



WPF  
SUDOKU/PUZZLE  
**GRAND PRIX**  
2014

# WPF SUDOKU GP 2014 INSTRUCTION **BOOKLET**

**ROUND 4**

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Organised by



WORLD PUZZLE FEDERATION

**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:

7 Matryoshka will have five entry rows with digits from 1-6 up to 1-9.

8 Double Sudoku will use the digits 1-4 twice in each row (ie a row could be 12341234).

9 Snowflake Sudoku will use the digits 1-6.

12 Capsules Sudoku will use the digits 1-8.

16 Star Battle Sudoku will use the digits 1-9 and X for stars (ie a row could be 123X45X6789).

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

This is version 2 of these instructions. The example for 16 - Transfer Sudoku has been corrected. Also, this note has been added to mention that an amended "Claim Bonus" rule for the Grand Prix series has been posted in the forum; please look there for full details.

**Points:**

1	Classic Sudoku	15	
2	Classic Sudoku	15	
3	Classic Sudoku	25	
4	Classic Sudoku	25	
5	Classic Sudoku	35	
6	Classic Sudoku	40	
7	Matryoshka Sudoku	90	(Partial credit: 54 for four of five rows, 27 for three of five rows, 9 for two of five rows)
8	Double Sudoku	23	
9	Snowflake Sudoku	12	
10	Capsules Sudoku	18	
11	Odd-Even Sudoku	18	
12	Nonconsecutive Sudoku	36	
13	Diagonal Sudoku	36	
14	Parquet Sudoku	42	
15	Star Battle Sudoku	105	
16	Transfer Sudoku	65	

**TOTAL: 600**

**1-6 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

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

Solution

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

**7 Matryoshka Sudoku**

Apply Classic Sudoku rules. Also some areas are overlapped. In the example grids have size from 4x4 to 6x6. In the competition puzzle the sizes will be from 6x6 to 9x9. There will be five entry rows, and partial credit given for having some but not all of the rows correct (60% for four of five, 30% for three of five, 10% for two of five).

Example

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

Solution

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

**8 Double Sudoku**

Place a digit from 1-4 in each empty cell so that each digit appears exactly twice in each row, column, and outlined region. Identical digits cannot share an edge.

Example

8A →	1		3					
		2		4	1	2	3	4
	4							
		3		1	2	3	4	
8B →			2					4
				1				
					4	3	2	1
		4	3	2	1			

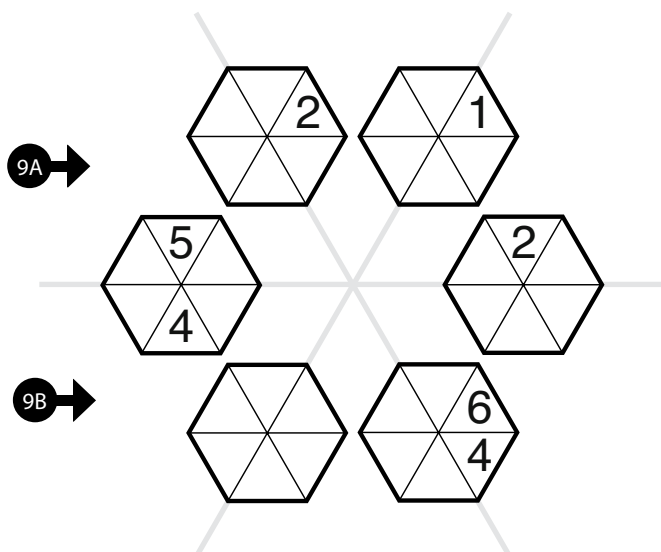
Solution

8A →	1	4	3	2	3	4	1	2
	3	2	1	4	1	2	3	4
	4	1	2	3	4	1	2	3
	2	3	4	1	2	3	4	1
	3	1	2	4	3	2	1	4
8B →	2	3	4	1	2	1	4	3
	4	2	1	3	4	3	2	1
	1	4	3	2	1	4	3	2

