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SUDOKU/PUZZLE
GRAND PRIX
2014

WPF SUDOKU GP 2014
INSTRUCTION BOOKLET

ROUND 7

Puzzle authors:

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Organised by

WORLD PUZZLE FEDERATION

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General Answer Format:

Each Sudoku has two marked rows. You need to submit all digits from left to right.

All puzzles will use digits 1-9 in the submission.

Examples in this instruction booklet are mostly from prior Sudoku Grand Prix Instruction booklets. We thank the original authors for these examples.

Submission Page: http://gp.worldpuzzle.org/content/sudoku-gp

This is version 1 of these instructions.

Points:

1	Classic Sudoku	18
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TOTAL: **600**

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1-5 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.

Example

Solution

6 Irregular Sudoku

Apply Classic Sudoku rules. Additionally, instead of 3×3 regions, the regions have irregular shapes.

Example

Solution

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7 Anti-Knight Sudoku

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).

Example

7A →

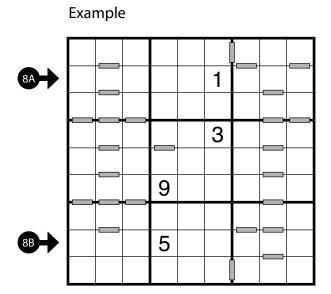| 3 | | | | 5 | | | | 4 |
			2		6			
		6				7		
	8			1			5	
9			4		2			3
	6			3			7	
		9				5		
			8		5			
4				2				7

7B →

Solution

7A →

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

7B →

8 Consecutive Sudoku

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.

Example

8A →

8B →

Solution

8A →

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

8B →

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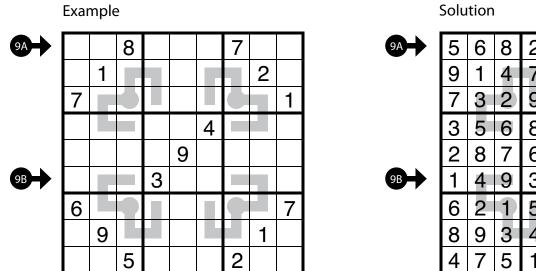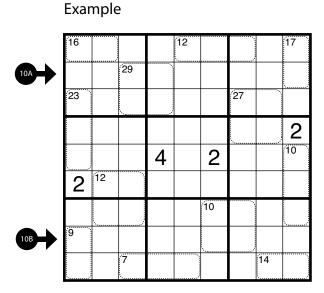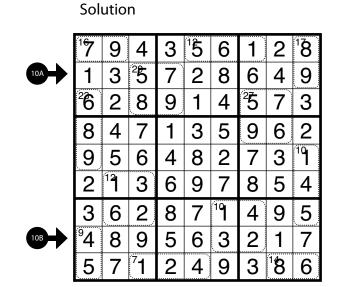GRAND PRIX
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9 Thermo-Sudoku

Apply Classic Sudoku rules. Additionally, some thermometers are in the grid. Digits on a thermometer are strictly increasing from the round bulb.

Example

9A

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

9B

Solution

9A

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

9B

10 Killer Sudoku

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.

Example

10A

10B

Solution

10A

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

10B

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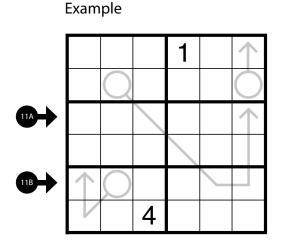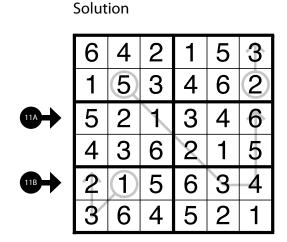
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11 Arrow Sequences Sudoku

Apply Classic Sudoku rules. Additionally, there are circles and arrows in the grid. For a digit N in a circle, the digit N+1 is at the end of the attached arrow. The digits along the arrow (not including the circle) must form a sequence of consecutive digits. (The digit in the circle can appear along the arrow itself.) *Note: This example is 6×6 but the competition puzzle is 9×9.*
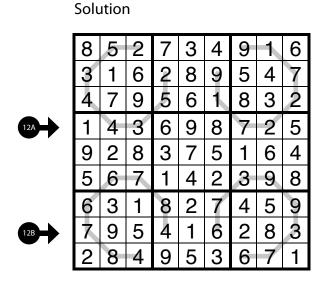
Example

Solution

12 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.

Example

Solution

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Sika®

phase®

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13 Repeated Neighbors Sudoku

Apply Classic Sudoku rules. Additionally, **all** cells having the same digit(s) more than once as orthogonal neighbors are shaded. (If a cell is not shaded, it cannot have any digits repeated as orthogonal neighbors.)

Example

Solution

14 Point to Next Sudoku

Apply Classic Sudoku rules. Additionally, if a digit N is placed in a cell containing an arrow, then the digit N+1 must be placed in a cell pointed at by the arrow.

Example

Solution