WPF SUDOKU/PUZZLE GRAND PRIX 2017

WPF SUDOKU GP 2017 INSTRUCTION BOOKLET

ROUND 1

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Organised by

World Puzzle Federation

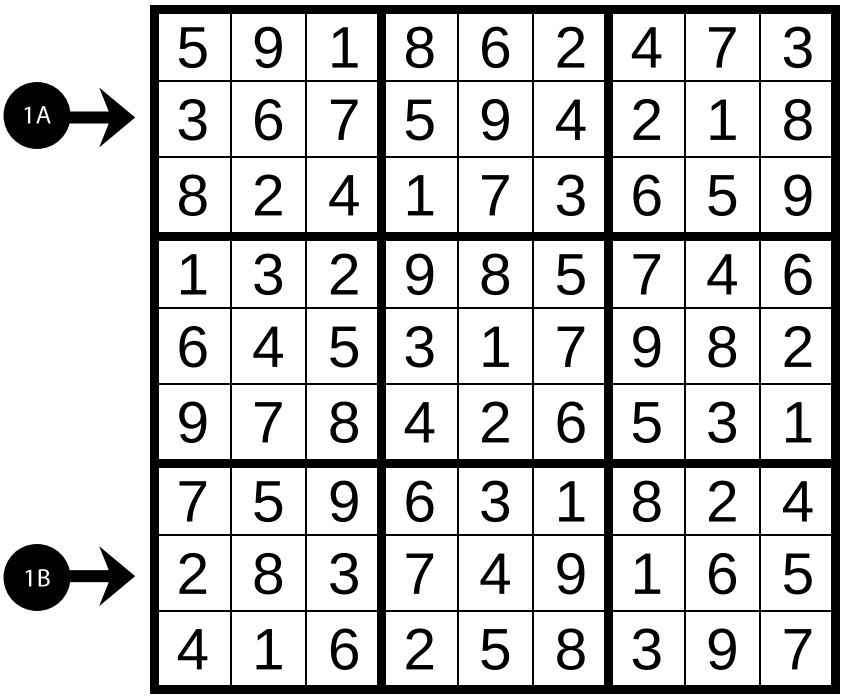
General Answer Format:

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.

In the example, the two answer keys are:

1A: 367594218
1B: 283749165

All puzzles will use digits 1-9 in the submission.



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

Submission Page:

http://gp.worldpuzzle.org/content/sudoku-gp

Version:

This is version 1 of the instruction booklet.

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TOTAL:		600

1-6 Classic Sudoku

Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once.

Example

		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

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 Clone Sudoku

Apply classic sudoku rules. Digits in the same place in both grey figures (without rotating and reflecting) have to be identical.

Example

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

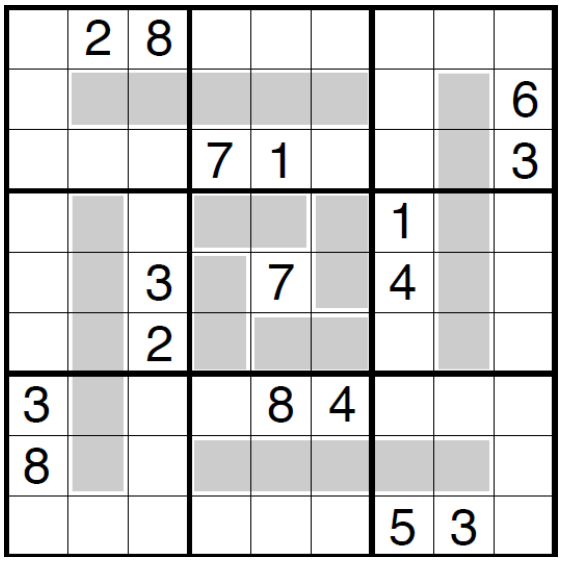
Solution

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

8 Renban Sudoku

Apply classic sudoku rules. Digits in grey areas form renban groups. These groups contain consecutive digits, in any order.

