WPF SUDOKU GP
ROUND 2

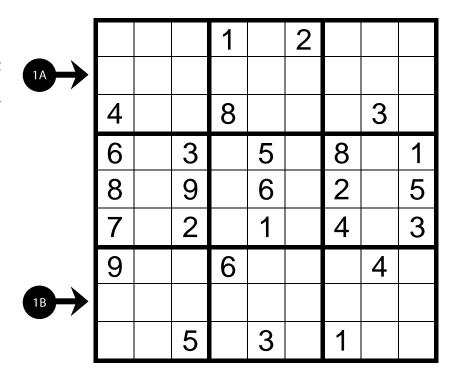WPF SUDOKU/PUZZLE
GRAND PRIX
2018

WORLD PUZZLE FEDERATION

1 Classic Sudoku [15 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.
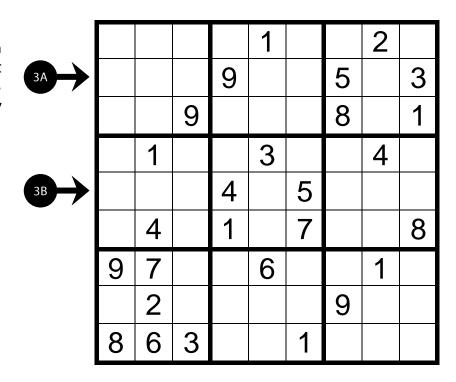
3 Classic Sudoku [24 points]

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 →

3B →

4 Classic Sudoku [17 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.
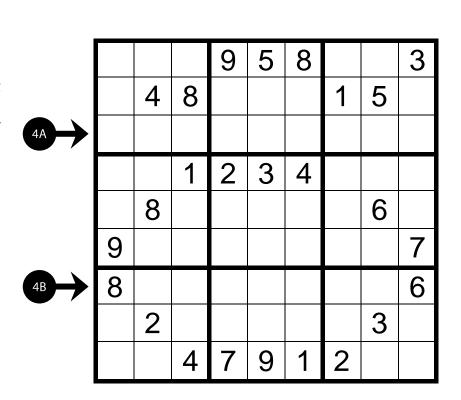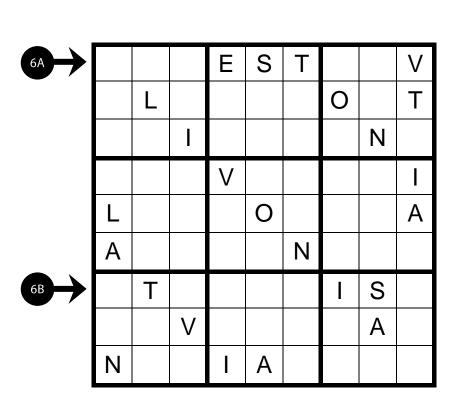
4A →

4B →

5 Classic Sudoku [34 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) →

```
. 4 . | . . . | 6 1 .
. . . | 8 4 . | . . 9
. . 3 | . 6 . | . . 4
------+-------+------
. . 6 | 3 . . | . . 7
. 1 . | . . . | . . 3
3 5 . | . . 9 | 2 . .
------+-------+------
. 2 . | . 3 . | 7 . .
. 3 . | . 2 8 | . . .
6 7 4 | . . . | . . 8
```

6 Letter Sudoku [37 points]

Place a letter in each empty cell in the grid such that each row, column and marked 3x3 box contains the same set of letters. There are no repeated letters in the set.
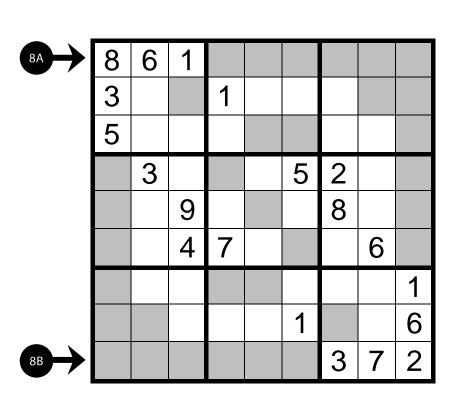
(6A) →
(6B) →

```
. . . | E S T | . . V
. L . | . . . | O . T
. . I | . . . | . N .
------+-------+------
. . . | V . . | . . I
L . . | . O . | . . A
A . . | . N . | . . .
------+-------+------
. T . | . . . | I S .
. . V | . . . | . A .
N . . | I A . | . . .
```

7 No Knight Step Sudoku [36 points]

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

8 Fortress Sudoku [39 points]

Apply classic sudoku rules. A digit placed in a shaded cell must be strictly greater than digits placed in adjacent unshaded cells.

