

# Advent of Sudoku - 2022

By Daniel Silverstone (Kinnison)

A while ago, while sat at work discussing some tutorial Sudoku puzzles I had created to help a colleague to understand some of the Sudoku variants that I had grown to love, another colleague of mine pulled a Barney-esque move and challenged me to make a pack of puzzles which would link together in some fashion and provide a small burst of puzzling fun each day for the advent season.

Over the course of the intervening months I chatted with people, doodled a few puzzles now and again, but mostly forgot about this until, out of the blue, my challenger asked me how it was going. This, as you might imagine, spurred me into action creating puzzles, trying to thread them together, and doing my best to balance the difficulty level at 'tutorial' while not creating entirely boring puzzles. This is surprisingly difficult to do, and I learned a huge amount from many of the best minds in the Sudoku community as I worked my way toward around thirty possible puzzles. Some gracious testers helped me to further reduce the set until we reached this selection of puzzles which I hope will provide both a learning experience for some, and a relaxing reminder of why some variants can be fun to others.

Finally, as I reached the end of the effort of setting and linking puzzles, I began to write the rules up for each of them and discovered that I wanted to write a story, something to further join these moments of puzzling fun into a tale to span the season. While I will not claim to be an astounding author, I hope that puzzling out the meaning of the tale may provide another level of enjoyment to some of you; and if not, then perhaps you'll simply enjoy each day's setup.

This pack would not have been possible without the incitement and support of my colleagues: Bob Clough, Scott Clarke, and Sean Borg. The puzzles would not have been as well tested, and their difficulties adjusted, were it not for the efforts of Emckee, Woofersfg, Jakhob, and Ambrose. The story would be even more full of schoolboy linguistic errors but for the magnificent copy-editing of Tristan Occhipinti. So my thanks go to all of these wonderful people; and to you wonderful people who now (hopefully) will get to enjoy this pack.

Happy holidays,

Daniel (Kinnison).


P.S. for all puzzles "Normal sudoku rules apply" which means you need to place the digits one through six (or one through nine for the last puzzle) in every row, column, and box of the sudoku. Also every 6x6 puzzle has one cell highlighted with an orange cage and marked with Mx Santa (🧑🏻) - It's important that you remember all these cell values because they feed into the 9x9 at the end of the pack.

## Day 1

The sky is dark, with stars twinkling merrily. If you weren't close to losing feeling in your fingers and toes then you would consider lying back and enjoying the sight. You haven't seen another soul since the sun went down, which was at best guess over four hours ago. Sadly you also haven't managed to find any shelter from the biting cold which arrived a week ago on the wind and set up residence in the run-down town you begrudgingly call "home".

Your small body stopped shivering some time ago and somewhere in your sluggish mind you remember that this could be considered very not good. You desperately need to find somewhere to rest and recover, so you force your near-frozen legs to keep moving as you try doorway after doorway in the next alley you come to. Door after door is dark, boarded up, or covered by metal shutters locked tight. Then, just as you are considering giving up and choosing a doorway to curl up in, you notice a small red light next to a door up ahead.

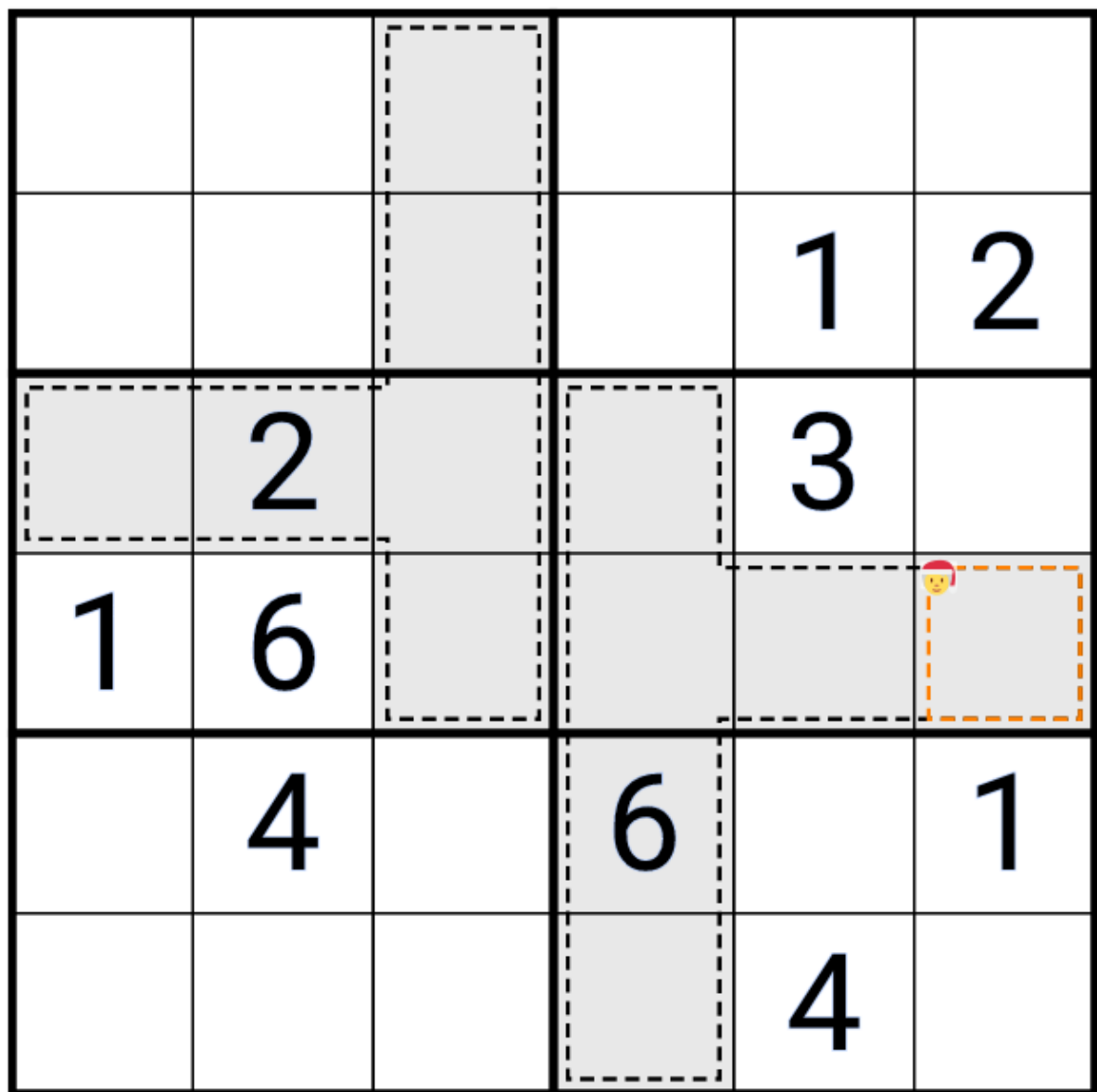
You approach the door and discover a keypad. If you could work out the right combination of digits then you might be able to get through this door which appears to be miraculously powered. This is your chance to finally... [Warm Up](#).

	1	2			
4			6		
	3		2		1
				5	
					3
		1			4

*No special rules*

## Day 2

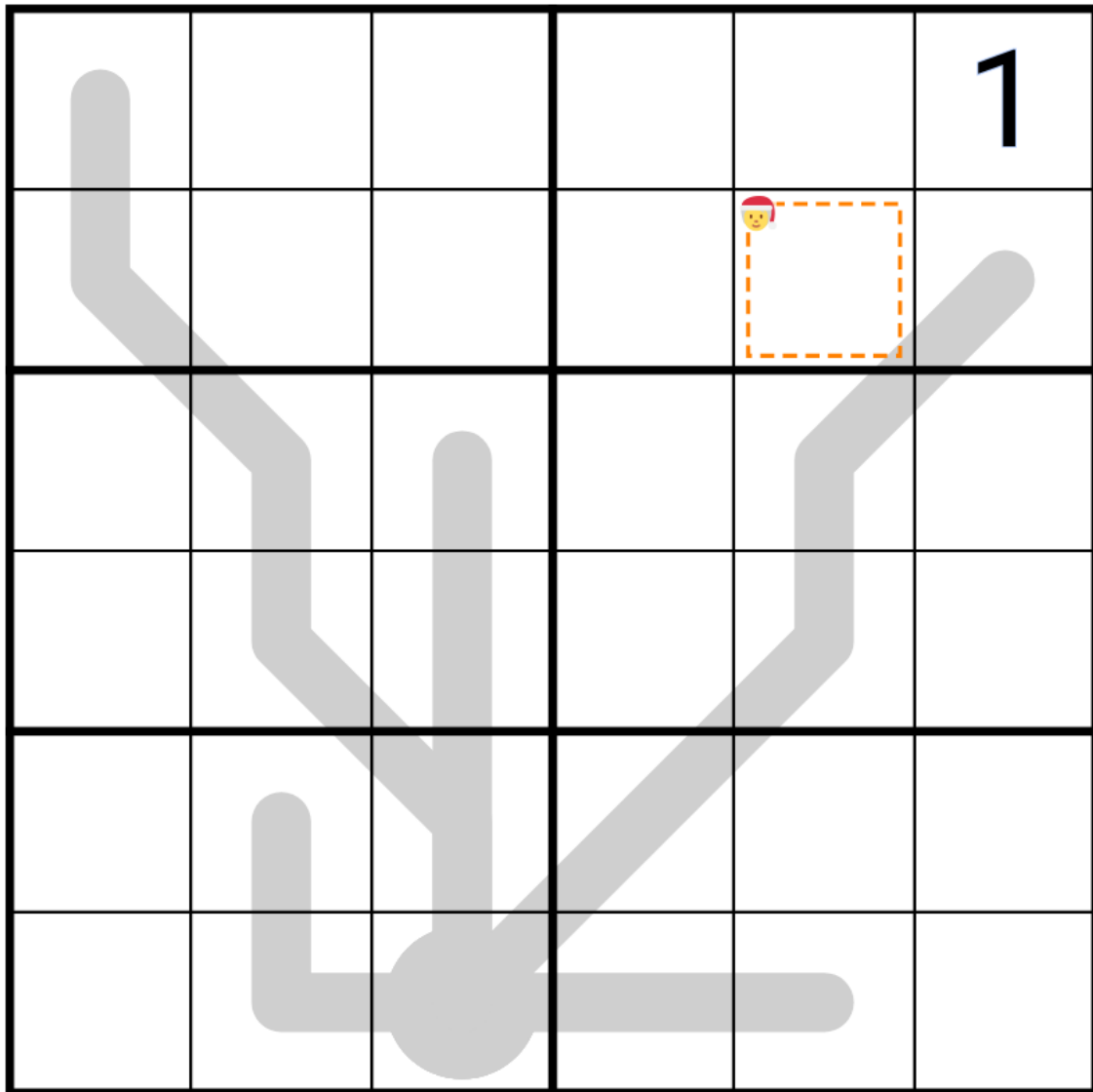
Success! You managed to open the door, though you're not entirely sure how or why. Still, you'll be sure to always remember the digit that finally let you in; after all, Santa pointed the way in the end. As you stumble into the small hallway, the door behind you slams shut, but a light flickers on and you look around. All you can see is more and more doors. At least it's less cold here, but not exactly hospitable yet. As you move along the hallway you notice that at least some of the doors have signs on them. You try each as you walk along, but they're all locked. Finally you see one which says "kitchen" and quite by luck this one seems to have a code lock just like the outer door did. Well, you're already warming up, so why not have a go at some further... [Break In](#).