Example



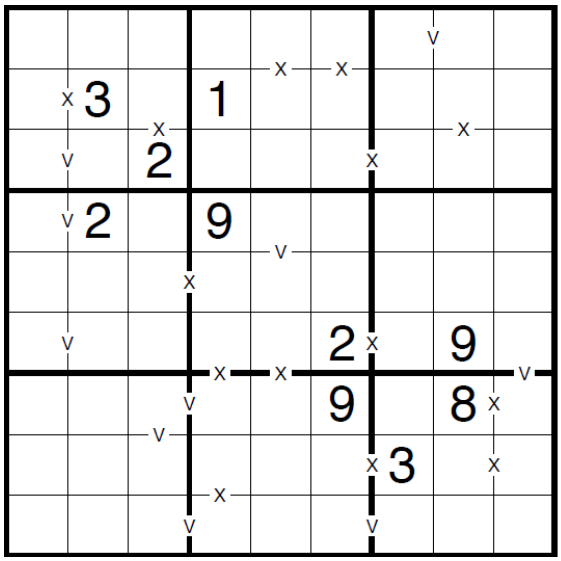
Solution

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

9 Sudoku XV

Apply classic sudoku rules. **All** horizontally and vertically neighbouring digits with the sum 10 are marked with X, **all** horizontally and vertically neighbouring digits with the sum 5 are marked with V.

Example



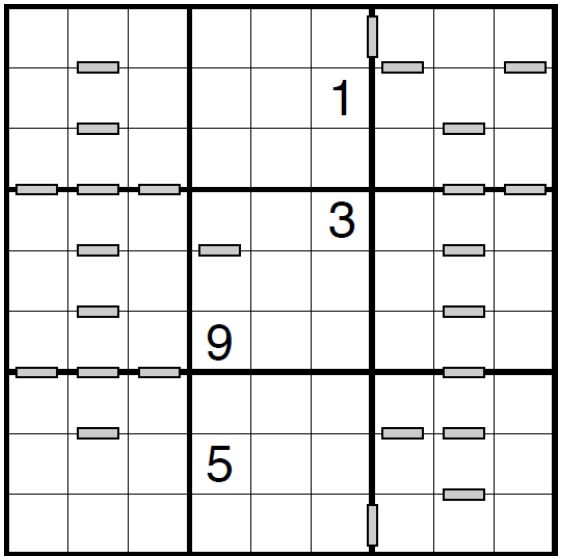
Solution

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

10 Consecutive Sudoku

Apply classic sudoku rules. In all cases where two neighbouring cells contain consecutive digits, a grey bar is placed between those cells.

Example



Solution

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

11 No Touch Sudoku

Apply classic sudoku rules. Equal digits must not touch each other diagonally.

