



WPF
SUDOKU/PUZZLE
GRAND PRIX
2015

WPF SUDOKU GP 2015 COMPETITION BOOKLET

PLAYOFFS

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WORLD PUZZLE FEDERATION

**1 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.

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

**2 Arrow Sudoku**

Apply Classic Sudoku rules. Additionally, some arrows are in the grid. The digit in the circle at the start of each arrow must be equal to the sum of the digits that appear along the path of the arrow. Digits can repeat within an arrow shape.

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

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

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

**3 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.

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

**4 Windoku**

Apply Classic Sudoku rules. Additionally, digits do not repeat within the four shaded 3×3 regions.

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

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

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

**5 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.

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

**6 XV Sudoku**

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.

x	3		1	x	x		v	
v		x	2			x		x
v	2		9		v			
		x						
v				2	x	9		
		v	x	x	9		8	x
		v			x	3		x
		v	x					

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

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

**7 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.

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

**8 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.

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

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

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