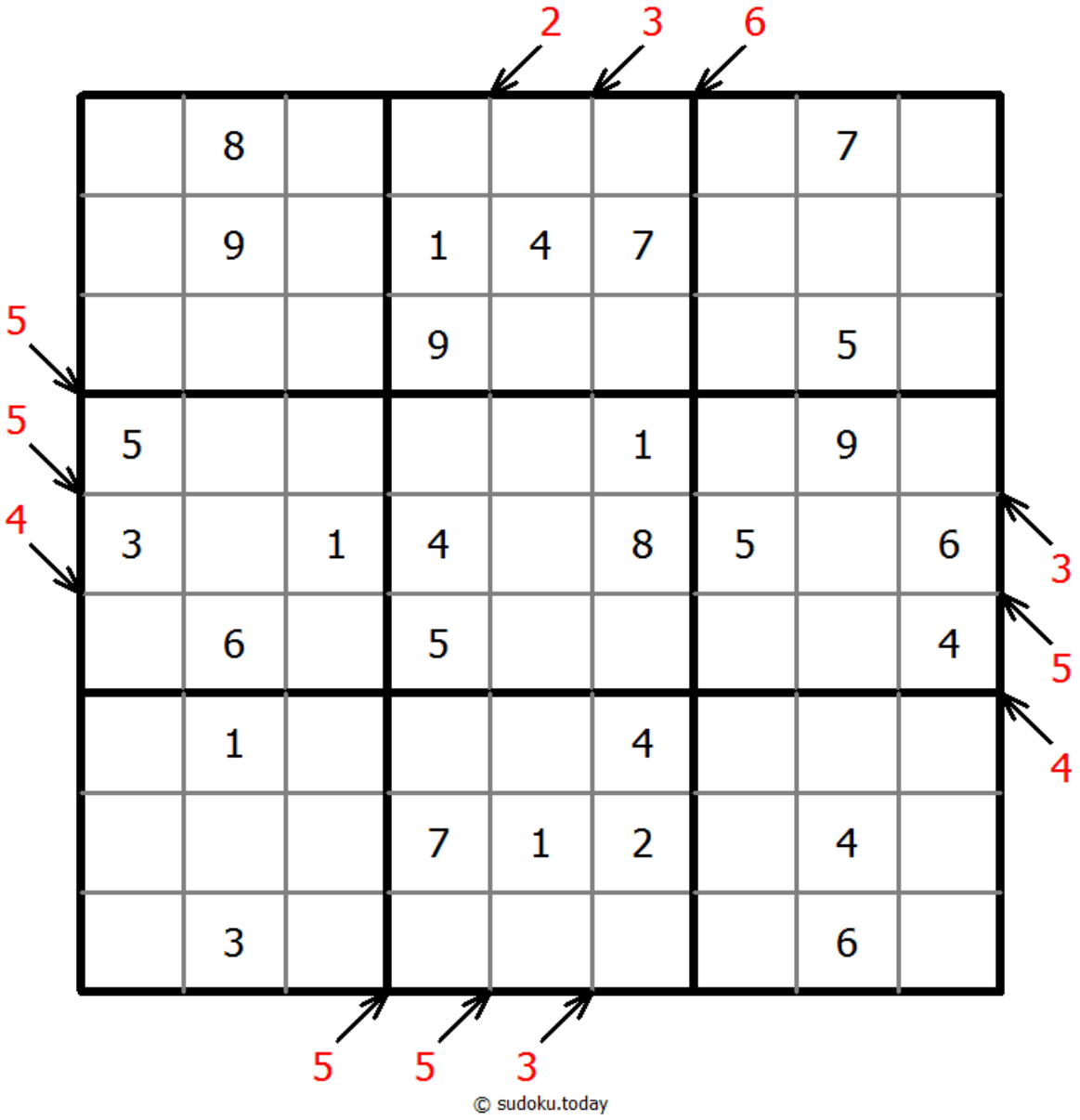
Count different Sudoku

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)



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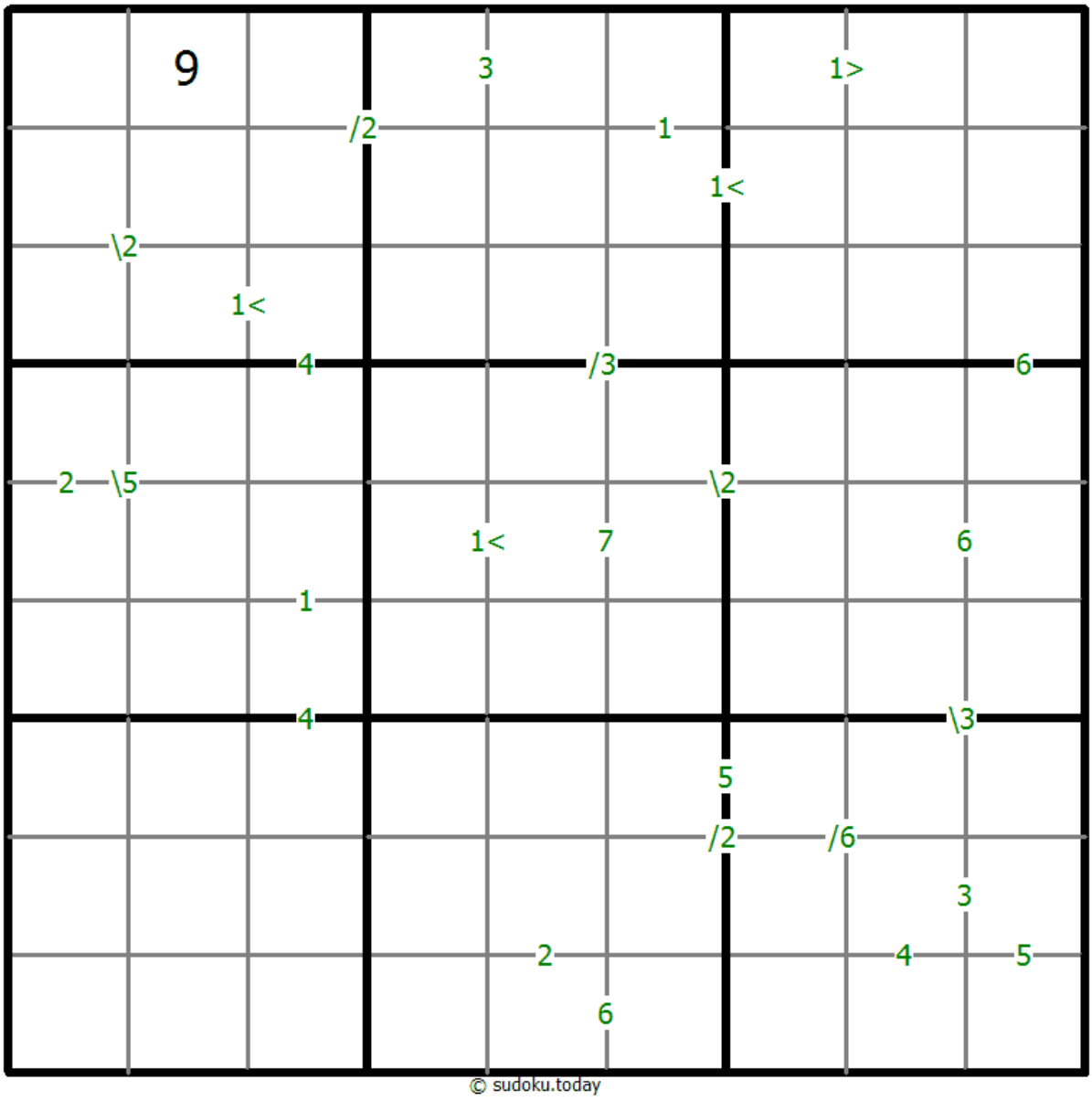
Differences Sudoku

(Solution)

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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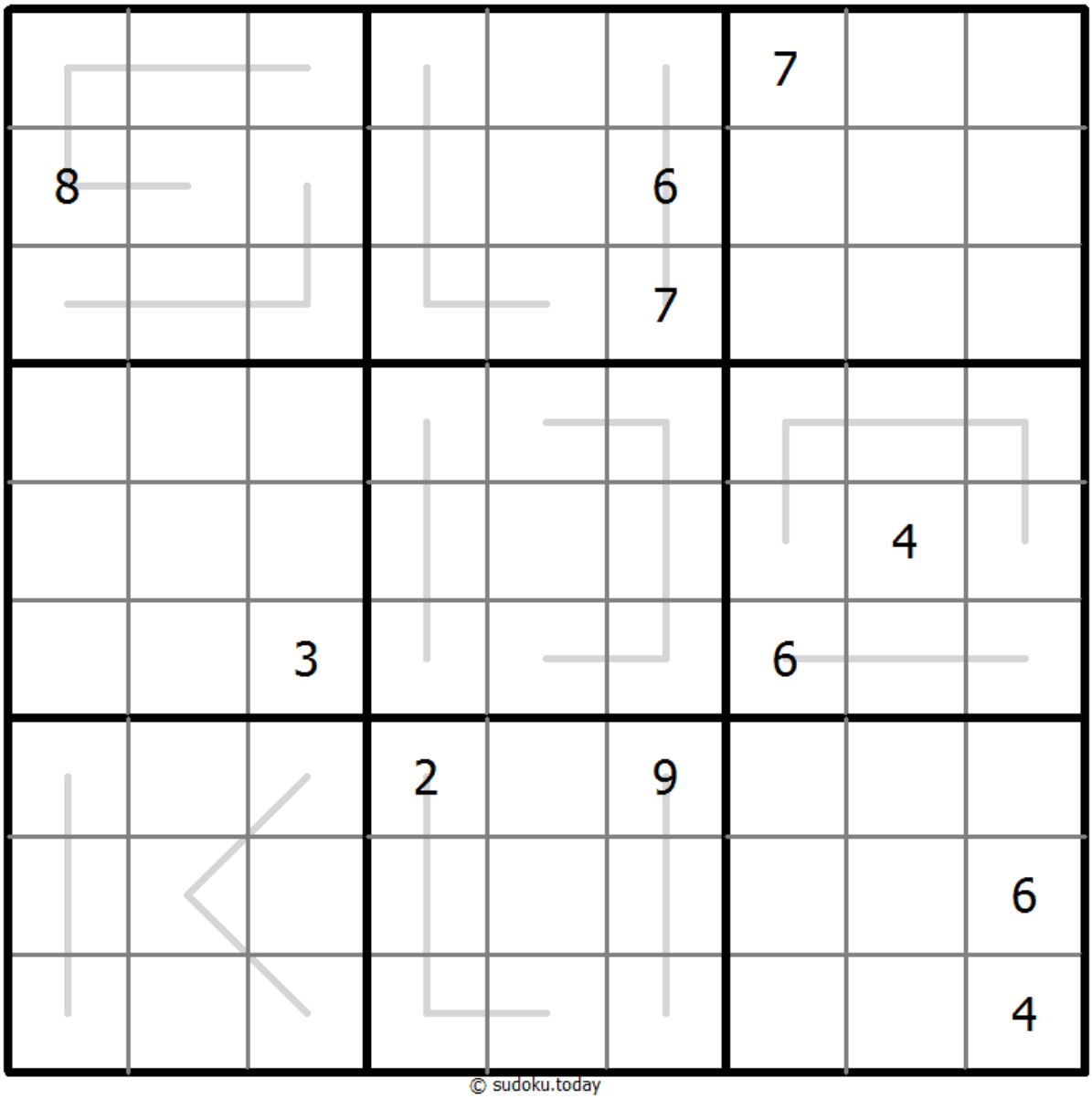
Creasing Sudoku

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 line are monotonically increasing or decreasing.