The two grey regions each contain all of the digits 1 to 6.

## Day 3

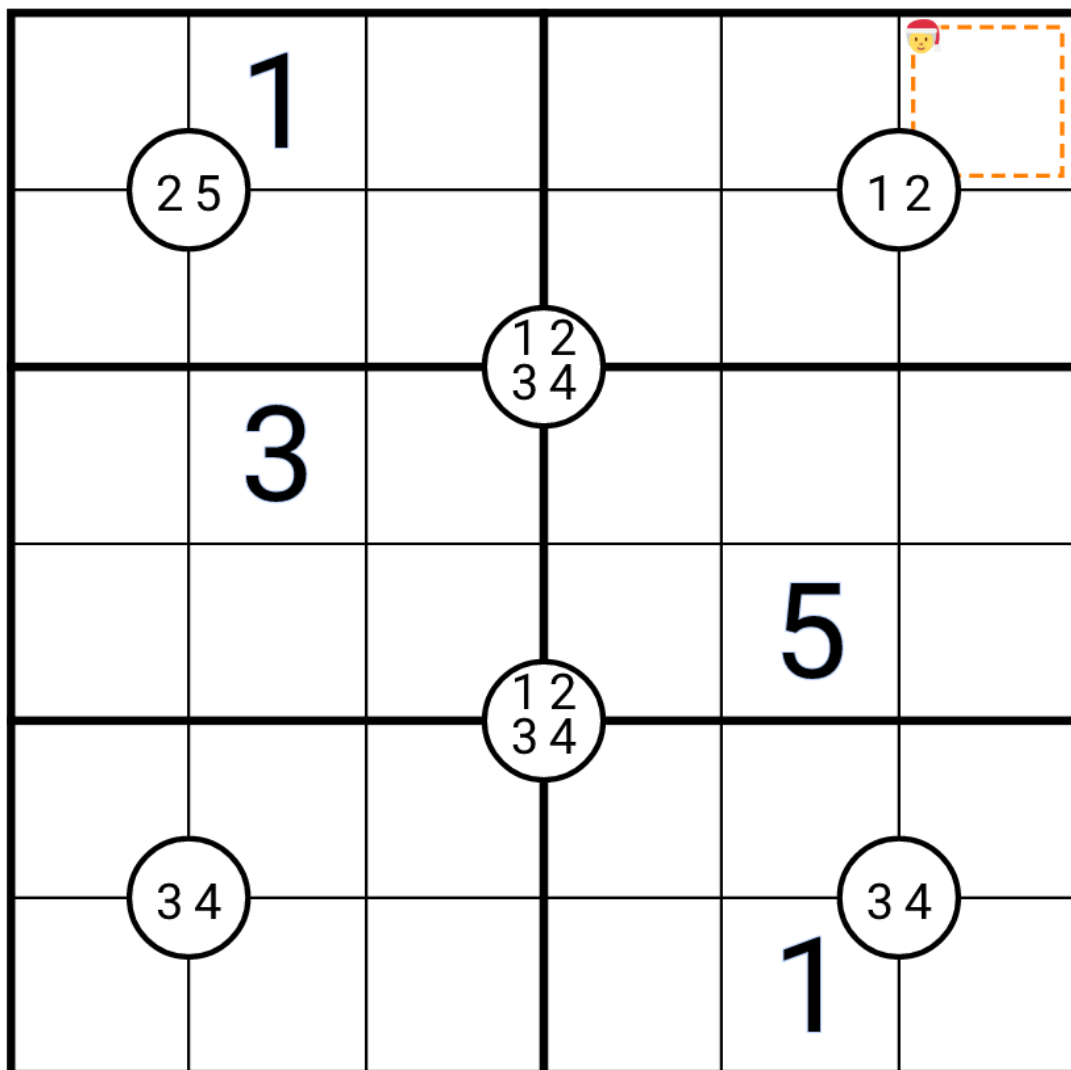
The kitchen is far warmer than the hallway; though it doesn't appear to be heated, the appliances in the room are still powered and they have taken the chill off. What's more, from the kitchen you can make your way out into a café-like area, and from there you can see that you are in the old toy store which you used to stand at the window of, watching the toys and tracing with your fingers the patterns on the window, the patterns of... [Frost](#).



Digits along thermometers must increase from the bulb end toward the tip.

## Day 4

After a late night feast of nuts and chocolate bars and a bottle of water you found on the abandoned racks in the café, you venture onto the shop floor and wander between the empty bins which used to be filled with toys. Despite the lack of playthings you find yourself narrating your journey out loud: you are an explorer in the toy desert hunting for something fun to do. Cresting a dune — well, rounding a corner into another aisle of seemingly empty wire racks — you spot a car! What's more, it's a dune buggy. You fall to your knees, and begin to come up with a story in which you, the famous explorer, are now buzzing across the dunes on your... [Quad Bike](#).

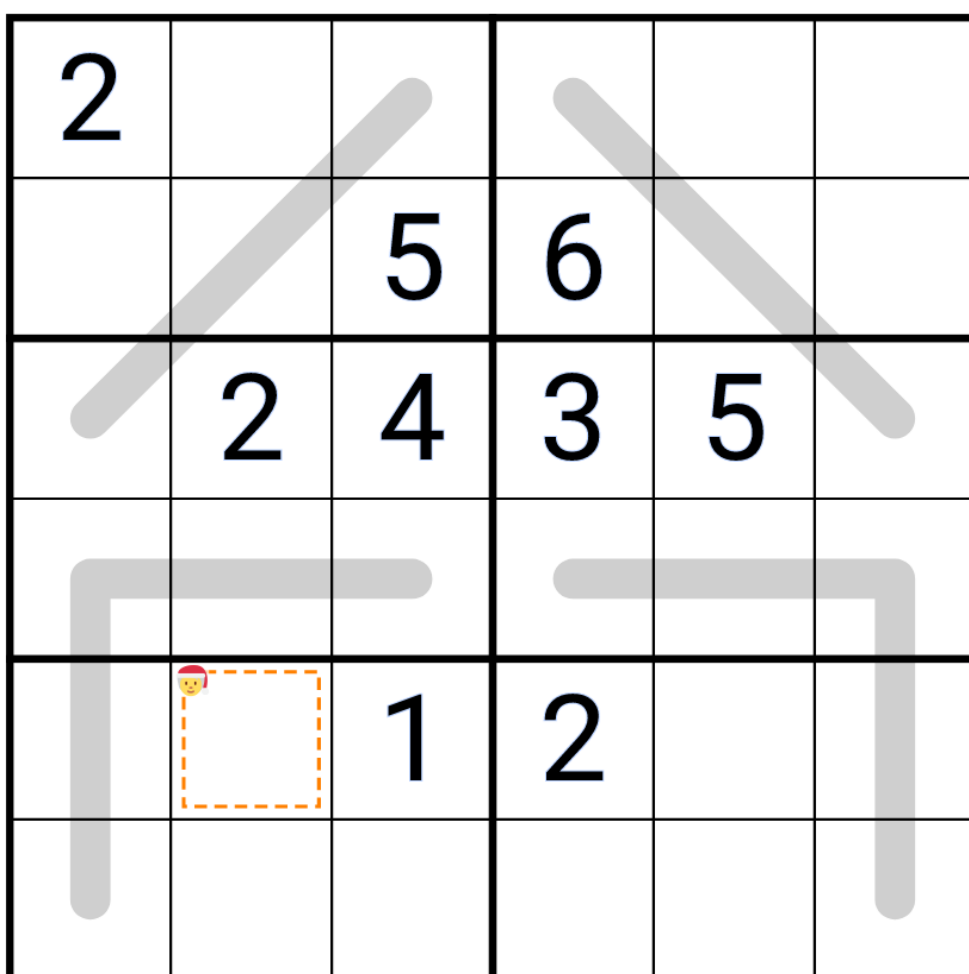


Digits in the small circles indicate digits which must be present somewhere in the cells touching the circle.

## Day 5

Feeling more awake than before, as the food and the relative warmth takes effect, you decide to wander around the store a little more in search of further diversions. You find a number of dolls and other small soft creatures discarded, half kicked under shelves or boxes. You decide to keep collecting them as you begin to weave an epic tale of kingdoms, battles, rescues, and parties. All of a sudden you see movement out of the corner of your eye and freeze in panic. When nothing seems to be coming for you, and there do not appear to be any sounds beyond your own breathing, you dare to move again and head to investigate what you thought you saw.

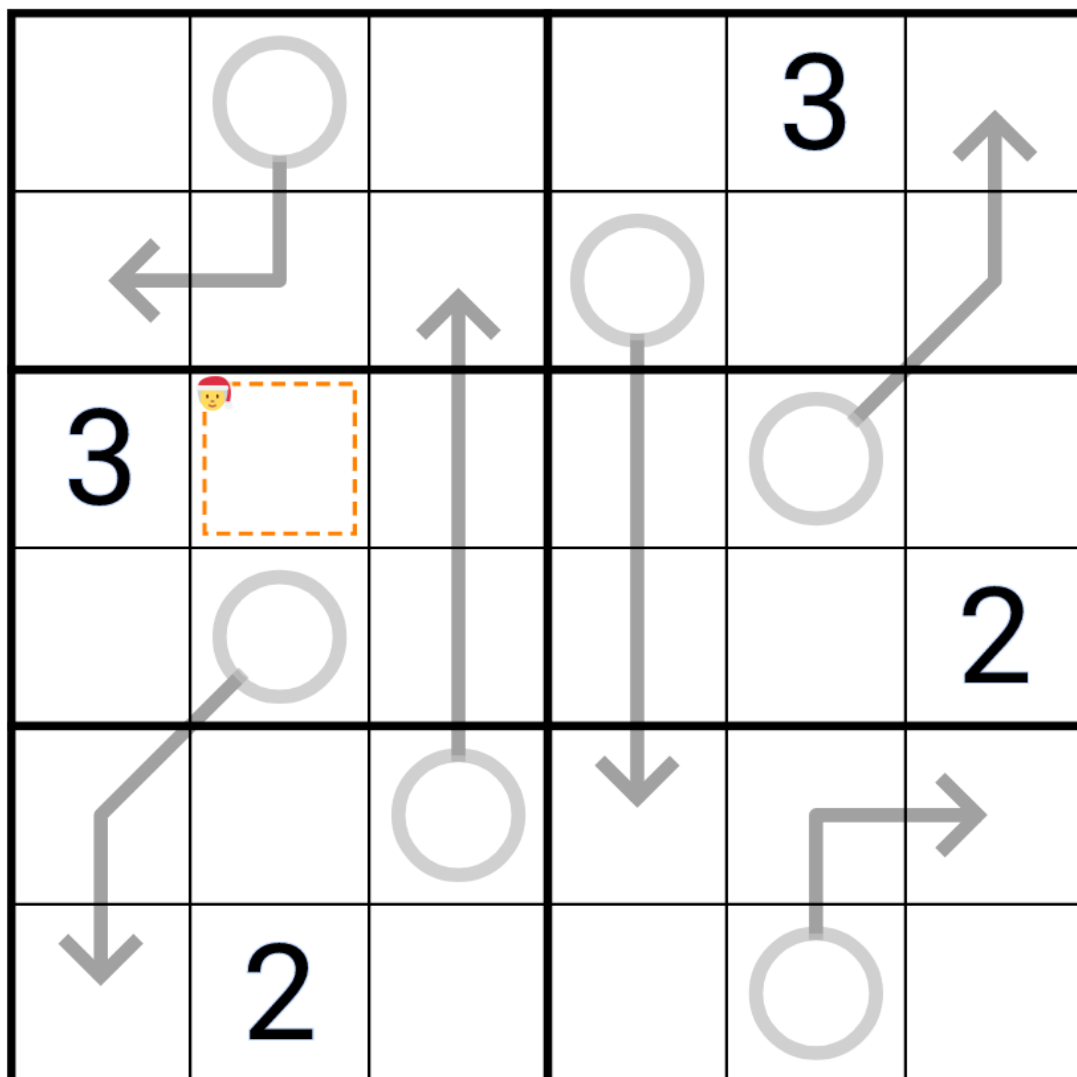
Oh how silly you feel when you realise that what you saw was your own reflection in a mirror which was set on the floor, leaning against a shelf. As you approach it, you can see that there are a number of them set in a line, and you get an idea to help you to feel less lonely. You put your haul of toys down and then as carefully as you can, you move the mirrors around until they are facing one another making a space which now seems filled with toys and you, so many of you, going on forever. You have made a... [House of Mirrors](#).



