WPF
SUDOKU/PUZZLE
GRAND PRIX
2015

WPF PUZZLE GP 2015
INSTRUCTION BOOKLET

ROUND 6

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Organised by

World Puzzle Federation

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Points:

1.	**Spiral Galaxies**	6
2.	**Spiral Galaxies**	6
3.	**Spiral Galaxies**	7
4.	**Spiral Galaxies**	12
5.	**Battleships**	12
6.	**Battleships**	16
7.	**Battleships**	15
8.	**Battleships**	28
9.	**Skyscrapers**	9
10.	**Skyscrapers**	22
11.	**Skyscrapers**	27
12.	**Skyscrapers**	45
13.	**Snake**	13
14.	**Snake**	20
15.	**Snake**	34
16.	**Snake**	23
17.	**Japanese Sums With Zeroes**	25
18.	**Japanese Sums With Zeroes**	39
19.	**Japanese Sums With Zeroes**	40
20.	**Japanese Sums With Zeroes**	53
21.	**ABC-Box**	19
22.	**ABC-Box**	29
23.	**ABC-Box**	41
24.	**ABC-Box**	59

TOTAL: 600

General Notes: An earlier version of the instruction booklet accidentally printed scores that added up to 723, not 600. Thanks to the vigilant readers who pointed this out!

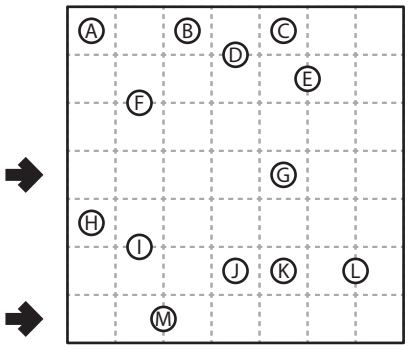
1-4. Spiral Galaxies [Ulrich Voigt] (6, 6, 7, 12 points)

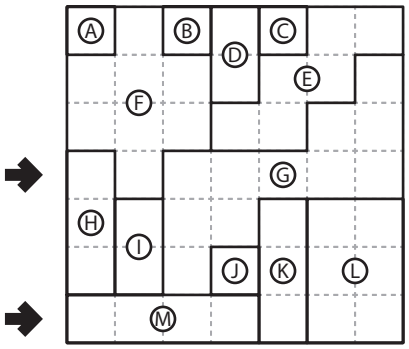
Divide the grid along the dotted lines into regions so that every cell is part of exactly one region. Each region must be rotationally symmetric (has the same shape when rotated 180 degrees) with exactly one dot inside it, at the center of rotation. (It is permissible to have a region of size exactly one cell, as long as that cell has a dot in its center.)

The letters inside the dots are for Answer purposes only.

Answer: For each designated row, enter the matching letter for each cell from left to right. The matching letter for a cell is the letter inside the dot that is at the center of the region that contains that cell.

Example Answer: `HFGGGGG,MMMMKLL`





5-8. Battleships [Ulrich Voigt] (12, 16, 15, 28 points)

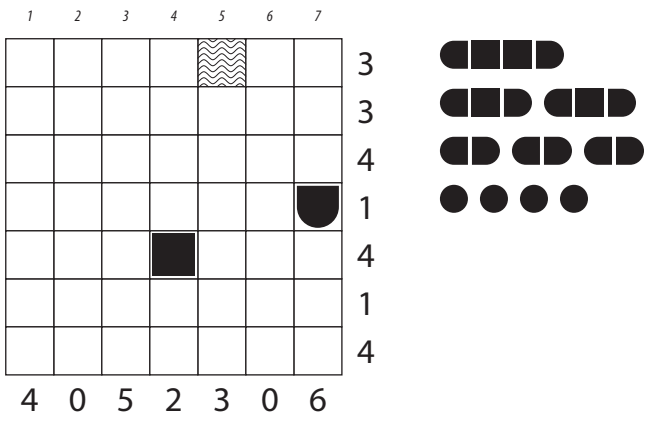
Locate the indicated fleet of ships in the grid. Each ship piece occupies a single cell. Ships can be rotated. Ships do not touch each other, not even diagonally (that is, if two ship pieces are in touching cells, they must be part of the same ship). The contents of some cells are given for you, which may include "sea" (spaces that do not have ship pieces).