(Solution)



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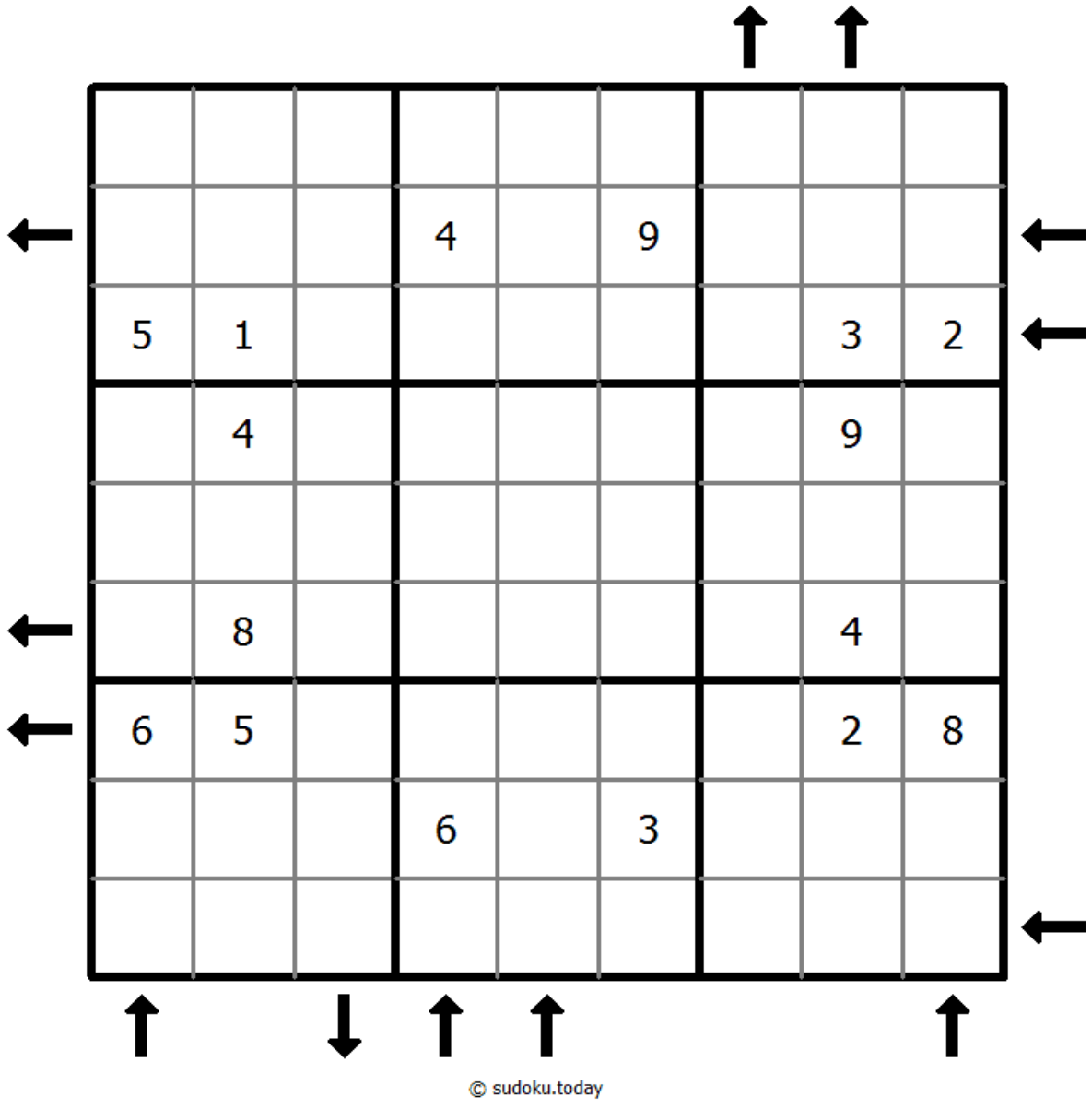
Rossini Sudoku

(Solution)

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.

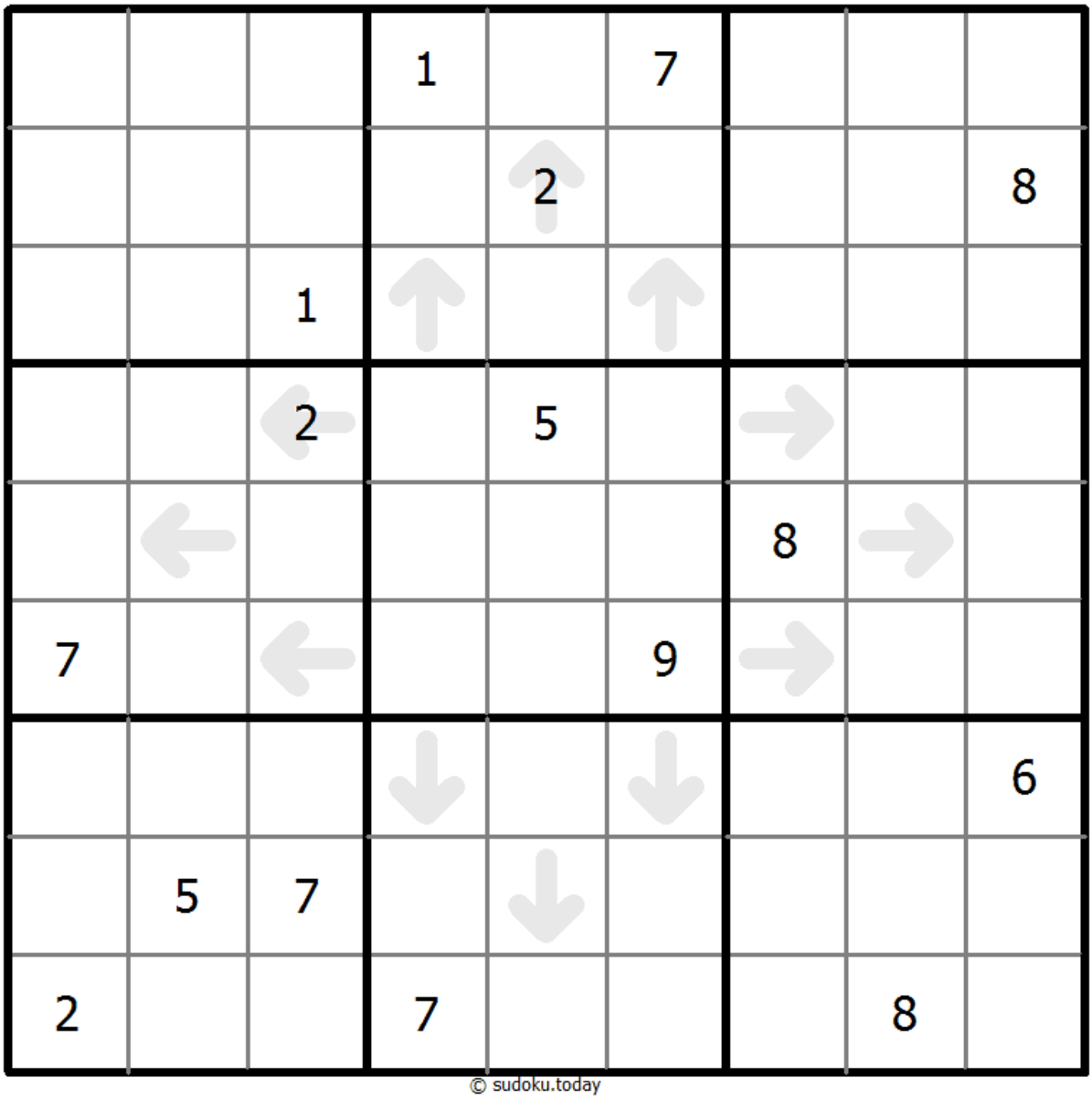


Point To Next Sudoku

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 digit ‘n’ is placed in a cell with an arrow, digit ‘n+1’ must be placed in one of the cells pointed by the arrow.

(Solution)

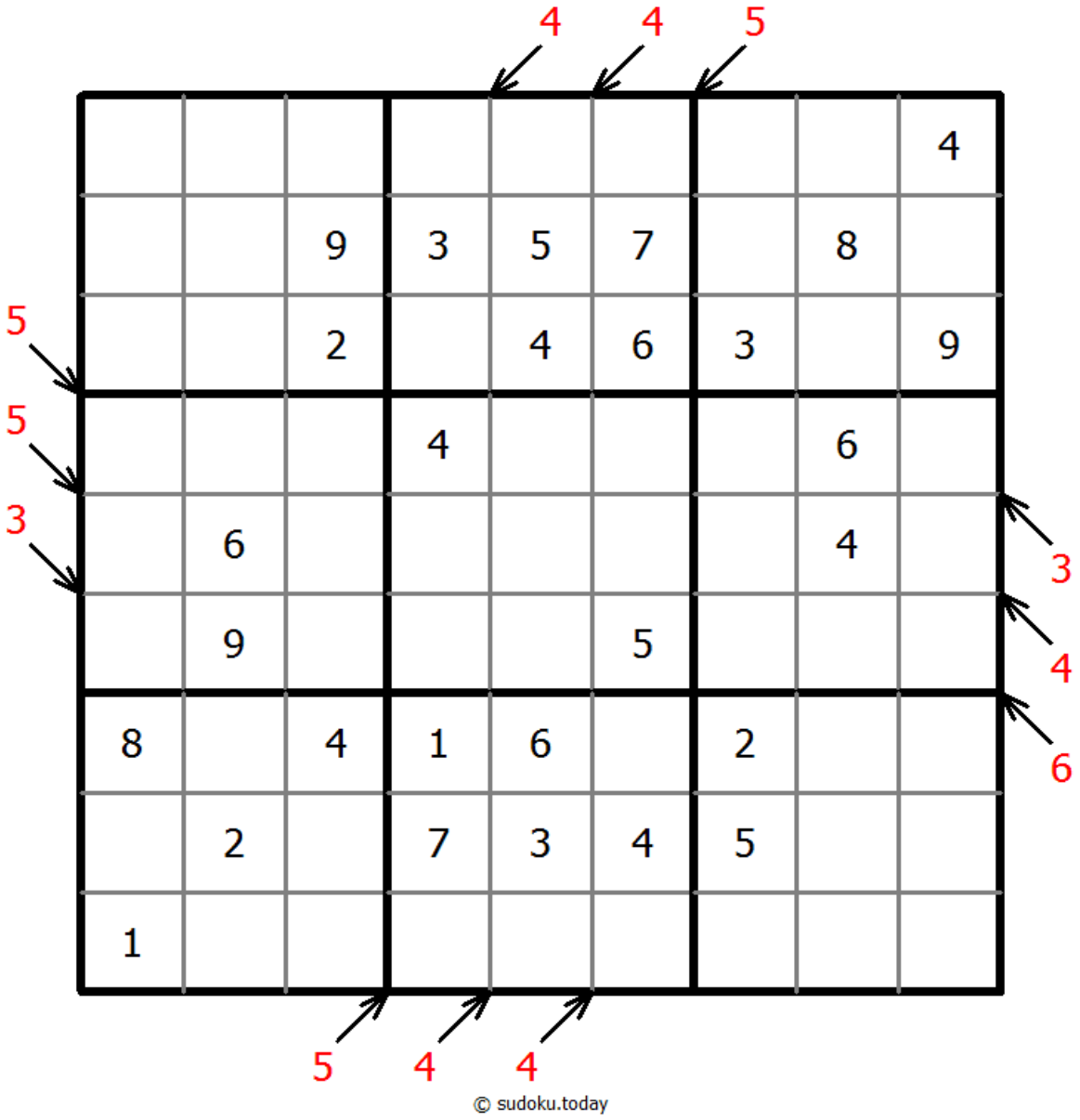


Count different Sudoku

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)

