WPF SUDOKU GP
ROUND 1

WPF
SUDOKU/PUZZLE
GRAND PRIX
2020

WORLD PUZZLE FEDERATION

1 Classic Sudoku
[21 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.

2 Classic Sudoku
[27 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.

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3 Classic Sudoku
[28 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.

4 Classic Sudoku
[30 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.

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5 Classic Sudoku
[35 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 Diagonal Sudoku
[21 points]

Apply classic sudoku rules. Each marked diagonal must also contain each digit from 1-9 exactly once.

6A

6B

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7 Quadruple Sudoku
[24 points]

Apply classic sudoku rules. At some intersections of two crossing grid lines, a set of four digits is given. These digits must be placed in the four adjacent cells.

7A →

7B →

1368   5899

1379   2469

1299   2467

3567   1689

2468   3458

1459   2356

2469   2358

2378   1579

8 Product Sudoku
[33 points]

Apply classic sudoku rules. A number given on the border between two diagonally adjacent cells is the product of the digits in the two indicated cells.

8A →

8B →

21   45   24

32   6   54

8   15

21   32

6

18   16   42

35   72   35

56   42   6

9 Anti-Windoku
[65 points]

Apply classic sudoku rules. Each shaded region contains exactly 4 distinct digits.

10 Big Bands Sudoku
[66 points]

Apply classic sudoku rules. Each of the grey twisty bands must contain one of the given 7-digit numbers. The numbers can be entered in either of two directions.

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

11 Battenburg Little Killer Sudoku
[77 points]

Apply classic sudoku rules. Wherever 2 odd and 2 even digits form a 2x2 chessboard pattern, a Battenburg marking is given. If there is no marking, the above pattern is not allowed. The clues outside the grid indicate the sum of the digits contained in the cells in the direction of the corresponding arrow.

12 Irregular Alternating Stripes Sudoku
[85 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 9-cell region contains each digit exactly once. Along each grey stripe, digits must be alternately larger and smaller than their immediate neighbours. Digits may **NOT** repeat anywhere on a stripe.

13 Distance Sudoku
[88 points]
Apply classic sudoku rules. Clues outside the grid indicate the distance (in steps) between the digits in the corresponding row or column. Digits must be placed in order of appearance.

Top (column) clues, left to right:
5 - 8 : 3
2 - 9 : 6
1 - 9 : 3
7 - 6 : 6
1 - 5 : 4
9 - 8 : 1
2 - 9 : 3
7 - 1 : 2
1 - 3 : 3

Right (row) clues, top to bottom:
4 - 6 : 5
6 - 3 : 5
9 - 7 : 5
3 - 9 : 6
2 - 4 : 2
5 - 9 : 5
1 - 6 : 8
4 - 6 : 3
6 - 3 : 6

13A →
13B →

Given digits inside the grid: 7, 2, 5