WPF SUDOKU GP
ROUND 5

WPF
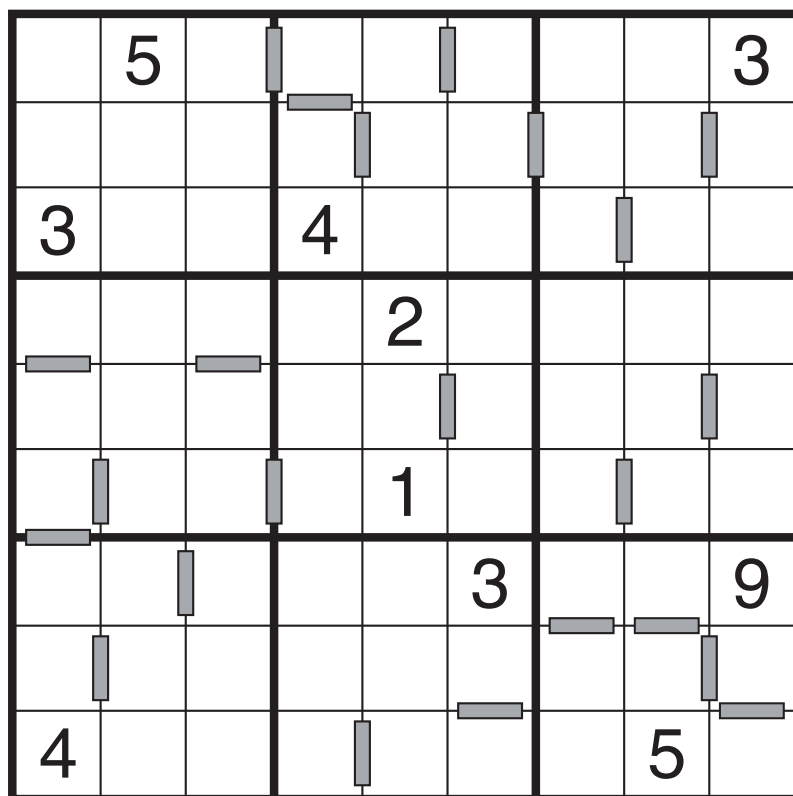SUDOKU/PUZZLE
GRAND PRIX
2014

PUZZLE
WORLD PUZZLE FEDERATION

7 Consecutive Sudoku
(30 points)

Apply Classic Sudoku rules. Additionally, if a gray bar is given between two adjacent cells, then the two numbers in those cells must be consecutive. If a gray bar is not given, the two digits cannot be consecutive.
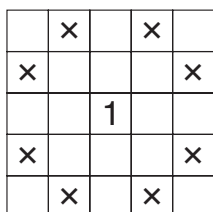
Answer Key: Enter the 6th row of digits, followed by the 8th row of digits.
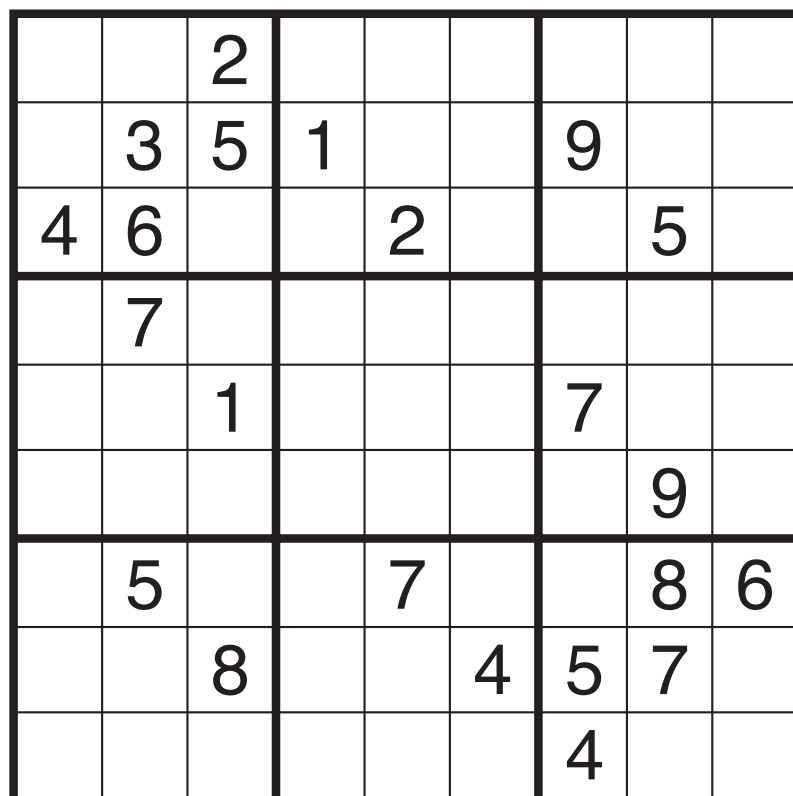
7A

7B

8 Anti-Knight Sudoku
(30 points)

Apply Classic Sudoku rules. Additionally, no two identical digits can be a chess knight's move away from each other (as shown in the diagram).

Answer Key: Enter the 6th row of digits, followed by the 9th row of digits.

