



WPF
SUDOKU/PUZZLE
GRAND PRIX
2015

WPF SUDOKU GP 2015 COMPETITION **BOOKLET**

ROUND **4**

Puzzle authors:

Poland

Jan Mrozowski

Organised by



WORLD PUZZLE FEDERATION

**1 Classic Sudoku****(15 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 →

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

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 →

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

2B →

**3 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.

3A →

3B →

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

4 Classic 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 3×3 region.

4A →

4B →

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

5 Classic Sudoku

(65 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 →

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

5B →

6 Windoku

(40 points)

Apply Classic Sudoku rules. Additionally, digits do not repeat within the four shaded 3×3 regions.

6A →

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

6B →

7 No Touch Sudoku

(65 points)

Apply Classic Sudoku rules.
 Additionally, cells touching
 diagonally cannot contain the
 same digit.

7A →

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

7B →

8 Irregular Sudoku

(75 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 →

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

8B →

9 Diagonal Sudoku

(75 points)

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

9A →

9B →

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

10 Roman Numeral Sudoku

(75 points)

Apply Classic Sudoku rules. Instead of clues for the digits 1 to 9, this sudoku gives clues for Roman numerals I, II, III, IV, V, VI, VII, VIII, IX. Not all clues are complete numbers; some of them may be just part of the Roman numeral. (Note for answer entry: use digits 1 to 9 when submitting the answer rows.)

10A →

10B →

I		V		II	V	VI		
	II	X	V		II	V	VI	
V	VI	III	X	V		II	V	VI
	V	VI	IV		V		II	V
II		V		V	III	V		II
V	II		V	X	VI	III	V	
VI	V	II		V	X	VII		V
	VI	V	II		V		VIII	
		VI	V	II		V		IX

11 Between Sudoku

(55 points)

Apply Classic Sudoku rules. Additionally, for any pair of givens in the same row or column with only blank cells between them, the blank cells must contain digits between the values of the given digits. (For example, if there is a single cell between the given digits 1 and 5 in the same column, that cell can only contain a number from {2, 3, 4}.)

11A →

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

11B →

12 Sukaku

(55 points)

Apply Classic Sudoku rules. Additionally, the grid must be divided into some rectangles with each rectangle containing exactly one shaded cell and each cell in the grid belonging to exactly one rectangle. The digit in each shaded cell must indicate the area of the rectangle it is part of. Digits cannot repeat within a rectangle.

12A →

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

12B →