



WPF
SUDOKU/PUZZLE
GRAND PRIX
2017

WPF SUDOKU GP 2017
INSTRUCTION BOOKLET

ROUND 7

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Organised by



WORLD PUZZLE FEDERATION

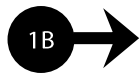
General Answer Format:

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, except the puzzle 6.



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.

Points:

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TOTAL: 600

1-5 Classic Sudoku

Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 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

6 Letter Sudoku

Place a letter in each empty cell in the grid such that each row, column and marked 3x3 box contains the same set of letters.

Note: Only in this puzzle the answer keys consists of 9 letters.

Example

A		C				E		G
	B		C		E		F	
				D				
B		D				A		F
	I						H	
				F				
			I		A			
I		G		E		C		A
	H						B	

Solution

A	D	C	B	H	F	E	I	G
G	B	I	C	A	E	H	F	D
F	E	H	G	D	I	B	A	C
B	G	D	E	I	H	A	C	F
C	I	F	A	B	G	D	H	E
H	A	E	D	F	C	I	G	B
D	C	B	I	G	A	F	E	H
I	F	G	H	E	B	C	D	A
E	H	A	F	C	D	G	B	I

7 Nonconsecutive Sudoku

Apply classic sudoku rules. Numbers placed in adjacent cells must not be consecutive.

Example

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

Solution

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

8 Cloned Shapes Sudoku

Apply classic sudoku rules. Each shape is cloned, including the digits it contains, without rotating or mirroring. The position of the digits inside each shape is fixed - the same digits have to be placed at the same positions inside the identical shapes. The digit may appear more than once in a shape.

Example

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

Solution

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

9 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

10 Odd Sudoku

Apply classic sudoku rules. Numbers placed in shaded cells must be odd.

Example

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

Solution

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

11 Renban Sudoku

Apply classic sudoku rules. The numbers placed in each shaded region must form a consecutive, non-repeating set.

Example

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

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

12 Antiknight Sudoku

Apply classic sudoku rules. Numbers placed in cells related by a chess Knight's move must be different.

Example

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

Solution

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

13 Killer Sudoku

Apply classic sudoku rules. The numbers placed in each marked cage must sum to the total given in its top-left. Numbers must not repeat in cages.

Example

16				12				17
		29						
23					27			
								2
		4	2					10
2	12							
				10				
9								
		7						14

Solution

16	7	9	4	3	5	6	1	2	8	
	1	3	29	5	7	2	8	6	4	9
23	6	2	8	9	1	4	27	5	7	3
	8	4	7	1	3	5	9	6	2	
	9	5	6	4	8	2	7	3	10	1
	2	12	1	3	6	9	7	8	5	4
	3	6	2	8	7	10	1	4	9	5
9	4	8	9	5	6	3	2	1	7	
	5	7	1	2	4	9	3	1	8	6

14 Placement Sudoku

Apply classic sudoku rules. Place the given fragments inside the grid without rotating or mirroring. Fragments can touch each other, but can not overlap each other or given digits.

Example

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

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

Solution

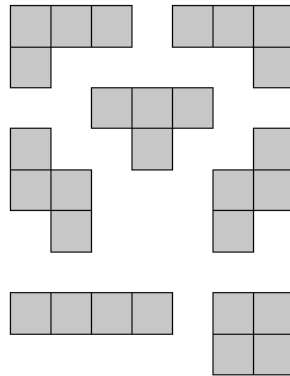
2	6	9	7	8	4	5	3	1
1	7	3	6	9	5	4	8	2
5	8	4	2	1	3	6	9	7
4	2	6	8	3	9	1	7	5
9	3	1	4	5	7	2	6	8
7	5	8	1	2	6	3	4	9
6	1	7	5	4	8	9	2	3
8	9	2	3	6	1	7	5	4
3	4	5	9	7	2	8	1	6

15 Figure Sum Sudoku

Apply classic sudoku rules. Place the given set of figures into the grid following grid lines. Figures can be rotated, but not reflected. Figures cannot touch each other even in a point. Clues show the sum of neighboring digits which are inside the figures.

Example

	8			1	
7			5	11	0
	1	7	3	4	6
	3	9	7	8	
					2
	9	8	4	6	7
	5	4	9	2	
9					4
			0	2	
	4			14	3



Solution

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