

# WPF SUDOKU GP 2014 INSTRUCTION BOOKLET



Puzzle authors: Serbia

Classic sudoku by Nikola Živanović Sudoku variations by Zoran Tanasić and Čedomir Milanović

Organised by









### **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 one exception: 1 Classic Sudoku will use only digits 1-6.

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

This is version 1 of these instructions.

### **Points:**

**TOTAL:** 

1	Classic Sudoku (6x6)	6
2	Classic Sudoku	60*
3	Classic Sudoku	24
4	Classic Sudoku	27
5	Classic Sudoku	24
6	Classic Sudoku	39
7	Quadruple Sudoku	30
8	Ratio Sudoku	36
9	Outside Sudoku	30
10	Kropki Sudoku	45
11	Diagonally Consecutive Sudoku	60
12	Arrow Sudoku	63
13	Before 1 - After 9 Sudoku	90
14	Square Numbers Sudoku	66

<sup>\*</sup> Note: The Classic Sudoku are presented in a specific order; puzzle #2 is harder than many that follow it.

600







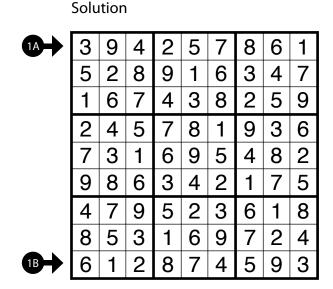


### 1-6 Classic Sudoku

Example

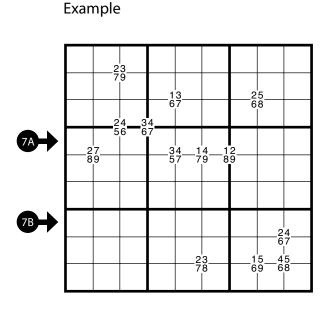
Place a digit from 1 to 9 (in the first puzzle from 1 to 6) in each empty cell so that each digit appears exactly once in every row, column, and outlined 3x3 region.

_									
<b>1</b> A			4						
		2	8	9					
	1	6	7	4	3				
		4	5	7					
			1				4		
						2	1	7	
					2	3	6	1	8
						9	7	2	
⊕→							5		

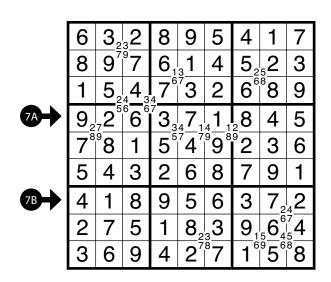


## 7 Quadruple Sudoku

Apply Classic Sudoku rules. Additionally, sets of four digits are labeled at some grid intersections. These sets indicate the numbers in the four adjacent grid cells.









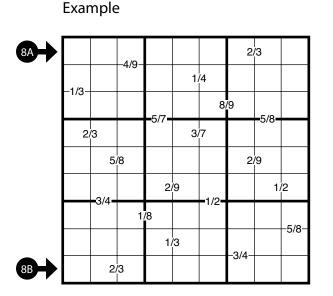


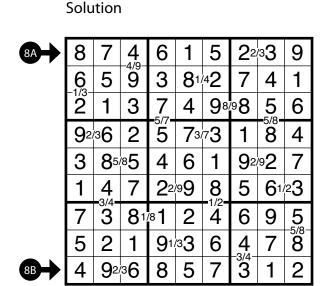




### 8 Ratio Sudoku

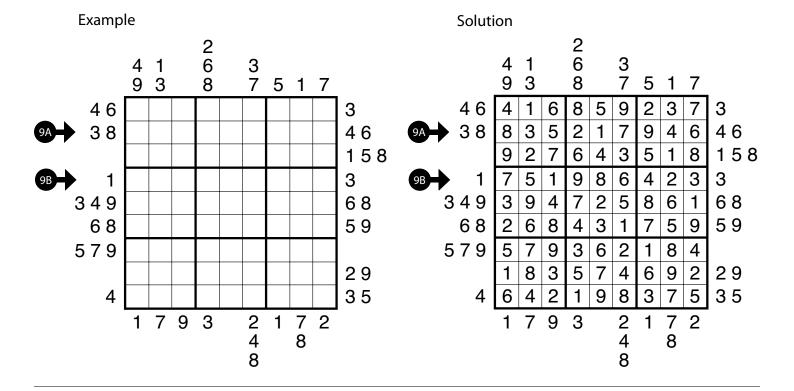
Apply Classic Sudoku rules. Additionally, clues between two cells give the ratio of the digits. For example 3/4 can stand for the following combinations of numbers in the adjacent cells: 3-4, 6-8, 4-3 and 8-6.





