



WPF  
SUDOKU/PUZZLE  
**GRAND PRIX**  
2015

# WPF SUDOKU GP 2015 INSTRUCTION **BOOKLET**

## ROUND 8

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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:** These examples are a mix of Sudoku from the UK authors and from past Sudoku GP rounds.

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

This is version 1 of these instructions.

**Points:**

1	Classic Sudoku	20
2	Classic Sudoku	25
3	Classic Sudoku	35
4	Classic Sudoku	45
5	Classic Sudoku	45
6	Windoku	45
7	Anti-Knight Sudoku	40
8	Diagonal Sudoku	50
9	Consecutive Pairs Sudoku	45
10	Killer Sudoku	40
11	Renban Sudoku	60
12	Renban Killer Sudoku	80
13	Disparity Sudoku	70

**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

		1	8		2	4		
1A →		6			9		1	
	8							9
	1			9	8	5		6
		4		3		7		8
	9			4	2	6		1
1B →	7							4
		8			4			6
			6	2		8	3	

Solution

	5	9	1	8	6	2	4	7	3
1A →	3	6	7	5	9	4	2	1	8
	8	2	4	1	7	3	6	5	9
	1	3	2	9	8	5	7	4	6
	6	4	5	3	1	7	9	8	2
	9	7	8	4	2	6	5	3	1
1B →	7	5	9	6	3	1	8	2	4
	2	8	3	7	4	9	1	6	5
	4	1	6	2	5	8	3	9	7

### 6 Windoku

Apply Classic Sudoku rules. Additionally, digits do not repeat within the four shaded 3×3 regions.

Example

				5				3
6A →				4		6		
			3				7	
	2			4			8	
	1			2		5		9
	9			1			5	
6B →			1			9		
				8		1		
	4				6			

Solution

	2	4	6	1	5	7	8	9	3
6A →	9	8	7	4	3	6	5	1	2
	5	1	3	9	8	2	7	4	6
	7	2	5	6	4	9	3	8	1
	1	3	8	2	7	5	4	6	9
	6	9	4	3	1	8	2	5	7
6B →	8	6	1	7	2	4	9	3	5
	3	5	2	8	9	1	6	7	4
	4	7	9	5	6	3	1	2	8

### 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 to the right).

	x		x	
x				x
		1		
x				x
	x		x	

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 Diagonal Sudoku

Apply Classic Sudoku rules. Additionally, each digit appears exactly once in the two main diagonals.

Example

8A →

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

8B →

Solution

8A →

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

8B →

### 9 Consecutive Pairs Sudoku

Apply Classic Sudoku rules. Additionally, if a grey circle is given between two adjacent cells, then the two numbers in those cells must be consecutive. (Note: not all grey circles are given; adjacent cells without a circle may contain either consecutive numbers or nonconsecutive numbers.)

Example

9A →

8						9	
	6						1
			3				
						4	
5						8	
							4
	3						6

9B →

Solution

9A →

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

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 →

16				12				17
		29						
23						27		
								2
			4	2				10
2	12							
					10			
9								
		7					14	

10B →

Solution

10A →

16	7	9	4	3	5	6	1	2	18
	1	3	5	7	2	8	6	4	9
23	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	10
2	2	1	3	6	9	7	8	5	4
	3	6	2	8	7	1	4	9	5
9	4	8	9	5	6	3	2	1	7
	5	7	1	2	4	9	3	8	6

10B →

### 11 Renban Sudoku

Apply Classic Sudoku rules. Additionally, each grey region contains a set of consecutive digits, with no constraint on the order of the digits.

Example

	4		1			9		
11A →				6	7		4	
					5			9
		4			6			9
		1	2				8	5
	6				1			4
		3			8			
11B →			5		3	7		
				9			2	
								3

Solution

	4	8	1	3	2	9	5	6	7
11A →	3	5	9	6	7	1	4	2	8
	2	7	6	8	5	4	3	9	1
	5	4	8	7	6	2	1	3	9
	7	1	2	4	9	3	8	5	6
	6	9	3	5	1	8	7	4	2
	1	3	4	2	8	6	9	7	5
11B →	9	2	5	1	3	7	6	8	4
	8	6	7	9	4	5	2	1	3

### 12 Renban Killer Sudoku

Apply Classic Sudoku rules. Additionally, as in Renban Sudoku, each grey region contains a set of consecutive digits, with no constraint on the order of the digits. Additionally, as in Killer Sudoku, 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

				15		10			
12A →		14			9		22		
	4			25	20				
		10					22		
	13						21	5	
			26						14
			9				12		
12B →				4		22			
			3						

Solution

	5	6	7	9	1	2	8	4	3
12A →	8	2	4	5	6	3	9	7	1
	1	3	9	4	8	7	6	5	2
	3	9	6	7	2	1	4	8	5
	4	1	8	3	5	6	7	2	9
	2	7	5	8	4	9	1	3	6
	9	5	3	6	7	4	2	1	8
12B →	6	4	2	1	3	8	5	9	7
	7	8	1	2	9	5	3	6	4



### 13 Disparity 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 region. In addition, neighboring cells in different regions (i.e., across the bold borders) must be of opposite parity.

Example

13A →

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

13B →

Solution

13A →

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

13B →