



WPF  
SUDOKU/PUZZLE  
**GRAND PRIX**  
2015

# WPF PUZZLE GP 2015 INSTRUCTION **BOOKLET**

ROUND **1**

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Organised by



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**General Note:** All puzzles for the competition, like the examples, will be on non-rectangular grids (the individual cells will still be square and have standard Cartesian geometry). All of the grids will be approximately the same shape and may contain "holes" in them. If an answer key row points to a row that has "gaps" in them because of the grid shape, the "row" includes all cells in that horizontal row, ignoring the "gaps". Because of the shape of the grids, all puzzles will be in landscape mode on A4 pages. Please be sure that your printer and solving environment can handle this change.

**Note to those printing in the USA:** If you are printing on USA standard "Letter" paper, the margins will be wide enough for you to "Print Actual Size" without cutting off the puzzle.

**Submission Page:** <http://www.gp.worldpuzzle.org/content/puzzle-gp>

**Points:**

1.	Minesweeper	16
2.	Minesweeper	27
3.	Minesweeper	19
4.	Nurikabe	10
5.	Nurikabe	16
6.	Nurikabe	30
7.	Tents	7
8.	Tents	16
9.	Tents	14
10.	Scrabble	16
11.	Scrabble	17
12.	Scrabble	24
13.	Different Neighbors	21
14.	Different Neighbors	25
15.	Different Neighbors	25
16.	Fillomino	16
17.	Fillomino	27
18.	Fillomino	42
19.	Slitherlink Out-Liars	35
20.	Slitherlink Out-Liars	45
21.	Slitherlink Out-Liars	62
22.	Shikaku Liars	16
23.	Shikaku Liars	15
24.	Shikaku Liars	59

**TOTAL:** 600

**1-3. Minesweeper (16, 27, 19 points)**

Place mines into the un-numbered cells in the grid, at most one mine per cell, so that each number in a cell represent the number of mines adjacent to that cell (including diagonally adjacent cells).

The number of mines you must locate is provided.

**Answer:** For each designated row, enter the length (number of mines) of each consecutive group of mines, from left to right. Use only the last digit for two digit numbers; e.g., use '0' for 10 consecutive mines. If there are no mines a row, enter the single digit '0'.

**Example Answer:** 12, 2, 11

→

	2			2
2			3	
		2		
→		3		2
→	0		4	

➡	●	2	●	●	2
	2			3	●
	●		2		
➡		3	●	●	2
➡	0		●	4	●

**4-6. Nurikabe (10, 16, 30 points)**

Shade some cells black (leaving the other cells white) so that the grid is divided into non-overlapping regions; cells of the same color are considered in the same region if they are adjacent horizontally or vertically. Each given number must be in a white region that has the same area in cells as that number. Each white region must have exactly one given number. All black cells must be in the same region. No 2×2 groups of cells can be entirely shaded black.

**Answer:** For each designated row, enter the length (number of cells) of the black segments from left to right. If there are no black cells in the row, enter a single digit '0'. Use only the last digit for two-digit numbers; e.g., use '0' for a black segment of length 10.

**Example Answer:** 5, 31, 111

→

→					
→			4		3
→		3			
			4		

→

■	■	■	■	■	
→	■	■	■	■	
→	■	■	4	■	3
→	■			■	■
→	■	3	■		
			4	■	■

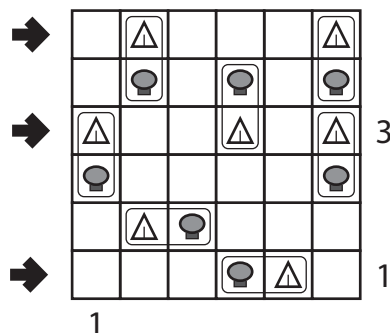
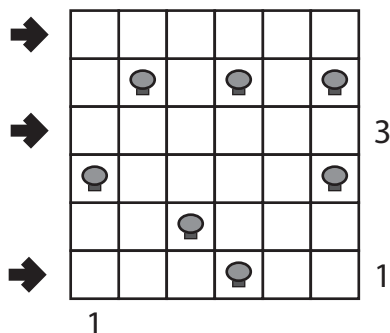
**7-9. Tents (7, 16, 14 points)**

Place tents into the empty cells in the grid, at most one tent per cell. Tents may not be in adjacent cells, not even diagonally. There must be the same number of tents and trees. The tents and trees must match up in such a way that each tent is orthogonally adjacent to its own tree. (It is permissible for a tree to be adjacent to a tent that matches with another tree.)

Some rows and columns may be numbered. A number indicates the number of tents that must be in that row or column.

**Answer:** For each designated row, enter the length (number of cells) of empty segments (no trees and no tents) from left to right. If every cell in the row is occupied (by a tent or a tree), enter a single digit '0'. Use only the last digit for two-digit numbers; e.g., use '0' an empty segment of length 10.

