WPF
SUDOKU/PUZZLE
GRAND PRIX
2019

WPF SUDOKU GP 2019 INSTRUCTION BOOKLET

ROUND 3

Puzzle authors:
Turkey
Fatih Kamer Anda
Hatice Esra Aydemir
Murat Can Tonta
Salih Alan
Serkan Yürekli

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.

Submission Page:

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

1A

1B

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

Version:

This is version 1 of the instruction booklet.

Points:

1	Classic Sudoku	20
2	Classic Sudoku	22
3	Classic Sudoku	26
4	Classic Sudoku	33
5	Classic Sudoku	40
6	Renban Sudoku	33
7	Consecutive Sudoku	36
8	Skyscrapers Sudoku	59
9	Arrow Sudoku	61
10	Killer Sudoku	77
11	Different Around Sudoku	33
12	Detection Sudoku	84
13	Morse Numbers Sudoku	76
TOTAL:		600

1-5 Classic Sudoku

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each digit 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 Renban Sudoku

Apply classic sudoku rules. Digits 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	

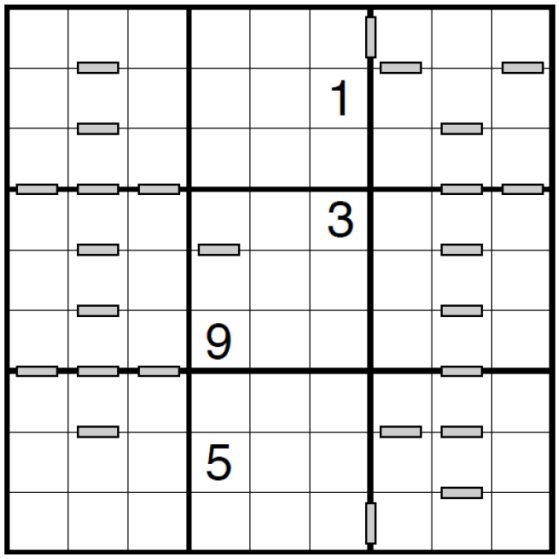
Solution

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

7 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



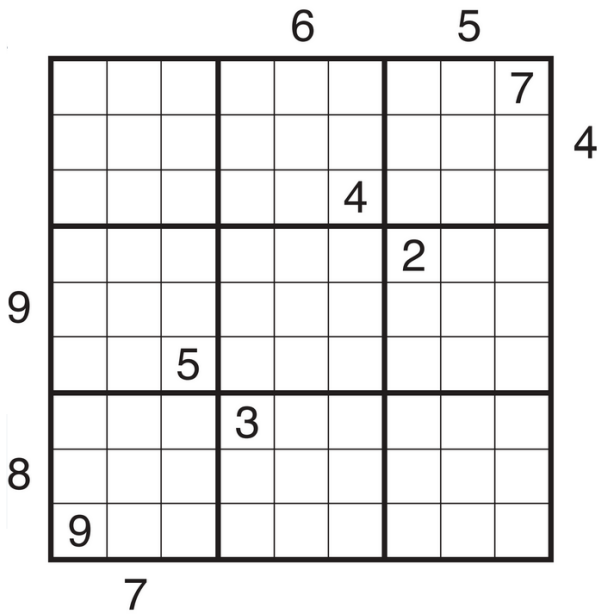
Solution

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

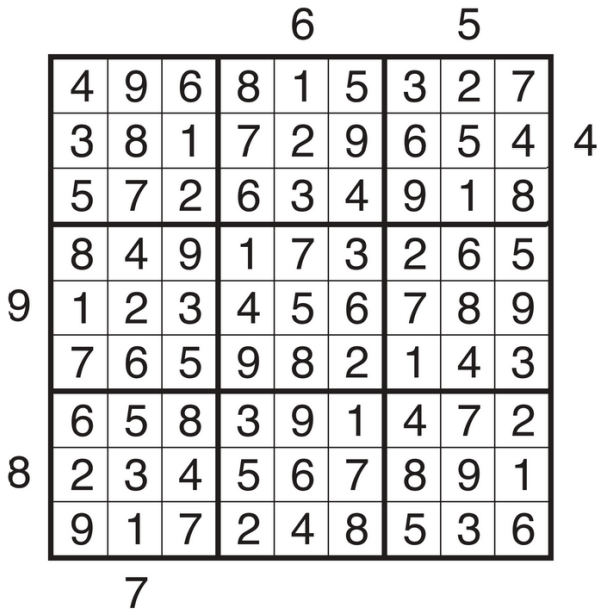
8 Skyscrapers Sudoku

Apply classic sudoku rules. Each digit represents the height of a building. The clues outside the grid indicate the number of buildings visible from the corresponding direction. A taller building will hide any shorter buildings behind it.