Digits along each of the lines form a palindrome. This means that the sequence they form reads the same no matter from which end you start.

## Day 6

Over the course of the next little while you manage to collect some cushions from another part of the store and, best of all, a cardboard castle wall. At last you have a setting to tell a story of knights and royalty which won't be entirely outshone by your imagination. Excited, you begin to set up, and you begin to tell the story of an army of mismatched animals laying siege to the castle. The animals are roaring with triumph, believing that they will be victorious, when all of a sudden a flurry of arrows emerges from the castle and the animals are forced to retreat. In all their enthusiasm for attack they forgot that the castle was not defenceless. They forgot the... [Murder Holes](#).

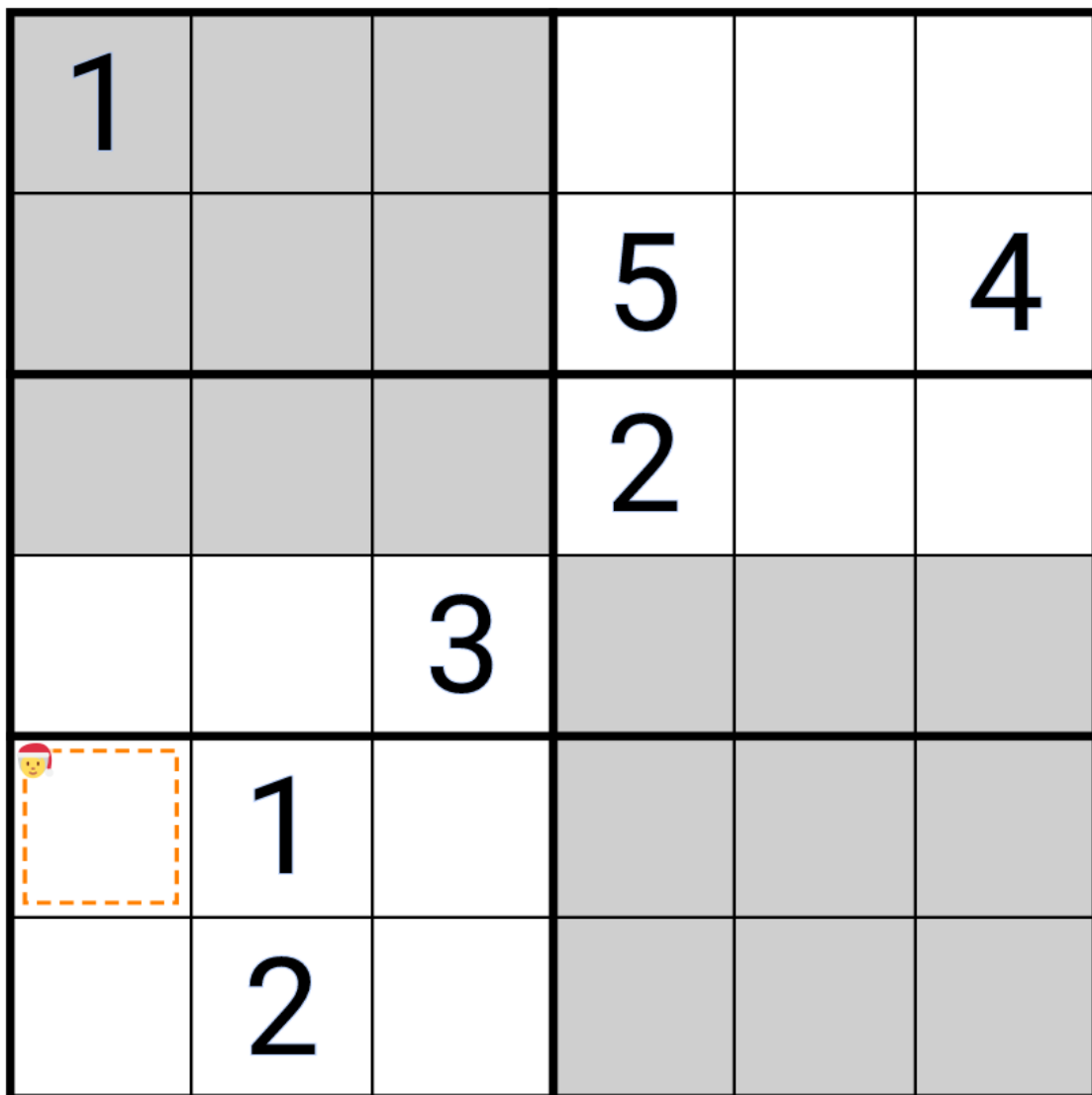


Digits along the shaft of the arrows sum to the digit in the circle at the end of the arrow.

## Day 7

You have been exploring more and more of the old toy store, bringing your discoveries back to your mirror-lined castle. Everything you found was one of a kind, but together they made a big family each of which you gave a story to. Two mismatched dolls were parents to a rag-tag group of stuffed animals. On and on you went, collecting things together and telling yourself the stories of each and every one.

In one corner of a back room you discovered a box in which there lie many different toys. You bring the box back to your castle — it will be an excellent addition to the stage you have been setting. As you reach the very bottom of the box you discover two elf toys, and they are so similar you might even think they are... [The Same Elf?](#)




The two grey 3x3 regions are clones of one another. A digit appearing in one clone must appear in the same position in the other clone.



## Day 8

Today your fantasy setting of a castle has taken the back-seat to your most recent discovery. You had been climbing on a tumbledown set of steps and found a number of old, and only slightly torn, comic books. You spent all day reading someone else's stories, to give yourself a break from invention. Superman, Wonder Woman, Desperate Dan, but perhaps your very favourite of all, you found a Star Trek comic. You manage to while away a few hours enjoying the brightly coloured pages and the wonderful stories. As you decide to pick what of the snacks to eat tonight you find yourself quoting bits of the comics back to yourself. Chuckling as you begin to mix up the story lines, ending up with Commander Spock flying the invisible jet, you say to yourself that everything is ... [Highly Irregular](#).


			5		
	1		2	6	
3					
	5				6
	3			1	

The regions are not 2x3 boxes, but they still need to have all the digits from 1-6 in them.

## Day 9

There was noise from the far side of the store today, somewhere you have yet to venture. You could hear voices; though they were talking you could not understand what they were discussing. Afraid for what it might mean if you were discovered, you hid and kept as quiet as you could be. As the light faded from the afternoon sky, so did the voices. Creeping through the dim light, you bravely decide to investigate where the voices had come from. When you open the door closest to where you had heard the voices there was a room behind which had a table and some chairs in it; but so far as you can tell, no other way in or out — not even a window. Strangest of all though, on the table there is an unopened sandwich packet. Sitting on one of the chairs and swinging your legs back and forth, you stare at the inexplicable items on the table before hunger makes the decision for you and you lunge for the food - it's time for... [Afternoon Tea](#).

12 14

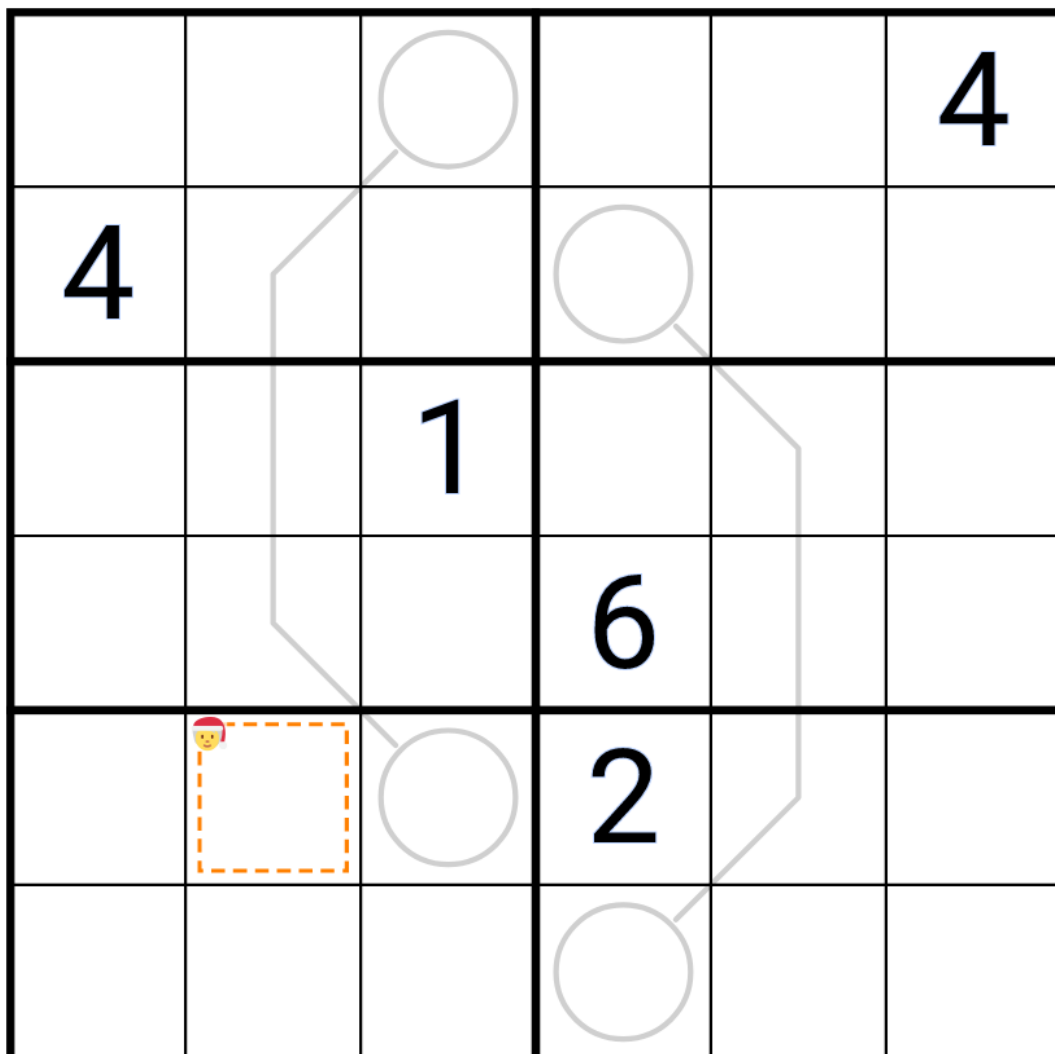
	4				
					6
14			4		
12	3				
			3		
					

Numbers outside the grid indicate the sum of the digits in the row which lie between the 1 and the 6. For example if the value 5 were outside the grid, it would indicate that somewhere in the row a 156/541 could be found, or perhaps a 1236/6231/etc.