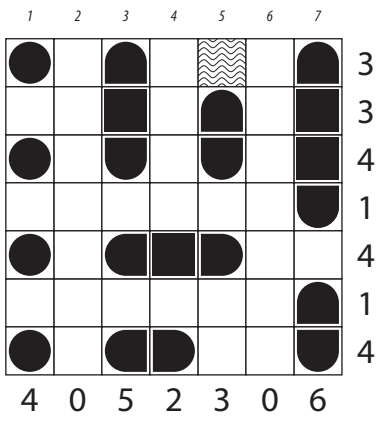
Each number to the right and bottom of the grid reveals the number of ship pieces that must be located in that row or column (including any that might be given for you).

The numbers on top of the diagram are for Answer purposes only.

Answer: For each row from top to bottom, enter the number of the first column from the left where a ship piece appears (the number on top of that column). Use only the last digit for two-digit numbers; e.g., use '`0`' if the first ship piece appears in column 10. If the row is empty, enter '`0`'.

Example Answer: `1317171`



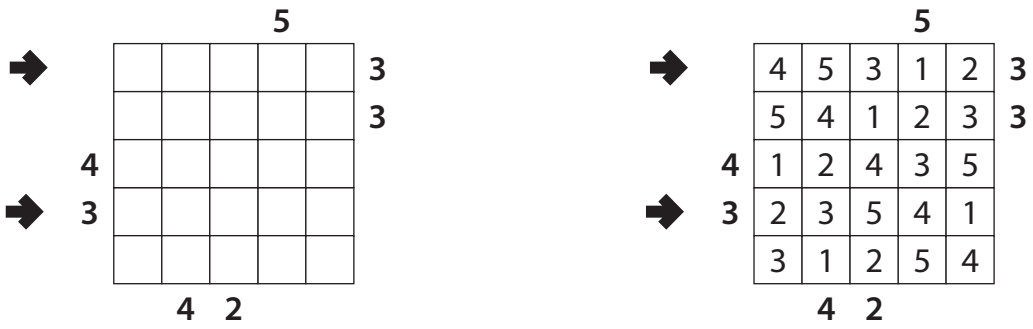


9-12. Skyscrapers [Roland Voigt] (9, 22, 27, 45 points)

Place a digit from 1 to X into each cell so that each digit appears exactly once in each row and column. (X is the number of cells in each row.) The digits represent skyscrapers of their respective heights. The numbers outside the grid indicate how many skyscrapers can be seen in the respective row or column from the respective direction (smaller skyscrapers are hidden behind higher ones).

Answer: For each designated row, enter its contents. Do *not* include any numbers outside the grid.