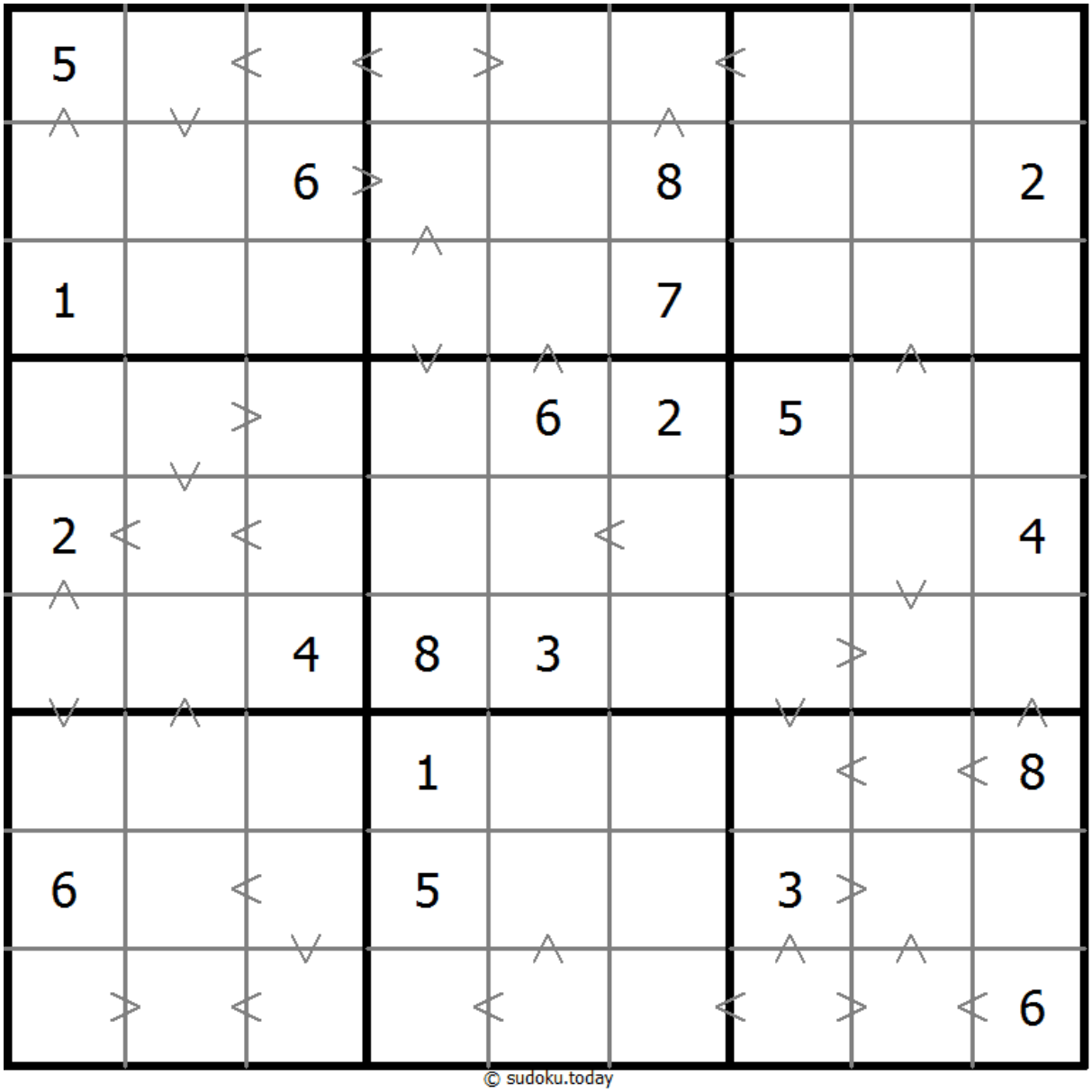


Greater Than Sudoku

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 have to be place in accordance with the “greater than” signs.

(Solution)



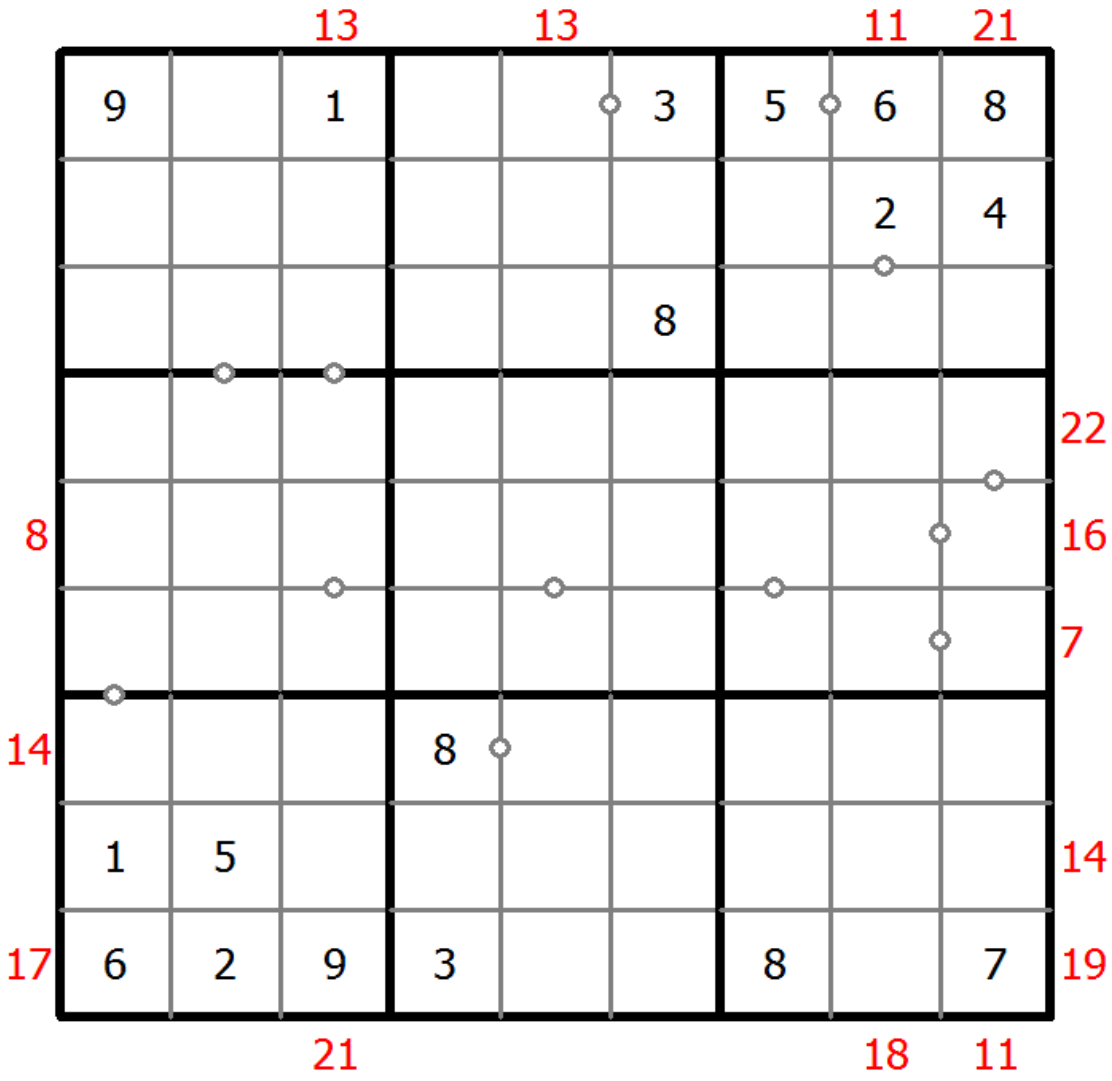
Hybrid Sudoku (Consecutive Pairs + Sum Frame)

(Solution)

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.

There are some dots between cells. The numbers on each side of a dot must always be consecutive. Not all possible dots are marked.