**Example Answer:** 13, 21, 31

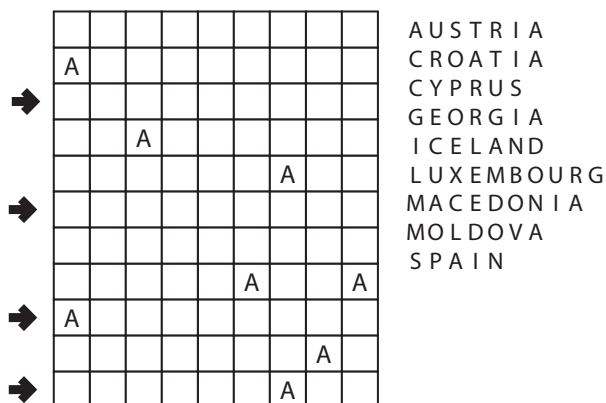
**10-12. Scrabble (16, 17, 24 points)**

Put at most one letter into each cell so that the given words can be read either across (left-to-right) or down (top-to-bottom) in consecutive cells in the grid. Every word must appear in the grid, and no other words may appear in the grid (that is, if two cells are filled and are adjacent, then they must belong to the same word). Every word must have either a blank cell or the edge of the grid before and after it. All letters must be (orthogonally) connected in a single group.

Each grid has a "special letter": every instance of that special letter is already placed for you (so you may not put that letter into any more cells).

**Answer:** For each designated row, enter its contents from left to right, ignoring any blank cells.

**Example Answer:** CYPRUSO, ONMUO, AUR, GA



A U S T R I A  
C R O A T I A  
C Y P R U S  
G E O R G I A  
I C E L A N D  
L U X E M B O U R G  
M A C E D O N I A  
M O L D O V A  
S P A I N



**13-15. Different Neighbors (21, 25, 25 points)**

Put a digit from 1-4 into each cell so that adjacent cells never contain the same digit, not even diagonally. Some cells have already been filled for you.

**Answer:** For each designated row, enter its contents.

**Example Answer:** 2321, 323212, 43421

→

		3	2		
					1
4			4		

→

2	3	2	1		
1	4	1	4	3	4
3	2		2	1	2
	4	3		4	3
2	1	2	1		
4		3	4	2	1

**16-18. Fillomino (16, 27, 42 points)**

Divide the grid along the dotted lines into regions (called polyominoes) so that no two polyominoes with the same area share an edge. Inside some cells are numbers; each number must represent the area of the polyomino it belongs to. A polyomino may contain zero, one, or more of the given numbers. (It is possible to have a "hidden" polyomino: a polyomino without any of the given numbers. "Hidden" polyominoes may have any area, including a value not present in the starting grid, such as a 6 in a puzzle with only clues numbered 1-5.)

*The circled cells are only used for entering your answers.*

**Answer:** Enter the size of the polyomino each circle is in, reading the circles from left to right. (Ignore which row the circles are in.) Use only the last digit for two-digit numbers; e.g., use '0' for a polyomino of size 10.

**Example Answer:** 14123433

1									1
		1	2	3	2				
	5						2		
	6						1		
	5						4		
	2						3		
		4	2	3	3				
1									1

1	5	5				2	3	1
5	5	1	2	3	2	3	3	
1	5	6	2	3	3	2	2	
	6	6	6	6	6	1		
	5	5	5	5	4	4		
2	2	5	2	4	4	3	3	
4	4	4	2	3	3	2	3	
1	4	1				3	2	1

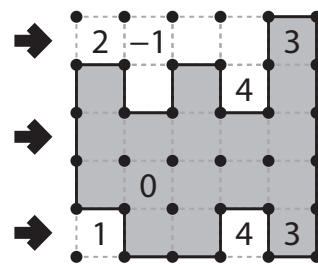
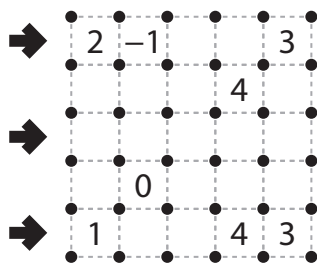
**19-21. Slitherlink Out-Liars (35, 45, 62 points)**

Draw a single, non-intersecting loop that only consists of horizontal and vertical segments between the dots. A number inside a cell either indicates how many of the edges of that cell are part of the loop, or the number is a "liar" and is 1 away from the correct number (either too high or too low). All numbers outside the loop are liars, and all numbers inside the loop tell the truth.

You may only draw within or on the grid indicated by the dotted lines; specifically, potential edges marked with an x must not be drawn.

**Answer:** For each designated row, enter the length (number of cells) of each segment of cells inside the loop, from left to right. Use only the last digit for two digit numbers; e.g., use '0' for a segment of length 10. If there are no cells inside the loop for a row, enter the single digit '0'.

**Example Answer:** 1, 5, 21

**22-24. Shikaku Liars (16, 15, 59 points)**

Divide the grid into rectangles (including squares) so that every cell is in exactly one rectangle and each rectangle contains exactly one numbered cell.

The number in each rectangle is either 1 more or 1 less than the area of its rectangle, in cells, including the numbered cell. (Rectangles containing a 1, therefore, must have an area of 2 cells.)

**Answer:** For each designated row, enter the numbered cell for each rectangle (*not the area of the rectangle*) in that row, from left to right. Use only the last digit for two-digit numbers; e.g., use '0' for a rectangle with a cell numbered 10.

**Example Answer:** 5, 9458, 918