## Day 10

No matter how much you try to forget, playing in your mirror castle, you are unable to shake the odd feeling which came over you when you discovered the sandwich the day before. Deciding that everything you have been through proves just how brave you are, you decide to investigate the dead-end room until you can work out what happened. You spend most of the afternoon carefully searching every inch of the floor and the walls, and you even spend time lying on top of the table staring at the ceiling trying to work out what could possibly have happened. Eventually the day's efforts take their toll and you fall asleep there on the table.

Suddenly you wake, sure that you heard something. Sitting up abruptly you can see a sliver of light vanish on the wall. Scrambling to your feet and jumping off the table, you run to the wall and see a small crack in the wall through which there is light spilling out. This must be where the voices came from, and you desperately want to find out more. Can you... [Slip Between?](#)

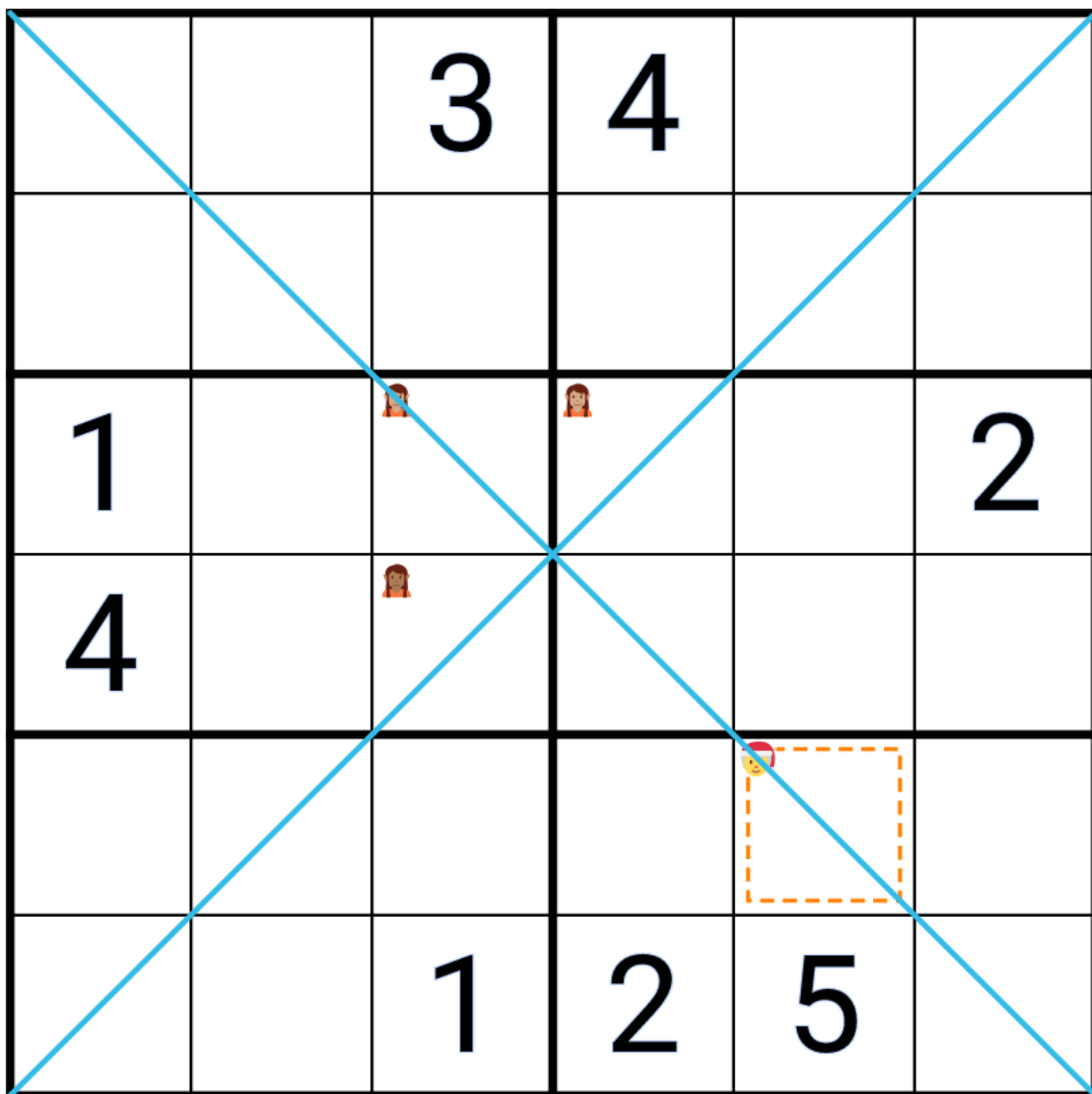


Digits along the lines must lie strictly between the digits in the circles at the ends of the lines.

## Day 11

Time after time you return to the room, to the wall, to that crack, and you stare. Hours and hours are spent trying any and everything you can think of. You try pushing, pulling, talking to it, indeed at one point you sit for an hour trying to *think* it open as hard as you possibly can. Each time you run out of ideas you return to your mirror castle and you sit among your animal subjects and ask them if they know how to get into the crack in the wall, or you wander the dim aisles of the store hoping for inspiration.

Over the course of your trials you sometimes spot another toy half-hidden under a shelf in some other part of the store and you bring it back to join the others. On one such visit you spot another elf, but this one is different from the other two you have. You arrange the three on the floor by the castle and stare at them. Perhaps they hold the clue you seek; it might be hiding... [In Plain Sight](#).

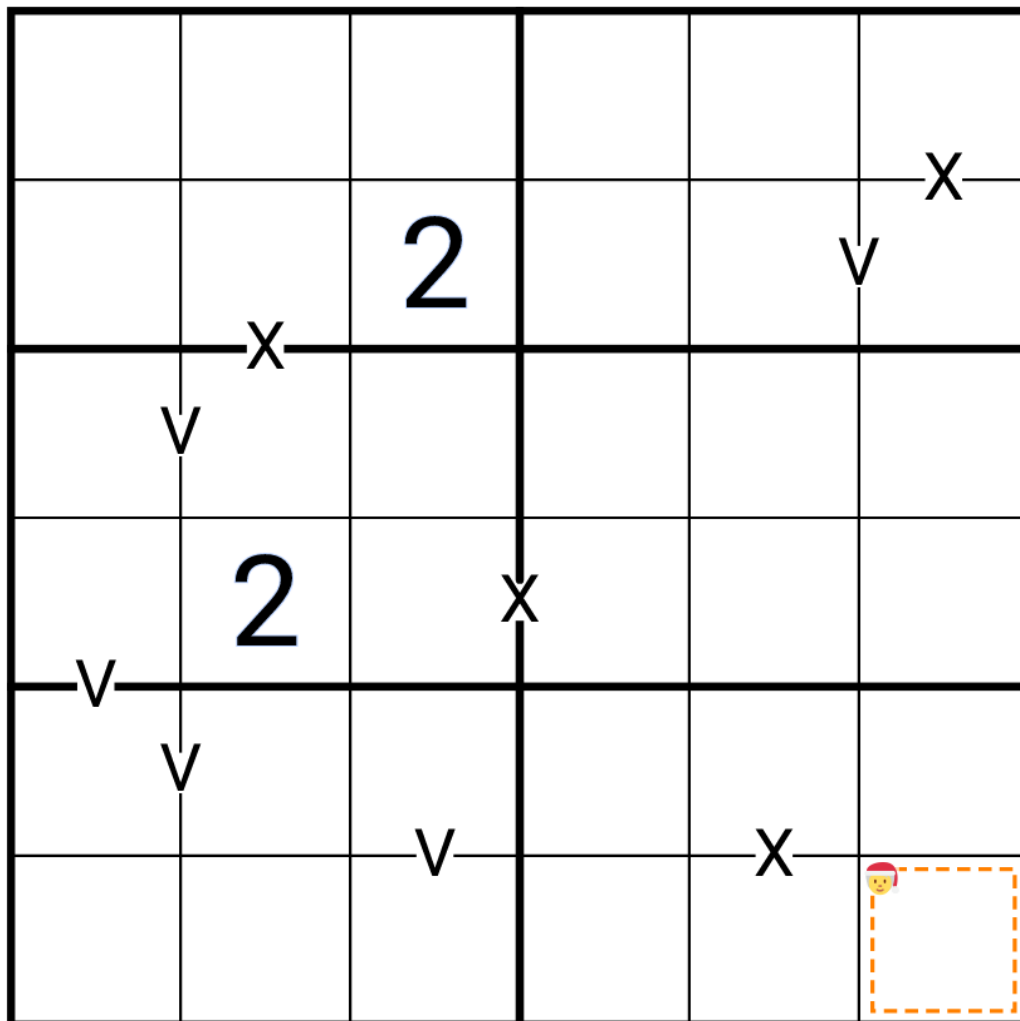


Along each of the two marked diagonals, each of the digits 1 to 6 must appear exactly once.

## Day 12

Another day of nothing but snack food has you wishing the voices would come back and leave you another sandwich, but so far there hasn't been any hint of them. You have started to run out of stories to tell yourself, and in many times of walking around the store floor you haven't found any more toys. Every now and again you hear, or perhaps it's more correct to say you *feel*, something big, rumbling deep down in the ground. Perhaps it's a giant monster biding its time until you sleep and then it will come and gobble you up.

The rumbling keeps returning, and you decide you're going to measure the time between them. Unfortunately you've not found any working clocks (plenty of ones which don't work are up on the walls) the entire time you've been here. You decide that you can time the rumbles by walking up and down an aisle, counting the number of times you pass your mirror fort. When the next rumble fades you start walking, ticking off on one hand each time you pass your fort. Over and over you walk, keeping track with... [Finger Counting](#).



