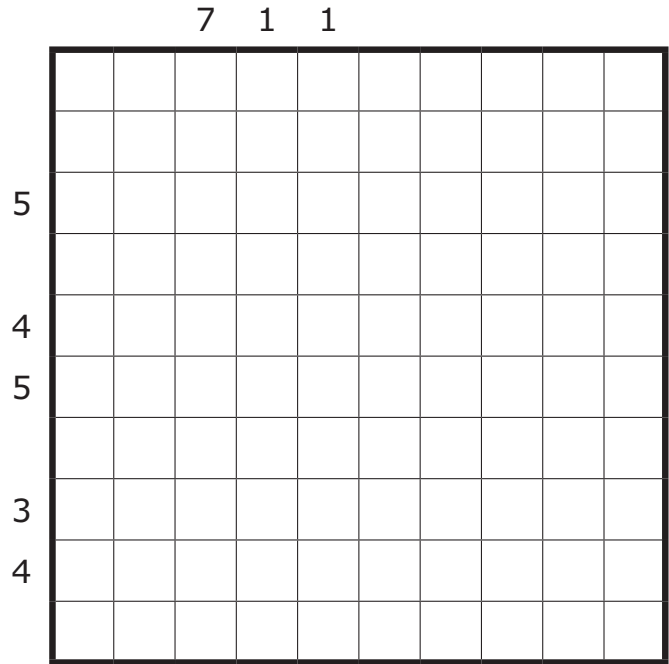




GAPS

01062017 - Hns - 3\* - 1686

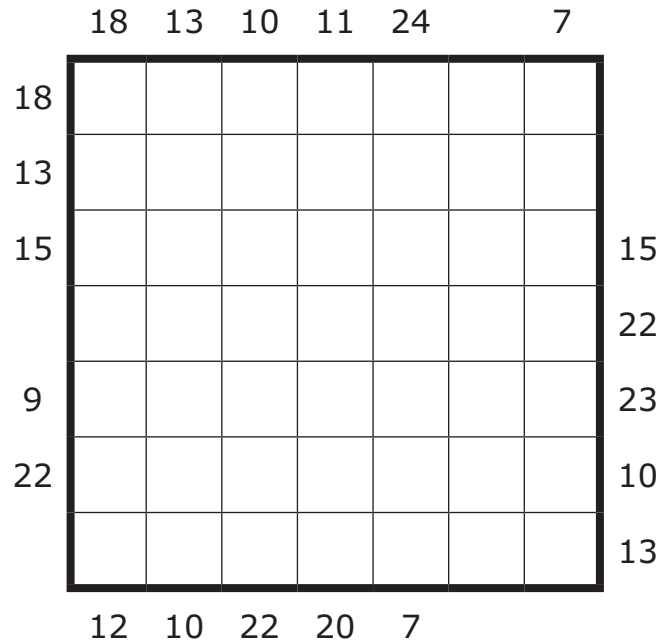
Place two black cells on each row and in each column. Black cells do not touch, not even diagonally. Digits outside the grid indicate the amount of white cells between the two black cells in the corresponding row or column.



SKYSCRAPERS PLUS

02062017 - Hns - 4\* - 1687

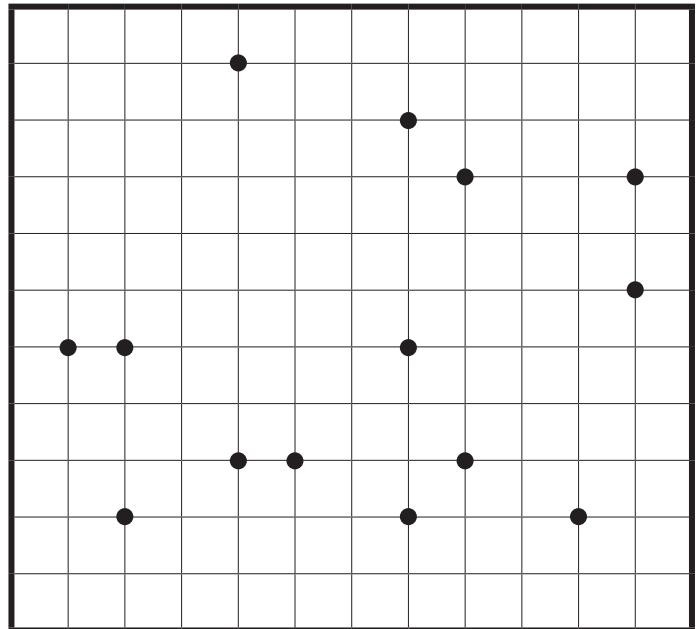
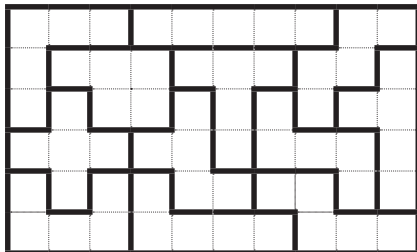
Place the digits 1-7 in every row and column. Each digit indicates a skyscraper of that height. Numbers outside the grid indicate the sum of the visible skyscrapers.



