WPF SUDOKU GP

ROUND 1

WPF
SUDOKU/PUZZLE
GRAND PRIX
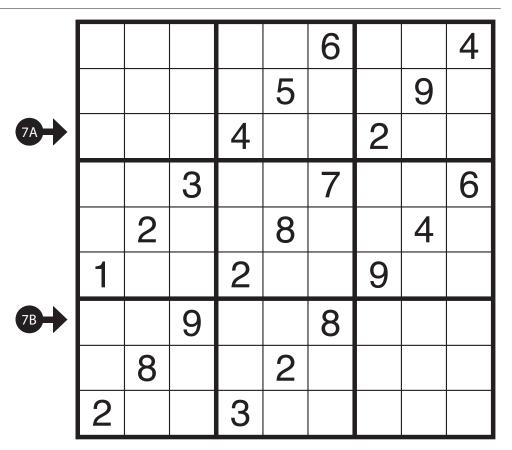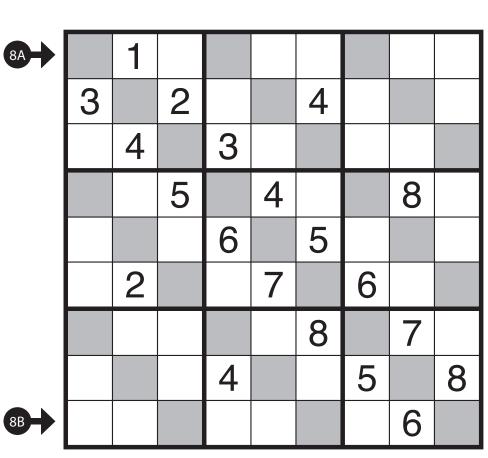2015

WORLD PUZZLE FEDERATION

7 XV Sudoku
(40 points)

Apply Classic Sudoku rules. Additionally, if an X is given between two adjacent cells, the digits in those cells sum to 10. If a V is given between two adjacent cells, the digits in those cells sum to 5. If an X or V is not given, the two digits cannot sum to 5 or 10.

7A →
7B →

8 Odd Sudoku
(25 points)

Apply Classic Sudoku rules. Additionally, all digits in the grey cells must be odd.

8A →
8B →

WPF SUDOKU GP

ROUND 5

WPF
SUDOKU/PUZZLE
GRAND PRIX
2015

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5 Classic Sudoku
(55 points)
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.

5A →

5B →

6 Odd Sudoku
(25 points)
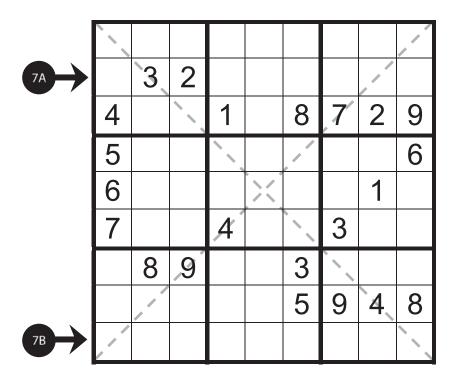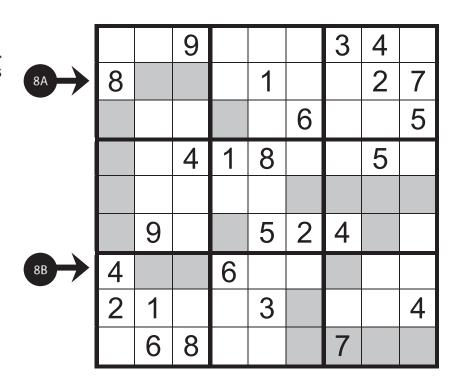Apply Classic Sudoku rules. Additionally, all digits in the grey cells must be odd.

6A →

6B →

7 Diagonal Sudoku [47 points]

Apply classic sudoku rules. Each marked diagonal must also contain each number from 1-9 exactly once.

7A →
7B →

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

8 Odd Sudoku [21 points]

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

8A →
8B →

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

WPF SUDOKU GP
ROUND 7
WPF SUDOKU/PUZZLE
GRAND PRIX
2017
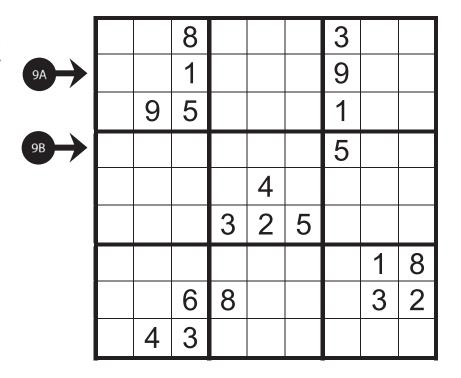WORLD PUZZLE FEDERATION

9 No Touch Sudoku [76 points]

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

9A →
9B →

10 Odd Sudoku [18 points]

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

10A →
10B →

7 Odd Sudoku [22 points]

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

7A →
7B →

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.

8A →
8B →