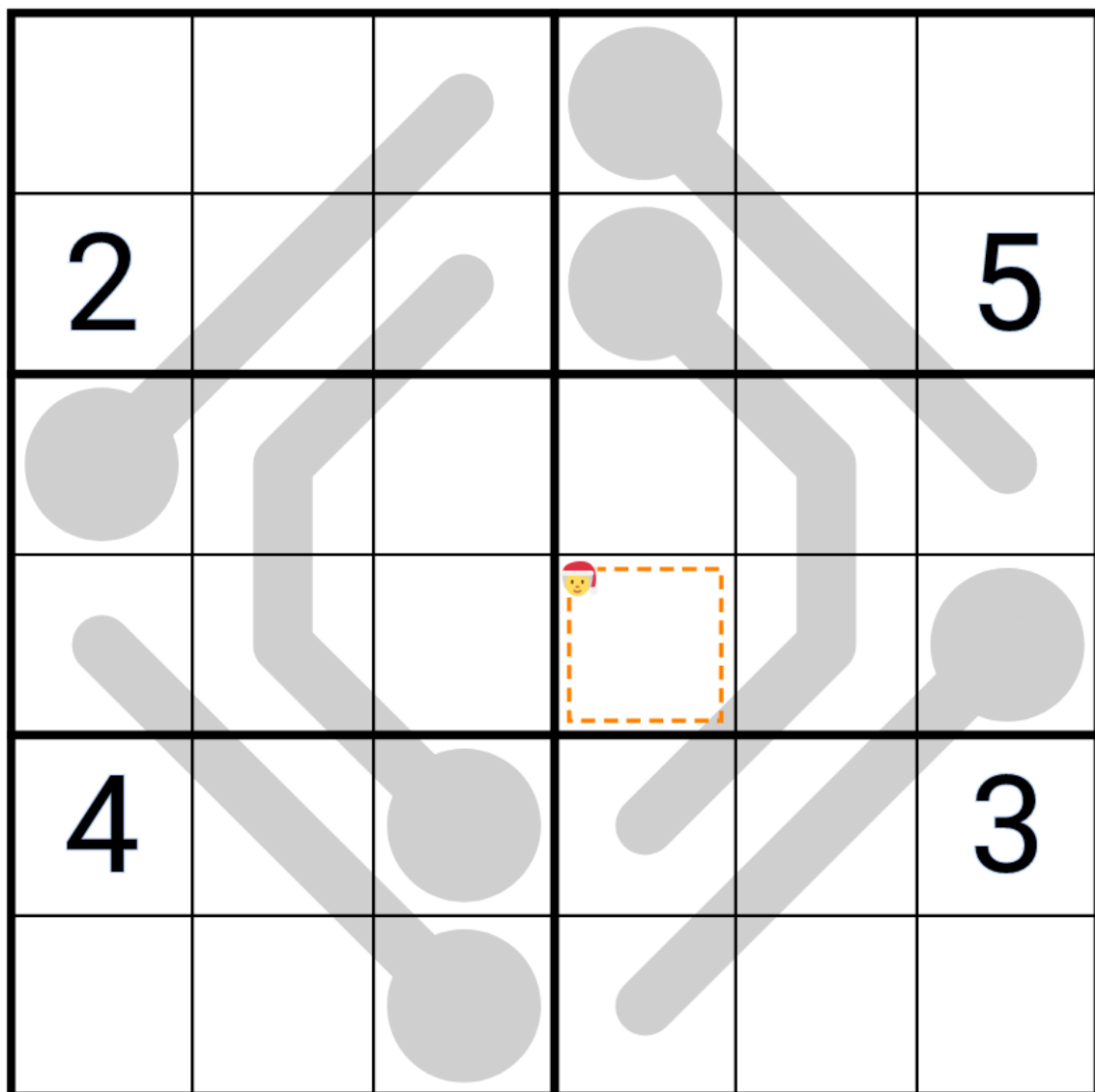
Digits separated by an X must sum to ten.

Digits separated by a V must sum to five.

## Day 13

Over the course of your counting, the rumble came every time you passed your castle for the fifth time; you got bored counting when you had checked ten times. All that counting and walking worked up an appetite and you decide that it's high time you tried to find something more substantial to eat. Rummaging through the cupboards in the kitchen as quietly as you can, you discover a noodle pack hidden behind the pans. Hot food, you could have hot food! Hands shaking with excitement, you fill a pan with water from the tap, empty the noodles into the pan, and carefully crawl along the counter top to put it onto the stove.

After some time, you guess that the noodles are cooked and you carefully lift the pan down and you sit on the floor with it, taking a moment to inhale the fragrant... [Swirl of Steam](#).

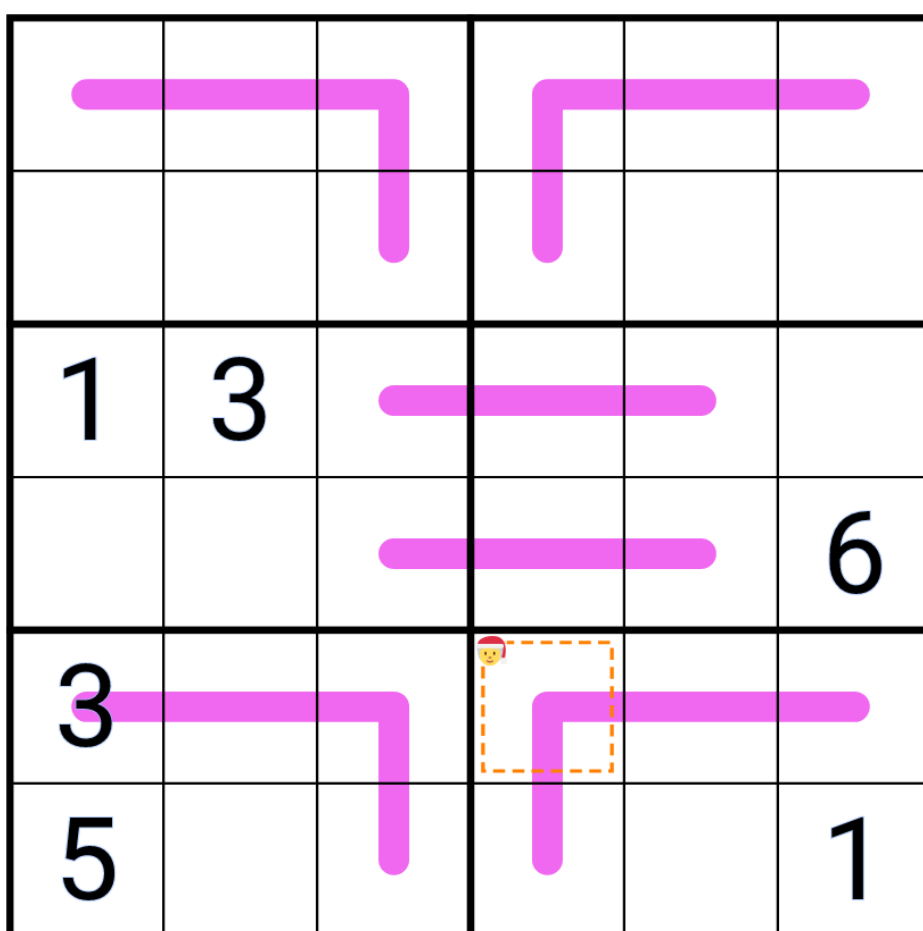


Along thermometers, digits must strictly increase from the bulb toward the tip.

## Day 14

Sleepy from your first warm meal in as long as you can remember, you snuggle down in your mirror castle with your animals, elves, and other toys around you and sigh, gazing at the door to the room with the crack in the wall. The last time you went to look, you could barely see the crack, as though it were healing somehow, and as you drift off to sleep you find yourself thinking of the voices you heard that day.

After what could have been minutes, or could have been hours, you startle awake as something falls on you. You immediately spring to your feet terrified, casting around for any sign of movement, but there is nothing to be seen. Around you lies your collection of toys. Perhaps one of them, disturbed by your breathing, fell over and onto you? Feeling very silly despite there being nobody there to have seen your reaction, you decide that the right thing to do is to collect up and tidy your toys. Each one is picked up, dusted off, and given a chance to tell you a story about its day while you decide where to put it for safekeeping. Finally you pick up the blanket you have been sleeping on, feeling proud of yourself for tidying your “home” when out of the blanket falls something you know you did not have when you fell asleep. You stare, slack jawed, at the pack of ... [Candy Canes](#).




Digits along each purple line must form a contiguous set of digits in any order. For example, a four cell line might contain 1,2,3,4 in any order.

## Day 15

You haven't eaten the candy canes. You simply don't trust magically appearing food any longer — not since that pesky sandwich was never replaced. Your stuffed animals have been telling you that you don't play enough with them any longer and they are lonely, so you decide to set them up to have a knightly tournament.

You enact a number of tournament challenges, building toward a single winner, who you have decided will inherit the castle. Eventually you are left with two competitors: an elephant and a unicorn. You give them each one of the candy canes, set them up with the elves on their backs, and allow them to... [Joust, in Jest](#).

	1	3		5	
					4
		2	3		
					

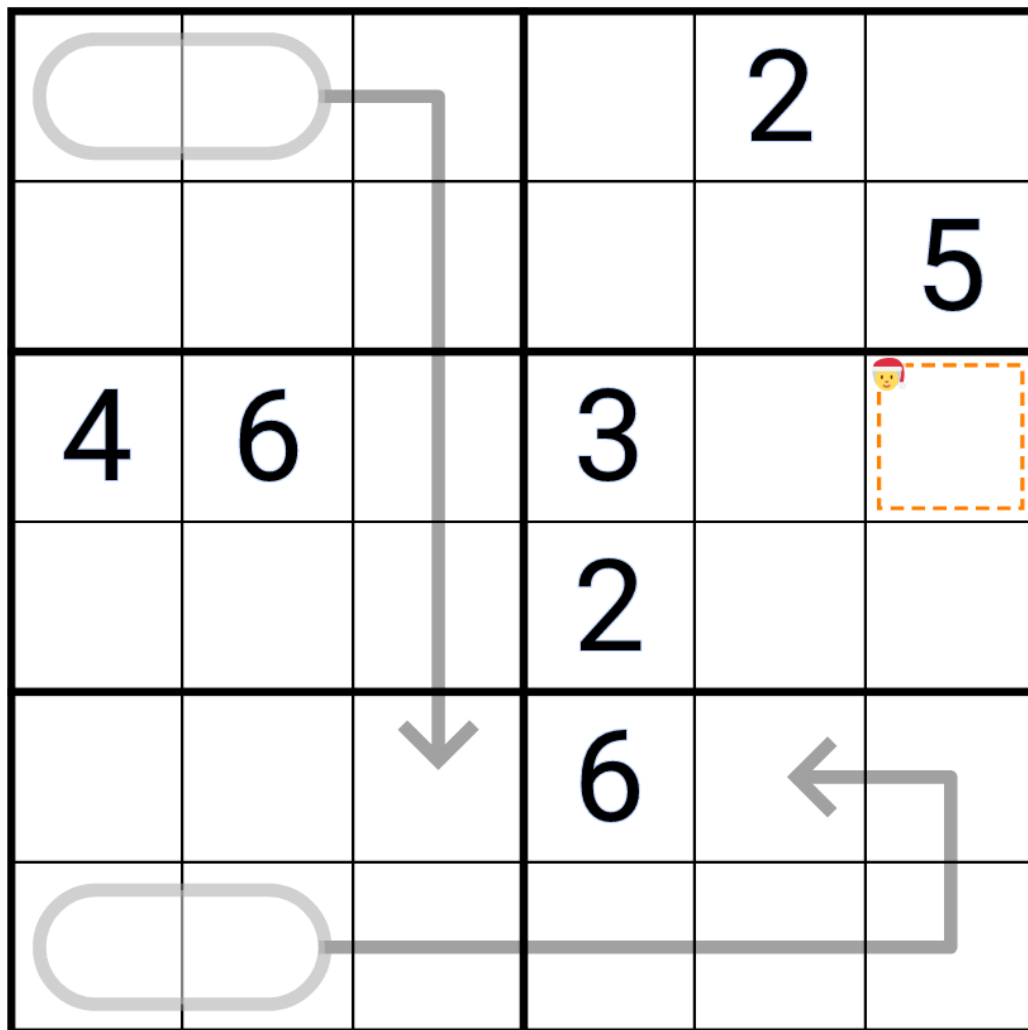
Cells which are a knight's move apart may not have the same digit. For example, a four in r1c1 rules a 4 out of r3c2.