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

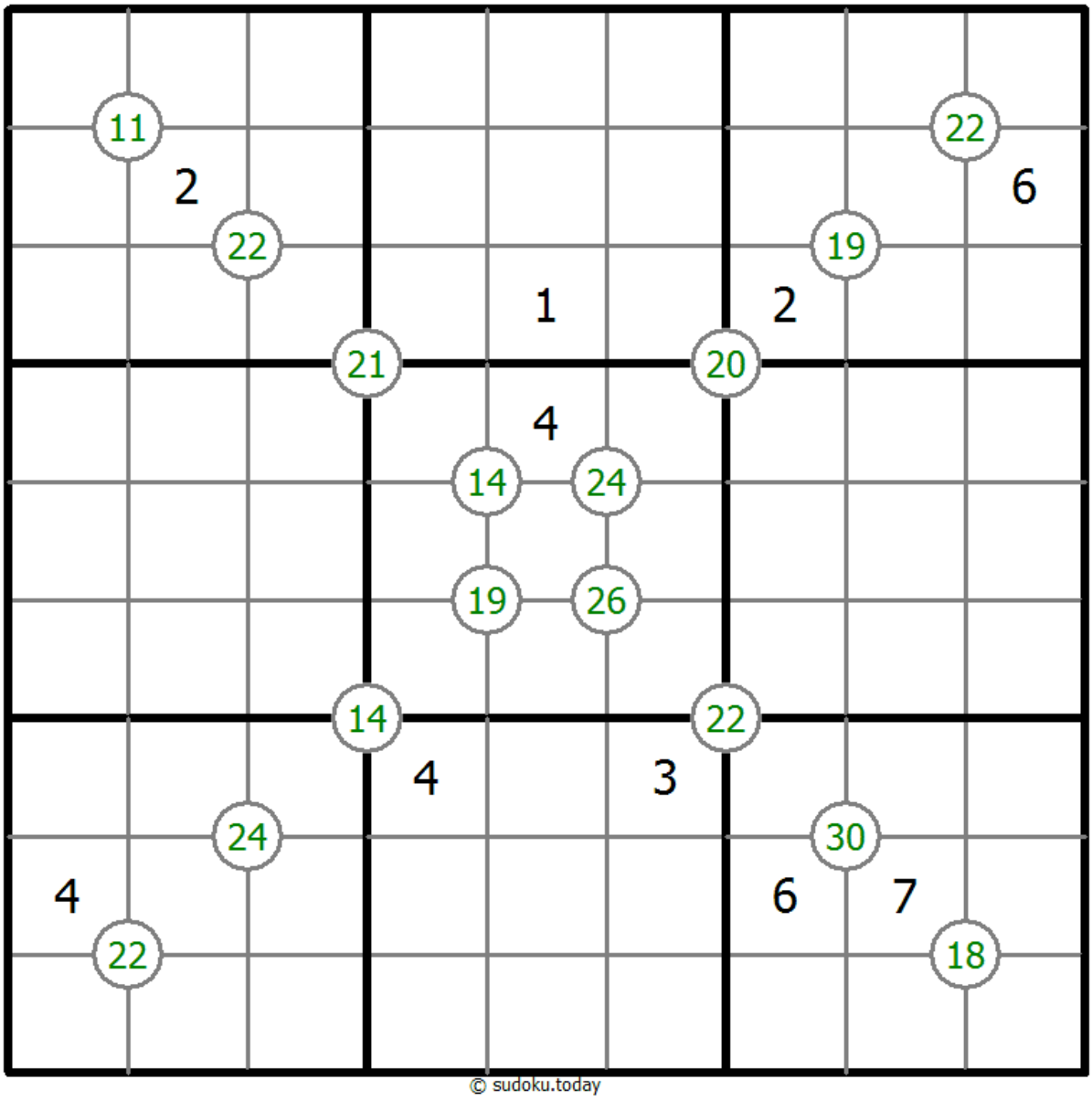


Group Sum Sudoku

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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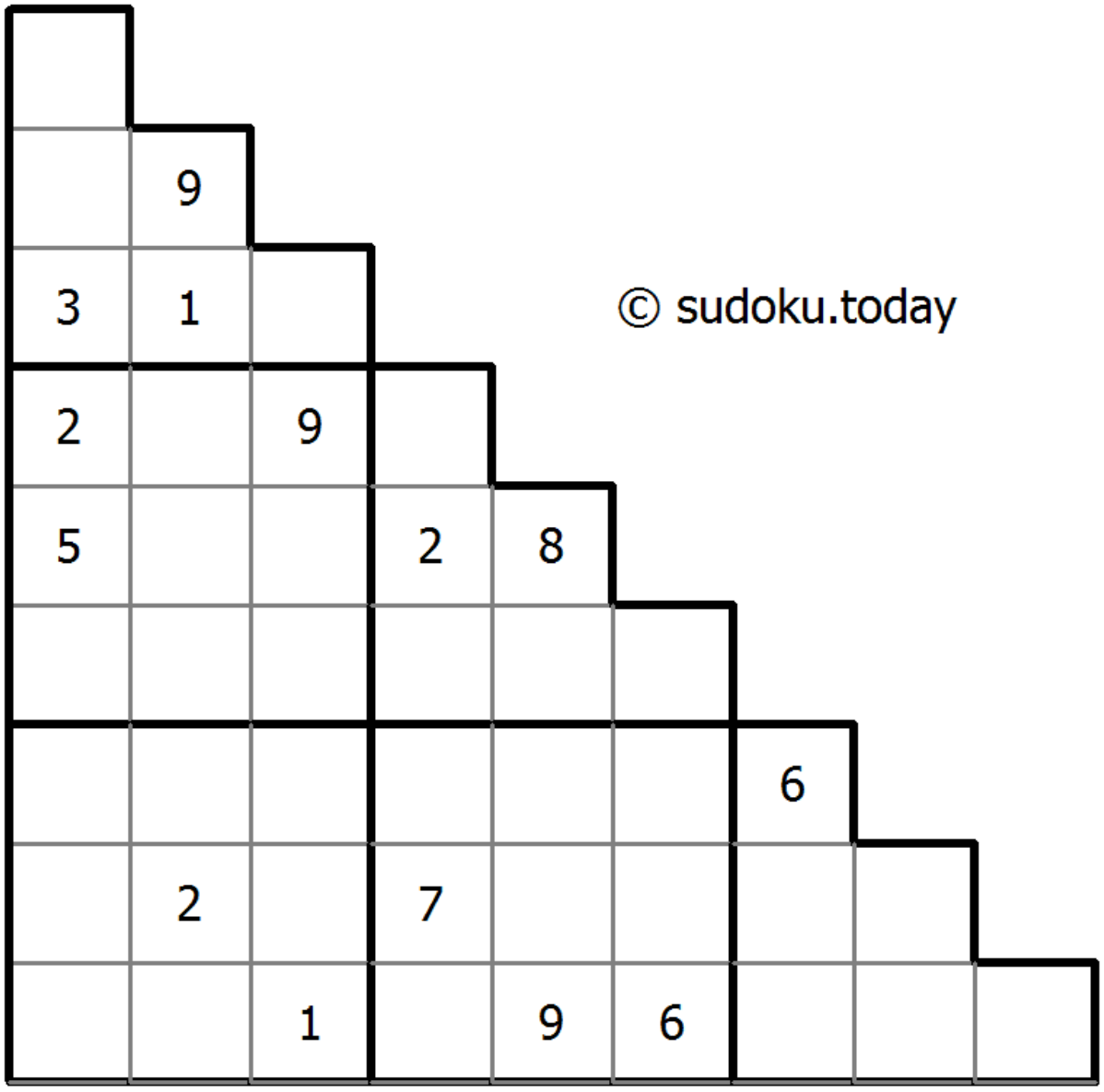
Sujiken

(Solution)

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.

Sujiken (from Japanese "sujikai", literally "diagonal") is a variation of Sudoku . The puzzle consists of a triangular grid of cells containing digits from 1 to 9. The objective is to fill a grid with digits so that each cell contains a digit and no digit is repeated in any column, row and diagonal in any direction. Also, no digit occurs twice in any of the three larger 3 x 3 square regions and any of the three larger triangular regions enclosed by thick borders.

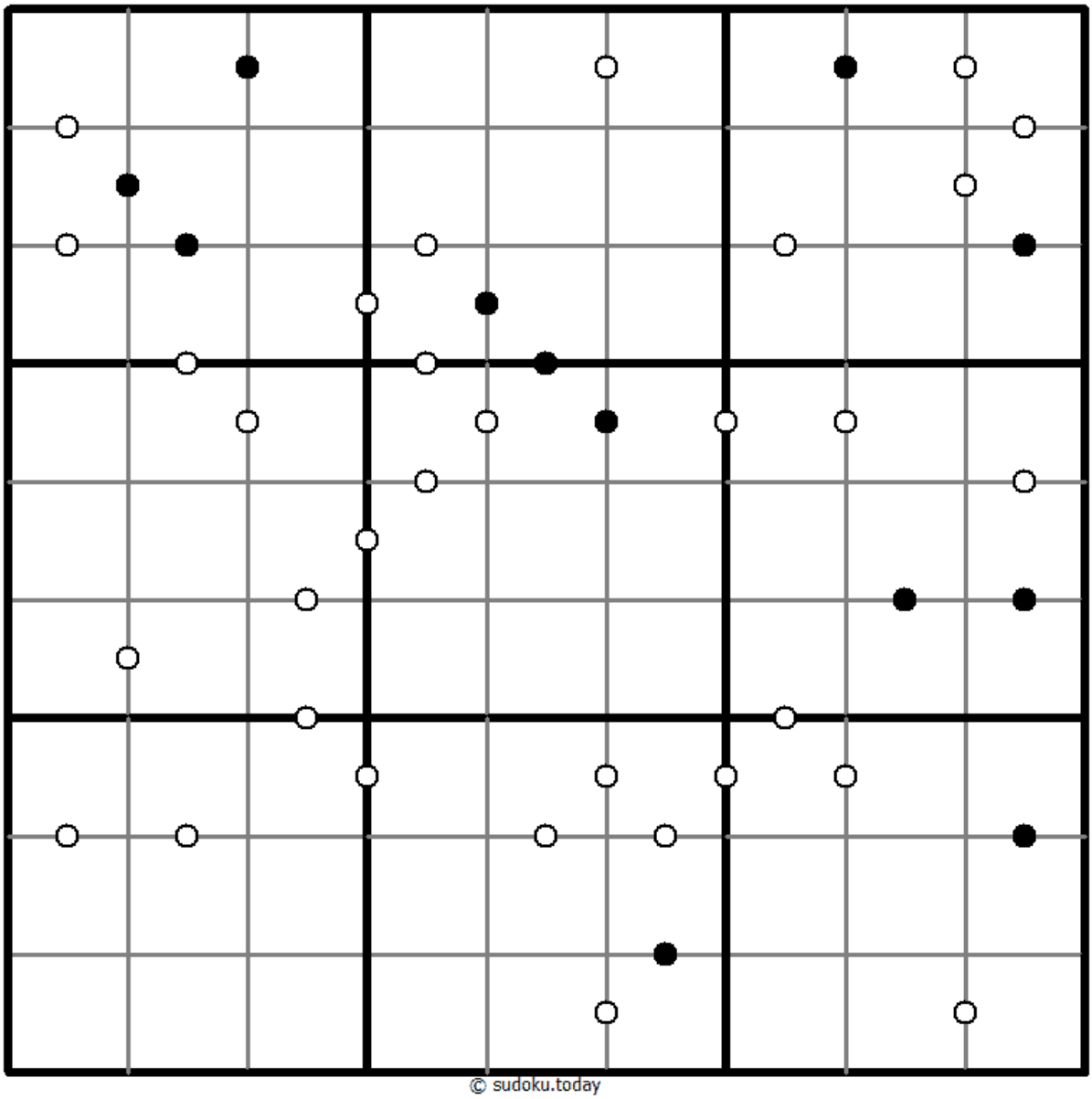


Kropki Sudoku

(Solution)

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.

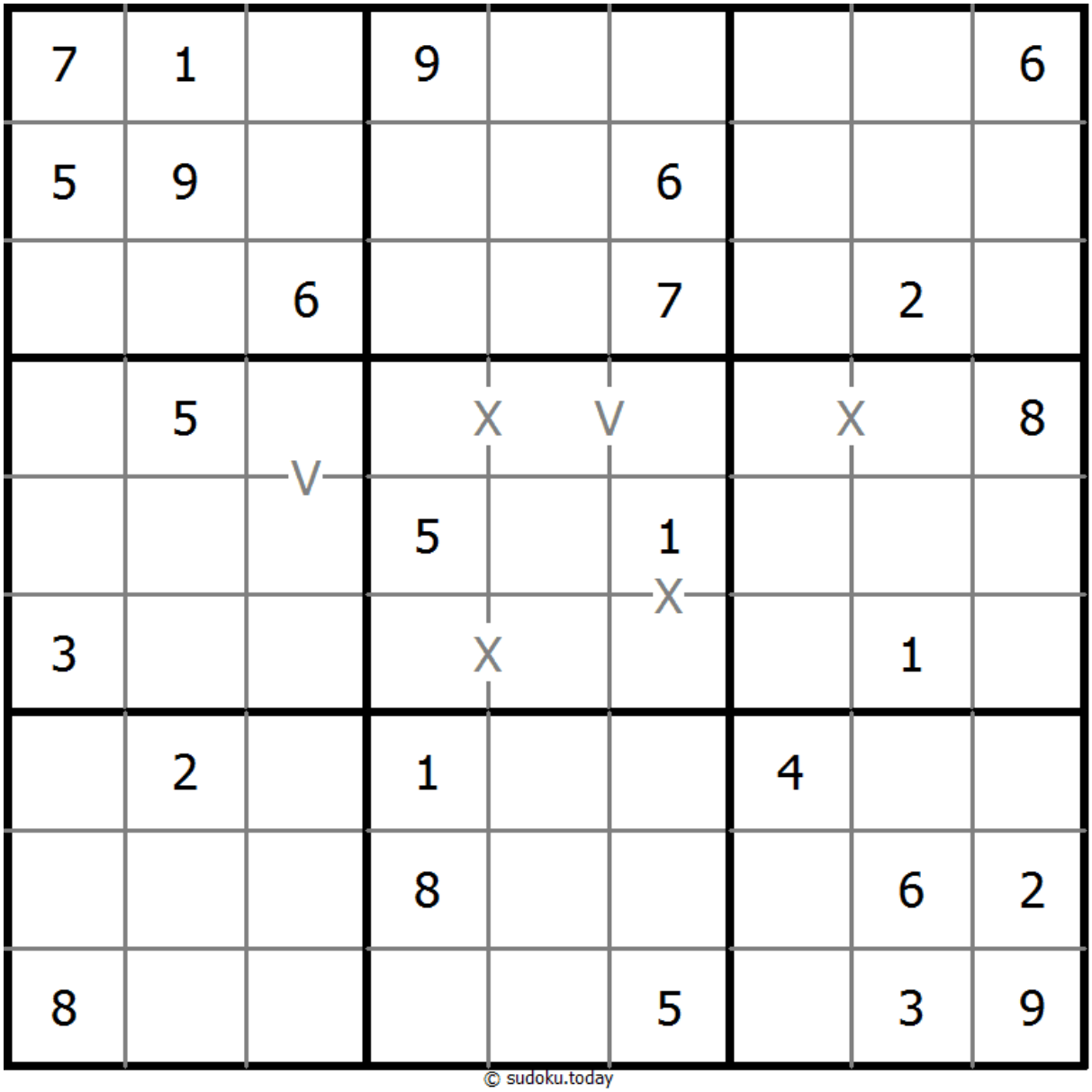


XV Sudoku

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. Not all possible V and X are marked.

