## 16/10/17:

## Tight Fit Sudoku (Anti-Knight) by Serkan Yürekli Theme: Symmetry and Logic

Standard Tight Fit Sudoku Rules. Also, digits cannot repeat in any cells separated by a chess knight's move (both digits in any "tight fit" cell are considered when checking for presence in a cell a knight's move away).

|  | $x$ |  | $x$ |  |
| :---: | :---: | :---: | :---: | :---: |
| $x$ |  |  |  | $\times$ |
|  |  | 1 |  |  |
| $x$ |  |  |  | $\times$ |
|  | $x$ |  | $x$ |  |



16/10/18:<br>Tight Fit Sudoku (No Touch) by Serkan Yürekli Theme: Symmetry and Logic<br>Standard Tight Fit Sudoku Rules. Also, digits cannot repeat in diagonally adjacent cells (both digits in any "tight fit" cell are considered when checking presence in a diagonally adjacent cell).



## 16/10/19:

Tight Fit Sudoku (Irregular) by Serkan Yürekli Theme: Symmetry and Logic
Standard Tight Fit Sudoku rules, except that the bold regions are irregularly shaped.


## 16/10/20:

Tight Fit Sudoku (Even Odd) by Serkan Yürekli Theme: Symmetry and Logic
Standard Tight Fit Sudoku rules. Also, digits in circles must be odd and digits in squares must be even.


16/10/21:
Tight Fit Sudoku (Killer) by Serkan Yürekli Theme: Symmetry and Logic
Standard Tight Fit Sudoku Rules. Also, there are some dotted cages; the number clues given with these cages indicate the sum of all digits in the cage. Digits cannot repeat within a given cage.


## 16/10/22:

Tight Fit Sudoku (Variant Samurai) by Serkan Yürekli Theme: Symmetry and Logic

See earlier puzzles for individual variant rules. The Irregular sudoku uses the cyan borders while all other puzzles use the $3 \times 2$ rectangles in black.


