WPF SUDOKU/PUZZLE
GRAND PRIX
2015

WPF SUDOKU GP 2015
COMPETITION BOOKLET

ROUND 3

Puzzle authors:

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Organised by

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1 Classic Sudoku
(20 points)
Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in every row, column, and outlined 3×3 region.

1A ➤
1B ➤

2 Classic Sudoku
(20 points)
Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in every row, column, and outlined 3×3 region.

2A ➤
2B ➤

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3 Classic Sudoku
(25 points)

Place a digit from 1 to 9 in
each empty cell so that each
digit appears exactly once
in every row, column, and
outlined 3×3 region.

3A →

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

3B →

4 Classic Sudoku
(25 points)

Place a digit from 1 to 9 in
each empty cell so that each
digit appears exactly once
in every row, column, and
outlined 3×3 region.

4A →

4B →

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

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5 Classic Sudoku
(30 points)
Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in every row, column, and outlined 3×3 region.

6 Classic Sudoku
(55 points)
Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in every row, column, and outlined 3×3 region.

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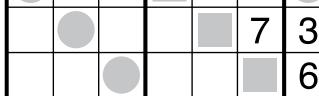**GRAND PRIX**
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7 Even/Odd Sudoku
(35 points)

Apply Classic Sudoku rules. Additionally, cells marked with a square must contain an even digit and cells marked with a circle must contain an odd digit.

■ = 2, 4, 6, 8

● = 1, 3, 5, 7, 9

7A ➡

7B ➡

8 Irregular Sudoku
(35 points)

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in every row, column, and outlined region.

8A ➡

8B ➡

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9 Diagonal Sudoku
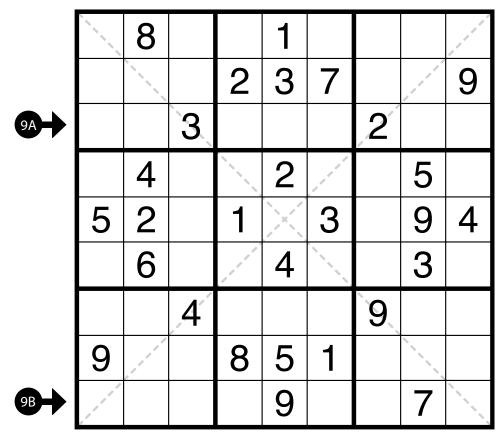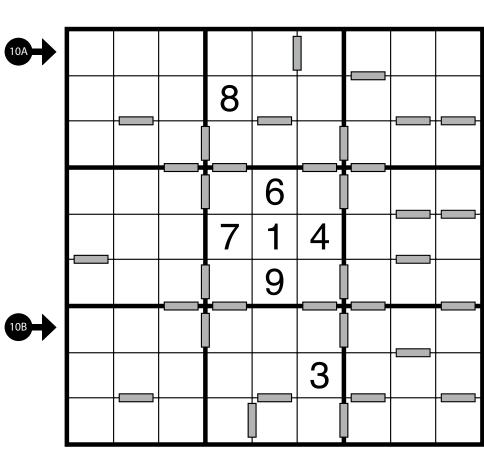### (45 points)

Apply Classic Sudoku rules. Additionally, each digit appears exactly once in the two main diagonals.

9A ➤

9B ➤

10 Consecutive Sudoku
(45 points)

Apply Classic Sudoku rules. Additionally, if a gray bar is given between two adjacent cells, then the two numbers in those cells must be consecutive. If a gray bar is not given, the two digits cannot be consecutive.

10A ➤

10B ➤

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11 Arrow Sudoku
(100 points)

Apply Classic Sudoku rules. Additionally, some arrows are in the grid. The digit in the circle at the start of each arrow must be equal to the sum of the digits that appear along the path of the arrow. Digits can repeat within an arrow shape.

12 Consecutive Quads Sudoku
(40 points)

Apply Classic Sudoku rules. Additionally, a white circle means that the 2×2 area around it contains exactly one consecutive pair of digits. A black circle means that the 2×2 area around it contains at least two consecutive pairs of digits. Repeats are allowed (e.g., 2-4-5-6 is valid with 4-5 and 5-6, and so is 2-5-6-5). (Not all possible circles are necessarily given.)

13 Descriptive Pairs Sudoku (60 points)

Apply Classic Sudoku rules. Additionally, for every pair of clues, X and Y, outside the grid at least one of the following is true: 1) X is in the Yth position in that direction; 2) Y is in the Xth position in that direction.
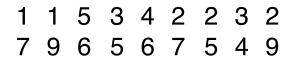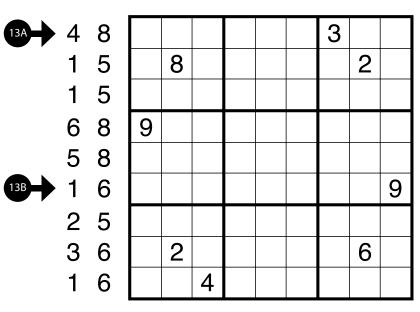
Top clues:

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

Left / Right clues and grid (13A at row 1, 13B at row 6):

L1	L2	c1	c2	c3	c4	c5	c6	c7	c8	c9	R1	R2
4	8						3				4	6
1	5		8					2			3	5
1	5										6	8
6	8	9									5	7
5	8										4	5
1	6									9	1	4
2	5										2	9
3	6		2						6		5	8
1	6			4							3	8

Bottom clues:

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

14 Outside Killer Sudoku (65 points)

Apply Classic Sudoku rules. Additionally, the clues outside the grid indicate the sum of at least one pair of neighboring cells in that row or column.

Top clues (14B arrow above column 6):

5	7	11	15	13	11		3	3

Left clues and grid (14A at bottom row):

L	c1	c2	c3	c4	c5	c6	c7	c8	c9
10			1	5		8	4		
6		2			9			5	
8	8								7
12	2								4
4		8			5			1	
4			6				7		
	1			7		9			3
10		3			6			7	
4	9								5