(Solution)



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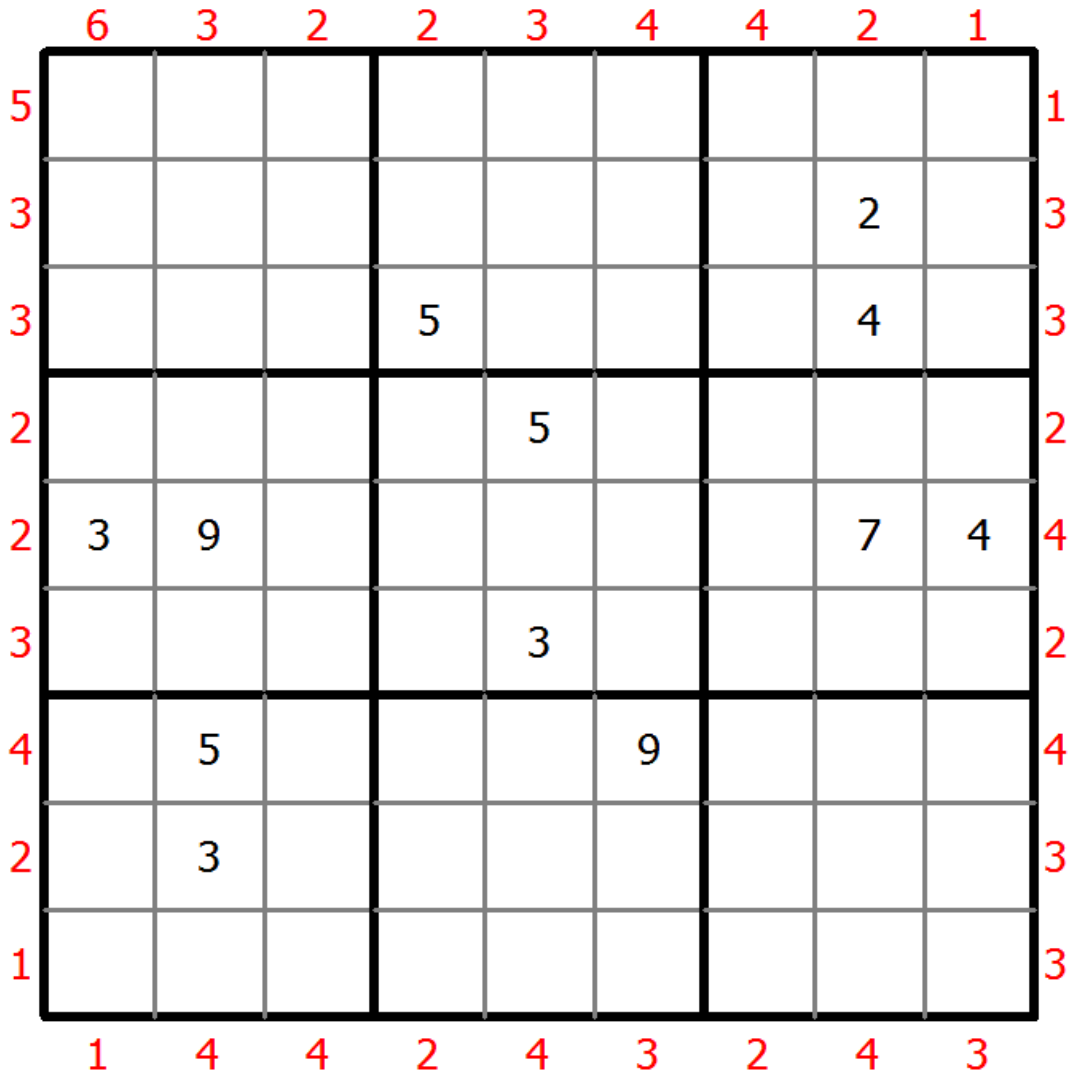
Skyscrapers Sudoku

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).

(Solution)

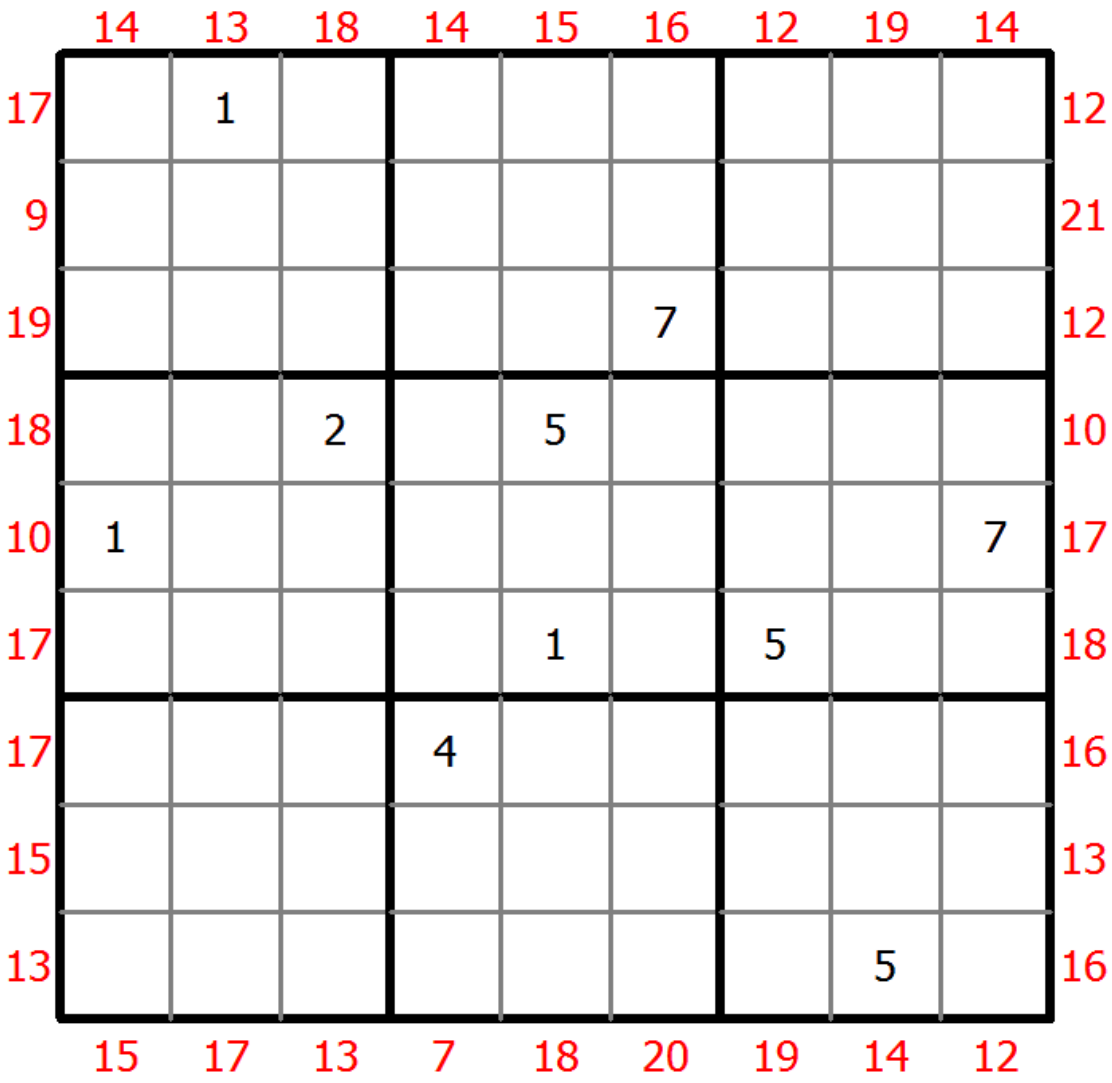


Sum Frame Sudoku

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.

(Solution)

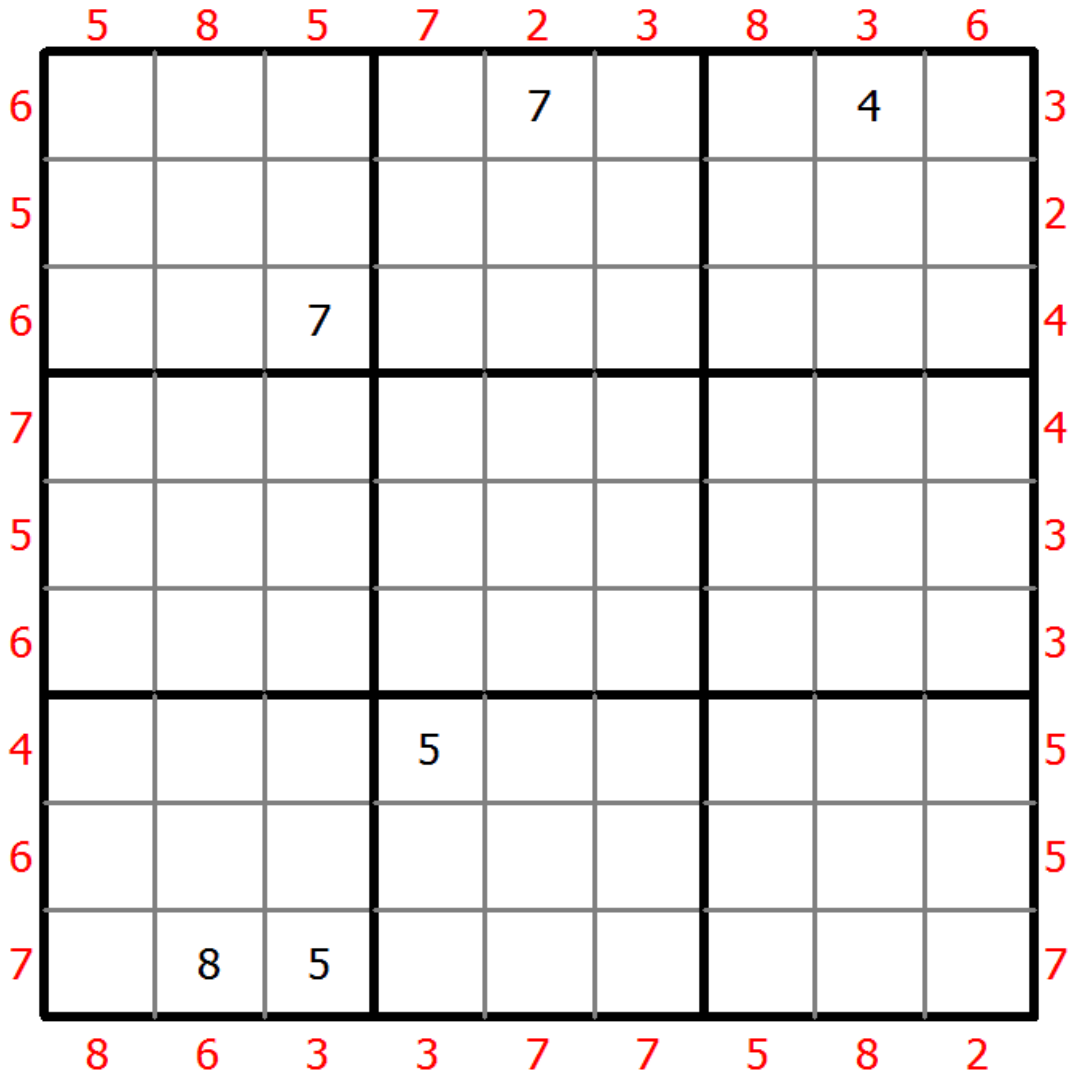


Maximin Sudoku

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 highest and the lowest number in the first three cells in the corresponding row or column.

(Solution)

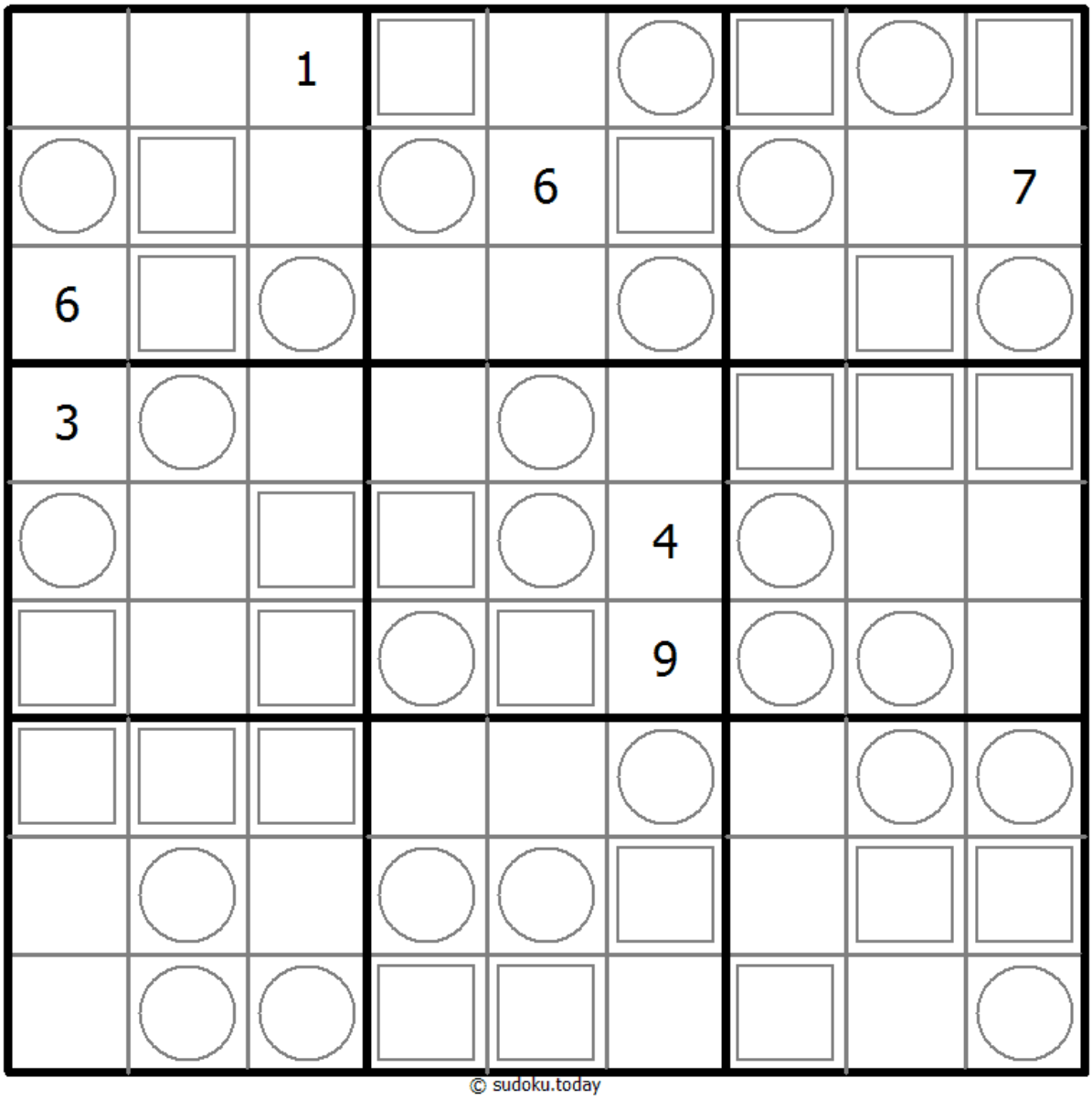


147 Sudoku

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 circles must contain digits 1-2-3, cells with squares must contain digits 4-5-6, blank cells must contains digits 7-8-9.

