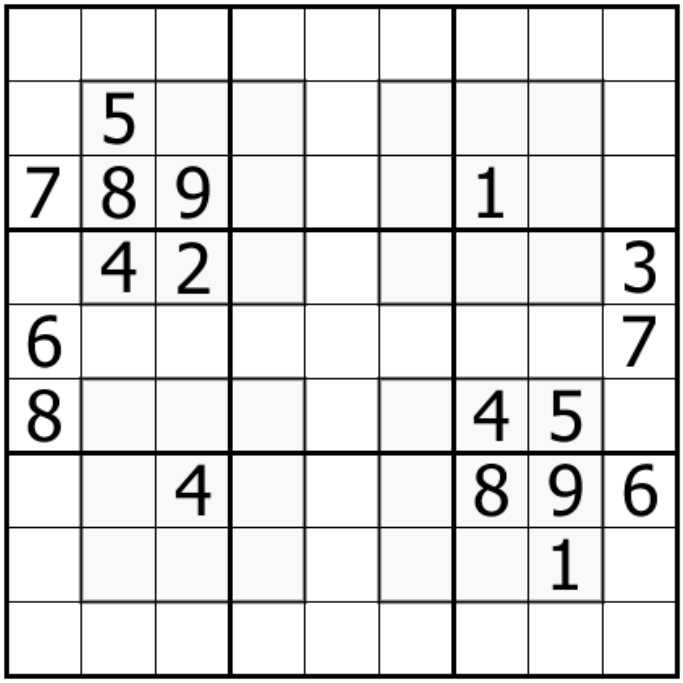
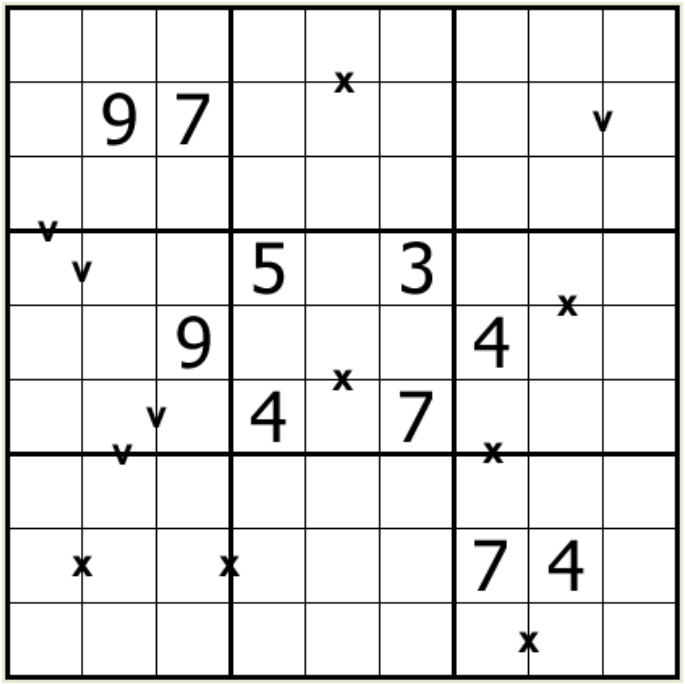
No. 1 Windoku (50 pts)

Fill the grid with the digits 1-9 making sure that every digit only occurs once in every row, once in every column and once in every sub-matrix (made up of 3 x 3 squares).



No. 2 VX Sudoku (50 pts)

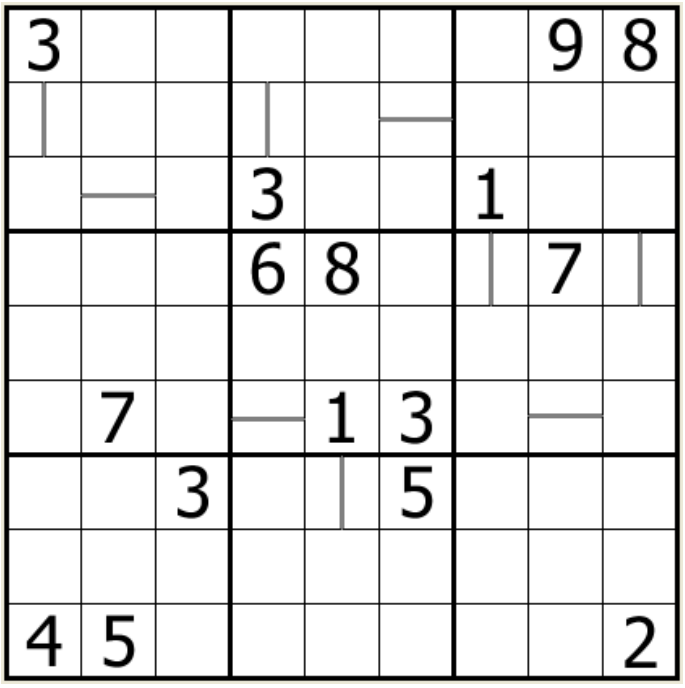
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.
All horizontally and vertically neighboring digits with the sum 10 are marked X,
all horizontally and vertically neighboring digits with the sum 5 are marked V.