## Day 16

You feel a lot better for having played last night. You feel that your decision to not eat the candy canes was very much the right one; they were perfect jousting poles for your tournament and you are certain you will come up with more uses for them. However, as you sit and have a discussion with the elephant (who won the jousting decisively and thus is now ruler of the castle) you decide that the next challenge for your stuffed army is to be one of archery.

You set up some targets in the form of the most despicable losers of yesterday's tournament, and then using some rubber bands you intend for your archers to try and hit them. To get an idea for how this will go, you practise using just your fingers, but eventually you decide to try and use a broken piece of plastic as an arrow. You try over and over to get it to launch cleanly from the "bow" you made with your fingers, but no matter what you do to the plastic arrow, you just... [Can't Knock It](#).

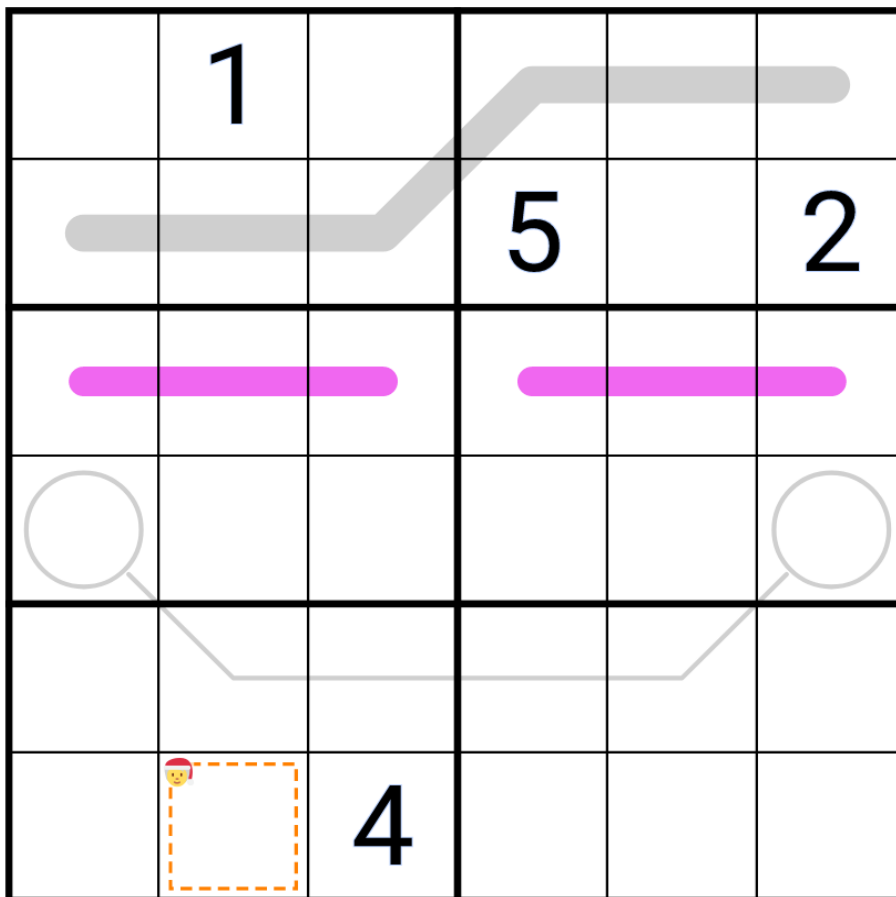


Digits along arrow lines sum to the two-digit total in the pills at the start of the arrows read left-to-right.

## Day 17

As you slowly wake after a night of dreams in which you managed to slip through the crack in the wall and discover a wonderland of chocolate rivers and little orange people singing songs, you see light playing across the ceiling in a way you would not normally expect. Sitting up and rubbing your eyes, you blink once, twice, and leap to your feet. There is light coming from the room where the voices were. You run as fast as you can across the room though the light seems to be fading, and as you enter the room you see someone slip into the wall and the crack seems to be sealing itself behind them.

You slam into the wall, hands either side of the rapidly closing gap, once big enough for someone your size, now no wider than a finger, now smaller still, and you peer through. There is someone there, with their back to you, as tall as you, with long arms and large hands which look like they must be in mittens. You call out and as the crack narrows further, they turn. Shocked, you fall down from the wall. That face! It was... [Not Quite Human](#).



Digits along purple lines must form contiguous sets, for example a three cell line might contain 3,4,5 in any order.

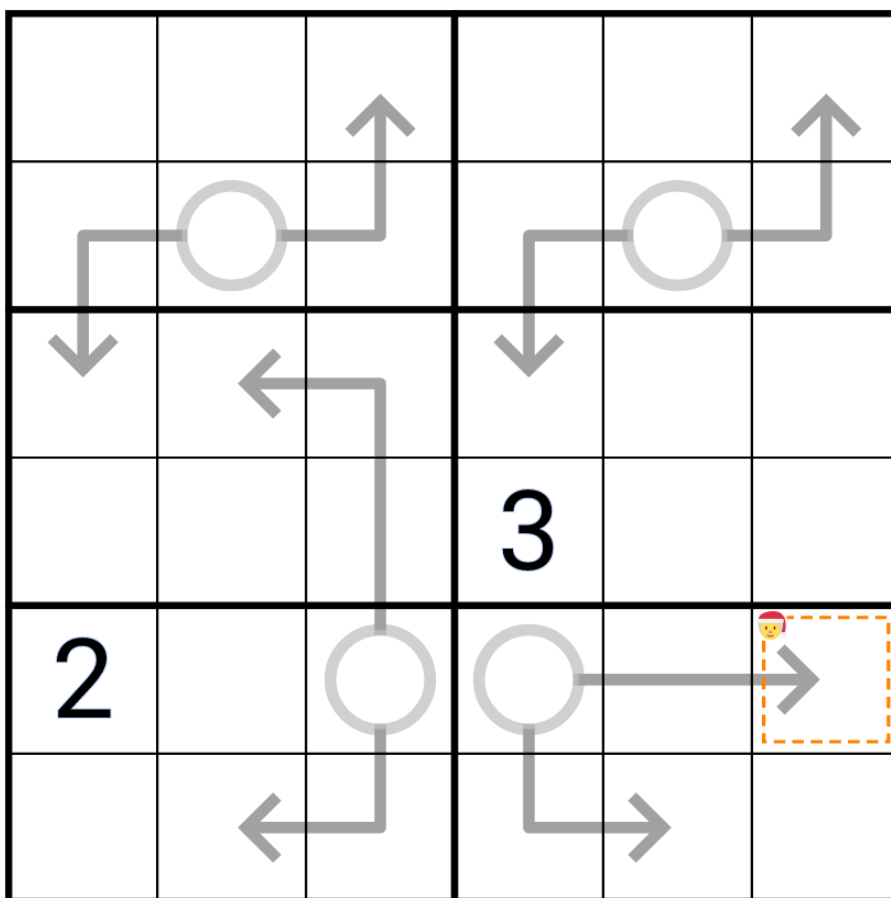
Digits along thin grey line must lie strictly between the digits in the circles at the ends of the line.

Digits along the thick grey line form a palindrome and thus read the same when read out from either end of the line.

## Day 18

You scramble to your feet and press your face to the wall, eye up to the crack, and there they are, seemingly swaying to music that you cannot hear. Your breath catches in your throat as they start to walk away; you call out but either they cannot hear you, or else they are ignoring you. You beg and plead for them to return, but soon they seem to have vanished into the light which still seeps out of the crack in the wall. Sobbing, you sit at the table and bury your head in your arms. It was *something*, or was it just *someone*? You're not quite sure, and slowly, as you calm down, you doze off.

Breathing in deeply, you begin to surface from what must have only been a short nap, but you feel better. Surely if there was someone then they would return? They did in a week this time; perhaps next time they'll come back sooner. Hope is a dangerous thing, but you've been alone for so long with just the toys, and the rumbling beneath, and the voices, that any sign of life is welcome. As you fully awaken, you realise that you can hear music. It's not any kind of music you have heard before, but you recognise the tempo — it must be the music that the being was hearing before. You rush back to the wall and look as hard as you can through the crack. As your eye adjusts to the light from the other side, you can see whoever it was and yes, they are definitely not human; and yes, they are moving to the music, lost in it. You giggle as you watch the... [Alien Dancing](#).




Digits along arrow lines must sum to the digit in the circle at the start of the arrow.

## Day 19

At your giggle, the figure looks up and seems, despite there being no possible way from that distance, to see you. It walks toward you and you can feel the wall moving; the gap is widening. In moments you would be able to put your fingers into it, but then the movement stops. They freeze in their tracks as the music is replaced by voices — they are speaking, but you can make out no words. Finally the speaking ceases and the person continues toward you. A piece of paper is thrust through the crack and you narrowly avoid it poking you in the eye. You take it and examine the markings on it. It looks like it must be some kind of attempt at communication. You try to speak to whatever is on the other side of the crack, but it only responds in the same kind of garbled voice you heard before.

It gestures “away” and then it takes another piece of paper, sits, and begins to write on it. You take a hint and step away to the table where there is now a pencil you definitely didn’t leave there. You pick it up and begin to try and decipher the page. You try as hard as you can, but in the end you cannot determine any useful patterns in what was written there. It’s entirely... [Unpredictable](#).

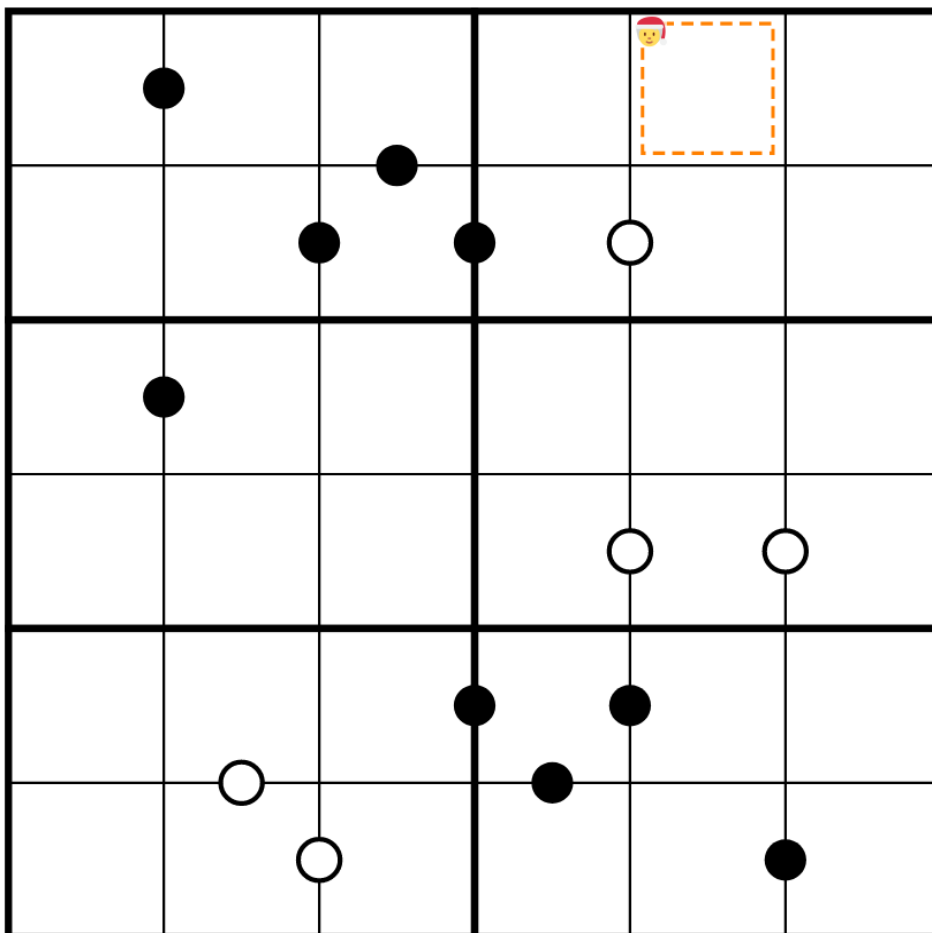
				5	
	1				
				3	
	5				

Any two orthogonally-adjacent digits may not be consecutive. For example, a three may not be next to a two or a four.