8A

8B

WPF SUDOKU GP

ROUND 6

WPF
SUDOKU/PUZZLE
GRAND PRIX
2017

WORLD PUZZLE FEDERATION

9 Sum Nine Sudoku [28 points]

Apply classic sudoku rules. Adjacent cells containing numbers with the sum 9 are marked with a rhombus. Adjacent cells with no marking must not contain numbers with the sum 9.

9A →

9B →

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

10 Antikinght Sudoku [46 points]

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

10A →

10B →

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

WPF SUDOKU GP
ROUND 7

WPF
SUDOKU/PUZZLE
GRAND PRIX
2017

WORLD PUZZLE FEDERATION

11 Renban Sudoku [28 points]

Apply classic sudoku rules. The numbers placed in each shaded region must form a consecutive, non-repeating set.

11A

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

11B

12 Antiknight Sudoku [64 points]

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

12A

12B

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

7 Odd Sudoku [22 points]

Apply classic sudoku rules. Digits placed in shaded cells must be odd.

							7	
	3				5		6	
5		7				4		
	1			2				
			4		8				← 7A
				6			1		← 7B
		4				2		8
	6		8				3	
		9						

8 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		1		5			
4		7		9				
		1		8					← 8A
1		8						5
	7						8	
5						3		4
					8		4	
				3		8		6
			5		4		3		← 8B

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.

7A →

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

7B →

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.

8A →

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

8B →

WPF SUDOKU GP
ROUND 7

WPF
SUDOKU/PUZZLE
GRAND PRIX
2014

WORLD PUZZLE FEDERATION

7 Anti-Knight Sudoku
(39 points)

Apply Classic Sudoku rules. Additionally, no two identical digits can be a chess knight's move away from each other (as shown in the diagram).

Answer Key: Enter the 3rd row of digits, followed by the 9th row of digits.

8 Consecutive Sudoku
(39 points)

Apply Classic Sudoku rules. Additionally, if a gray bar is given between two adjacent cells, then the two numbers in those cells must be consecutive. If a gray bar is not given, the two digits cannot be consecutive.

Answer Key: Enter the 6th row of digits, followed by the 7th row of digits.

WPF SUDOKU GP

ROUND 5

WPF
SUDOKU/PUZZLE
GRAND PRIX
2015

World Puzzle Federation

7 Anti-Knight Sudoku
(25 points)

Apply Classic Sudoku rules. Additionally, no two identical digits can be a chess knight's move away from each other (as shown in the diagram below).

8 Fortress Sudoku
(105 points)

Apply Classic Sudoku rules. Additionally, each digit in a shaded cell must be larger than any digit in an unshaded cell that it shares an edge with.

7 Anti-Knight Sudoku
(40 points)

Apply Classic Sudoku rules. Additionally, no two identical digits can be a chess knight's move away from each other (as shown in the diagram below).

7A →
7B →

8 Diagonal Sudoku
(50 points)

Apply Classic Sudoku rules. Additionally, each digit appears exactly once in the two main diagonals.

8A →
8B →

WPF SUDOKU GP

ROUND 1

WPF
SUDOKU/PUZZLE
GRAND PRIX
2016

WORLD PUZZLE FEDERATION

7 Consecutive Clone Sudoku (42 points)

Apply classic sudoku rules. Additionally, in each shaded region of the same shape, the numbers placed in corresponding cells of the regions must be consecutive.

7A ➡
7B ➡

8 Anti-Knight Sudoku (36 points)

Apply classic sudoku rules. Additionally, numbers placed in cells related by a chess Knight's move (see the diagram) must be different.

8A ➡
8B ➡

WPF SUDOKU GP

ROUND 2

WPF
SUDOKU/PUZZLE
GRAND PRIX
2016

WORLD PUZZLE FEDERATION

7 Palindrome Sudoku
   (35 points)

Apply classic sudoku rules.

Additionally, numbers placed along marked lines must form a palindromic sequence, e.g. 12344321.

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

7A ➡
7B ➡

8 Anti-Knight Sudoku
   (45 points)

Apply classic sudoku rules.

Additionally, numbers placed in cells related by a chess Knight's move (see the diagram) must be different.

	×		×	
×				×
		1		
×				×
	×		×	

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

8A ➡
8B ➡

WPF SUDOKU GP
ROUND 3

WPF
SUDOKU/PUZZLE
GRAND PRIX
2016

WORLD PUZZLE FEDERATION

6 Anti-Diagonal Sudoku   [32 points]

Apply classic sudoku rules.

Each marked diagonal must contain exactly three different numbers.

6A →

6B →

7 Anti-Knight Sudoku   [63 points]

Apply classic sudoku rules.

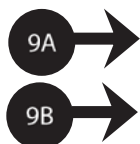Numbers placed in cells related by a chess Knight's move must be different.

7A →

7B →

WPF SUDOKU GP
ROUND 4

WPF
SUDOKU/PUZZLE
GRAND PRIX
2017

WORLD PUZZLE FEDERATION

9 Windoku [58 points]

Apply classic sudoku rules. Each of the four shaded 3x3 regions must also contain each number from 1-9 exactly once.

10 Antiknight Sudoku [36 points]

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

11 Antiknight Sudoku
[85 points]

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

12 Sum 10 Twin Sudoku
[37 points]

Apply classic sudoku rules. The sum of the numbers placed in corresponding cells in two regions of the same shape must equal 10.