## MIT Sudoku Open 2024

# Individual Round 2: Variants I 50 Minutes - 1000 Points 

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| 2.1 Antiknight Sudoku ........................................ 20 Points | $\checkmark$ | 1 | 2 | X |
| :---: | :---: | :---: | :---: | :---: |
| 2.2 Antiknight Sudoku ..................................... 130 Points | $\checkmark$ | 1 | 2 | X |
| 2.3 Consecutive Pairs Sudoku............................. 50 Points | $\checkmark$ | 1 | 2 | X |
| 2.4 Consecutive Pairs Sudoku............................ 100 Points | $\checkmark$ | 1 | 2 | X |
| 2.5 Irregular Sudoku.......................................... 20 Points | $\checkmark$ | 1 | 2 | X |
| 2.6 Irregular Sudoku.......................................... 80 Points | $\checkmark$ | 1 | 2 | X |
| 2.7 Killer Sudoku .............................................. 16 Points | $\checkmark$ | 1 | 2 | X |
| 2.8 Killer Sudoku ............................................ 130 Points | $\checkmark$ | 1 | 2 | X |
| 2.9 Kropki Lines Sudoku.................................... 28 Points | $\checkmark$ | 1 | 2 | X |
| 2.10 Kropki Lines Sudoku................................. 100 Points | $\checkmark$ | 1 | 2 | X |
| 2.11 Odd/Even Sudoku ..................................... 20 Points | $\checkmark$ | 1 | 2 | X |
| 2.12 Odd/Even Sudoku ..................................... 60 Points | $\checkmark$ | 1 | 2 | X |
| 2.13 Renban Sudoku .......................................... 20 Points | $\checkmark$ | 1 | 2 | X |
| 2.14 Renban Sudoku ....................................... 140 Points | $\checkmark$ | 1 | 2 | X |
| 2.15 X-Sums Sudoku......................................... 36 Points | $\checkmark$ | 1 | 2 | X |
| 2.16 X-Sums Sudoku......................................... 50 Points | $\checkmark$ | 1 | 2 | X |
| Total |  |  |  |  |

Name: $\qquad$

Division:
$\square$ Beginner
$\square$ Experienced

## 2.1: Antiknight Sudoku

Rules: Apply Classic Sudoku rules. Cells that can be reached by a knight step (chess) cannot contain the same digit.

|  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  | 1 |  |  |  |  |
| 2 |  |  |  |  |  |
|  |  | 3 |  |  |  |
|  |  |  | 4 |  |  |
|  |  |  |  | 5 | 6 |

## 2.2: Antiknight Sudoku

130 Points
Rules: Apply Classic Sudoku rules. Cells that can be reached by a knight step (chess) cannot contain the same digit.

|  |  |  | 7 |  |  |  |  | 1 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  |  |  |  | 6 |  |  |  |  |
|  |  |  | 5 |  |  |  |  |  |
| 2 |  | 4 |  |  |  |  |  |  |
|  | 3 |  |  |  |  |  | 1 |  |
|  |  |  |  |  |  | 7 |  | 4 |
|  |  |  |  |  | 3 |  |  |  |
|  |  |  |  | 8 |  |  |  |  |
| 3 |  |  |  |  | 4 |  |  |  |

## 2.3: Consecutive Pairs Sudoku

Rules: Apply Classic Sudoku rules. If a circle is given between two adjacent cells, then the digits in those cells must be consecutive. Not all circles are given.


## 2.4: Consecutive Pairs Sudoku

Rules: Apply Classic Sudoku rules. If a circle is given between two adjacent cells, then the digits in those cells must be consecutive. Not all circles are given. *Note, grey lines are only present for aesthetic purposes.


Rules: Each row, column, and outlined region must include the digits 1-6 once, with no repeats.

| 1 |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 2 | 3 |  |  |  |  |
|  | 4 | 5 |  |  |  |
|  |  | 6 |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

## 2.6: Irregular Sudoku

Rules: Each row, column, and outlined region must include the digits 1-9 once, with no repeats.


## 2.7: Killer Sudoku

Rules: Classic sudoku rules apply. The number at the top-left corner of each cage equals the sum of digits inside the cage. Digits do not repeat inside a cage.

|  |  |  |  | 2 |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  |  |  |  |  | 4 |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
| 2 |  |  |  |  |  |
|  | 4 |  |  |  |  |

## 2.8: Killer Sudoku

130 Points
Rules: Classic sudoku rules apply. The number at the top-left corner of each cage equals the sum of digits inside the cage. Digits do not repeat inside a cage.


Rules: Classic sudoku rules apply. Adjacent digits on grey lines either differ by 1, or form a 1:2 ratio. Not all possible lines are drawn.


### 2.10: Kropki Lines Sudoku

Rules: Classic sudoku rules apply. Adjacent digits on grey lines either differ by 1 , or form a 1:2 ratio. Not all possible lines are drawn.


### 2.11: Odd/Even Sudoku

Rules: Classic sudoku rules apply. Digits in circles must be odd and digits in squares must be even.

2.12: Odd/Even Sudoku

60 Points
Rules: Classic sudoku rules apply. Digits in circles must be odd and digits in squares must be even.

|  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  |  | 9 |  |  |  | 3 |  |
| 2 |  | 6 |  | 3 |  | 5 |  |
|  |  | 1 |  |  |  | 6 |  |
|  |  |  | 2 |  |  |  |  |
|  | 2 |  |  | 8 |  |  |  |
| 5 |  | 2 |  | 7 |  | 6 |  |
|  |  | 8 |  |  |  | 1 |  |
|  |  |  |  |  |  |  |  |

### 2.13: Renban Sudoku

Rules: Classic sudoku rules apply. Gray lines must contain a set of distinct, consecutive digits in any order.


### 2.14: Renban Sudoku

Rules: Classic sudoku rules apply. Gray lines must contain a set of distinct, consecutive digits in any order.


### 2.15: X-Sums Sudoku

Rules: Classic sudoku rules apply. Clues outside the grid give the sum of the first N digits in their row/ column (counting from the direction of the clue), where N is the first digit in that row/column.

2.16: X-Sums Sudoku

Rules: Classic sudoku rules apply. Clues outside the grid give the sum of the first N digits in their row/ column (counting from the direction of the clue), where N is the first digit in that row/ column.


