

WPF Sudoku GP Playoff Instructions

Puzzles

1	Classic Sudoku 1 (easy)	(Julien Bonneville, France)
2	Classic Sudoku 2 (medium)	(Zoltán Horváth, Hungary)
3	Classic Sudoku 3 (hard)	(Markus Roth, Switzerland)
4	Clone Sudoku	(Tawan Sunathvanichkul, Thailand)
5	Anti-Knight Sudoku	(Serhii Tyshchenko, Ukraine)
6	Extra Regions Sudoku	(Matúš Demiger, Slovakia)
7	Liar + Killer Sudoku	(Ondřej Motlíček, Czech Republic)
8	Squished Windoku	(Can Erturan, Türkiye)
9	All Odd/Even Sudoku	(Zoltán Horváth, Hungary)
10	Borderland Sudoku	(Tana Wattanawaroon, Thailand)
B1	Classic Sudoku B1 (medium)	(Matúš Demiger, Slovakia)
B2	No Touch Sudoku	(Can Erturan, Türkiye)

1, 2, 3, B1 Classic Sudoku

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.

Example

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

Solution

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

4 Clone Sudoku

Apply classic sudoku rules. Digits in the same place in each shaded figure must be identical.

Example

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

Solution

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

5 Anti-Knight Sudoku

Apply classic sudoku rules. Digits placed in cells connected by a chess Knight's move must be different.

Example

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

Solution

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

6 Extra Regions Sudoku

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

Example

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

Solution

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

7 Liar + Killer Sudoku

Apply classic sudoku rules. Digits placed in each marked cage must sum to the total given in its top-left. Digits must not repeat in cages. Exactly one of the given digits in each row, column and 3x3 box is wrong and must be replaced by a different digit.

Note: Given Killer sums must not be liar.

Example

4	7	21			6	2		
5		3		1			7	
17	2		9		8			4
		5		7		3		9
	5		5		7		8	13
9		6		2		4		
3			6		9		1	
	9			4		5		3
		2	8	14			9	6

Solution

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

8 Squished Windoku

Apply classic sudoku rules. The four 3x3 boxes centered at the grey cells each contain every digit 1-9 once.

Example

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

Solution

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

9 All Odd/Even Sudoku

Apply classic sudoku rules. In each region the marked cells are all odd or all even.

Example

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

Solution

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

10 Borderland Sudoku

Apply classic sudoku rules. Each marked cell indicates the number of the cells in the contiguous block of cells with the same parity (odd/even) as that cell.

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

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

Backup 2 No Touch Sudoku

Apply classic sudoku rules. Equal digits must not touch each other diagonally.

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

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