Example



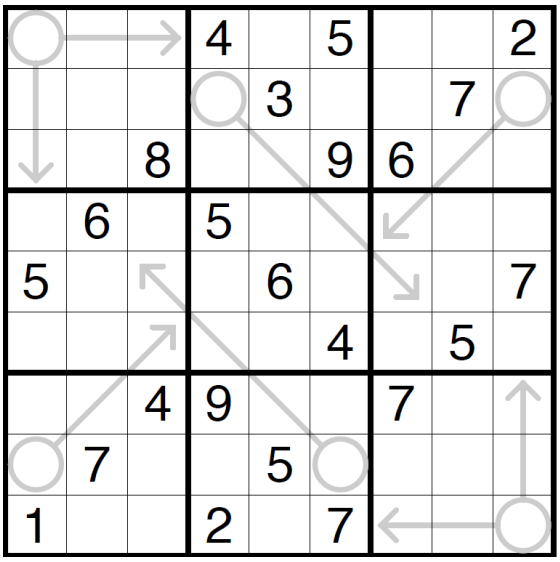
Solution



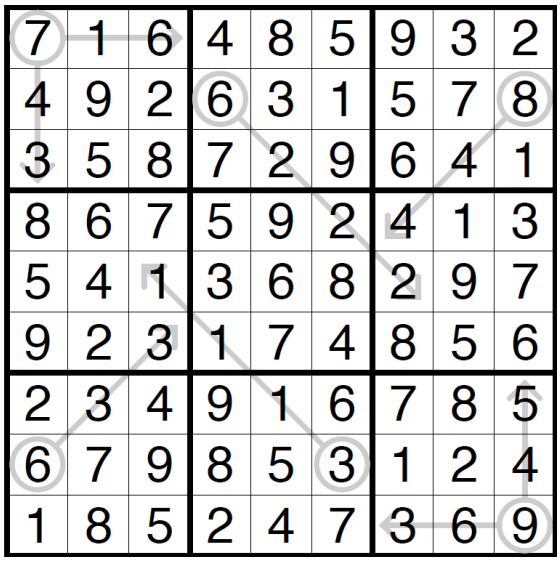
9 Arrow Sudoku

Apply classic sudoku rules. Each digit placed in a cell with a circle must be the sum of the digits placed in the cells that the adjoining arrow passes through. Digits may repeat on arrows.

Example



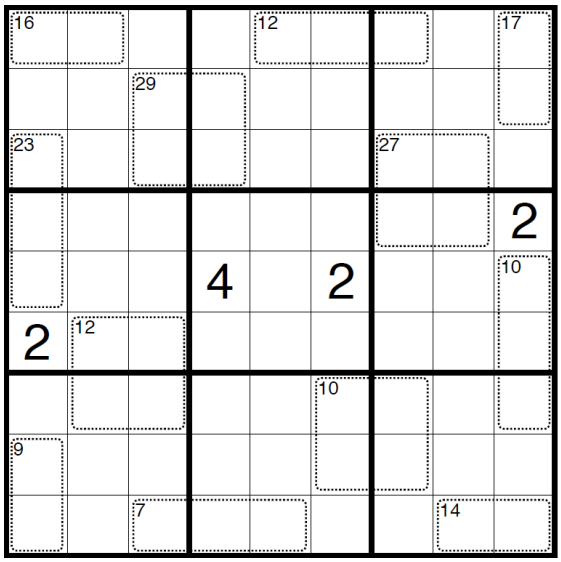
Solution



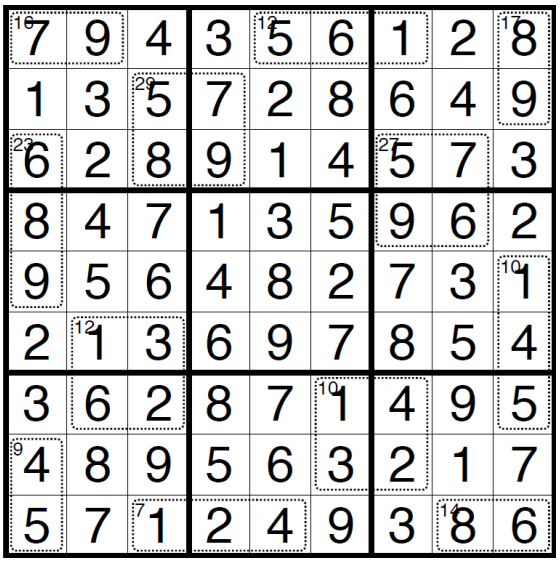
10 Killer Sudoku

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

Example



Solution



11 Different Around Sudoku

Apply classic sudoku rules. The small number in a two-cell cage indicates how many different digits surround the cage. Up to 10 cells touching the cage by a side or by a corner should be inspected.

Example

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

Solution

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

12 Detection Sudoku

Apply classic sudoku rules. An arrow in a cell with digit N points to the direction where another digit N can be found. All possible arrows are drawn.

Example

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

Solution

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

13 Morse Numbers Sudoku

Apply classic sudoku rules. The combination of odd and even digits along an arrow corresponds to the "Morse-like coding" for the digit in the circled cell which follows.

Example

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

Solution

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

```
1 = OEEEE
2 = OOEEE
3 = OOOEE
4 = OOOOE
5 = OOOOO
6 = EOOOO
7 = EEOOO
8 = EEEOO
9 = EEEEO
```