Organized By: Oddest

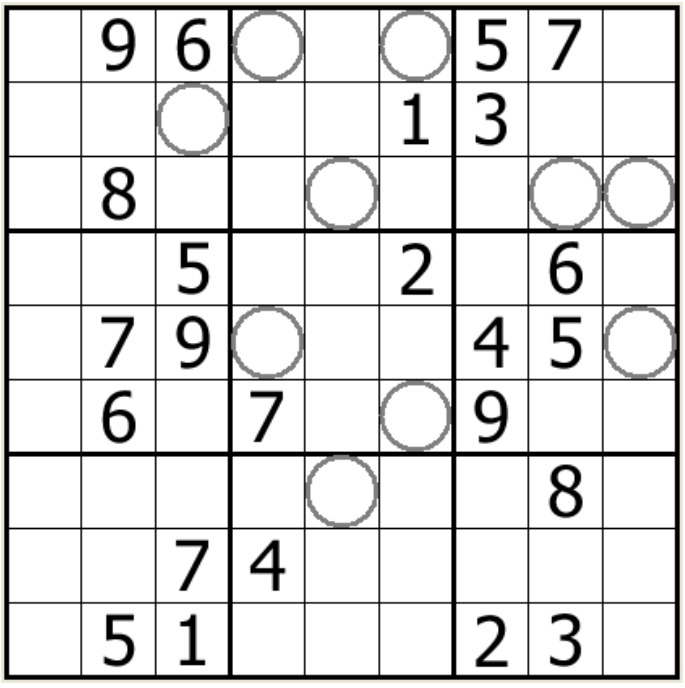
No. 3 Average Sudoku (50 pts)

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 cell which value is the average of two cells aside marked with a line.



No. 4 Odd Neighbor Sudoku (50 pts)

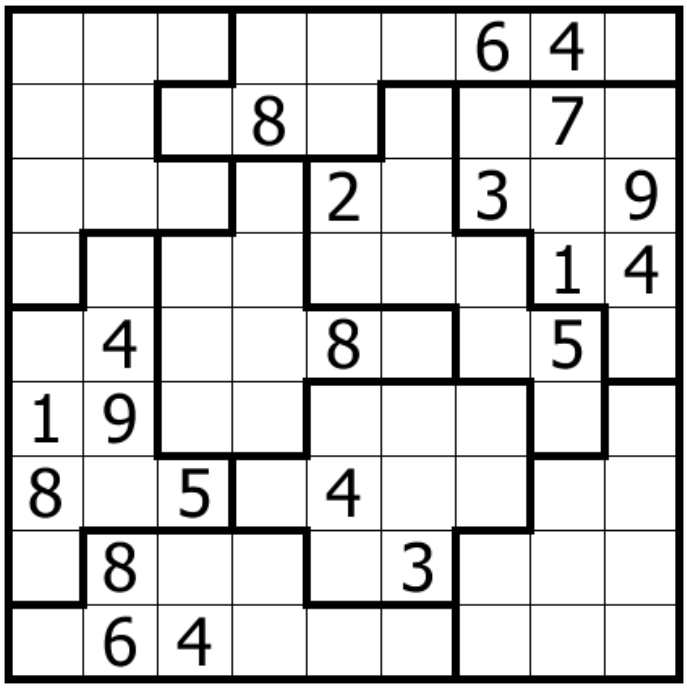
Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions. The cell which digit is the number of odd neighbor (8 cells, 3,5 to edge cell) marked with a circle.



Organized By: Oddest

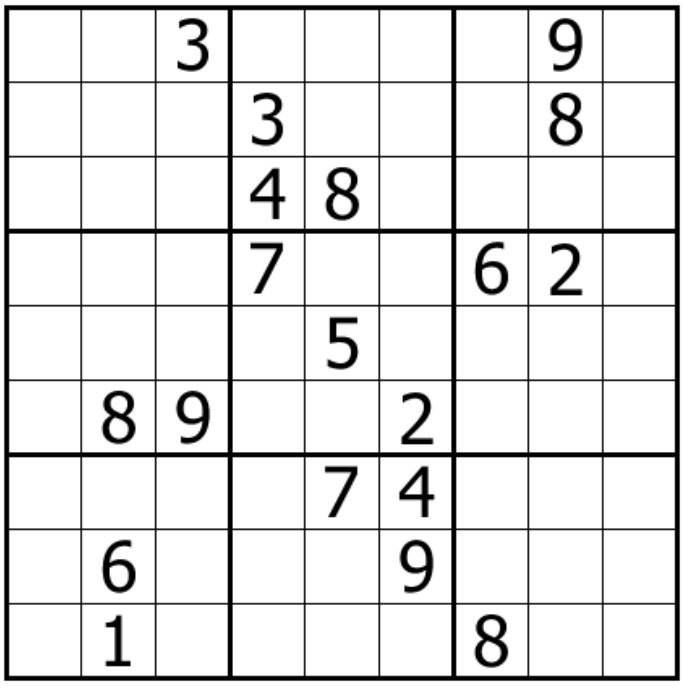
No. 5 Jigsaw Sudoku (50 pts)

Fill in the grid so that every row, every column, and every outlined region contains the digits 1 through 9.