PENTOMINO - touching

05062017 - RS - 2\* - 1688

Place all twelve pentominos in the grid. The shapes can be mirrored and reflected, but they can only touch diagonally. All points where two pentominos touch are indicated by a black dot.



SUDOKU - odd-even frame

06062017 - RS - 3\* - 1689

Standard sudoku rules apply. Clues outside the grid indicate the sum of all odd digit(s) or the sum of all even digit(s) in the first three cells seen from that side. It is possible that a clue indicates both the sum of all odd digits and the sum of all even digits.

	9	18	16	16	14	8	4	12	10	
1										4
14										16
8										15
16										12
19										10
4										6
8										16
9										4
10										10
	10	17	10	3	14	4	10	2	8	

NO FOUR IN A ROW

07062017 - Hns - 3\* - 1690

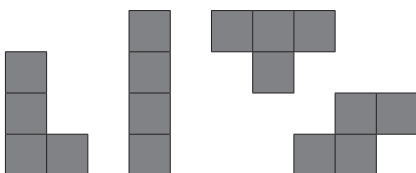
Fill in the grid with 'X' or 'O' such that four consecutive 'X's and 'O's do not appear horizontally, vertically or diagonally.

X	O			O	O			O	X
X				O			X		O
O	X	X				X	X		
		X		O					
									O
X		X				X		X	
X			X		X		O		O
				X	X		O		
	O			O					
O	O	X	X	O		O			

LITS

08062017 - RS - 4\* - 1691

Shade exactly four cells in each of the outlined regions so that they are orthogonally interconnected within the region and form one of the given shapes. Identical pieces may not touch each other orthogonally. Tetrominoes may be rotated and reflected, however they are still considered as the same type. All the shaded cells must be interconnected. Shaded cells cannot form a 2x2 square.




DOMINION

09062017 - Hns - 4\* - 1692

Place some dominoes (1x2 black cells) in the grid, in order to divide the grid into some regions of adjacent squares. Dominoes cannot overlap or touch each other from the sides. It is also not possible that a domino covers a letter. All areas have at least one letter. Same letters belong to the same area, different letters belong to a different area.

			J				B	B
G								
		F				F		
				F			H	
							H	
		C			H			
								D
				A			E	
	I							
			A					D

DOUBLE BLOCK

12062017 - Hns - 2\* - 1693

Blacken exactly two cells in each row and each column of the grid. Place figures 1-4 on each row and column. Numbers outside the grid indicate the sum of the figures between the two black cells in the corresponding row or column.

3						
8						
3						
0						
8						
6						

SUDOKU - odd

13062017 - RS - 2\* - 1694

Place the digits 1-9 on each row, in all columns and in the nine 3x3 regions. In grey cells the digits are odd.

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

BINARY PUZZLE

14062017 - Hns - 3\* - 1695

Place a 0 or a 1 in each cell. The number of 0's and 1's in each row and each column is equal. No more than two similar numbers below or next to each other are allowed.

							0	1	
		1			1			1	
						1			
		0							
1			1			0			1
					1				
				0			0	0	
1						1		1	
1		1					0		



SUDOKU - even sandwich

15062017 - RS - 4\* - 1696

Place the digits 1-9 in each column, each row and in all 3x3 regions. Clues outside the grid show all the digits that have even digits as neighbours on both sides in the corresponding row or column.

			1		1	4	6	6	
	-	7	2	-	7	6	8	8	-

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

INFECTION

16062017 - RS - 4\* - 1697

Place digits from 1 to 4 into some empty cells. All cells with digits must be orthogonally connected. A digit in a cell indicates how many orthogonally cells contain a digit. Same digits cannot share an edge.

1		2		1			
						3	
1				2			
		3					
	2					2	
						3	
	2		2			2	1
			3		1		





21062017 - RS - 4\* - 1700

FILLOMINO

Divide the grid into polyominoes. Every digit in the grid must be contained in a polyomino containing that number of cells. No two polyominoes containing the same number of cells may touch horizontally or vertically. A polyomino may contain one, more than one, or none of the digits that are already given in the puzzle.

