

Sudoku Matchmaker

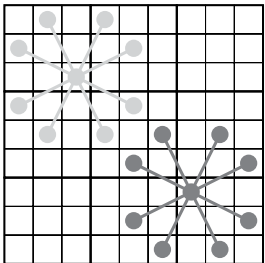
Fill in the grid using standard Sudoku rules: each row, column and outlined 3x3 square should contain digits 1 through 9 exactly once. Each of six puzzles has an additional rule. You should determine the rule corresponding to each puzzle. Each rule is used only in one puzzle. The rules:

Diagonal Sudoku

Both main diagonals should contain different digits.

Two stars

Both stars (see the picture) should contain different digits.



Untouchable Sudoku

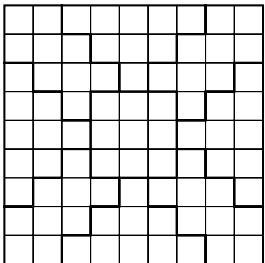
Cells with the same digits cannot touch even diagonally.

Knight Sudoku

Cells connected with a chess-knight move cannot contain the same digits.

Irregular Sudoku

The grid should satisfy sudoku rules for irregular areas (see the picture) as well as for square areas.



No consecutive Sudoku

Cells with consecutive digits (two digits differ by 1) cannot share a side.

1

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

2

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

3

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

4

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

5

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

6

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

	1	2	3	4	5	6
Diagonal						
Two stars						
Untouchable						
Knight						
Irregular						
No consecutive						

Sudoku 10

Fill in the grid so that each row, column and outlined 3x3 box contains the digits 1 through 9. Wherever numbers in two adjacent cells add up to 10, they're shaded grey.

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

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

Mediator Sudoku

Fill in the grid so that each row, column and outlined 3x3 box contains the digits 1 through 9. In every 3x3 box for all rows and columns "mediator numbers" are marked by the grey line of corresponding direction. "Mediator number" is greater than one of two remaining numbers, and less than another.

5								2
			2					
				1				
							4	
4								
		2						9
					3			

				5				
	9							2
							5	
		2						
			9					
					3			
								8
7								

Slitherlink Sudoku

Fill in the grid so that each row, column and outlined 3x3 box contains the digits 0 through 8. All the digits 0 to 3 are also the clues to the Slitherlink puzzle. Solve it as well.

Slitherlink

Draw a closed single loop, not touching nor crossing itself, going along the grid lines. The numbers indicate how many sides of their cells are used by the loop.

		2	7	5	1	6	
	0					2	
1				0			3
4		6		5			7
2		8		3		5	6
3			1		7		2
6				1			5
	5						3
		4	5	7	3	2	

		7	4		2	6	
	5						1
6				0			2
2				7			8
		0	5		4	2	
5				2			7
7				1			5
	6						8
		8	3		7	1	

Numberlink Sudoku

Fill in the grid so that each row, column and outlined 3x3 box contains the digits 1 through 9. 18 circles in the grid should be filled with two sets of digits 1 to 9. Circles with the same digit N should be connected by the line going (only horizontally/vertically) through exactly N cells. Along each connecting line all the numbers should be different. Lines cannot touch or intersect each other.

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

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

Marked Sudoku

Fill in the grid so that each row, column and outlined 3x3 box contains the digits 1 through 9. Marks between the cells show all pairs of digits which sum or difference is equal to the fixed value (each grid has its own value).

value: 3

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

value: 4

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

value: 5

		1	9	6	4	8		
		8						
		4						
		9	8	1	6			
						1		
						5		
		5	3	4	9			

value: 6

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

value: 7

		8	6	2	9	4		
						2		
				7				
			5					
			3					
			4					
			6					

value: 8

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

Multiplication Sudoku

Fill in the grid so that each row, column and outlined 3x3 box contains the digits 1 through 9. Two-digit numbers formed in inner regions are the products of two bounded digits.

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

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

Top Heavy Sudoku

Fill in the grid so that each row, column and outlined 3x3 box contains the digits 1 through 6 exactly once. Wherever two vertically adjacent cells are occupied, the top digit is always greater than the bottom one.

				5			
					2	6	
2							3
				1		4	
	5						
		1					
				1	3	4	
4			5				
		6					

						1	
2					4		
		5					
	3			4			2
					5		3
						6	
6			2				
							5

Fortress Sudoku

Fill in the grid so that each row, column and outlined 3x3 box contains the digits 1 through 9. Digits in grey cell are greater than digits in adjacent white cells.

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

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

Meta Sudoku

Fill in the grid so that each row, column and outlined 3x3 box contains the digits 1 through 9. Each 3x3 box has individual rules:

Arrows (Top left box): The digit in the circle is the total of digits in all cells its arrow passes through.

Addition (Top middle box): The 3-digit number formed in the third row is the total of the 3-digit numbers formed in the 1st and 2nd rows.

Even-odd (Top right box): The digits in the grey cells should be of the same parity (all even or all odd)

Trio (Middle left box): Digits 1-3 go in the

circles, digits 4-6 go in the squares, digits 7-9 go in the remaining cells.

Fortress (Center box): Digits in grey cell are greater than digits in adjacent white cells. This rule extends to adjacent 3x3 boxes!

Killer (Middle right box): The totals of all digits in some inner areas are given.

Arithmetic (Bottom left box): Numbers between adjacent cells are either the sum, difference, product or division of the digits in these cells.

Kropki (Bottom middle box): When two numbers in the adjacent cells are consecutive - there is a white dot between them, when one of the numbers is twice as big as the one in adjacent cell - there is a black dot between them. 1 and 2 can be separated by the dot of any of these colors.

Quad (Bottom right box): All digits in the grey cells form a consecutive sequence. Treat 9 and 1 as consecutive for this puzzle.

○	○							
	4		+					9
				7				
	○	○				29		10
□	□	8			3			
○		□						2
		5		○	●		1	
-10	-16			○				6
		15		●				

							8	
			3					
				9				
7		○	4			17	6	
□		○						14
○	□	□						
2				○	○			
	24		3			1		5
				○	●			
					○			

Giant Samurai

Solve 8 interconnected Classic Sudoku puzzles.

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

			2		6				4		5
				5						8	
			7		9				1		3

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

			5		3				6		7
				6						5	
			7		2				8		4

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