

WPF SUDOKU GP 2015 INSTRUCTION BOOKLET



Puzzle authors: Netherlands

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.

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

Examples: These examples are a mix from Richard Stolk and from the instructions of the 2014 Sudoku GP series and the 9th World Sudoku Championship.

This is version 2 of these instructions. The only change from version 1 is the addition of the point values on this page.

Points:

1	Classic Sudoku	20
2	Classic Sudoku	25
3	Classic Sudoku	25
4	Classic Sudoku	30
5	Classic Sudoku	35
6	Classic Sudoku	75
7	XV Sudoku	40
8	Odd Sudoku	25
9	All Odd/Even Sudoku	35
10	Renban Sudoku	40
11	Thermometer Sudoku	55
12	Arrow Sudoku	50
13	Next to Nine Sudoku	40
14	Round Off Sudoku	50
15	Mathrax Sudoku	55

TOTAL: 600



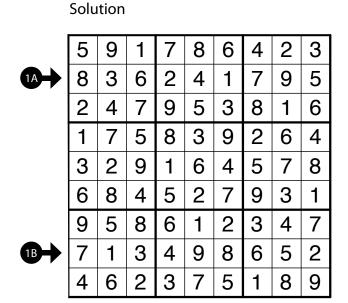




1-6 Classic Sudoku

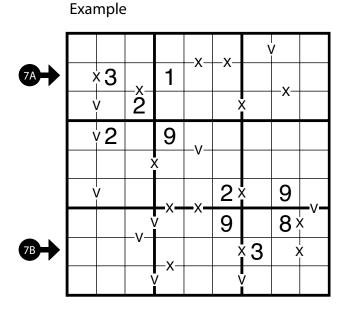
Example

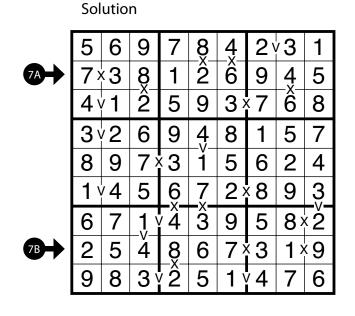
Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in every row, column, and outlined 3×3 region.



7 XV Sudoku

Apply Classic Sudoku rules. Additionally, if an X is given between two adjacent cells, the digits in those cells sum to 10. If a V is given between two adjacent cells, the digits in those cells sum to 5. If an X or V is not given, the two digits cannot sum to 5 or 10.











8 Odd Sudoku

Example

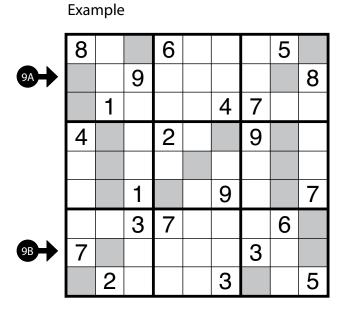
Apply Classic Sudoku rules. Additionally, all digits in the grey cells must be odd.

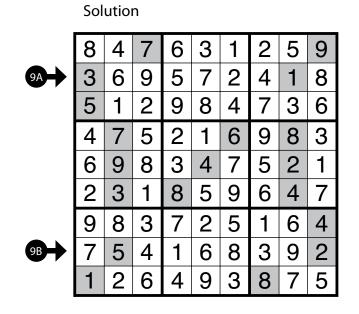
	3010								
	9	3	1	2	5	4	6	8	7
8A -	6	4	7	1	9	8	3	5	2
	8	5	2	3	6	7	4	တ	1
	4	1	3	5	8	2	9	7	6
	7	2	8	6	1	9	5	4	3
	5	6	9	7	4	3	1	2	8
	1	7	6	9	2	5	8	3	4
8B	2	8	5	4	3	6	7	1	9
	3	9	4	8	7	1	2	6	5

Solution

9 All Odd/Even Sudoku

Apply Classic Sudoku rules. Additionally, within each region, the digits in the grey cells are either all odd or all even.











10 Renban Sudoku

Example

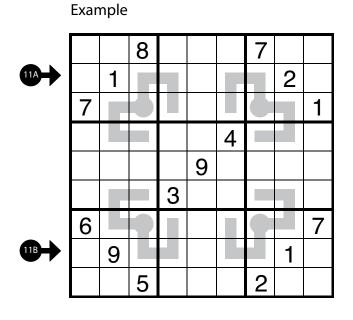
Apply Classic Sudoku rules. Additionally, each grey region contains a set of consecutive digits, with no constraint on the order of the digits.

