WPF SUDOKU/PUZZLE GRAND PRIX 2015

WPF SUDOKU GP 2015 INSTRUCTION BOOKLET

ROUND 7

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Organised by

WORLD PUZZLE FEDERATION

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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 Italian 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	30
4	Classic Sudoku	35
5	Classic Sudoku	55
6	Classic Sudoku	70
7	Diagonal Sudoku	40
8	Arrow Sudoku	35
9	Irregular Sudoku	35
10	Toroidal Sudoku	40
11	No 3 Consecutive Sudoku	35
12	Ten/Eleven Sudoku	35
13	Next to Nine Sudoku	55
14	Italian Job Sudoku	90

TOTAL: **600**

1-6 Classic Sudoku
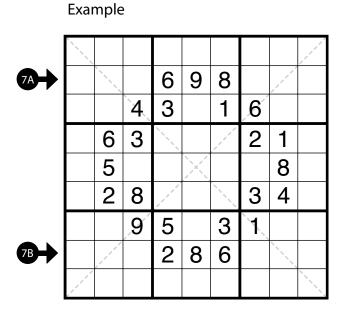
Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in every row, column, and outlined 3×3 region.

Example

1A →
1B →

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

Solution

1A →
1B →

5	9	1	8	6	2	4	7	3
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
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

7 Diagonal Sudoku

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

Example

7A →
7B →

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

Solution

7A →
7B →

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

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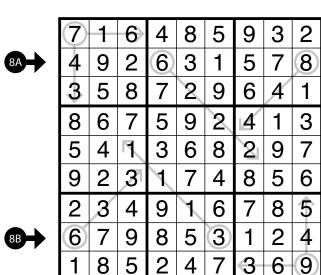
8 Arrow Sudoku

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.

Example

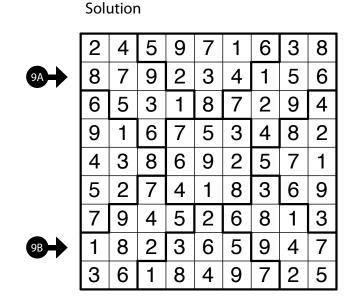

Solution

9 Irregular 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.

Example

Solution

10 Toroidal 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. Some regions wrap around the edges of the grid, linking the top to the bottom or the left to the right.

Example

10A →
10B →

Solution

10A →
10B →

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

11 No 3 Consecutive Sudoku

Apply Classic Sudoku rules. Additionally, no group of three contiguous cells within any row or column can contain a set of consecutive digits in any order. (For example, the grid cannot have 345, 354, 435, 453, 534, or 543 in three contiguous cells).

Example

11A →
11B →

Solution

11A →
11B →

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

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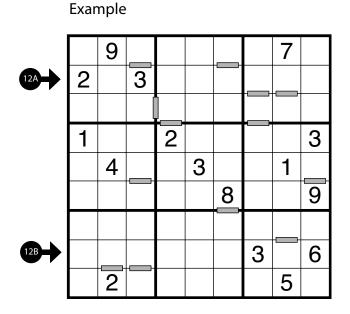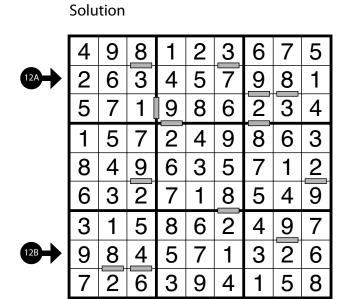WPF
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12 Ten/Eleven Sudoku

Apply Classic Sudoku rules. Additionally, if a gray bar is given between two adjacent cells, then the two digits in those cells sum to ten or eleven. If a gray bar is not given, the two digits cannot sum to ten or eleven.
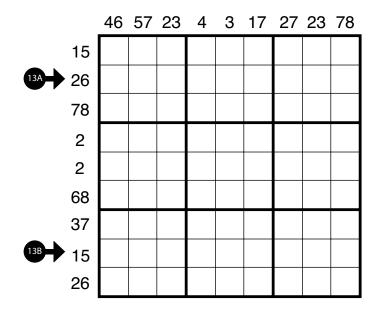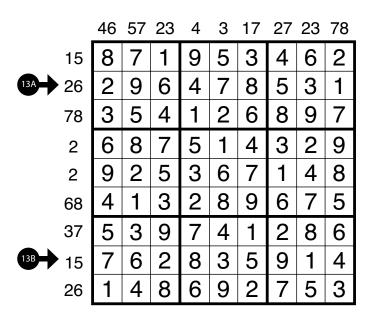
Example

Solution

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.

Example

Solution

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14 Italian Job Sudoku

Apply Classic Sudoku rules. Additionally, as in Diagonal Sudoku, each digit appears exactly once in the two main diagonals; 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. (Note: Some cages will have cells connected only diagonally.)

Example

Solution