Counting to 9

A Sudoku Variant¹ Pack

by Philip Newman

What is this pack?

This is a series of otherwise unrelated² puzzles which each have the digits 1 to 9 on a diagonal.

Often when I am setting puzzles, I will start with some pattern like this (whether in the givens or variant clues) in order to facilitate the creative process. Staring at a blank grid can be daunting - once I have some things in the grid, I can really start to experiment with how they work together and what additional logic I can bring out with new clues.

Also I like patterns and symmetry. All of the puzzles in this pack were designed with symmetry³ in mind.

The difficulty of these varies quite a bit. Expect a few to be GAS-level or close to it. At least one has a key Thing that is hard to spot but breaks the puzzle open nicely, and it would fit in well with the Classic Sudokult pack if it were a classic puzzle. One *is* a classic⁴, even though this is allegedly a variant pack. They are (very) roughly ordered by difficulty, and the last⁵ two puzzles are quite challenging indeed, but all are logically⁶ solvable.

I considered adding some sort of meta-puzzle element to this, but I wasn't totally satisfied with my ideas for that, and anyway: the puzzles themselves are the reward. Enjoy⁷!

¹ Ok, there is one classic in there, you caught me.

² Except for the two that are very clearly related.

³ Except I broke the symmetry in one case. Two if you count the cages/extra regions not being symmetrical, but it was hard enough to get that thing to work.

⁴ See footnote 1.

⁵ Not counting the bonus 10th puzzle, because I fail at counting to only 9.

⁶ This will not comfort anyone who has tried certain Classic Sudokult pack puzzles...

⁷ The author of these puzzles makes no guarantee of enjoyment, but did enjoy setting them.

The Straight and Arrow

<u>Play on f-puzzles</u> | <u>Play on CTC App</u> Normal sudoku rules apply. Digits along arrows must sum to the circled total.

Parity Feud

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

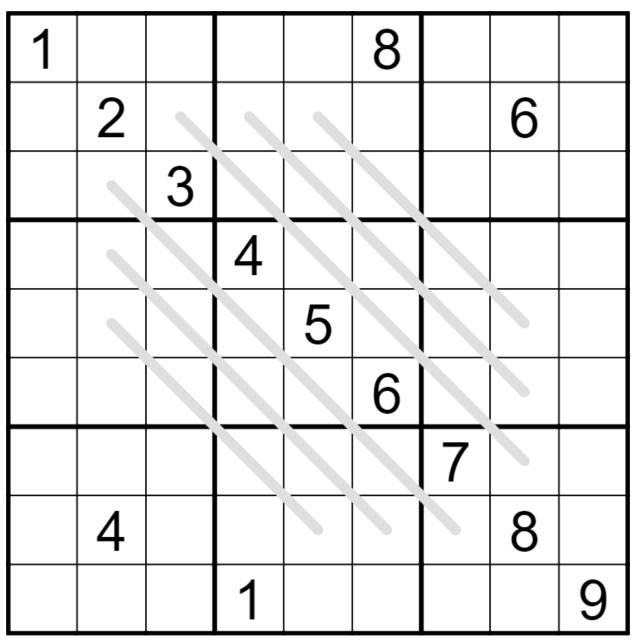
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Normal sudoku rules apply. Digits in grey circles must be odd. Digits in grey squares must be even. Unconstrained Melody

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

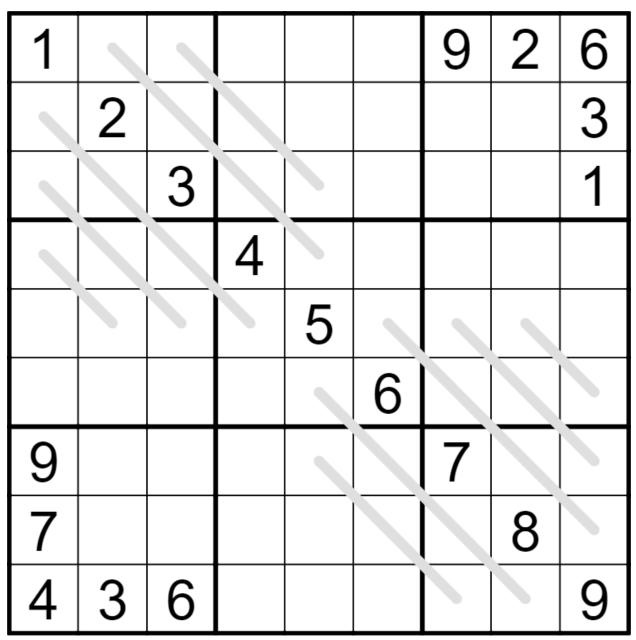
<u>Play on f-puzzles</u> | <u>Play on CTC App</u> Normal sudoku rules apply. And that's it!

