WPF SUDOKU/PUZZLE
GRAND PRIX
2015

WPF SUDOKU GP 2015
COMPETITION BOOKLET

ROUND 1

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Organised by

WORLD PUZZLE FEDERATION

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1 Classic Sudoku
(20 points)
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.

1A ➡

1B ➡

2 Classic Sudoku
(25 points)
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.

2A ➡

2B ➡

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3 Classic Sudoku
(25 points)
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.

3A

3B

4 Classic Sudoku
(30 points)
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.

4A

4B

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ROUND 1

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5 Classic Sudoku
(35 points)

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.

5A

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

5B (marker at row 5)

6 Classic Sudoku
(75 points)

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.

6A

6B

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

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ROUND 1

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2015

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7 XV Sudoku
(40 points)

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
(25 points)

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

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ROUND 1

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2015

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9 All Odd/Even Sudoku
(35 points)

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

10 Renban Sudoku
(40 points)

Apply Classic Sudoku rules. Additionally, each grey region contains a set of consecutive digits, with no constraint on the order of the digits.
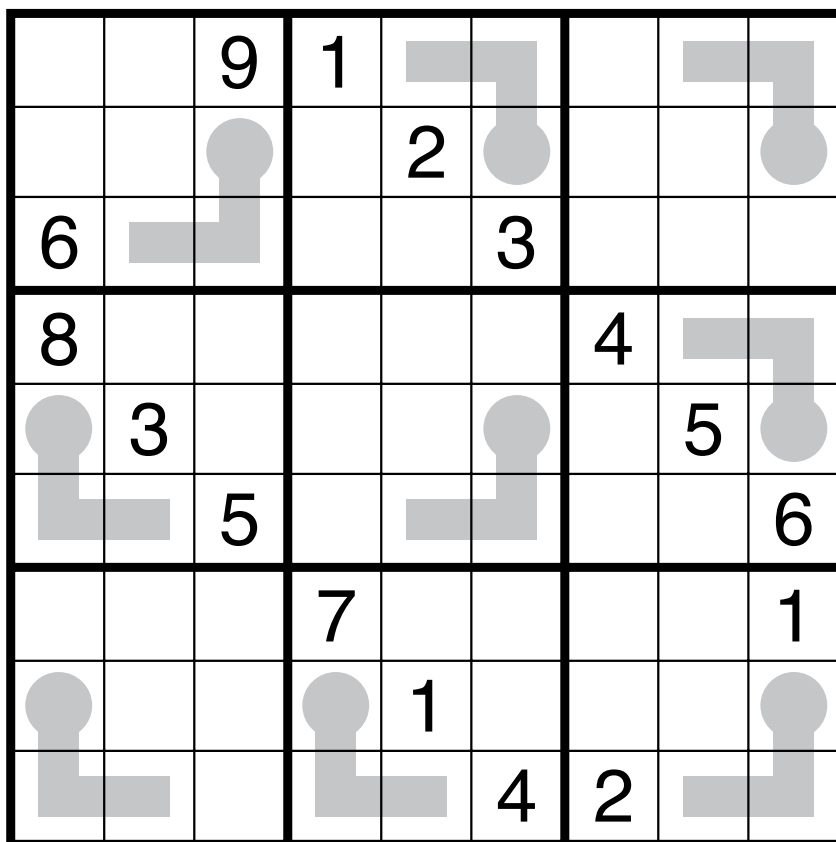
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ROUND 1

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11 Thermo-Sudoku
(55 points)

Apply Classic Sudoku rules. Additionally, some thermometers are in the grid. Digits on a thermometer are strictly increasing from the round bulb.
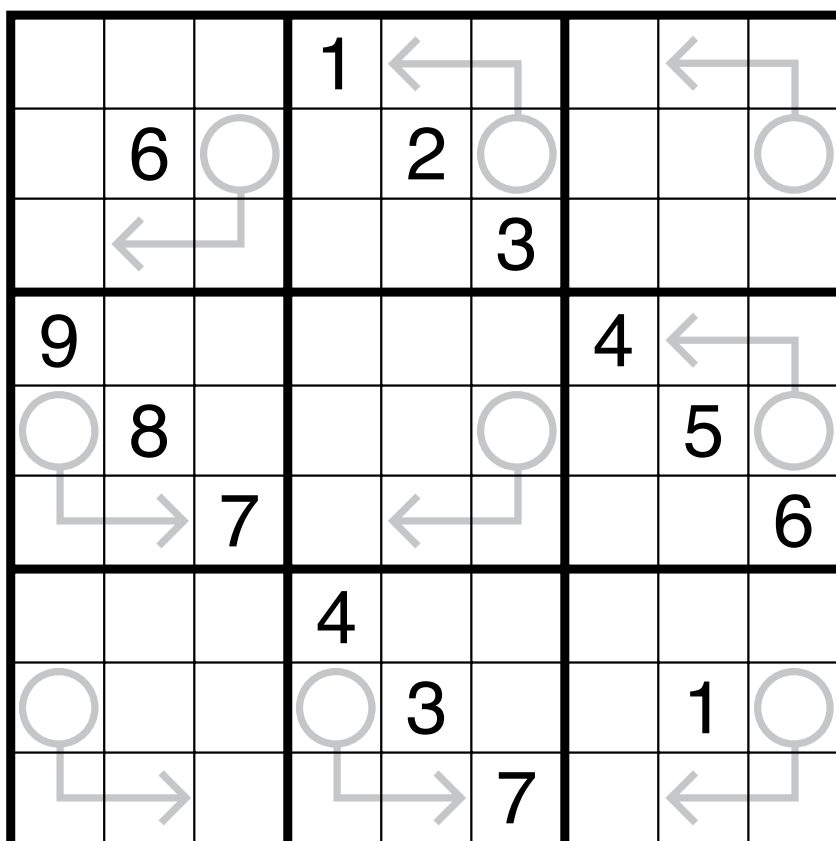
12 Arrow Sudoku
(50 points)

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.

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ROUND 1

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13 Next to Nine Sudoku
(40 points)

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.

Top clues (two rows):
4 5 2 _ 1 2 2 7
6 7 3 4 3 7 7 3 8

Left clues:
1 5
2 6
13A → 7 8
2
13B → 2
6 8
3 7
1 5
2 6

14 Round Off Sudoku
(50 points)

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.

14A →

Cage clues and center column digits:
Row 1: 100, 1, 70
Row 2: 60, 70, 2, 50, 30
Row 3: 20, 3, 80
Row 4: 70, 20, 4, 90, 20
Row 5: 40, 5, 80
Row 6: 80, 60, 6, 30, 40
Row 7: 30 (**14B** →), 7, 90
Row 8: 90, 10, 8, 40, 60
Row 9: 30, 9, 50

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15 Mathrax Sudoku (55 points)

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.