Example

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

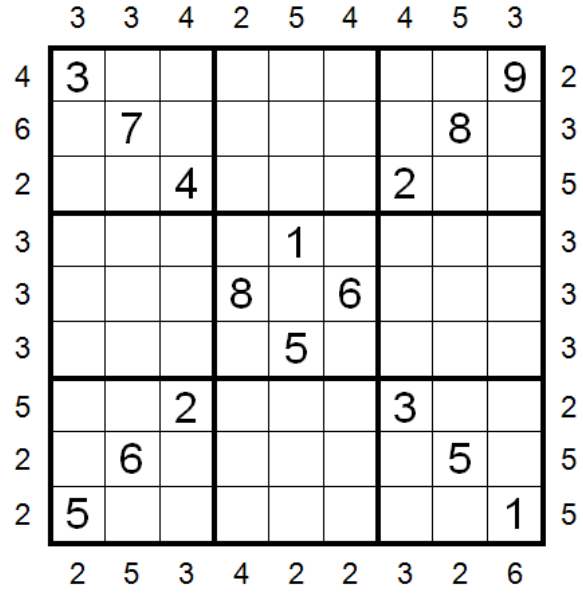
Solution

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

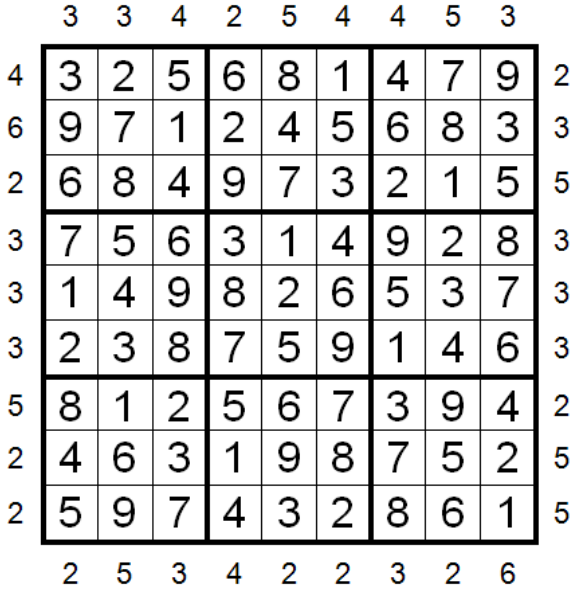
12 MaxAscending Sudoku

Apply classic sudoku rules. Clues outside the grid indicate the length of the longest series of ascending digits in the corresponding direction.

Example



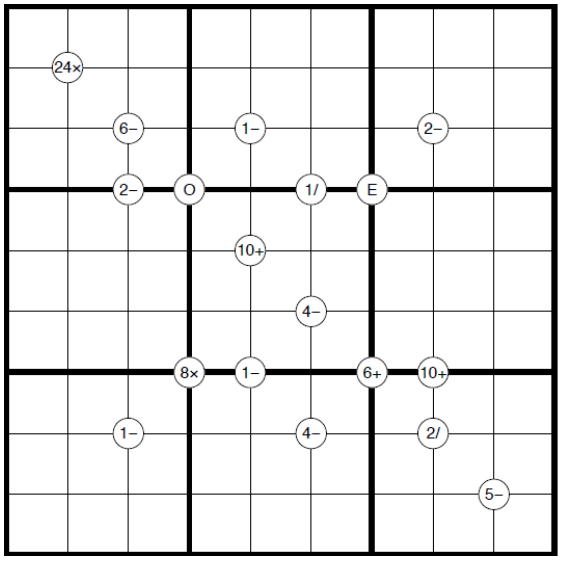
Solution



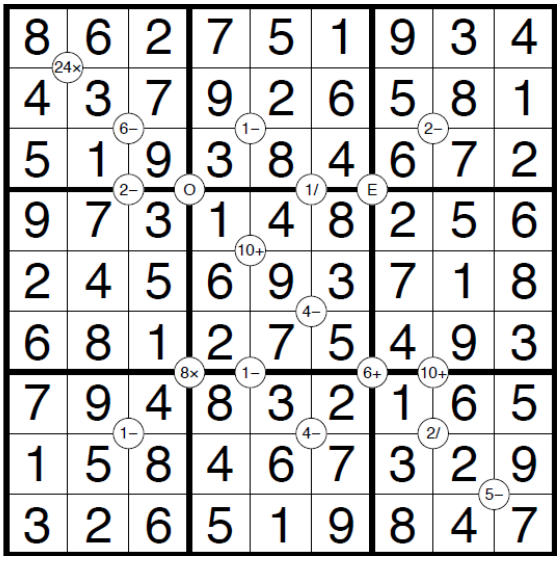
13 Mathrax Sudoku

Apply classic sudoku rules. Some intersections are marked by a number and an operator (+, -, x, /) in a circle. The number is the result of the operation, applied to both pairs of diagonally opposite cells. An "E" or "O" in the circle indicates that all four adjacent digits are even or odd.