Cone of Silence



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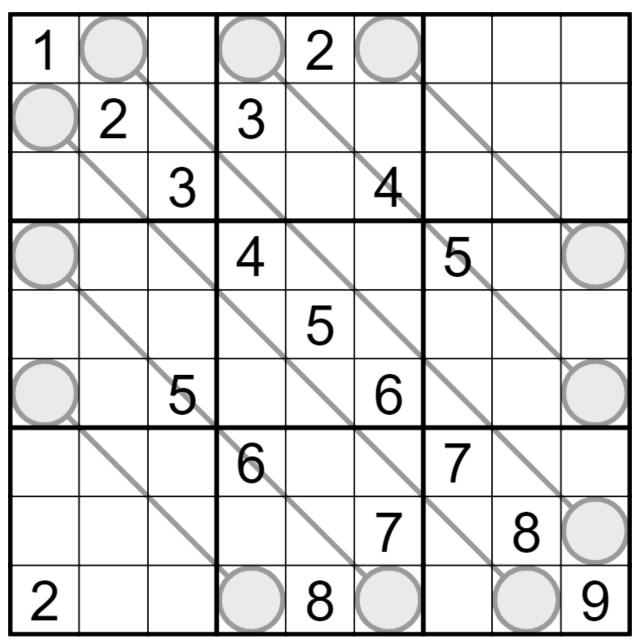
Lines of Action



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Normal sudoku rules apply. Along grey lines, digits must form a consecutive set with no repeats, in any order.

Betwixt



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Normal sudoku rules apply. Digits along grey lines must be between the circled digits at the ends of the lines (digits may repeat if allowed by other rules).

Déjà Vu

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

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Normal sudoku rules apply. Cells separated by a (chess) knight's move cannot contain the same digit.

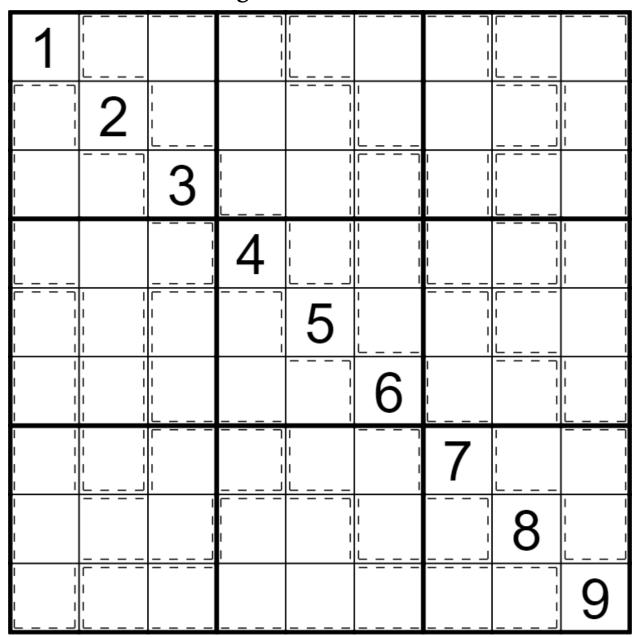
All Over Again

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

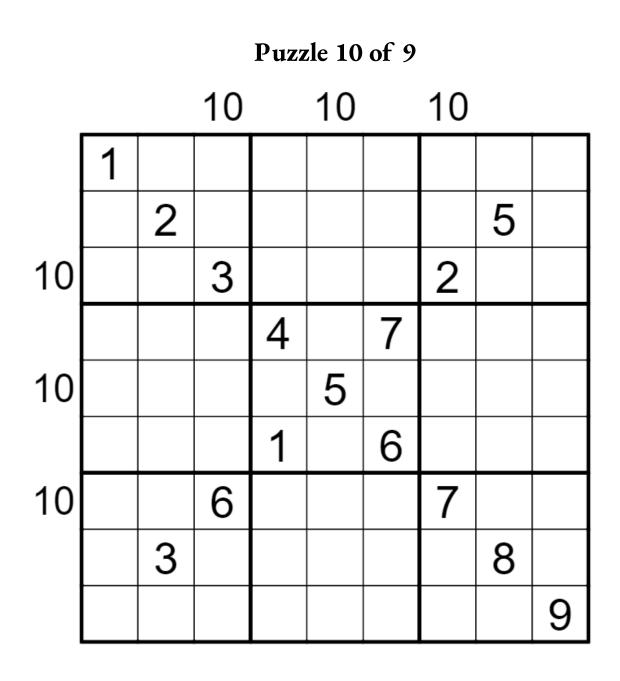
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Normal sudoku rules apply. Cells separated by a (chess) king's move cannot contain the same digit.

Region for the Stars



<u>Play on f-puzzles</u> | <u>Play on CTC App</u> Normal sudoku rules apply. Digits in cages cannot repeat.



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Normal sudoku rules apply. Clues outside the grid give the sum of digits between the 1 and 9 in that row or column.