WPF **PUZZLE** GP

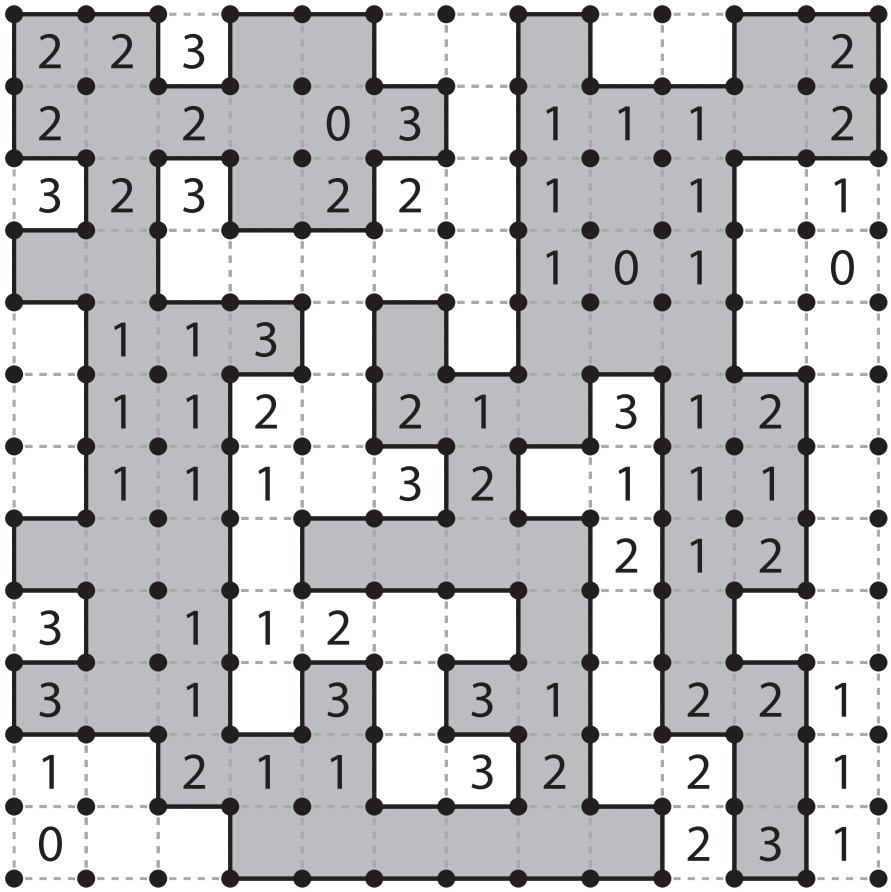
PLAYOFFS

WPF SUDOKU/PUZZLE **GRAND PRIX** 2016

World Puzzle Federation

1. Slitherlink [India - Rakesh Rai]

You do not need to shade the area inside the loop.