Example



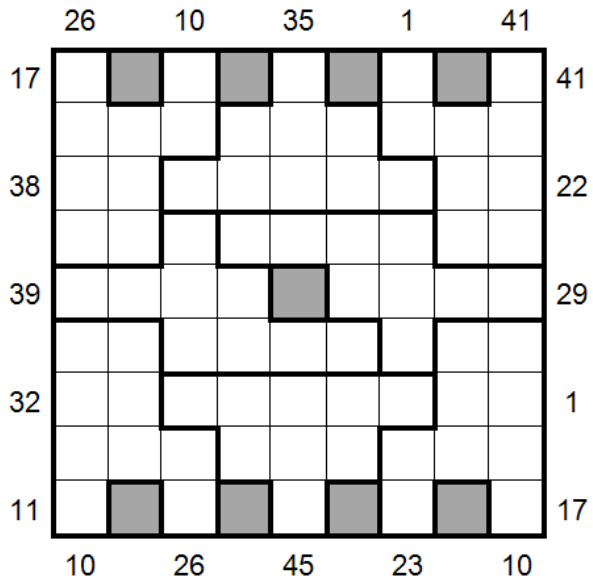
Solution



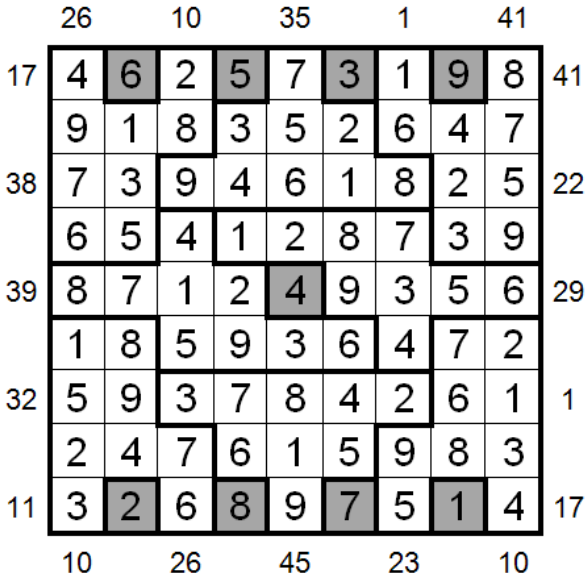
14 Scattered X-Sums Sudoku

Place the digits from 1 to 9 in every row, column, bold outlined area and the nine grey cells. Clues outside the grid indicate the sum of the first X digits in the corresponding direction. X is the first digit in the corresponding direction.

Example



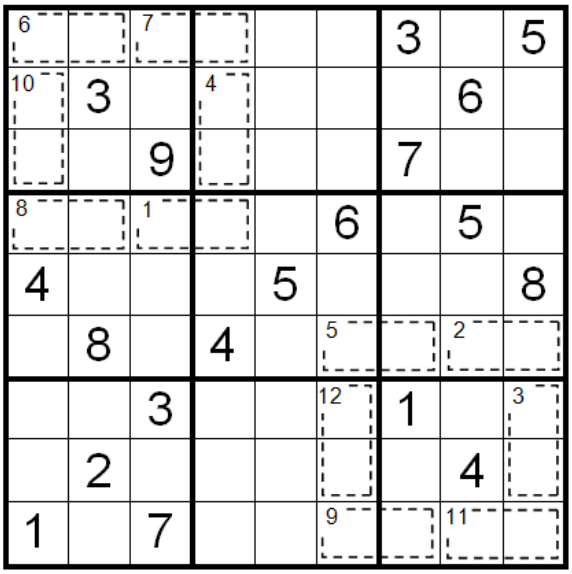
Solution



15 Unique Order Sums Sudoku

Apply classic sudoku rules. There are numbered cages in the grid. All cages are ordered according to the sum of digits the cages contain which need to be unique. Cage 1 has the lowest sum, cage 12 has the highest sum.

Example



Solution