(Solution)



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.

(Solution)

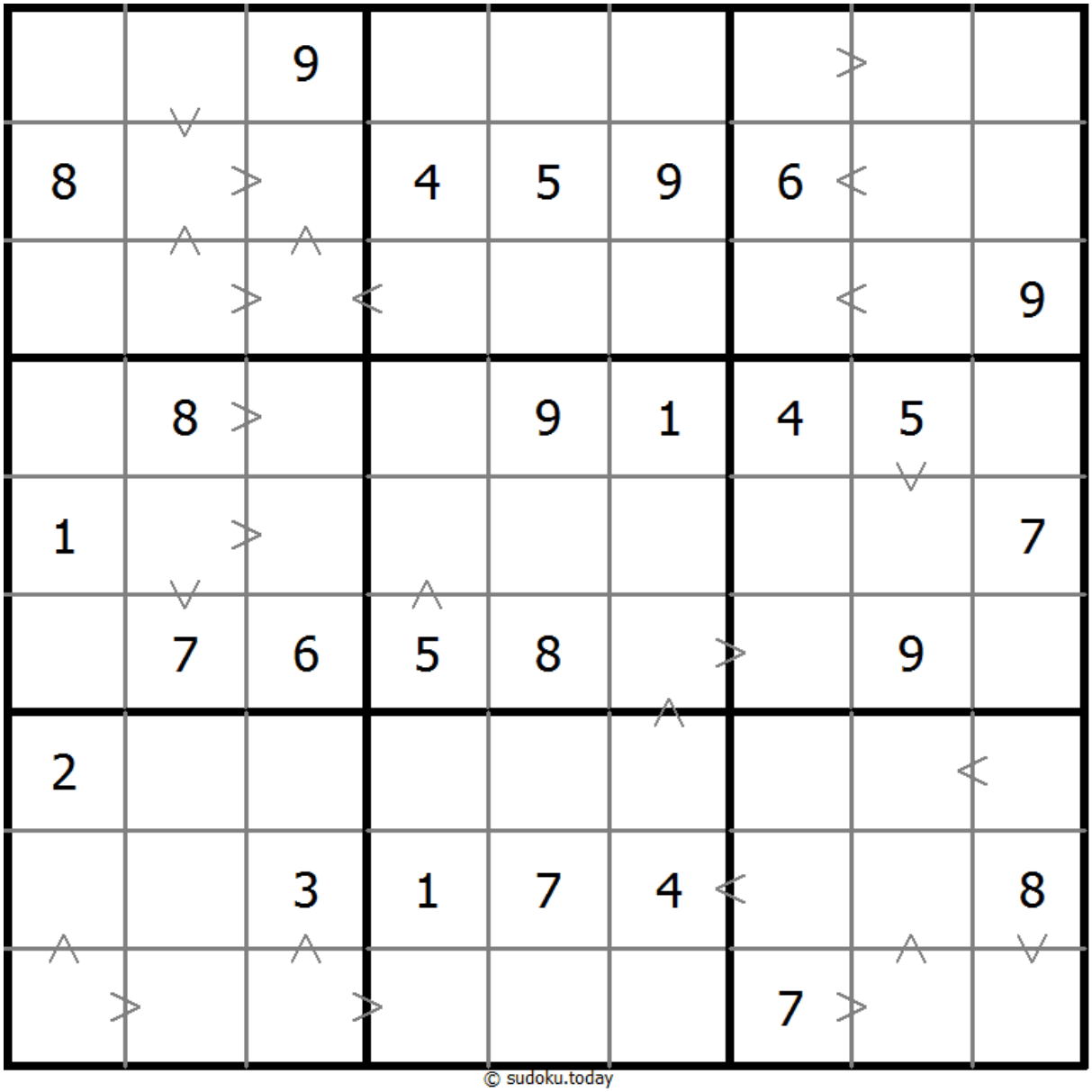
		2					3	
1	9							
8				5				
							9	7
5	3		7		4		8	2
2	7							
				4				8
							2	3
	4					7		

Greater Than 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 have to be place in accordance with the “greater than” signs.

(Solution)

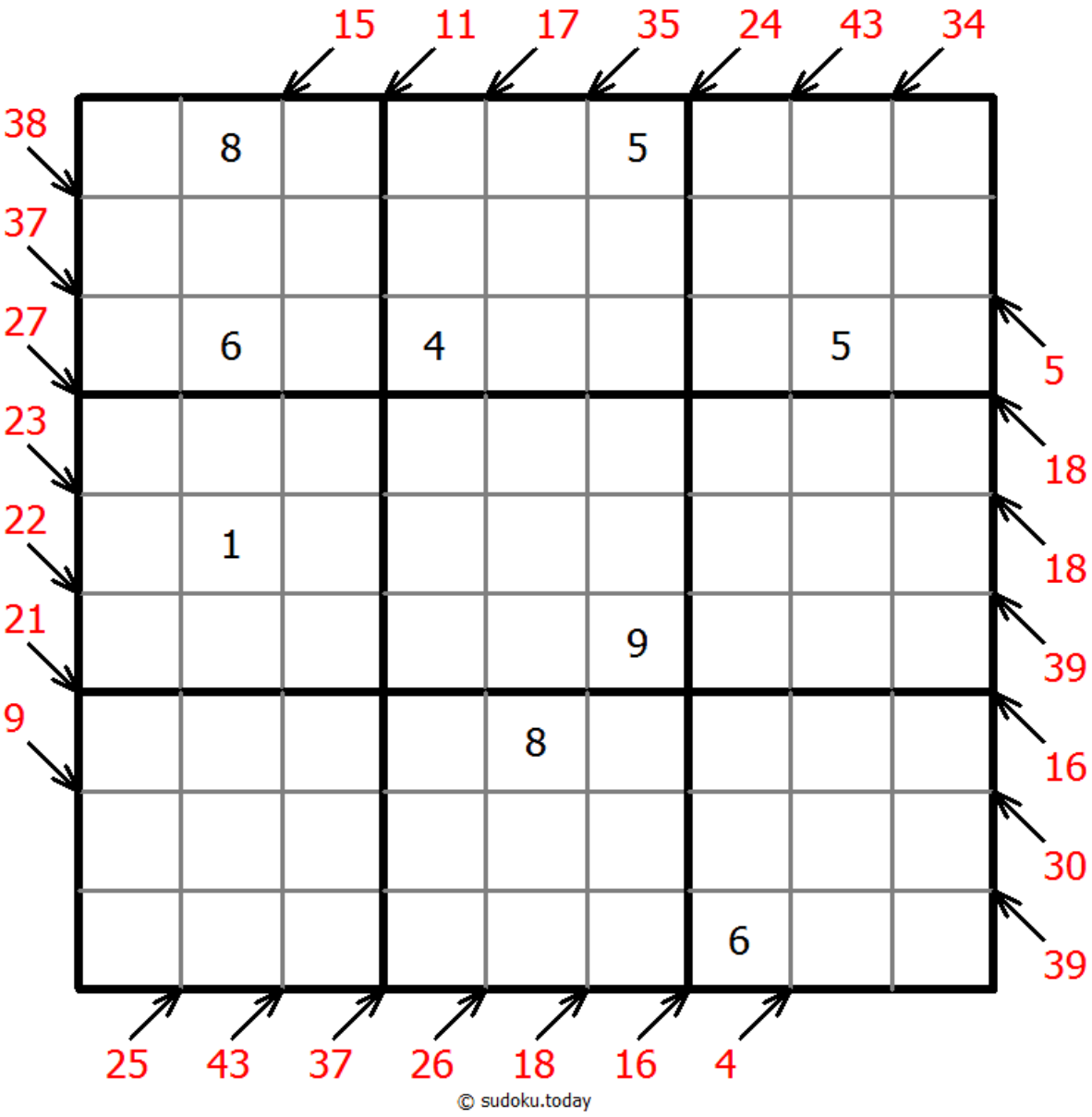


Little killer sudoku

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.

(Solution)



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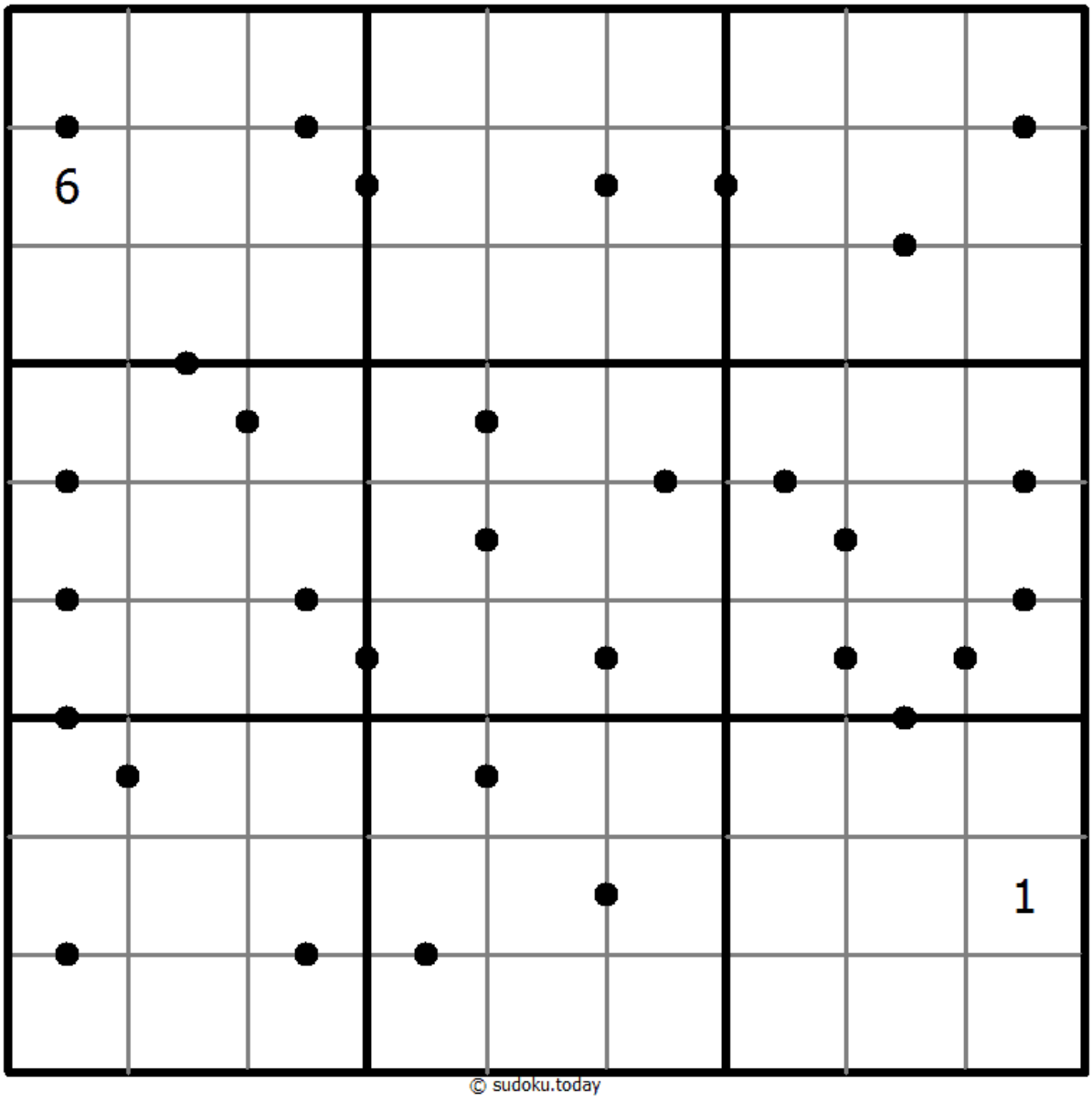
Ten-Eleven Sudoku

(Solution)

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.