No. 6 No Knight Step Sudoku (50 pts)

Fill in the grid so that every row, every column and 3×3 box contains the digits 1 though 9. No cell that is a knight-step away can contain the same digit. In chess, a knight moves two squares forward followed by one sideways.



Organized By: Oddest

No. 7 Diagonal Sudoku (50 pts)

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. Additionally, each digit appears exactly once in each of the two main diagonals.

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

No. 8 All Odd or All Even Sudoku (50 pts)

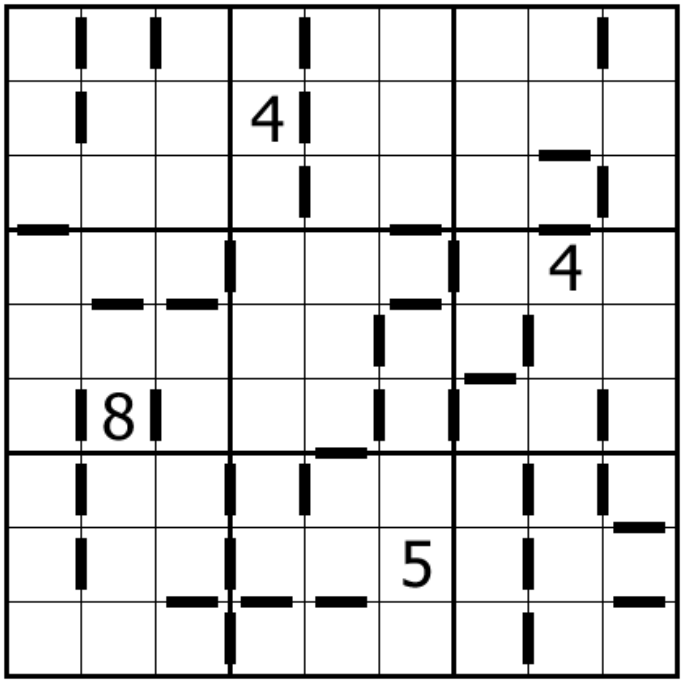
Fill in the grid so that every row, every column and every 3x3 box contains the digits 1 through 9. In each 3X3 box, the grayed cells have same Odd Even property, i.e. if one is odd, all are odd, OR if one is even all are even.

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

Organized By: Oddest

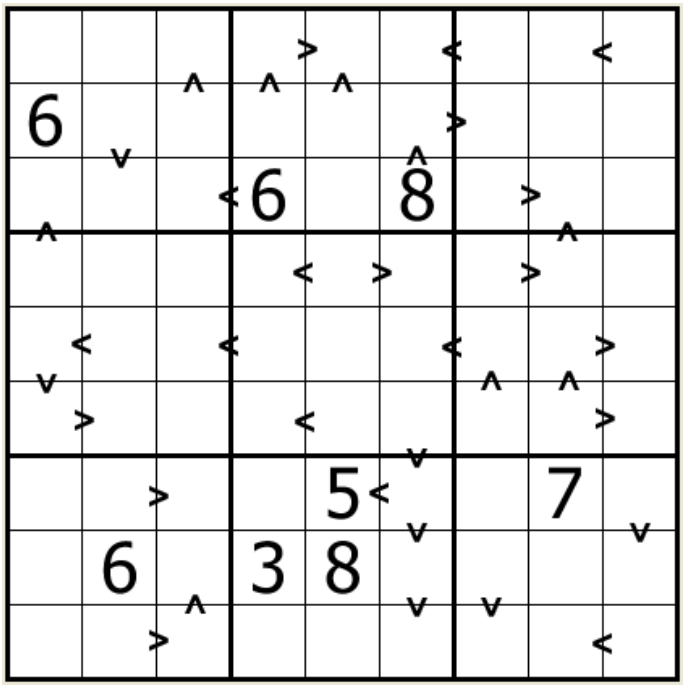
No. 9 Consecutive Sudoku (50 pts)

Fill in the grid so that every row, every column and 3×3 box contains the digits 1 though 9. All the places where orthogonally adjacent cells are consecutive numbers have been specially marked.



No. 10 Greater/Less Than Sudoku (50 pts)

Fill in the grid so that every row, every column, and every 3 x 3 box contains the digits 1 through 9. Numbers must be placed according to greater (>) and less (<) signs.



Organized By: Oddest