



WPF
SUDOKU / PUZZLE
GRAND PRIX
2014

WPF SUDOKU GP 2014 COMPETITION **BOOKLET**

ROUND **5**

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**1 Classic Sudoku (6×6)****(8 points)**

Place a digit from 0 to 5 in each empty cell so that each digit appears exactly once in each row, column and outlined 2×3 region.

Answer Key: Enter the 1st row of digits, followed by the 4th row of digits.

1A →

2		1			
	0		4		3
5		0		1	
			5		0

1B →

2 Classic Sudoku (8×8)**(20 points)**

Place a digit from 1 to 8 in each empty cell so that each digit appears exactly once in each row, column and outlined 2×4 region.

Answer Key: Enter the 1st row of digits, followed by the 8th row of digits.

2A →

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

2B →

**3 Classic Sudoku****(27 points)**

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and outlined 3×3 region.

Answer Key: Enter the 1st row of digits, followed by the 9th row of digits.

3A →

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

3B →

4 Classic Sudoku**(30 points)**

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and outlined 3×3 region.

Answer Key: Enter the 1st row of digits, followed by the 9th row of digits.

4A →

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

4B →

**5 Classic Sudoku****(45 points)**

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and outlined 3×3 region.

Answer Key: Enter the 4th row of digits, followed by the 8th row of digits.

5A →

5B →

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

6 Classic Sudoku**(60 points)**

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and outlined 3×3 region.

Answer Key: Enter the 1st row of digits, followed by the 4th row of digits.

6A →

6B →

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



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 →

	5							3
3			4					
				2				
				1				
					3			9
4							5	

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).

	x		x	
x				x
		1		
x				x
	x		x	

8A →

8B →

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

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



9 Extra Region Sudoku (45 points)

Apply Classic Sudoku rules. Additionally, each digit appears exactly once in each of the extra shaded regions.

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

9A →

9B →

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

10 Killer Sudoku (57 points)

Apply Classic Sudoku rules. Additionally, the sum of the digits in each cage must equal the value given in the upper-left corner of that cage. Digits cannot repeat inside a cage.

10A →

10B →

Answer Key: Enter the 2nd row of digits, followed by the 5th row of digits.

14		6			10		20	
6			22		13			16
7		21			6		14	
23			16		20			13



11 Arrow Sudoku (33 points)

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.

11A →

Answer Key: Enter the 4th row of digits, followed by the 7th row of digits.

11B →

6				3	←			1
	↖	5			○	○	←	
	9				↳		○	○
						1	8	↳
3		4		○		7		2
←		8	4					
○	○	←					9	
	↳	○	○			3	↘	
4			↳	2				7

12 0 to 9 Sudoku (45 points)

Apply Classic Sudoku rules. Additionally, the range of digits is now 0-9. Some cells have been split with a diagonal, and two digits go into those cells.

Answer Key: Enter the 6th row of digits, followed by the 9th row of digits. Place the smaller digit above the larger digit in the split cells.

12A →

12B →

3		6	↘		9			2
			7			8		
2				8			3	↘
	0				2		↘	9
		1		↘		0		
7	↘		4				1	
↘	6			3				4
		9			5	↘		
0			8		↘	9		5

**13 Triomino Sudoku**
(60 points)

Place a digit from 1 to 6 into each empty cell or blacken the cell so that each digit appears exactly once in every row, column, and outlined 3x3 region along with three black cells. Each black cell should be part of an orthogonally connected group of three blackened cells (a triomino). No two triominoes can share an edge.

13A →

4								3
				2			5	
		3			4			
					6	5		
	1						4	
		2	3					
			4			1		
	4			5				
6								2

13B →

Answer Key: Enter the 1st row of digits, followed by the 6th row of digits. Use an X to indicate each blackened cell.

14 Somewhere Sudoku
(60 points)

Apply Classic Sudoku rules. Additionally, in each cage, at least one cell has the indicated digit.

14A →

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

14B →

Answer Key: Enter the 3rd row of digits, followed by the 6th row of digits.

**15 Bust Sudoku****(50 points)**

Apply Classic Sudoku rules. Additionally, the clues outside the grid indicate the first cell such that the sum of the digits in the corresponding direction is greater than 21. Note: the name Bust comes from the game Blackjack where going over 21 means busting.

Answer Key: Enter the 1st row of digits, followed by the 8th row of digits.

			3			6	3	
15A →			1				8	
4	5				2			4
			9					3
4		4				3		
7				5				
		5					6	
	7				9			4
15B →	5			8				5
5		8				9		
			3	6	5	4		