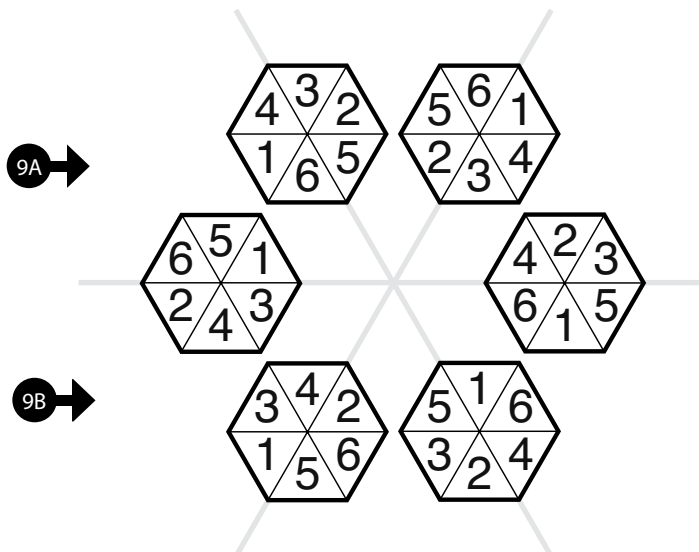
**9 Snowflake Sudoku**

Place a digit from 1-6 in each empty cell so that each digit appears exactly once in each "row" and outlined hexagon. This example has the key "165234, 342516".

Example



Solution



**10 Capsules Sudoku**

Place a digit from 1-8 in each empty cell so that each digit appears exactly once in each row, column, and outlined region. The digit in the rounded "capsule" is used for three columns.

Example

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

Solution

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

**11 Odd-Even Sudoku**

Apply Classic Sudoku rules. Additionally, the digits in gray cells are even.

Example

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

Solution

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

**12 Nonconsecutive Sudoku**

Apply Classic Sudoku rules. Additionally, no consecutive digits (ie 3 and 4) can share an edge.

Example

12A →

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

12B →

Solution

12A →

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

12B →

**13 Diagonal Sudoku**

Apply Classic Sudoku rules. Additionally, the digits 1 to 9 appear exactly once on the marked diagonals.

Example

13A →

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

13B →

Solution

13A →

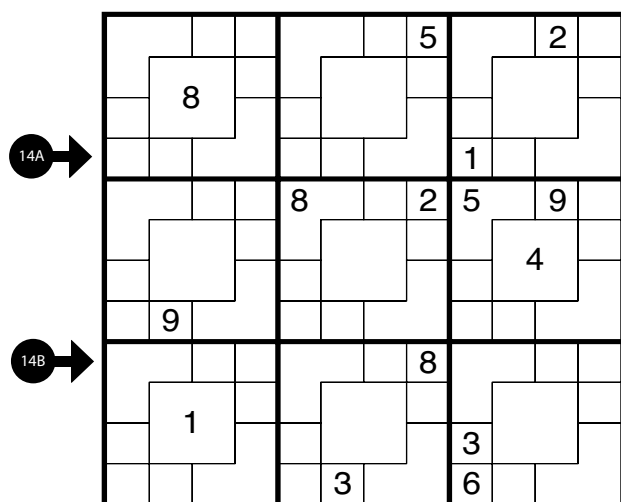
3	5	8	2	7	4	9	6	1
6	1	4	5	9	3	2	7	8
2	9	7	8	6	1	3	4	5
7	2	1	4	3	9	8	5	6
9	6	3	7	5	8	4	1	2
4	8	5	6	1	2	7	9	3
1	7	2	9	8	5	6	3	4
5	4	9	3	2	6	1	8	7
8	3	6	1	4	7	5	2	9