## Day 20

Unsure of what to do, you decide to turn the piece of paper over and carefully write “Hello, who are you?” and the numbers from one to five, drawing dots next to each digit so that the meaning might be more clear. Eventually you return to the crack in the wall and call out to the being. When it looks up, you poke the paper back into the crack. You watch them stand, glance back, and then scurry up and take the sheet before backing away and sitting to examine what you have done. They trace the letters and numbers with, well, fingers you guess, and poke once, twice, six times at the drawings of dots next to the digits.

Several times, the — you guess you’ll think ‘person’ for now — looks at the paper, then back up at the crack, presumably at you. Finally they get up, and somehow they have what looks like a wooden frame with beads strung on wires locked into it. They approach, and you can see that some of the beads are black, and some are white. What could it be for? The person looks at you, gestures ‘away’ once more, and when you step back, they dart up and push the frame through the crack. The crack widens to accommodate the frame and then narrows again as soon as it has passed through. It clatters to the ground, and you approach the... [Alien Abacus](#).



Digits separated by a white dot must differ by exactly one.


Digits separated by a black dot must be in a ratio of 1:2

## Day 21

You've fallen asleep, *again*. This is happening more and more as the days pass. You are always so very tired, but this time feels different. You are convinced that you are dreaming, and you can see the person behind the crack sitting next to you, speaking in that strange language. They reach out and touch your head, and slowly, despite knowing for sure that you are not hearing your own language, you are convinced that you can now understand what is being said. Your head feels heavy and you let your dream eyes close and you drift off once more.

You awaken and find yourself surrounded by all the toys you had gathered in your mirror castle. You even have your blanket. But what's more, you appear to be on the other side of the crack in the wall. It's so very bright where you are, and what's more, sitting near you on the floor, cross-legged, is the person you saw dancing. They look up, seem to smile (as much as their alien face could smile) and they make their way over. You should be scared, but somehow you just feel calm. Somehow you know that you will not be harmed.

Over the next several hours, your new friend tells you about how they came to be in the walls of the old toy store. You tell your story in return, you explain how you were always cold, always hungry, until you broke in and made your little home in the aisle with the mirrors and the cardboard castle. You ask if you can leave the walls and go back to your castle, but your friend tells you that no, for now at least, you must remain with them, trapped inside the wall. With a calm that you just know must be being forced upon you, you sigh and resign yourself to... [Life In A Cage](#).

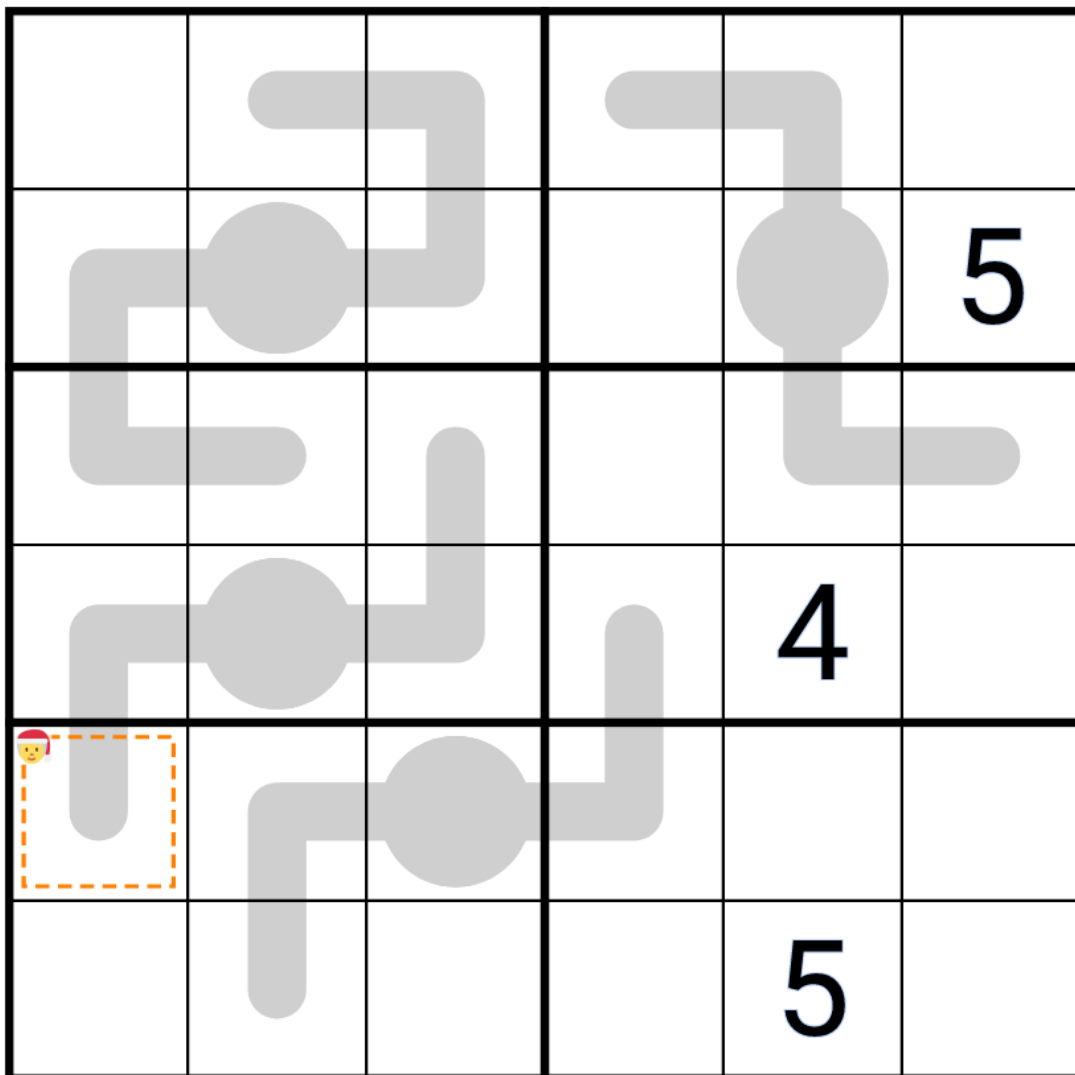
				10	
					2
9					11
		3			
	8	6			
				1	

Within each cage, the digits must sum to the total given in the top-left corner of the cage (if given). Digits may NOT repeat within a cage.

## Day 22

You're not hungry. This is something which occurs to you as you realise you must have been here talking with your friend for at least a day, teaching them the stories of your stuffed animals and playing together. (Yes, playing together; you can hardly believe it yourself but there you are, playing with an alien and a stuffed elephant.) During your games you learn that the creature is trying to get home. It is here with several of its kind, though the others are more afraid of you and are busy trying to repair their ship. Your friend tells you that they have been given the very important task of plotting the route back to their home star system, which is very far away. They have been observing you as you solved problems and survived in the store, and they believe that you might be able to help.

Proudly they indicate the strange abacus, and next to it is the paper on which you wrote the digits and drew the dots. Excitedly they tell you that they believe together you can work things out and plot a route on their... [Galactic Map](#).

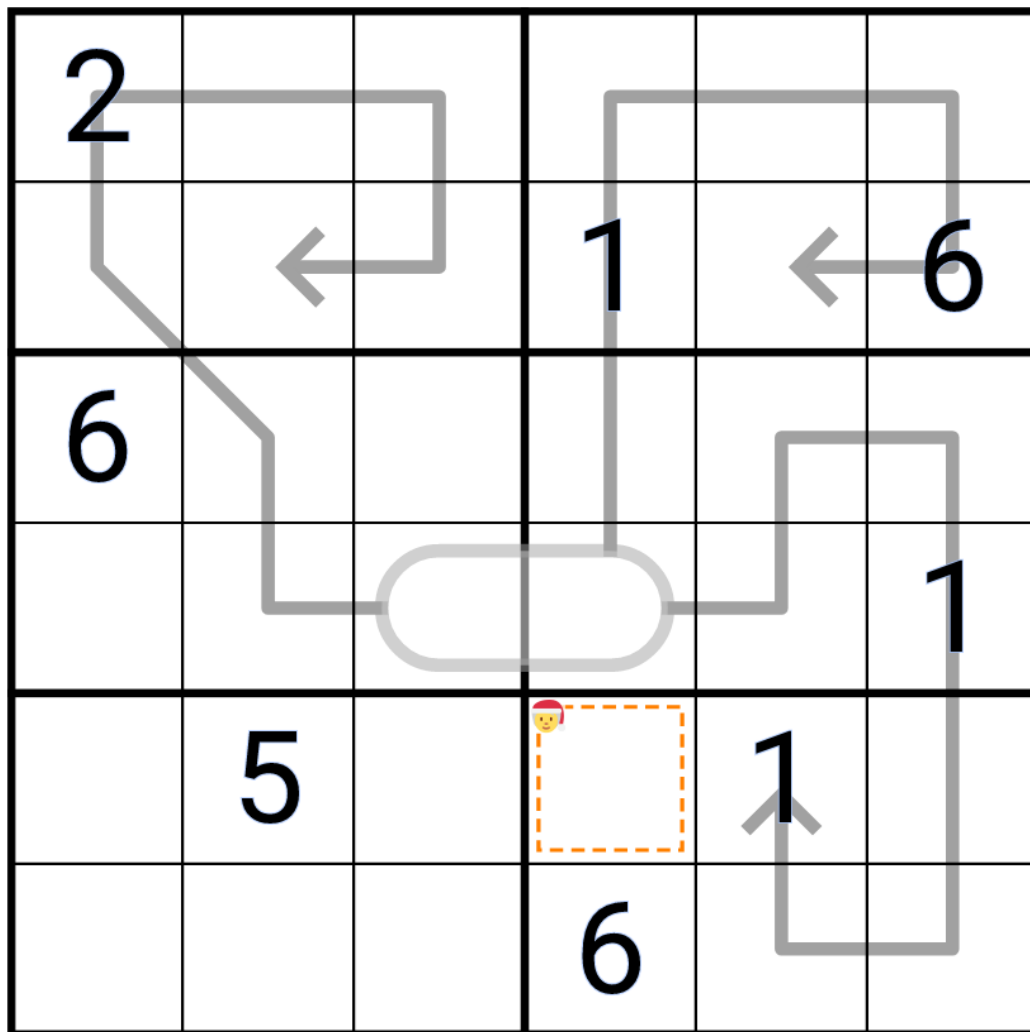


Digits along thermometers must strictly increase from the bulb toward the tips.

