1 Classic Sudoku
[20 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

1A →
1B →

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

2 Classic Sudoku
[22 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

2A →
2B →

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

3 Classic Sudoku
[26 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

3A →

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

3B → (row 4)

4 Classic Sudoku
[33 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

4A → (row 3)

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

4B → (row 9)

5 Classic Sudoku
[40 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

5A →
5B →

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

6 Renban Sudoku
[33 points]

Apply classic sudoku rules. Digits placed in each shaded region must form a consecutive, non-repeating set.

6A →
6B →

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

7 Consecutive Sudoku
[36 points]

Apply classic sudoku rules. In all cases where two neighbouring cells contain consecutive digits, a grey bar is placed between those cells.

8 Skyscrapers Sudoku
[59 points]

Apply classic sudoku rules. Each digit represents the height of a building. The clues outside the grid indicate the number of buildings visible from the corresponding direction. A taller building will hide any shorter buildings behind it.

9 Arrow Sudoku
[61 points]

Apply classic sudoku rules. Each digit placed in a cell with a circle must be the sum of the digits placed in the cells that the adjoining arrow passes through. Digits may repeat on arrows.

10 Killer Sudoku
[77 points]

Apply classic sudoku rules. The digits placed in each marked cage must sum to the total given in its top-left. Numbers must not repeat in cages.

WPF SUDOKU GP

ROUND 3

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11 Different Around Sudoku
[33 points]

Apply classic sudoku rules. The small number in a two-cell cage indicates how many different digits surround the cage. Up to 10 cells touching the cage by a side or by a corner should be inspected.

12 Detection Sudoku
[84 points]

Apply classic sudoku rules. An arrow in a cell with digit N points to the direction where another digit N can be found. All possible arrows are drawn.

13 Morse Numbers Sudoku
[76 points]

Apply classic sudoku rules. The combination of odd and even digits along an arrow corresponds to the "Morse-like coding" for the digit in the circled cell which follows.


```
1 = OEEEE
2 = OOEEE
3 = OOOEE
4 = OOOOE
5 = OOOOO
6 = EOOOO
7 = EEOOO
8 = EEEOO
9 = EEEEO
```