WPF SUDOKU/PUZZLE
GRAND PRIX
2015

WPF SUDOKU GP 2015
COMPETITION BOOKLET

ROUND 7

Puzzle authors:
Italy

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argio-logic.net
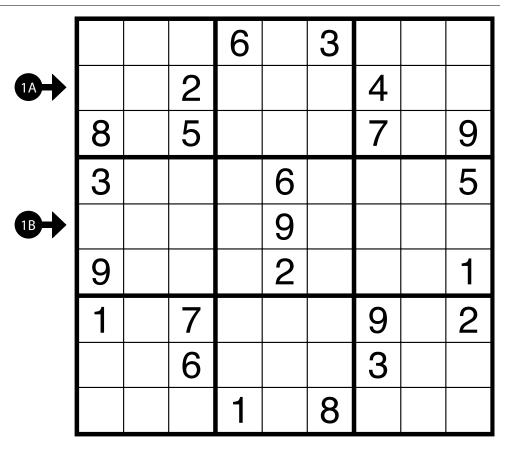nonzero

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.

2 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.

3 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.

3A / 3B

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

4 Classic 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 3×3 region.

4A / 4B

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

5 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.

5A →

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

5B →

6 Classic Sudoku (70 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.

6A →

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

6B →

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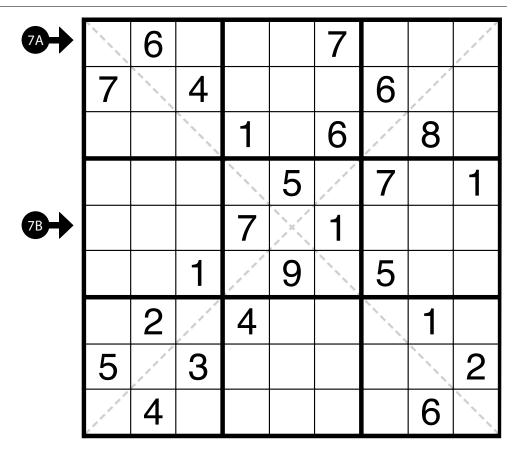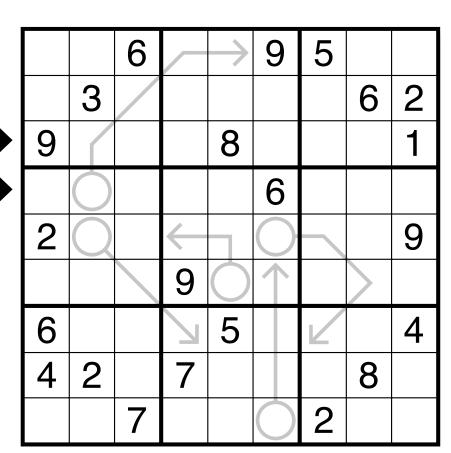GRAND PRIX
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7 Diagonal Sudoku
(40 points)

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

8 Arrow Sudoku
(35 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.

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9 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.

9A →

9B →

10 Torioidal Sudoku
   (40 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. Some regions wrap around the edges of the grid, linking the top to the bottom or the left to the right.

10A →

10B →

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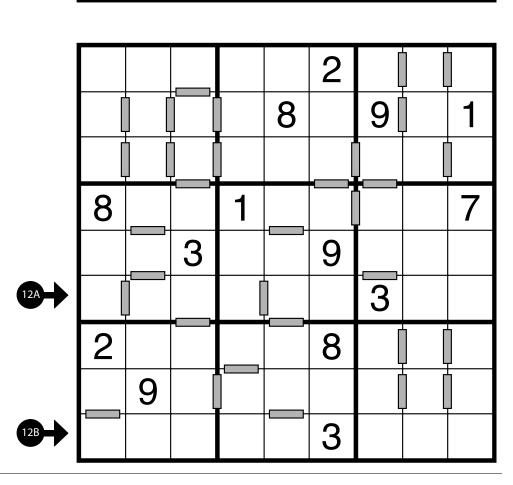SUDOKU/PUZZLE
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11 No 3 Consecutive Sudoku
(35 points)

Apply Classic Sudoku rules. Additionally, no group of three contiguous cells within any row or column can contain a set of consecutive digits in any order. (For example, the grid cannot have 345, 354, 435, 453, 534, or 543 in three contiguous cells).

12 Ten/Eleven Sudoku
(35 points)

Apply Classic Sudoku rules. Additionally, if a gray bar is given between two adjacent cells, then the two digits in those cells sum to ten or eleven. If a gray bar is not given, the two digits cannot sum to ten or eleven.

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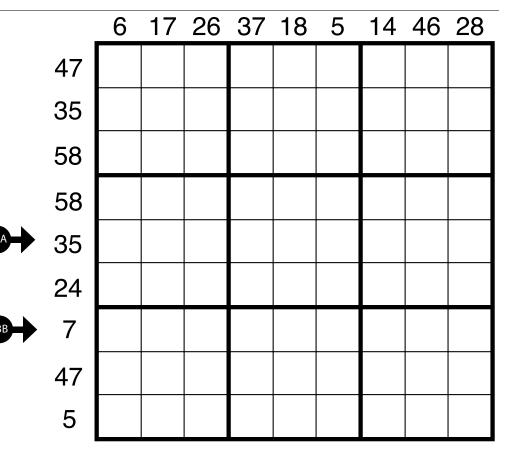
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13 Next to Nine Sudoku (55 points)

Apply Classic Sudoku rules. Additionally, clues outside the grid indicate the digits that sit next to 9 in that row or column. These clues are given in increasing order.

14 Italian Job Sudoku (90 points)

Apply Classic Sudoku rules. Additionally, as in Diagonal Sudoku, each digit appears exactly once in the two main diagonals; as in Killer sudoku, the sum of the digits in each cage must equal the value given in the upper-left corner of that cage. Digits cannot repeat inside a cage.

(Note: Some cages will have cells connected only diagonally.)