



WPF
SUDOKU/PUZZLE
GRAND PRIX
2015

WPF SUDOKU GP 2015 INSTRUCTION **BOOKLET**

ROUND **1**

Puzzle authors:

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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.

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

Examples: These examples are a mix from Richard Stolk and from the instructions of the 2014 Sudoku GP series and the 9th World Sudoku Championship.

This is version 1 of these instructions. Final point values will be added later.

Points:

1	Classic Sudoku	XX
2	Classic Sudoku	XX
3	Classic Sudoku	XX
4	Classic Sudoku	XX
5	Classic Sudoku	XX
6	Classic Sudoku	XX
7	XV Sudoku	XX
8	Odd Sudoku	XX
9	All Odd/Even Sudoku	XX
10	Renban Sudoku	XX
11	Thermometer Sudoku	XX
12	Arrow Sudoku	XX
13	Next to Nine Sudoku	XX
14	Round Off Sudoku	XX
15	Mathrax Sudoku	XX

TOTAL: **600**

8 Odd Sudoku

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

Example

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

Solution

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

9 All Odd/Even Sudoku

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

Example

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

Solution

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



10 Renban Sudoku

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

Example

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

Solution

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

11 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

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

Solution

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

12 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

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

Solution

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

13 Next to Nine Sudoku

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.

Example

			4	3	3	1	1	1	2		
			7	6	5	8	4	3	8	4	6
13A	7	8	1								
	2	3		2							
	1	5			3						
	1	5				4					
	6	8					5				
		5						6			
	1	8							7		
13B		5	7							8	
											9

Solution

			4	3	3	1	1	1	2			
			7	6	5	8	4	3	8	4	6	
13A	7	8	1	4	5	6	2	8	9	7	3	
	2	3	6	2	9	3	4	7	8	1	5	
	1	5	8	7	3	5	9	1	2	6	4	
	1	5	3	8	6	4	1	9	5	2	7	
	6	8	7	1	4	2	5	3	6	9	8	
		5	9	5	2	8	7	6	3	4	1	
	1	8	4	6	1	9	8	5	7	3	2	
13B		5	7	5	9	7	1	3	2	4	8	6
			5	2	3	8	7	6	4	1	5	9

14 Round Off Sudoku

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.

Example

14A →

	9	5				2	7
70							20
4	30		1		5	40	9
6		30			100		1
		4				7	
2		100			80		6
8	60		9		3	60	4
30							60
	6	2				1	8

14B →

Solution

14A →

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

14B →

15 Mathrax Sudoku

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.

Example

15A →

24×							
	6-		1-			2-	
	2-	O		1÷		E	
			10+				
				4-			
			8×	1-		6+	10+
	1-			4-		2-	
							5-

15B →

Solution

15A →

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

15B →