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

22062017 - RS - 3\* - 1701

SUDOKU - x-sums

Place the digits 1-9 on each row, in all columns and in the nine 3x3-boxes. Numbers outside the grid indicate the sum of the first X digits, seen from that direction. X is the digit in the first cell.

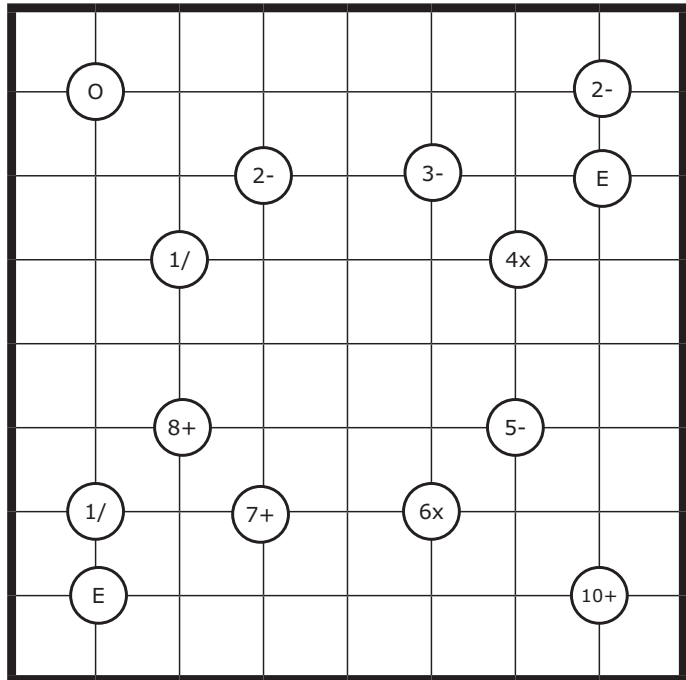
	16		34		5		31		21		20
19											23
24											34
35											7
38											20
23											11
	14		35		35		10		34		14



### MATHRAX

23062017 - RS - 4\* - 1702

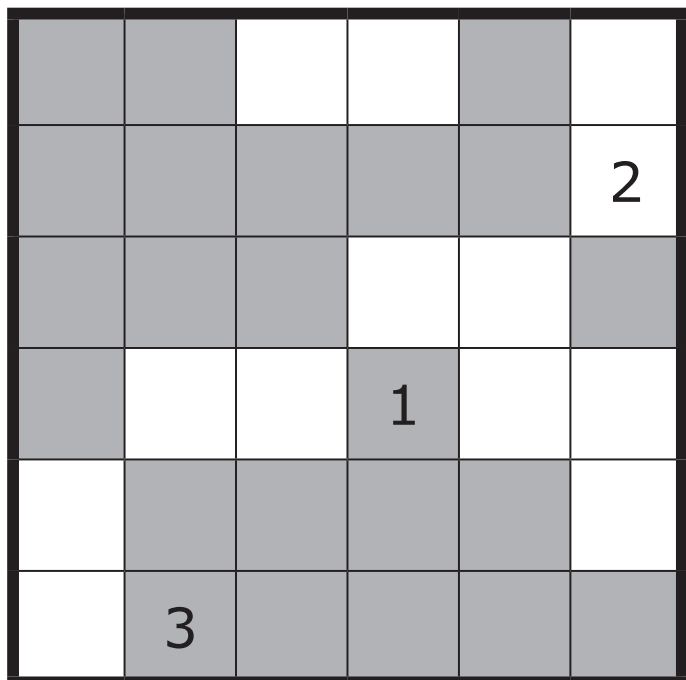
Fill in the numbers 1-8 on each row and column. On some intersections you find hints. E means that in all four squares the number is even, and O means that all four numbers are odd. A number and a sign (+, -, x, /) means that that is the result of the two paired diagonally adjacent squares.



### NEIGHBOURS

26062017 - Hns - 2\* - 1703

Place digits 1-3 in the grid so that in each row and column, each digit appears two times. Numbers in grey cells do not share an edge with a cell containing the same number. Numbers in white cells share an edge with at least one cell containing the same number. All grey cells are given.



SUDOKU - windoku

27062017 - Hns - 4\* - 1704

Place the digits 1-9 in each column, each row, in all 3x3 regions and in the four grey coloured squares.

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

How to solve this puzzle?  
There's a small tip on page 12!

