WPF
SUDOKU/PUZZLE
GRAND PRIX
2014

WPF SUDOKU GP 2014
COMPETITION BOOKLET

PLAYOFFS

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Organised by

1 Double Sudoku

Place a digit from 1-4 in each empty cell so that each digit appears exactly twice in each row, column, and outlined region. Identical digits cannot share an edge.

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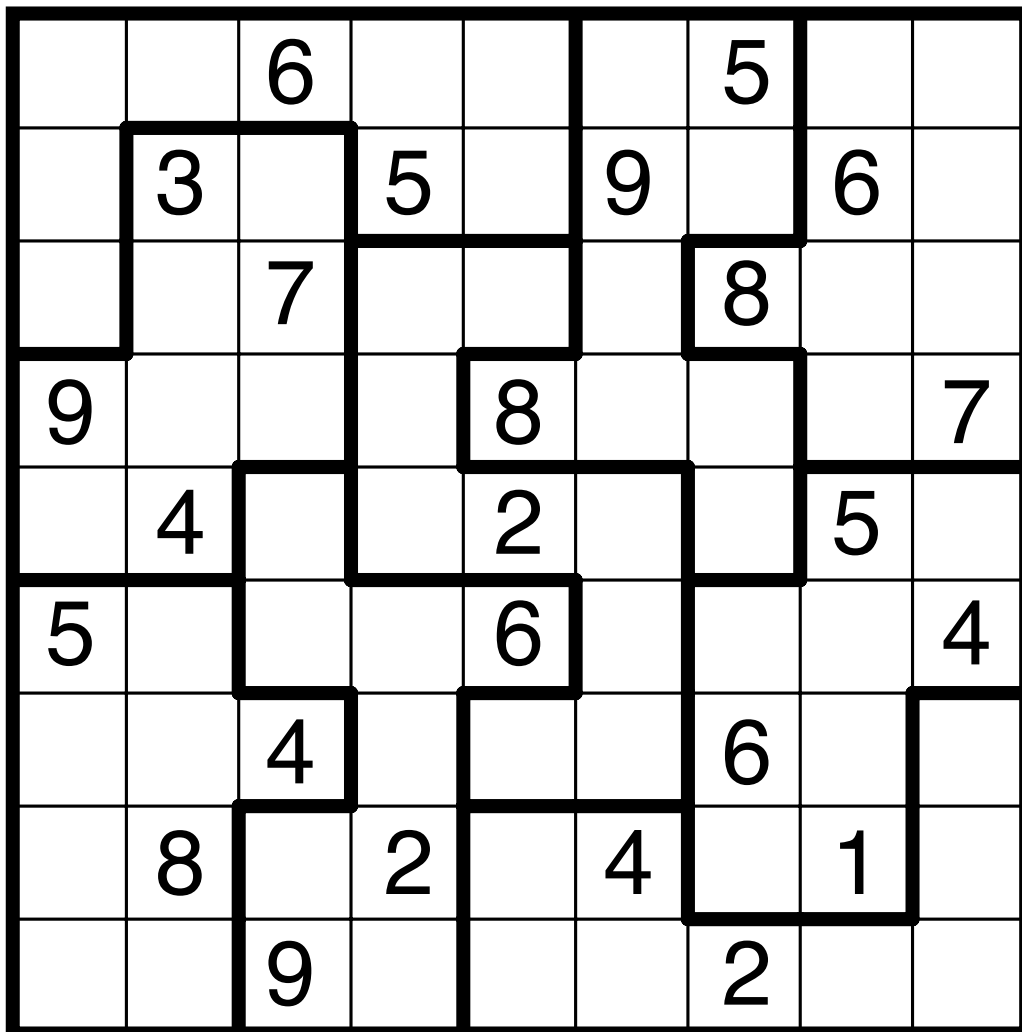WORLD PUZZLE FEDERATION

2 Classic Sudoku

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.

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

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3 Irregular Sudoku

Apply Classic Sudoku rules. Additionally, instead of 3×3 regions, the regions have irregular shapes.

4 Classic Sudoku

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.

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

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5 Triomino Sudoku

Place a digit from 1 to 6 into each empty cell or blacken the cell so that each digit appears exactly once in every row, column, and outlined 3×3 region along with three black cells. Each black cell should be part of an orthogonally connected group of three blackened cells (a triomino). No two triominoes can share an edge.

6 Classic Sudoku

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.

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

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7 Palindrome Sudoku

Apply Classic Sudoku rules. Additionally, the numbers formed by the digits on the gray lines are palindromes meaning they can be read equally in both directions.