



WPF  
SUDOKU/PUZZLE  
**GRAND PRIX**  
2014

# WPF SUDOKU GP 2014 COMPETITION **BOOKLET**

ROUND **3**

Puzzle author:  
**Switzerland**  
Fred Stalder

Organised by



WORLD PUZZLE FEDERATION

**1 Classic Sudoku**  
(24 points)

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and outlined 3x3 region.

**Answer Key:** Enter the 4<sup>th</sup> row of digits, followed by the 9<sup>th</sup> column of digits.



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

**2 Classic Sudoku**  
(33 points)

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and outlined 3x3 region.

**Answer Key:** Enter the 3<sup>rd</sup> column of digits, followed by the 8<sup>th</sup> column of digits.



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



### 3 Classic Sudoku

(33 points)

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and outlined 3x3 region.

**Answer Key:** Enter the 6<sup>th</sup> row of digits, followed by the 7<sup>th</sup> column of digits.

3A →

3B ↓

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

### 4 Classic Sudoku

(39 points)

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and outlined 3x3 region.

**Answer Key:** Enter the 1<sup>st</sup> row of digits, followed by the 5<sup>th</sup> row of digits.

4A →

4B →

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

5B  
↓

**5 Classic Sudoku**  
(60 points)

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in each row, column and outlined 3x3 region.

**Answer Key:** Enter the 5<sup>th</sup> row of digits, followed by the 1<sup>st</sup> column of digits.

5A →

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

**6 Consecutive Sudoku**  
(39 points)

Apply Classic Sudoku rules. Additionally, if a gray bar is given between two adjacent cells, then the two numbers in those cells must be consecutive. If a gray bar is not given, the two digits cannot be consecutive.

**Answer Key:** Enter the 5<sup>th</sup> row of digits, followed by the 9<sup>th</sup> row of digits.

6A →

6B →

							3	
							6	
							5	
							8	
			9	8	5	6	7	

**7 Extra Region Sudoku**  
(66 points)

Apply Classic Sudoku rules. Additionally, each digit appears exactly once in each of the extra shaded regions.

**Answer Key:** Enter the 5<sup>th</sup> row of digits, followed by the 9<sup>th</sup> row of digits.

7A →

7B →

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

**8 Arrow Sudoku**  
(30 points)

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.

8A →

8B →

○	→				7		4
↓					6	1	5
					9		8
○	→			↑			↑
8	7	6	2		○	→	○
4					↓		↓
2	1	9	6		↓		↓

**Answer Key:** Enter the 3<sup>rd</sup> row of digits, followed by the 4<sup>th</sup> row of digits.



**9 Thermo-Sudoku**

**(33 points)**

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

**Answer Key:** Enter the 6<sup>th</sup> row of digits, followed by the 8<sup>th</sup> row of digits.

9A →

9B →

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

**10 Palindrome Sudoku**

**(69 points)**

Apply Classic Sudoku rules. Additionally, the numbers formed by the digits on the gray lines are palindromes meaning they can be read equally in both directions.

**Answer Key:** Enter the 6<sup>th</sup> row of digits, followed by the 9<sup>th</sup> row of digits.

10A →

10B →

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

**11 Point to Next Sudoku**  
(42 points)

Apply Classic Sudoku rules. Additionally, if a digit N is placed in a cell containing an arrow, then the digit N+1 must be placed in a cell pointed at by the arrow.

**Answer Key:** Enter the 6<sup>th</sup> column of digits, followed by the 9<sup>th</sup> column of digits.

11A

11B

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

**12 Clock Sudoku**  
(60 points)

Apply Classic Sudoku rules. Additionally, some digital clocks are shown. When the puzzle is completed, all clocks should display a valid time in 24-hour format (HH:MM); i.e. a clock cannot display 43:65.

**Answer Key:** Enter the 4<sup>th</sup> row of digits, followed by the 1<sup>st</sup> column of digits.

12B

12A

	<input type="text"/>	<input type="text"/>	:	<input type="text"/>			3	2
	8	<input type="text"/>	:	<input type="text"/>				9
		7	<input type="text"/>	:	<input type="text"/>			
	7		6	<input type="text"/>	:	<input type="text"/>		
		5		8				
	3		7	<input type="text"/>	:	<input type="text"/>		
		8	<input type="text"/>	:	<input type="text"/>			
	9	<input type="text"/>	:	<input type="text"/>				3
	<input type="text"/>	<input type="text"/>	:	<input type="text"/>			4	8



**13 Slalom Sudoku**

**(72 points)**

Apply Classic Sudoku rules. Additionally, in each row the cells between two poles must contain a set of consecutive digits.

**Answer Key:** Enter the 2<sup>nd</sup> column of digits, followed by the 4<sup>th</sup> column of digits.

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