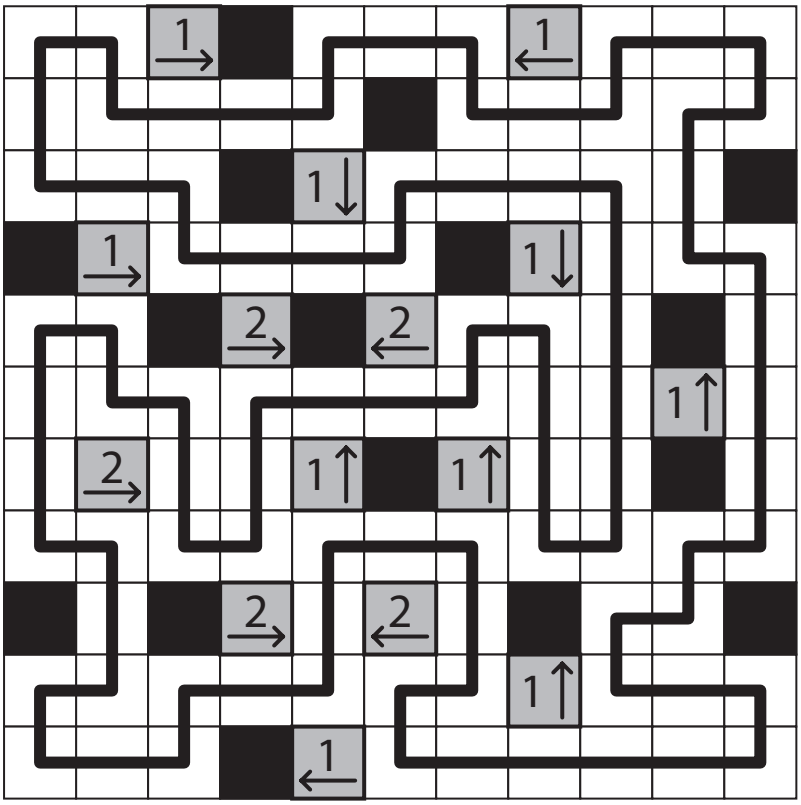


2. Kropki [Slovakia - Matus Demiger]

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

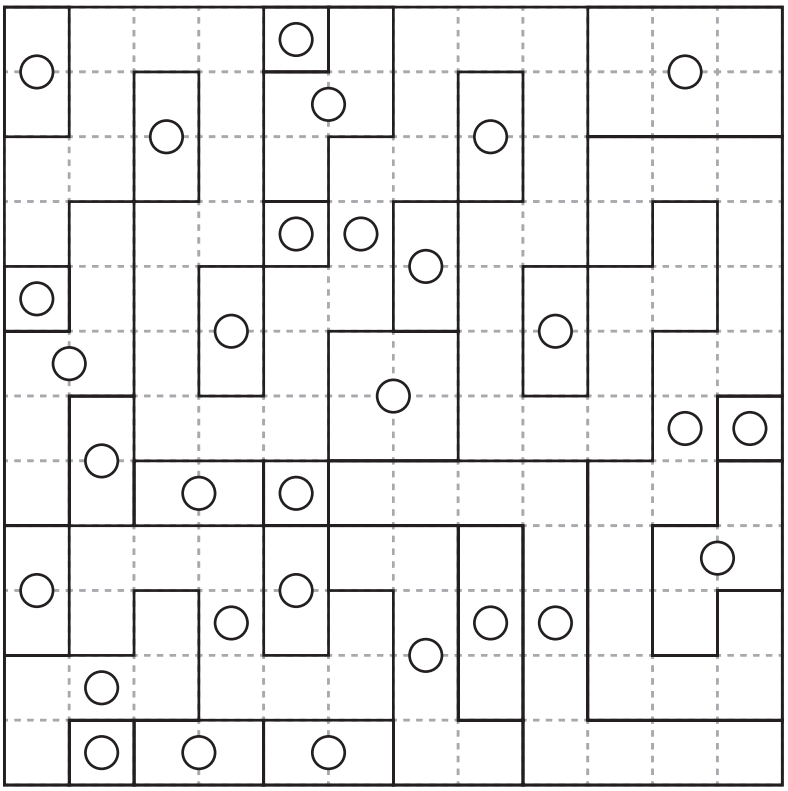
3. Yajilin [Germany - Silke Berendes]

Drawing the loop is sufficient; you do not need to physically blacken all black cells.



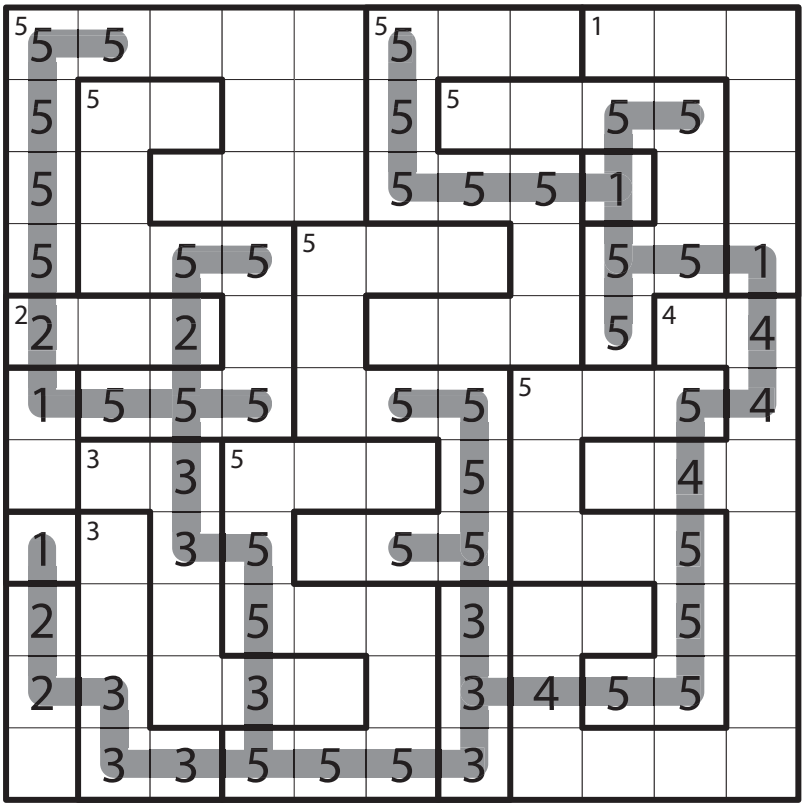
4. Spiral Galaxies [Hungary - Zoltán Németh]

You must draw all region borders to receive credit.



5. Nanro (Signpost) [USA - Thomas Snyder]

You do not need to write in all the numbers. Identifying which cells are labeled (drawing the connected group of numbered cells) is sufficient. However, any numbers that are written must be correct.



