WPF SUDOKU / PUZZLE GRAND PRIX 2014

WPF SUDOKU GP 2014 INSTRUCTION BOOKLET

ROUND 5

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WORLD PUZZLE FEDERATION

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General Answer Format:

Each Sudoku has two marked rows or columns. You need to submit all digits in the corresponding directions, from left to right or from top to bottom.

All puzzles will use digits 1-9 in the submission, with some exceptions:
1 - Classic Sudoku (6×6) uses the digits 0-5.
2 - Classic Sudoku (8×8) uses the digits 1-8.
12 - 0 to 9 Sudoku uses the digits 0-9.
13 - Triomino Sudoku uses the digits 1-6 and three X's to indicate the blackened cells.

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

This is version 1 of these instructions.

Points:

1	Classic Sudoku (6×6)	8
2	Classic Sudoku (8×8)	20
3	Classic Sudoku	27
4	Classic Sudoku	30
5	Classic Sudoku	45
6	Classic Sudoku	60
7	Consecutive Sudoku	30
8	Anti-Knight Sudoku	30
9	Extra Region Sudoku	45
10	Killer Sudoku	57
11	Arrow Sudoku	33
12	0 to 9 Sudoku	45
13	Triomino Sudoku	60
14	Somewhere Sudoku	60
15	Bust Sudoku	50

TOTAL: **600**

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1 Classic Sudoku (6×6)

Place a digit from 0 to 5 (1 to 6 in example) in each empty cell so that each digit appears exactly once in every row, column, and outlined 2x3 region.

Example

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

1A → (row 2)
1B → (row 5)

Solution

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

1A → (row 2)
1B → (row 5)

2 Classic Sudoku (8×8)

Place a digit from 1 to 8 in each empty cell so that each digit appears exactly once in every row, column, and outlined 2x4 region.

Example

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

2A → (row 2)
2B → (row 5)

Solution

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

2A → (row 2)
2B → (row 5)

3-6 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 3x3 region.

Example

Solution

7 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

Solution

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8 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

Solution

9 Extra Region Sudoku

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

Example

Solution

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

Solution

11 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. (Note: the competition puzzle is 9×9 while this example is 6×6.)

Example

Solution

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12 0 to 9 Sudoku

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. (For answer entry, please place the smaller digit above the larger digit in the split cells. The first row here would be 1270485396.)

Example

Solution

13 Triomino Sudoku

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. (For answer entry, use an X to indicate a blackened cell. The first row A here would be X24X3651X.)

Example

Solution

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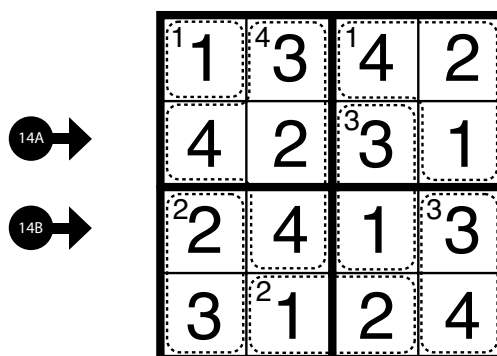**GRAND PRIX**
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14 Somewhere Sudoku

Apply Classic Sudoku rules. Additionally, in each cage, at least one cell has the indicated digit. (Note: the competition puzzle is 9×9 while this example is 4×4.)
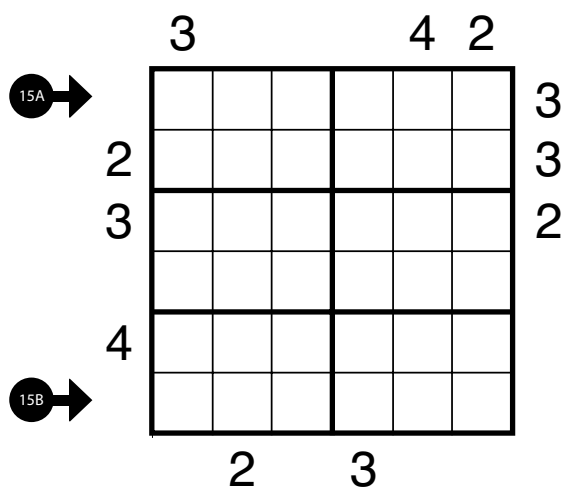
Example
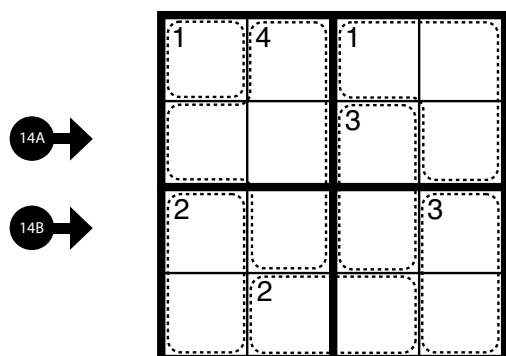
Solution

15 Bust Sudoku

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 (9 in the example). (Note: the competition puzzle is 9×9 while this example is 6x6. The name Bust comes from the game Blackjack where going over 21 means busting.)

Example

Solution