



WPF
SUDOKU / PUZZLE
GRAND PRIX
2014

WPF SUDOKU GP 2014 INSTRUCTION BOOKLET

ROUND 3

Puzzle author:

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Organised by



WORLD PUZZLE FEDERATION

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.

All Examples in this instruction booklet are by Fred Stalder with two exceptions: Deb Mohanty (India) created the Point to Next Sudoku example, and Salih Alan (Turkey) created the Clock Sudoku example.

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

This is version 1 of these instructions.

Points:

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TOTAL: 600



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 3x3 region.

Example

1A →

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

Solution

1A →

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

6 Consecutive Sudoku

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.

Example

6A →

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

Solution

6A →

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



7 Extra Region Sudoku

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

Example

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

Solution

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

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

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

Solution

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



9 Thermo-Sudoku

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

Example

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

Solution

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

10 Palindrome Sudoku

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.

Example

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

Solution

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

11 Point to Next Sudoku

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.

Example

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

Solution

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

12 Clock Sudoku

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.

Example

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

Solution

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

13 Slalom Sudoku

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

Example

		2	↑		↑	7	
			6	↑			9
					2	↑	↑
				3	↑		6
13A →		1	↑		↑	4	
	9	↑		↑	4		
13B →	↑		↑	1			
	2	↑			↑	8	
	7	↑			↑	6	

Solution

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