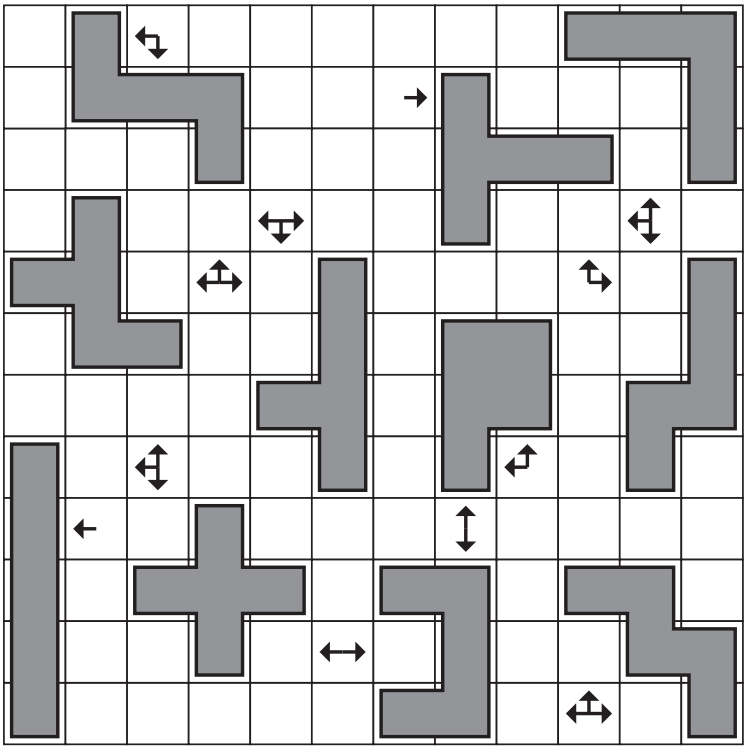
6. Easy as... (No Touch) [Serbia - Branko Ćeranić]

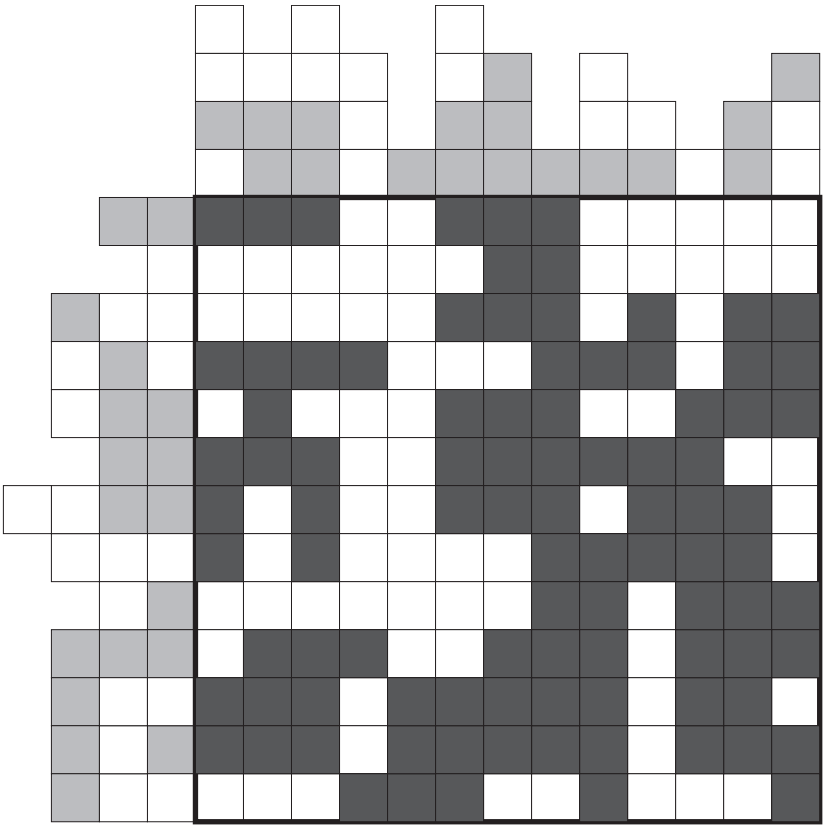
{A,F,I,L,N,O,R}

	O	A	I			L	N	F	
O	O	A	I	N	R	L		F	F
R		R	O	A	I	F	N	L	L
F	F	I	N	L		R	O	A	A
	L		R	F	O	A	I	N	
	A	F	L	I	N		R	O	
R	R	N	A		F	O	L	I	I
I	I	O	F	R	L	N	A		A
N	N	L		O	A	I	F	R	R
	N	L	F			I	F	R	

7. Pentopia [Netherlands - Bram de Laat]

Clearly indicating the location of the pentominoes is sufficient; you do not need to label the pentominoes with letters or fully blacken in all pentomino cells.



8. Paint by Threes [Russia - Andrey Bogdanov]

Determining the blackened cells is sufficient. You do not need to physically fill in any numbers.