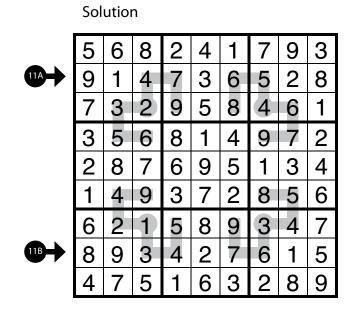
	2.70												
	4		1			9							
10A				6	7		4						
					5			9					
		4			6				9				
		1	2				8	5					
	6				1			4					
		3			8								
10B			5		3	7							
				9			2		3				

	Solution											
	4	8	1	3	2	9	5	6	7			
10A	3	5	9	6	7	1	4	2	8			
	2	7	6	8	5	4	ფ	တ	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			
10B	9	2	5	1	3	7	6	8	4			
	8	6	7	9	4	5	2	1	3			

11 Thermo-Sudoku

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







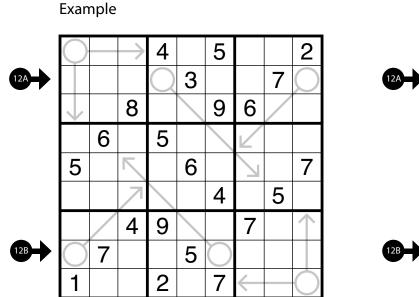




12 Arrow Sudoku

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.

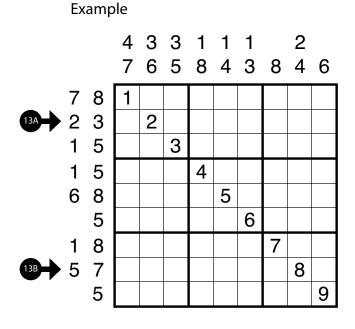
Solution

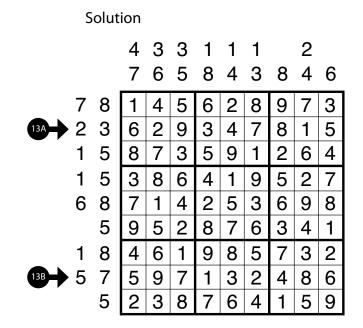


	Joiu	tion							
	7	1	6	4	8	5	9	3	2
12A	4	9	2	6	3	1	5	7	8
	3	5	8	7	2	9	6	4	1
	8	6	7	5	9	2	4	1	3
	5	4	A	3	6	8	2	9	7
	9	2	3	1	7	4	8	5	6
	2	3	4	9	X	6	7	8	5
12B	6	7	9	8	5	3	1	2	4
	1	8	5	2	4	7	3	6	9

13 Next to Nine Sudoku

Apply Classic Sudoku rules. Additionally, clues outside the grid indicate the digits that sit next to 9 in that row or column. These clues are given in increasing order.











14 Round Off Sudoku

Apply Classic Sudoku rules. Additionally, each cage clue indicates the value of rounding off the two-digit number within that cage to the nearest multiple of 10. Ending digits 1-4 are rounded down, 5-9 are rounded up.

	Example									Solu	tion							
		9	5			2	7			1	9	5	4	3	6	2	7	8
14A	70						20		14A	⁷ 7	3	6	8	9	2	4	²⁰	5
	4	30		1	5	40		9		4	³ 2	8	1	7	5	⁴3ී	6	9
	6		30		100			1		6	7	³ 3	2	8	189	5	4	1
			4			7				5	8	4	3	6	1	7	9	2
	2		100		80			6		2	1	¹ 9	5	4	⁸ 7	8	3	6
	8	60		9	3	60		4		8	⁶ 5	7	9	1	3	6 [®]	2	4
14B	30	Ì					60		14B	³ 3	4	1	6	2	8	9	⁶ 5	7
		6	2			1	8			9	6	2	7	5	4	1	8	3

15 Mathrax Sudoku

Apply Classic Sudoku rules. Additionally, some intersections of the grid lines are marked by a number and an operator in a circle or a letter in a circle. A number clue is the value of the operation applied to both pairs of diagonally opposite cells. An 'O' indicates all four surrounding digits are odd; an 'E' indicates all four surrounding digits are even.