DOMINO LOOP

28062017 - RS - 3\* - 1705

Place the given domino tiles in the grid in such a way that they form a closed loop that does not touch itself, not even diagonally. The normal domino rules have to be followed: adjacent cells covered by different tiles contain equal numbers. The numbers above and on the left of the grid represent the number of cells occupied by dominos in the respective row or column. The numbers below and on the right of the grid represent the sum of the digits on dominos in that row or column. The grey cells are part of a domino with two equal digits.

- 00
- 01 11
- 02 12 22
- 03 13 23 33
- 04 14 24 34 44
- 05 15 25 35 45 55
- 06 16 26 36 46 56 66

	5	6	2	7	2	7	6	2	7	6	6	
5												14
3												6
7												22
5												12
3												9
4												11
6												21
5												18
6												22
5												21
7												12
	17	23	5	34	5	19	19	2	11	16	17	



SUDOKU - scattered

29062017 - RS - 3\* - 1706

Place the digits 1-9 in each column, each row, in all 3x3 regions and in the nine grey cells. The given cells in the puzzle form the WCPN-logo.

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

JAPANESE SQUARE aka JAPANESE SUMS

30062017 - RS - 4\* - 1707

Place digits 1–9 into the grid so that no digit is repeated within a row or column. Numbers outside the grid indicate the sums of contiguous blocks of digits in that row or column. Blocks have to be separated by at least one empty square.

	14		7												
	1		5		8		23		1	9	3	13	6		
	7		15		15		15		1	2	14	17	23	18	
	15		30		2		6		14	35		6	11	3	19

18	9	13													
9	14	2	9												
6	17	7													
4	7	25													
10	6	13													
3	24	7													
	21	24													
8	14	4	5												
	15	17	9												
15	15	1	7												

SUDOKU - windoku: 'hidden blocks'

Place the digits 1-9 in each column, each row, in all 3x3 regions and in the four grey coloured squares.

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

Nice, the four extra 3x3 blocks. But there's a lot more info in this grid. I like to call them 'hidden blocks'.

One to nine in the yellow cells, and, similar, in the green cells.

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

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

On the left: one to nine in the red cells, and, similar, in the blue cells.

On the right one more 'hidden block'.

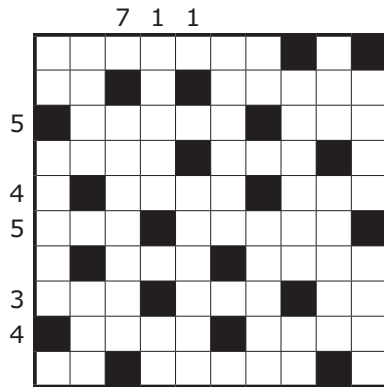
		5	7	6	1	2		
	1	6				9	8	
	4						3	
	3						6	
	5						2	
	6	3				1	9	
		8	4	1	3	6		

So, in total there are 36 blocks:  
 Nine rows,  
 Nine columns,  
 Nine 3x3 blocks,  
 Four extra grey 3x3 blocks,  
 Two hidden horizontal blocks,  
 Two hidden vertical blocks,  
 One corner block.

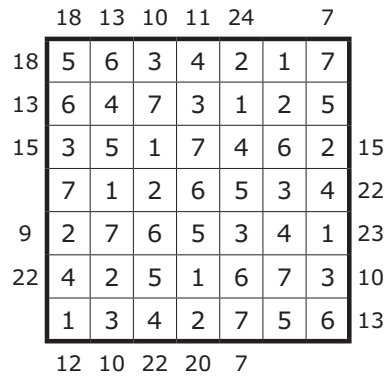
Sometimes knowing this is a good help when solving a windoku.