13B →

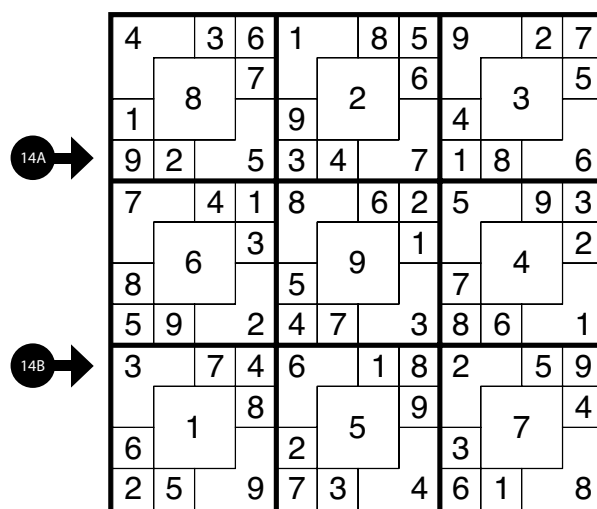
**14 Parquet Sudoku**

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each of the twelve rows, twelve columns and nine outlined 4x4 regions. Digits in the large cells belong to more than one row/column.

Example

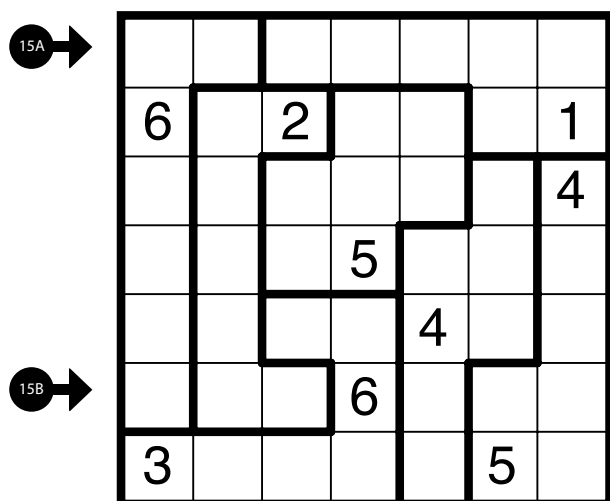


Solution

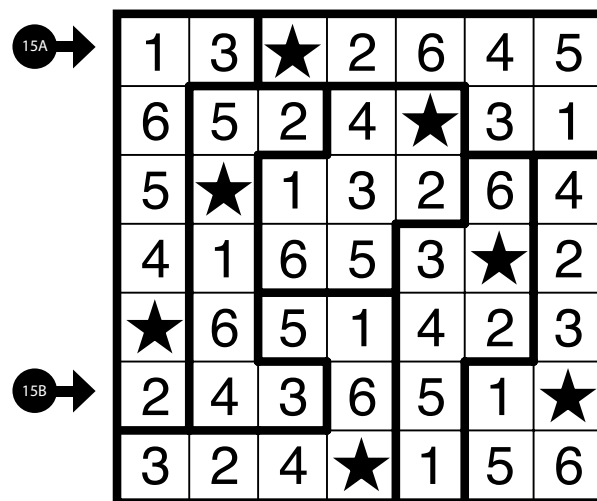
**15 Star Battle Sudoku**

Place either a digit from 1 to 9 (in the example, 1 to 6) or a star in each empty cell so that each digit appears exactly once in each row, column, and outlined region. There must be exactly two stars (in the example, one star) in each row, column, and outlined region. Stars cannot touch each other, even diagonally. (Note: the puzzle is 11x11.) For the answer entry, use an X for each star. In this example the answer is 13X2645,243651X.

Example



Solution



**16 Transfer Sudoku**

The digits in the gray cells have been erased from a filled Classic Sudoku grid. Then four digits in every row are transferred to the right one after another. Also, four digits in every column are transferred down one after another. Each digit that was not erased was moved outside the grid to either a row or column clue, but not both. Restore all digits to the grid to reform the starting Sudoku.

Example

16A →


16B →


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

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

Solution

16A →

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

16B →