WPF SUDOKU GP
ROUND 2

WPF SUDOKU/PUZZLE
GRAND PRIX
2020

PUZZLE
WORLD PUZZLE FEDERATION

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.

2 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.

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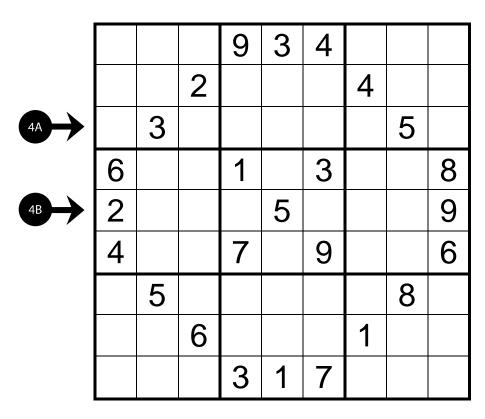2020

WORLD PUZZLE FEDERATION

3 Classic Sudoku
[24 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 →

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

← 3B

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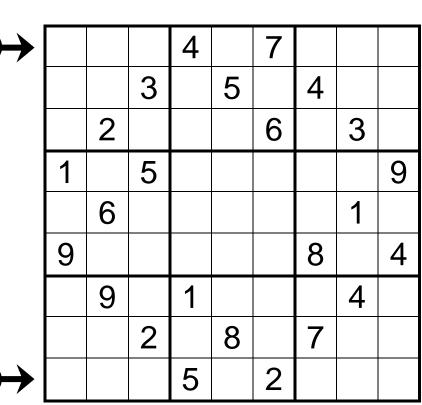
			9	3	4			
		2				4		
	3						5	
6			1		3			8
2				5				9
4			7		9			6
	5						8	
		6				1		
			3	1	7			

4A → (row 3)

4B → (row 5)

5 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.

5A →
5B →

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

6 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.
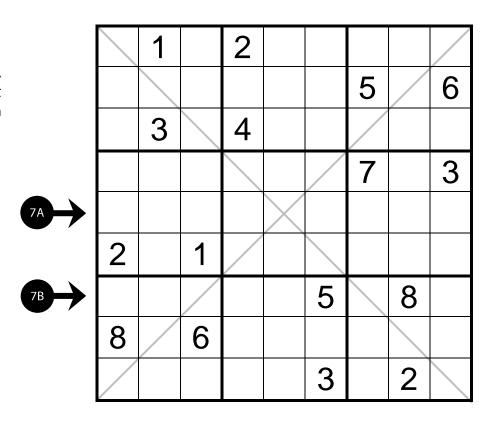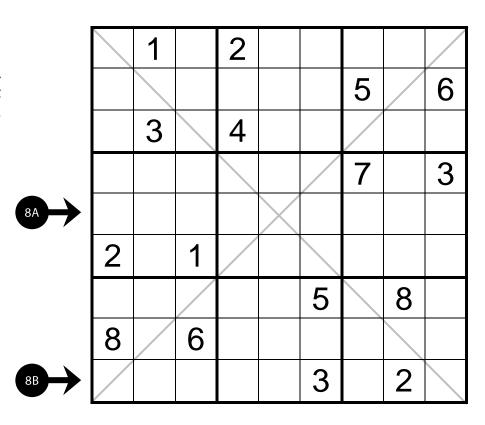
6A →
6B →

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

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7 Diagonal Sudoku
[43 points]
Apply classic sudoku rules. Each marked diagonal must also contain each digit from 1-9 exactly once.

7A →

7B →

8 Anti-Diagonal Sudoku
[34 points]
Apply classic sudoku rules. Each marked diagonal must contain only 3 different digits.