Example Answer: `45312,23541`



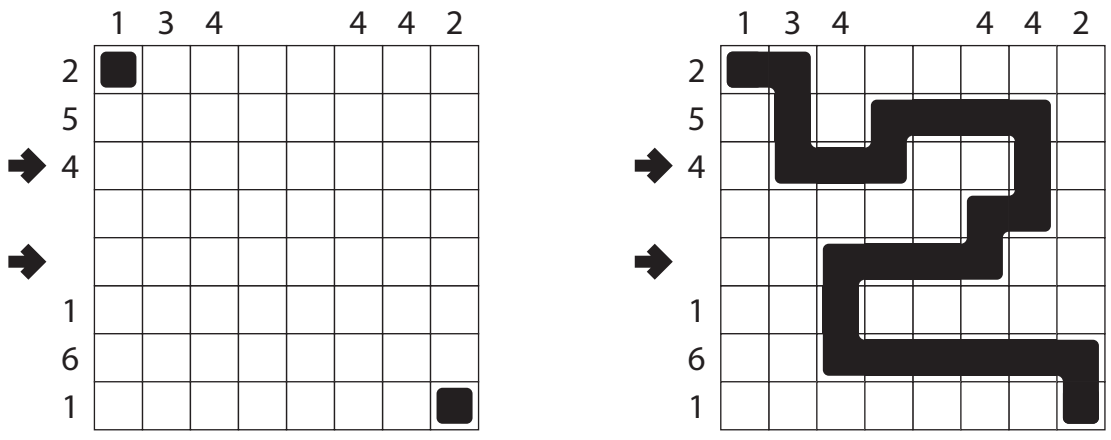
13-16. Snake [Rainer Biegler] (13, 20, 34, 23 points)

Locate a "snake" in the grid. The snake is a path that starts in a cell, goes through some number of cells orthogonally, and ends in a cell. Each cell is used at most once by the snake. The snake may not touch itself, not even diagonally. (In other words, if two cells in the snake touch orthogonally, then they must be exactly one cell apart along the path of the snake, and if two cells in the snake touch diagonally, then they must be exactly two cells apart along the path of the snake.) Numbers outside the grid, if given, indicate how many cells in that row or column are occupied by the snake.

The two cells containing the ends of the snake are shaded.

Answer: For each designated row, enter its contents. Use `O` for a cell occupied by the snake and `X` for a cell not occupied by the snake.

Example Answer: `XOOOXXOX,XXOOOOXX`



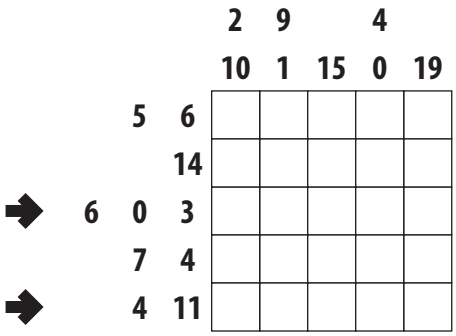
17-20. Japanese Sums With Zeroes [Gabi Penn-Karras] (25, 39, 40, 53 points)

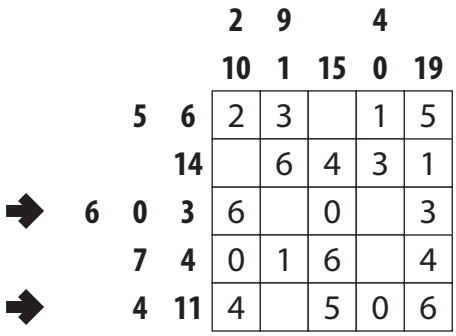
Place a digit from 0 to 6 into some cells so that no digit appears more than once in each row or column. Cells may remain empty. Numbers outside the grid indicate all sums of continuous groups of digits (including "sums" of a single digit) along that row or column. These groups are separated by empty cells (a cell with 0 is not considered empty). These sums are given in the same order as their corresponding groups of digits.

Note that unlike standard Japanese Sums, 0 (zero) can appear as a digit, which does not separate sums.

Answer: For each designated row, enter its contents, using 'X' for an empty cell.

Example Answer: `6X0X3,4X506`





21-24. ABC-Box [Gabi Penn-Karras] (19, 29, 41, 59 points)

Place exactly one letter from the set {A, B, C} into each cell. (Cells may not remain empty.) Symbols outside the grid indicate all groups of continuous cells with the same letter along that row or column. The symbols are given in the same order as their corresponding groups. If a symbol is a number, it indicates the length of that group in cells; if a symbol is a letter, it indicates the letter in the cells for that group. If a symbol is a "?" (question mark), then no extra information about the group is given beyond its existence.

Answer: For each designated row, enter its contents.

Example Answer: `CACBB,CCCAC`