### 9 Outside Sudoku

Apply Classic Sudoku rules. Additionally, digits given outside the grid must appear in the first region (three cells) in that row or column.











6 ∮ 5

### 10 Kropki Sudoku

Example

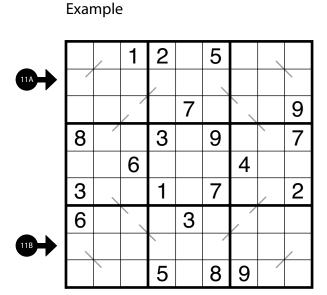
Apply Classic Sudoku rules. Additionally, if the absolute difference between two digits in neighboring cells equals 1, then those cells are separated by a white dot. If a digit in a cell is half of the digit in a neighboring cell, then those cells are separated by a black dot. All possible dots are given, but the dot between 1 and 2 can be either white or black.

### 3 • 6 2 4 Š <u>2</u> <u>ޕ4</u> 6+3 **∤7** 4 • 8 \( 1

4 \

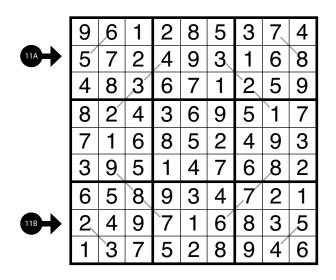
### 11 Diagonally Consecutive Sudoku

Apply Classic Sudoku rules. Additionally, all pairs of diagonally adjacent cells containing consecutive digits are marked by a line.



# Solution

Solution







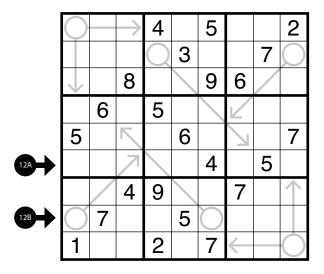




### 12 Arrow Sudoku

Apply Classic Sudoku rules. Additionally, some arrows are in the grid. The digit in the circle at the top 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.

### Example



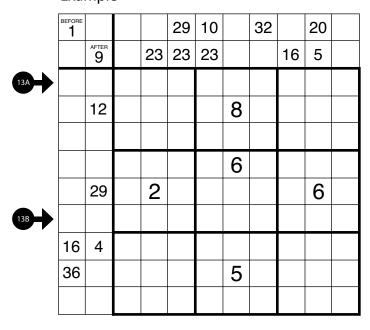
### Solution

	7	1	6	4	8	5	9	3	2
	4	9	2	6	3	1	5	7	8
	3	5	8	7	$\alpha$	9	6	4	1
	8	6	7	5	9	2	4	1	3
	5	4	P	3	6	8	2	9	7
12A	9	2	3	$\checkmark$	7	4	8	5	6
	2	3	4	9	7	6	7	8	5
12B	6	7	9	8	5	$\odot$	1	2	4
	1	8	5	2	4	7	3	6	9

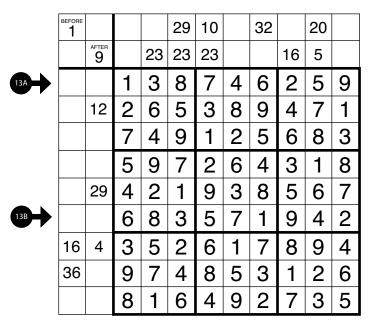
### 13 Before 1 - After 9 Sudoku

Apply Classic Sudoku rules. Additionally, numbers outside the grid indicate the sum of all digits before the digit 1 in that row/column or after the digit 9 in that row/column, going from left to right and from top to bottom.

### Example



## Solution











### 14 Square Numbers Sudoku

Apply Classic Sudoku rules. Additionally, all **two-digit** square numbers that can be read from left to right or from top to bottom are marked by an arrow.

# Example 14A 1 9 5 ---2 8 1 4 ----- 4 8