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9 Sum 100 Sudoku [54 points]

Apply classic sudoku rules. The sum of numbers in the shaded cells in each row is exactly 100. Two adjacent shaded cells in the same row form a two-digit number.

10 Missing Digit Sudoku [53 points]

Place a digit from 0-9 in each empty cell. Digits in a row, column and 3x3 box must be different. The clues outside the grid indicate the digit that is not included in the corresponding row/column.
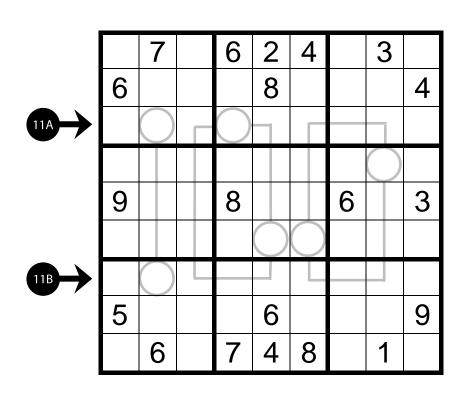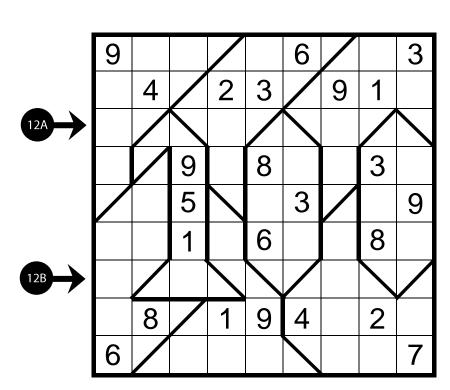
11 Odd Even Bridge Sudoku
[63 points]

Apply classic sudoku rules. Some circled cells are connected by a bridge. An odd digit in a circle denotes the number of odd digits on the bridge. An even digit in a circle equals the number of even digits on the bridge. The digits on the circles are not counted. If a circled cell is connected by more than one bridge, an odd/even digit in the cell denote the number of odd/even digits on **each** connected bridge (not the sum of all connected bridges).

12 Halved Squares Sudoku
[98 points]

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked region contains each digit exactly once. Some cells are halved by one of the diagonals. For any such cell, exactly one of its two halves shall contain a digit. That digit is considered to belong to the row and column containing its cell, as well as to the region connected to the half cell the digit is in.
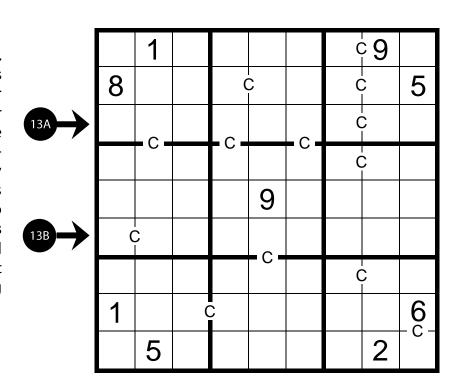
13 LC Sudoku [67 points]

Apply classic sudoku rules. Whenever two adjacent numbers in a row or column add up to 50 or 100, this is marked by a letter L or C respectively, placed on the line separating the two numbers. Two-digit numbers are formed by combining adjacent digits (reading from left to right or top to bottom only). **All possible letters L and C are marked.** Row and column strings which would result in the letters L and C coinciding (e.g. 5248) will not occur.

14 Meandering Diagonals Sudoku [42 points]

Apply classic sudoku rules. In each set of cells connected by meandering diagonal lines each digit appears at most once.