## Day 23

Together the two of you plot out where your friend's home system must be. It took a while and you're not entirely sure *how* you knew how to help, but you certainly did help. Your friend runs off with the completed map and once again you realise, in your unnatural calm, that you haven't eaten or drunk anything in days, and yet you do not feel bad. You have not slept and yet you do not feel tired. It is very strange. Presently your friend returns and explains that the official navigator died, and the rest of their crew isn't certain, but the ship is not accepting the route you plotted together, complaining that it's not enough to know where to go, but it needs to understand its origin point as well.

Taking another piece of paper, the two of you sit down and begin to discuss how to gather the information the ship is demanding. Eventually, through many light-hearted arguments, and with breaks to tell stories with the elephant, the unicorn, and the elves, you have produced another diagram which you proudly title... [You Are Here!](#)

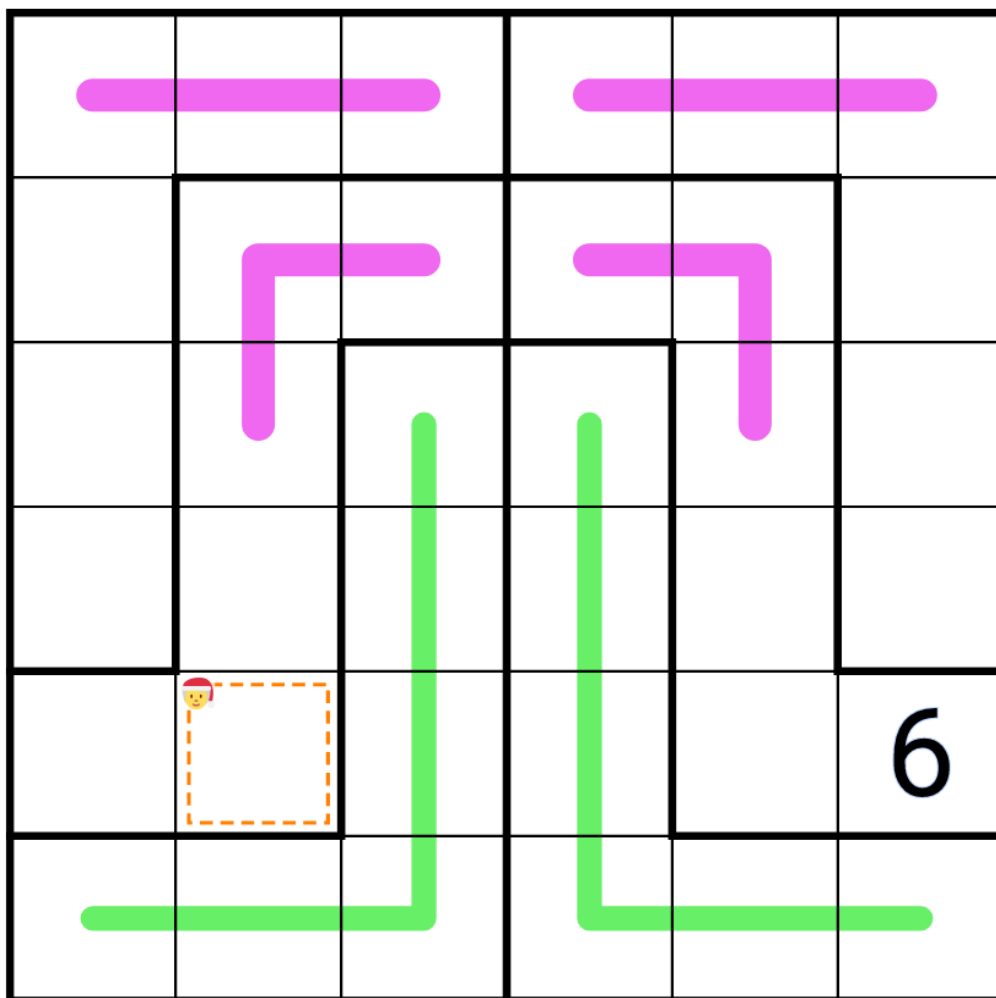


Along each arrow line, the digits sum to the two digit value given in the central pill read from left to right.



## Day 24

This time, your friend pulls you to your feet and takes you across to where you can see what appears to be some kind of space rocket which is clearly missing several parts. You hand over the extra map, and the creature you hand it to bustles off into the ship, returning moments later to excitedly report that the ship now understands where it is and where it needs to go. However, another being approaches and dejectedly informs you that while they now know *where* to go, the *how* is still in pieces. They gesture around at all the parts, and hand you what is clearly meant to be a schematic for a rocket engine. Unfortunately, it's not complete — you don't know how you know that, but you do. So you sit down and begin to whisper with your new friend as you both gesture around at the parts, scribble on the schematic, and lay down your... [Hushed Designs](#).



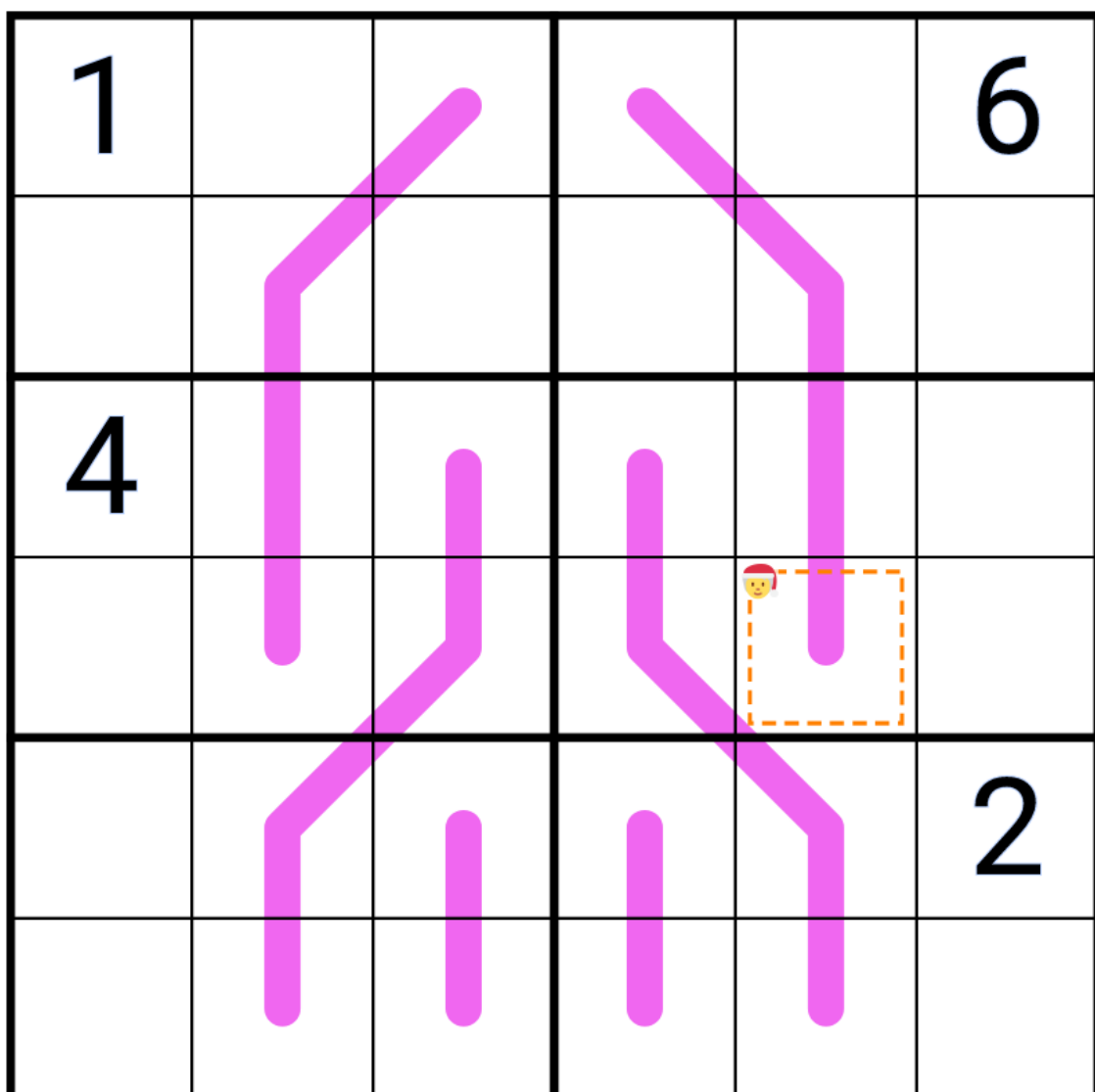
The boxes are irregular here, be careful.

Digits along the shorter purple lines must form contiguous sets in any order. For example, a four digit line might contain 2,3,4,5 in some order.

Along the longer green lines, adjacent digits must differ by at least three.

## Day 25

The engine is complete, the ship is closed up, and somehow you managed to persuade the people to take you with them. Nothing is left for you on the world you would leave behind. You have your toys, your new friends, and it's warm in the ship — warm, and bright, and you don't feel tired or hungry and you are smart and clever and *helpful*. Everyone is strapped into a chair, and you realise that the rumbling you heard for the past several weeks is the ship's engines. Each rumble was a test, and now it is rumbling on and on, the sound building in pitch and volume until you feel like something is pressing down on your chest, and pushing your back all at once. Across the room, one of the alien people exclaims... [We Have Liftoff](#).



Along purple lines, digits must form contiguous sets in any order. For example, a three cell line might contain 4,5,6 in any order.

...

## Day 25 continued.

Your journey is long, you play together and teach the stories to all of the group of aliens. Eventually one of them pulls out a piece of paper on which they have clearly copied down numbers from the stories you told of your exploits in the toy store. Eventually they hand it to you, and you realise you can while away some time by filling in the remaining numbers and... [Passing The Journey](#)

18' <input type="text"/>		2' <input type="text"/>						
		7	17' <input type="text"/>	13' <input type="text"/>			15' <input type="text"/>	16' <input type="text"/>
11' <input type="text"/>		25' <input type="text"/>		9		5' <input type="text"/>		7
		8' <input type="text"/>		21' <input type="text"/>				23' <input type="text"/>
9' <input type="text"/>					3' <input type="text"/>	4' <input type="text"/>		
	8	1' <input type="text"/>	12' <input type="text"/>		9			
			20' <input type="text"/>			19' <input type="text"/>		6' <input type="text"/>
7' <input type="text"/>						8		
	10' <input type="text"/>			22' <input type="text"/>			24' <input type="text"/>	14' <input type="text"/>

Numbered cells contain the value of "Mx Santa" in each corresponding puzzle from the month

...

...

When you finish filling the grid you put your pencil down, satisfied, and with the smiling faces of your new alien friends around you, and a strange beeping sound which you realise has always been there, for the whole time, you finally feel tired again, close your eyes, and fall asleep.

The End.

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Thank you for taking the time to play Advent of Sudoku 2022 by Daniel Silverstone.

I hope you enjoyed yourself, and if you've not encountered some of these rules before then I hope you found at least one new variant that you want to try more of in the future.

Have a wonderful winter break, see you for more puzzles in 2023.

– Daniel.