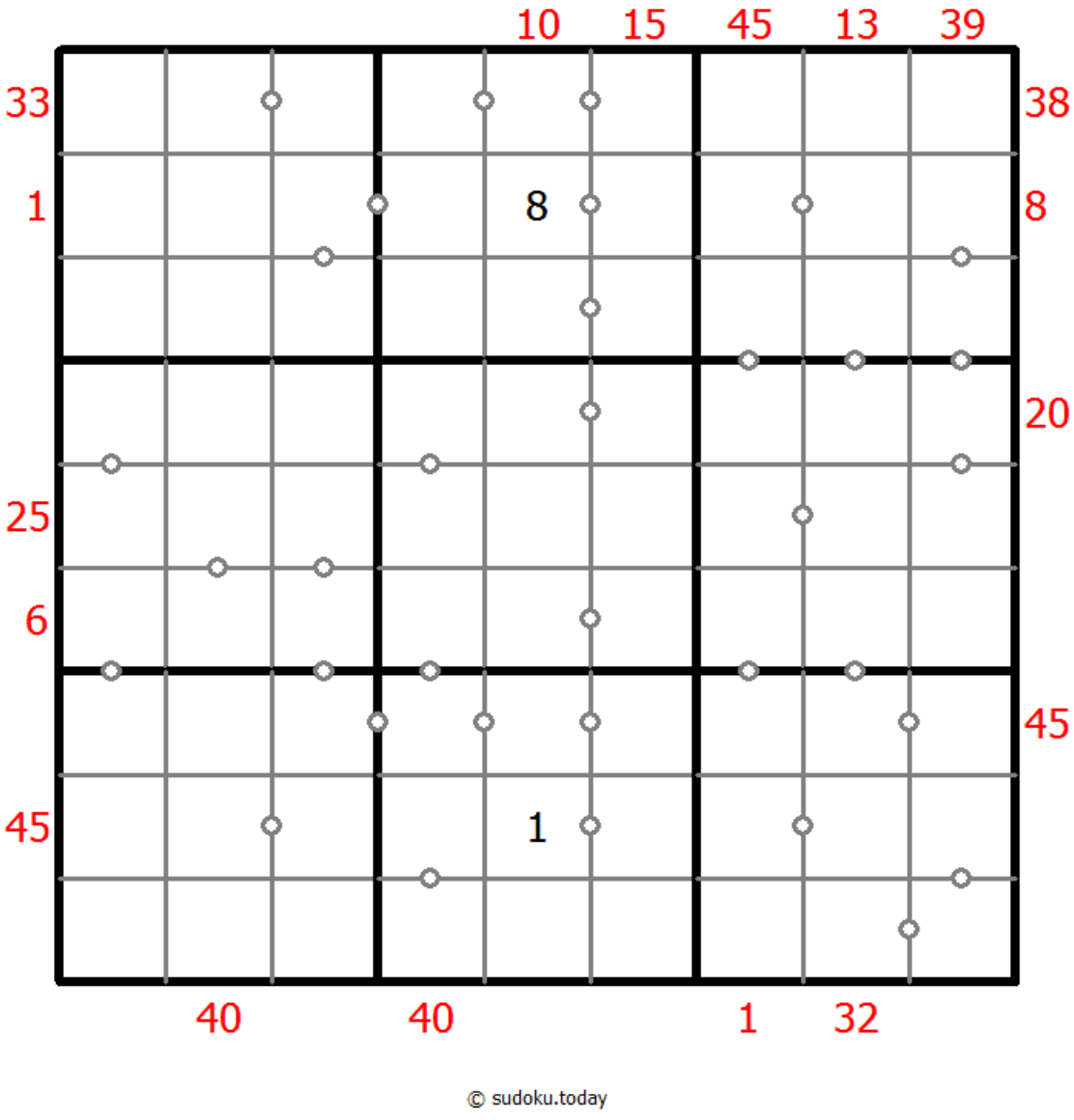
Hybrid Sudoku (X Sums + Consecutive)

(Solution)

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. All possible dots are marked.

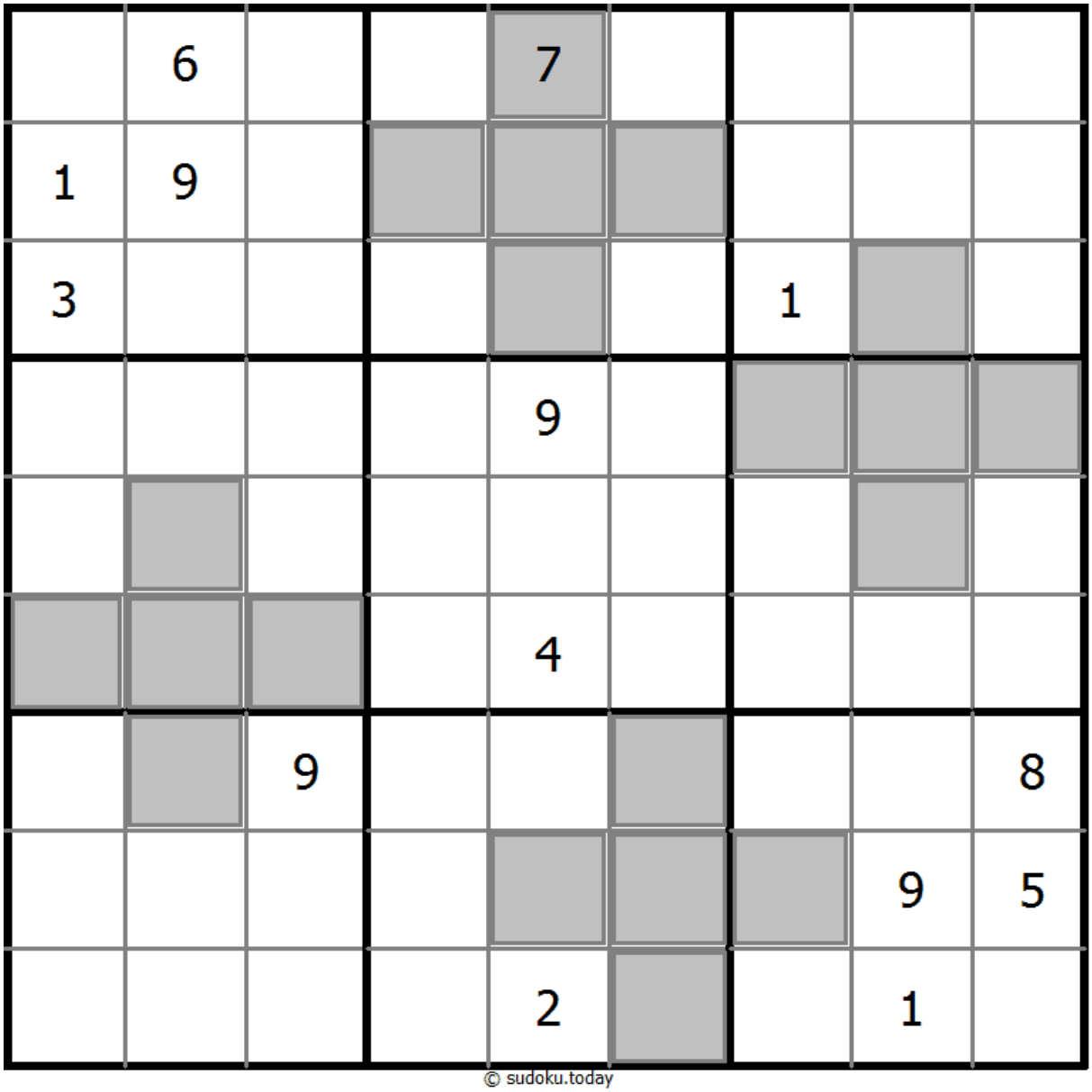


Clone Sudoku

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.

(Solution)

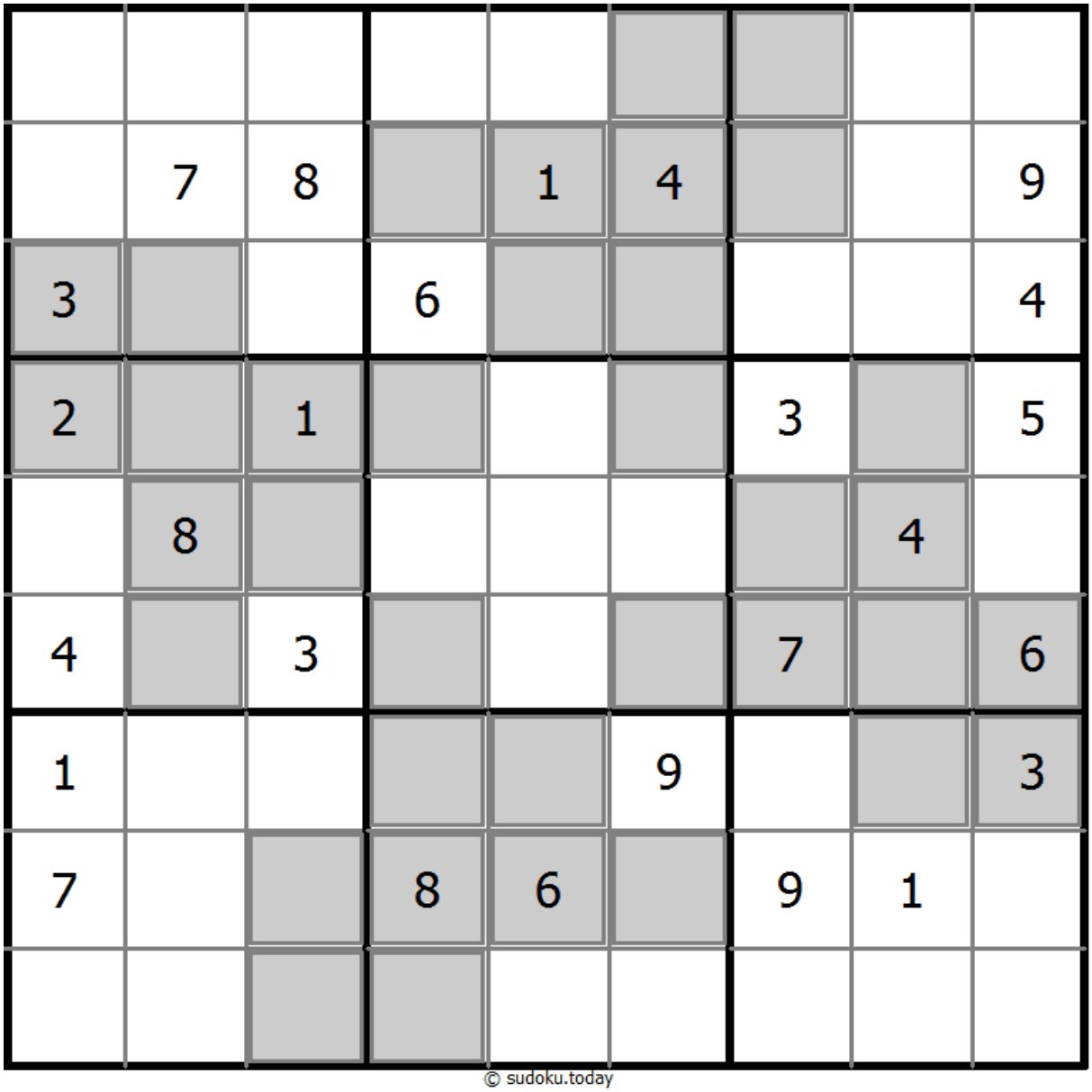


Extra Regions Sudoku

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)