Hns 2017

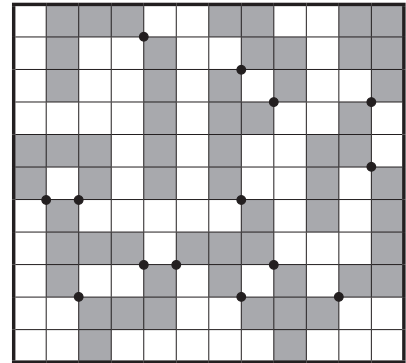
01062017 - Hns - 3\* - 1686



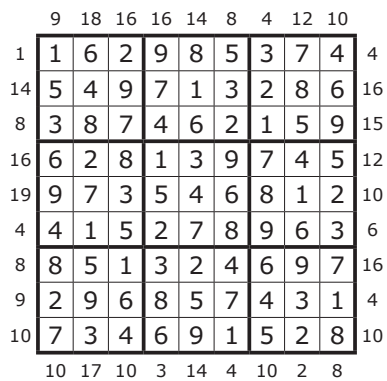
02062017 - Hns - 4\* - 1687



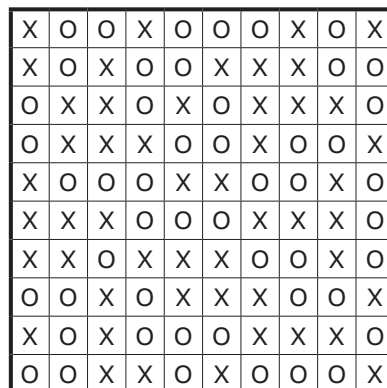
05062017 - RS - 2\* - 1688



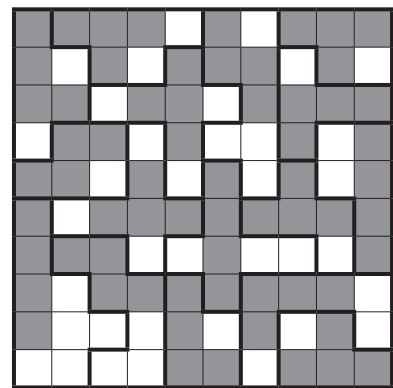
06062017 - RS - 3\* - 1689



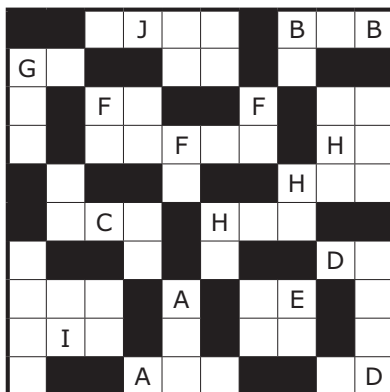
07062017 - Hns - 3\* - 1690



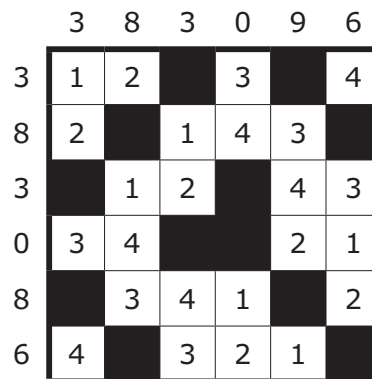
08062017 - RS - 4\* - 1691



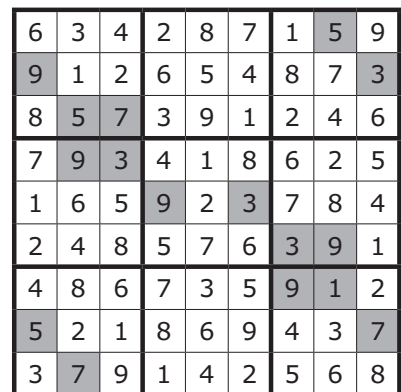
09062017 - Hns - 4\* - 1692



12062017 - Hns - 2\* - 1693



13062017 - RS - 2\* - 1694





27062017 - Hns - 4\* - 1704

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

28062017 - RS - 3\* - 1705

	5	6	2	7	2	7	6	2	7	6	6	
5							2	2	2	2	6	14
3						0	0				6	6
7		6	5	5		1			3	1	1	22
5		6		1	1	1			3			12
3		3						3	3			9
4	4	3							2	2		11
6	4			4	4	4	4				1	21
5	2			6			5			4	1	18
6	2			6		5	5		0	4		22
5	5	5		6		5			0			21
7		0	0	6		3	3	0	0			12
	17	23	5	34	5	19	19	2	11	16	17	

29062017 - RS - 3\* - 1706

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

30062017 - RS - 4\* - 1707

				14				7									
				1		5	8	23	1	9	3	13	6				
				7	15	15	15	1	2	14	17	23	18				
				15	30	2	6	14	35	6	11	3	19				
18	9	13		9	2	7		8	1		3	4	6				
9	14	2	9	5	4		8	6		2		9					
6	17	7			1	5		4	2	3	8		7				
4	7	25		1	3		2	5		4	7	6	8				
10	6	13			5	4	1		6		2	8	3				
3	24	7		3		8	4	1	5	6		7					
			21	24	4	9	3	5		7	8	6	2	1			
8	14	4	5		8		3	2	9		4		5				
				15	17	9		7	6	2		3	8	5	1		9
15	15	1	7		8	7		6	9		1		3	4			

**puzzle authors**  
 RS - Richard Stolk  
 BdL - Bram de Laat  
 WZ - Wilbert Zwart  
 AB - Arvid Baars  
 Hns - Hns Eendebak

**puzzle names**

date (ddmmyyyy) - author - difficulty level - wcpn puzzle ID



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info@wcpn.nl