8A →

8B →

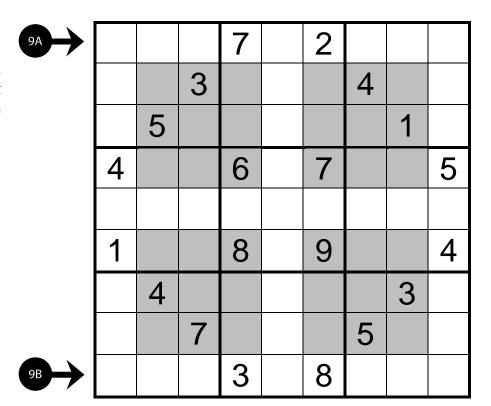## 9 Windoku
[41 points]

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

9A →

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

→ 9B

10 Anti-Windoku
[23 points]

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

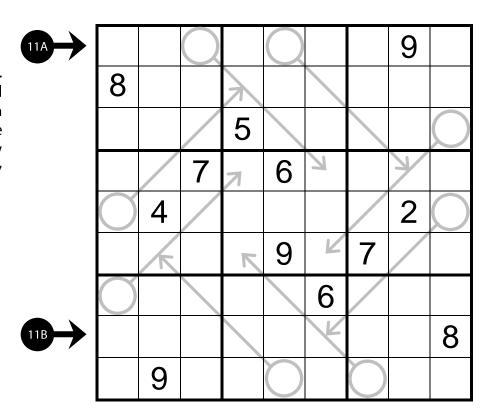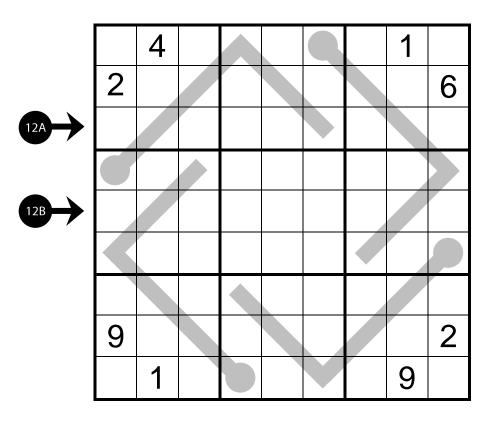|			7		2			
		3				4		
	5						1	
4			6		7			5
1			8		9			4
	4						3	
		7				5		
			3		8			

10A → 10B →

11 Arrow Sudoku
[50 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.

12 Thermo Sudoku
[84 points]

Apply classic sudoku rules. Starting at the "bulb", digits placed along each marked thermometer must form a strictly increasing sequence.
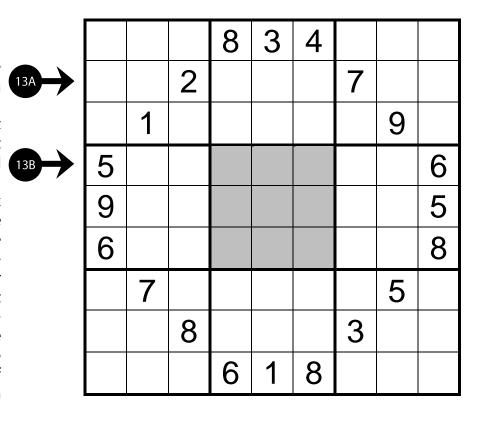
13 Tic-Tac-Toe Sudoku
[62 points]

Apply classic sudoku rules. The central 3x3 box serves as a map to the 9 boxes of the grid (for the example, its top-left cell corresponds to the top-left 3x3 box, and its central cell corresponds to the central 3x3 box). Wherever the central box contains an odd digit, the corresponding box must have three odd digits in at least one line (horizontal, vertical, or diagonal). Wherever it contains an even digit, the corresponding box must have three even digits in a line. No box can contain both a line of odd digits and a line of even digits.

13A →
13B →

14 Hidden Clone Sudoku
[95 points]

Apply classic sudoku rules. The shaded region must be at least once cloned somewhere else in the grid, without rotation or reflection and the digits in the corresponding cells must be equal. The clone may overlap partially with the original shaded region, but not completely. Digits may repeat in a shaded region.

14A →
14B →