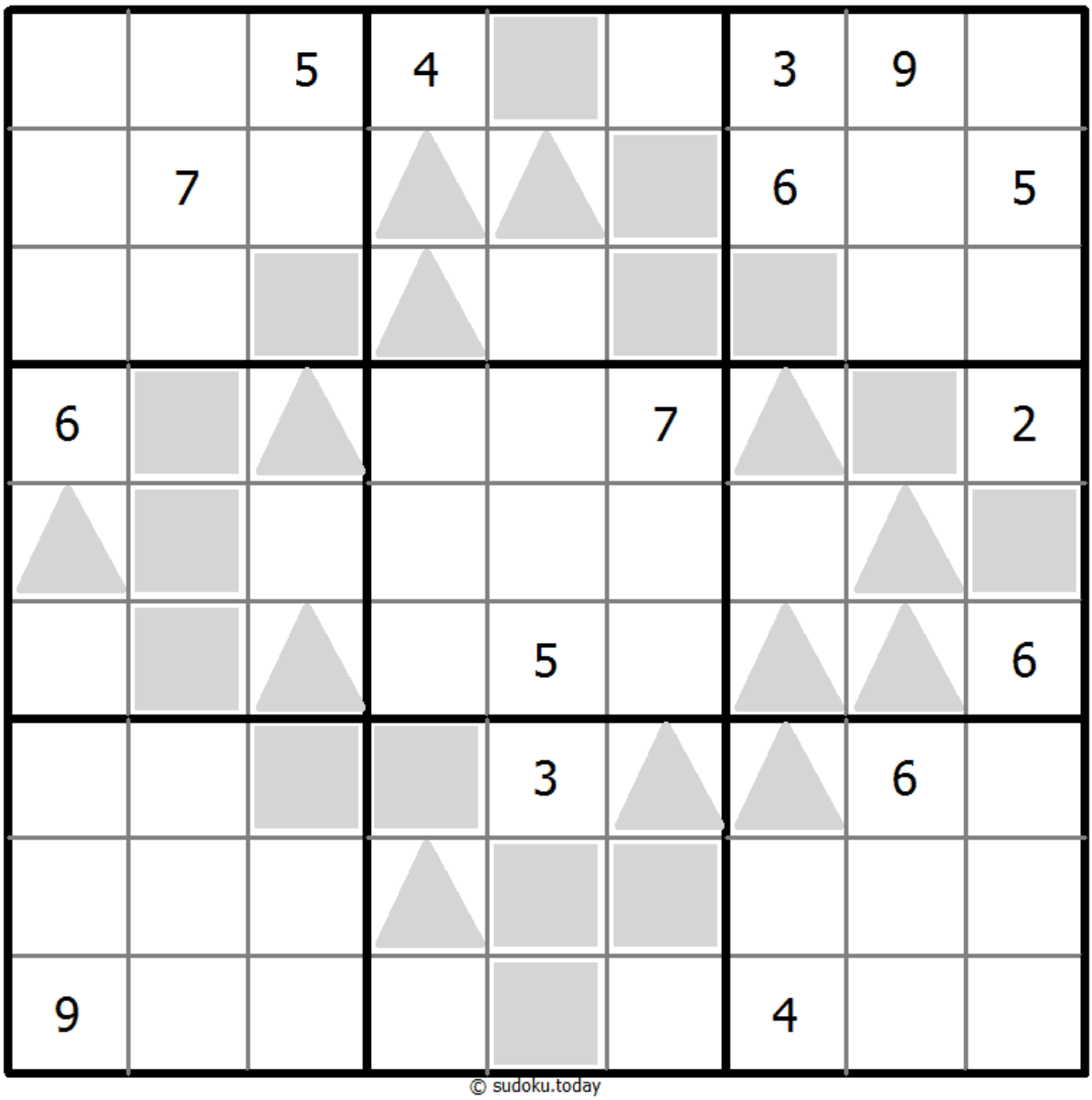


Odd Even Sudoku

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.

(Solution)

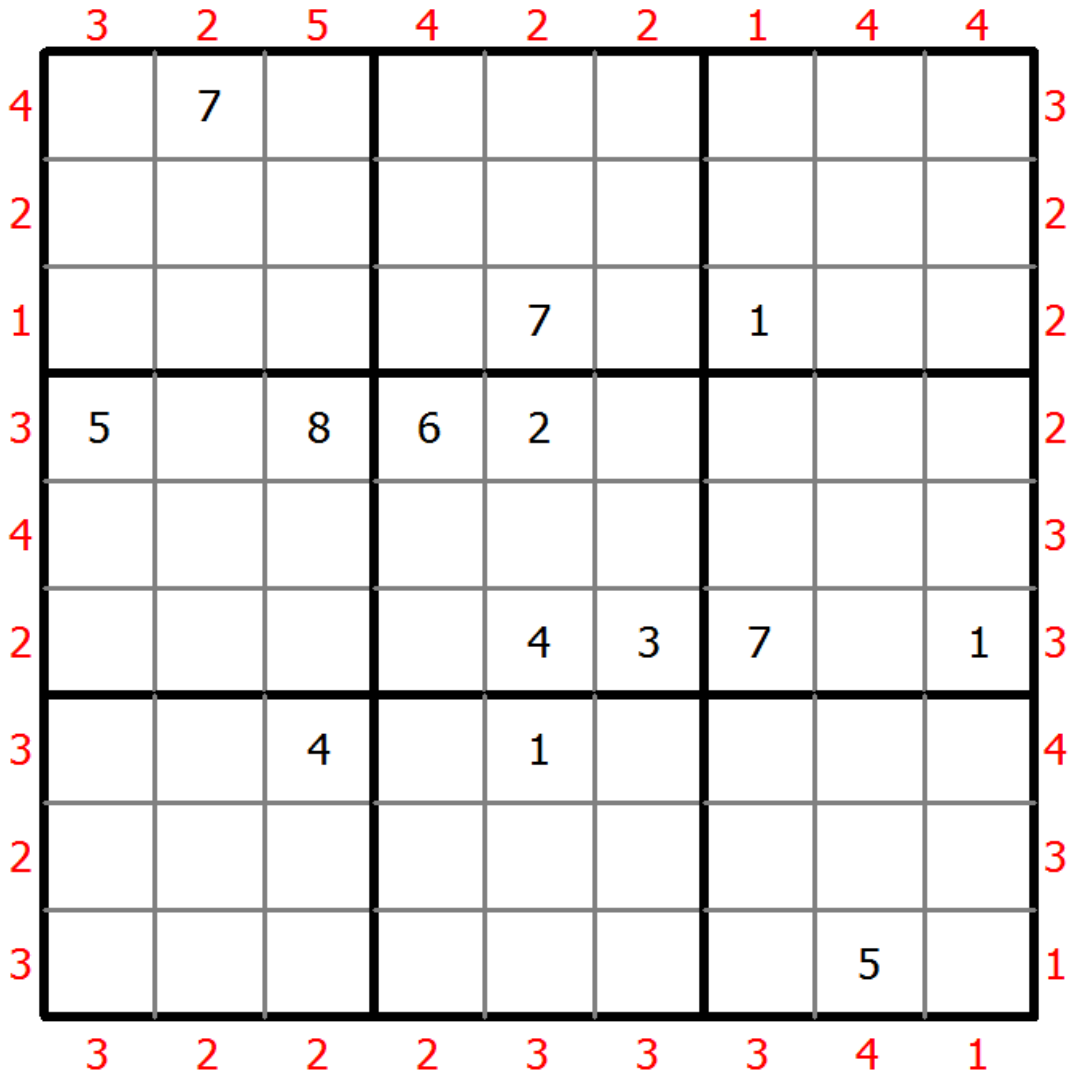


Skyscrapers Sudoku

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).

(Solution)



Non 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.

The digits in two orthogonally adjacent cells cannot have a sum of either 5 or 10.

(Solution)

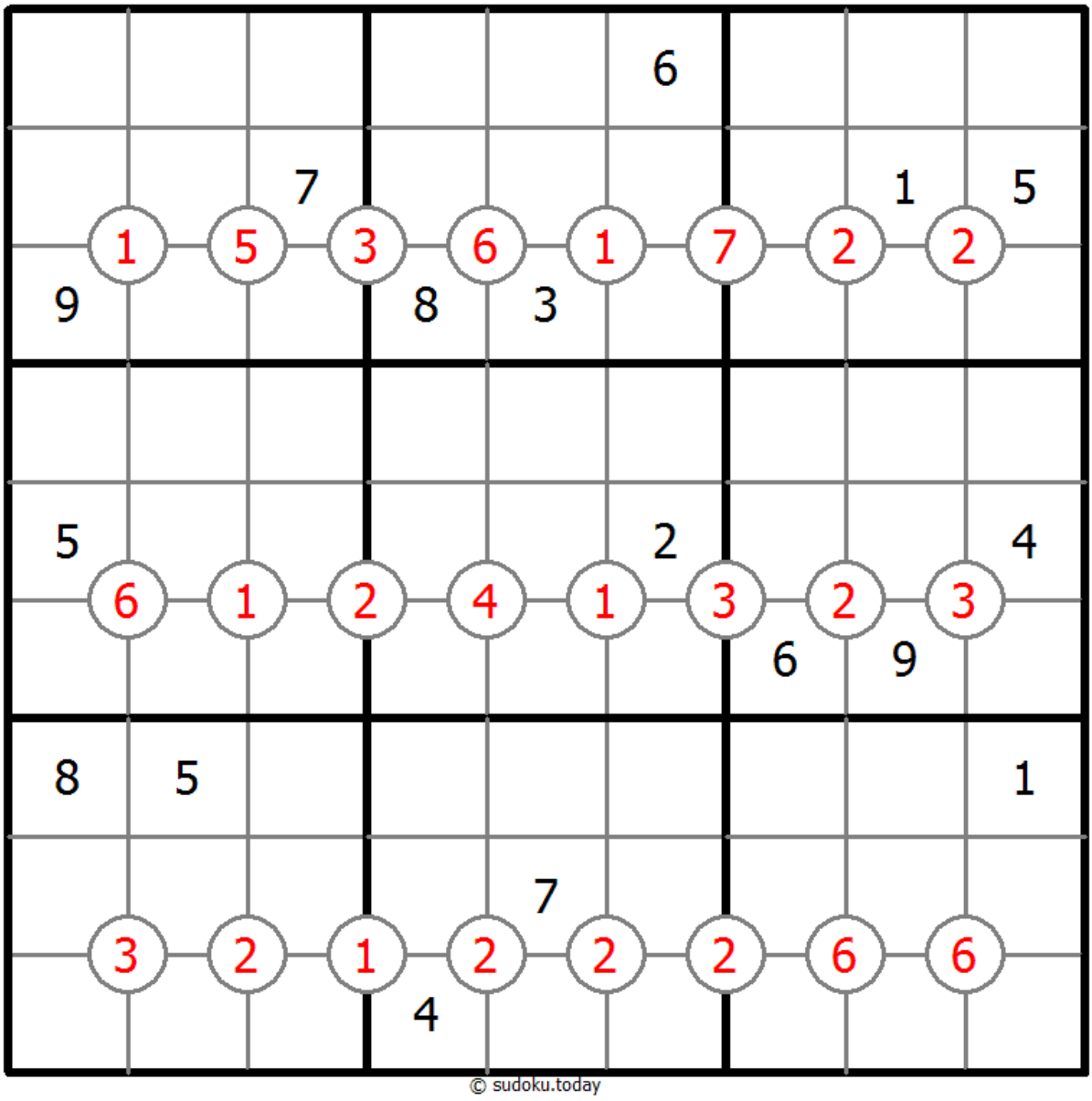
		9			7		8	6
	1		8		5	7	4	
		8			1	2		
								5
1				7				8
8								
		2	1			8		
	8	1	7		2		3	
3	4		9			5		

Exclude 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 in the red circle are not allowed appears in four squares which is nearby the intersection of row and column red circles.

(Solution)



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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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

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.

(Solution)

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