



WPF
SUDOKU / PUZZLE
GRAND PRIX
2014

WPF SUDOKU GP 2014 INSTRUCTION **BOOKLET**

ROUND **5**

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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, with some exceptions:

- 1 - Classic Sudoku (6×6) uses the digits 0-5.
- 2 - Classic Sudoku (8×8) uses the digits 1-8.
- 12 - 0 to 9 Sudoku uses the digits 0-9.
- 13 - Triomino Sudoku uses the digits 1-6 and three X's to indicate the blackened cells.

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

This is version 1 of these instructions.

Points:

1	Classic Sudoku (6×6)	8
2	Classic Sudoku (8×8)	20
3	Classic Sudoku	27
4	Classic Sudoku	30
5	Classic Sudoku	45
6	Classic Sudoku	60
7	Consecutive Sudoku	30
8	Anti-Knight Sudoku	30
9	Extra Region Sudoku	45
10	Killer Sudoku	57
11	Arrow Sudoku	33
12	0 to 9 Sudoku	45
13	Triomino Sudoku	60
14	Somewhere Sudoku	60
15	Bust Sudoku	50
TOTAL:		600



1 Classic Sudoku (6×6)

Place a digit from 0 to 5 (1 to 6 in example) in each empty cell so that each digit appears exactly once in every row, column, and outlined 2x3 region.

Example

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

Solution

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

2 Classic Sudoku (8×8)

Place a digit from 1 to 8 in each empty cell so that each digit appears exactly once in every row, column, and outlined 2x4 region.

Example

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

Solution

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

3-6 Classic Sudoku

Place a digit from 1 to 9 in each empty cell so that each digit appears exactly once in every row, column, and outlined 3x3 region.

Example

3A →

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

3B →

Solution

3A →

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

3B →

7 Consecutive Sudoku

Apply Classic Sudoku rules. Additionally, if a gray bar is given between two adjacent cells, then the two numbers in those cells must be consecutive. If a gray bar is not given, the two digits cannot be consecutive.

Example

7A →

				1				
				3				
				9				
				5				

7B →

Solution

7A →

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

7B →

8 Anti-Knight Sudoku

Apply Classic Sudoku rules. Additionally, no two identical digits can be a chess knight's move away from each other (as shown in the diagram).

	x		x	
x				x
		1		
x				x
	x		x	

Example

8A →

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

8B →

Solution

8A →

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

8B →

9 Extra Region Sudoku

Apply Classic Sudoku rules. Additionally, each digit appears exactly once in each of the extra shaded regions.

Example

9A →

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

9B →

Solution

9A →

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

9B →

10 Killer Sudoku

Apply Classic Sudoku rules. Additionally, the sum of the digits in each cage must equal the value given in the upper-left corner of that cage. Digits cannot repeat inside a cage.

Example

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

Solution

16	7	9	4	3	15	6	1	2	18	
10A →	1	3	5	7	2	8	6	4	9	
	23	6	2	8	9	1	4	5	7	3
		8	4	7	1	3	5	9	6	2
		9	5	6	4	8	2	7	3	10
	2	1	3	6	9	7	8	5	4	
		3	6	2	8	7	1	4	9	5
10B →	9	4	8	9	5	6	3	2	1	7
		5	7	1	2	4	9	3	8	6

11 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. (Note: the competition puzzle is 9×9 while this example is 6×6.)

Example

	○ ←	○			4
11A →					
11B →					
	3		○ →		

Solution

	6	2	3	5	1	4
11A →	4	1	2	6	3	5
	5	3	1	4	6	2
	2	6	4	1	5	3
	1	4	5	3	2	6
11B →	3	5	6	2	4	1

12 0 to 9 Sudoku

Apply Classic Sudoku rules. Additionally, the range of digits is now 0-9. Some cells have been split with a diagonal, and two digits go into those cells. (For answer entry, please place the smaller digit above the larger digit in the split cells. The first row here would be 1270485396.)

Example

12A →

8	5							
1	/		4			3	9	
			0	9		/	5	
	0	5						/
/		4	3	2		8		
			/	5		1	6	
	9	/		6	7			
12B →	6	3			8		/	9
				/			1	0

Solution

12A →

8	5	9	6	7	² / ₃	0	4	1
1	² / ₇	0	4	8	5	3	9	6
3	4	6	0	9	1	² / ₇	5	8
6	0	5	8	1	4	9	3	² / ₇
⁷ / ₉	1	4	3	2	6	8	0	5
2	3	8	⁷ / ₉	5	0	1	6	4
0	9	¹ / ₂	5	6	7	4	8	3
4	6	3	1	0	8	5	² / ₇	9
5	8	7	2	³ / ₄	9	6	1	0

12B →

13 Triomino Sudoku

Place a digit from 1 to 6 into each empty cell or blacken the cell so that each digit appears exactly once in every row, column, and outlined 3x3 region along with three black cells. Each black cell should be part of an orthogonally connected group of three blackened cells (a triomino). No two triominos can share an edge. (For answer entry, use an X to indicate a blackened cell. The first row A here would be X24X3651X.)

Example

13A →

			5	2				
	2			6		1		
		1					3	
		6						2
	■		2	4		■		
1						6		
	4					3		
13B →	5		4				2	
			3	2				

Solution

13A →

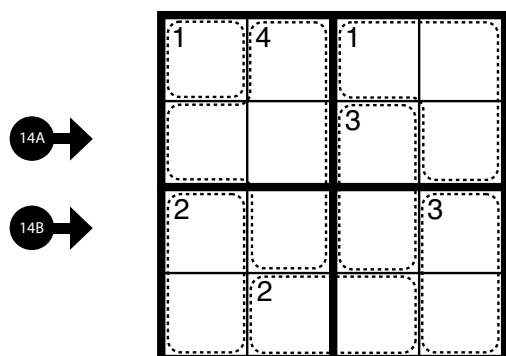
		3	1	5	2	4	6	
	2	4	■	3	6	5	1	
5	6	1		4	■	2	3	
4	3	6		1	■		5	2
		5	2	6	4	1	■	3
1		2	5	■	3	6		4
2	4		6		5	3		1
3	5		4		1	■	2	6
6	1		3	2	■		4	5

13B →

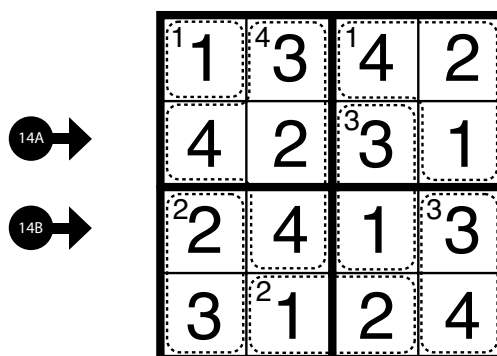
14 Somewhere Sudoku

Apply Classic Sudoku rules. Additionally, in each cage, at least one cell has the indicated digit. (Note: the competition puzzle is 9×9 while this example is 4×4.)

Example



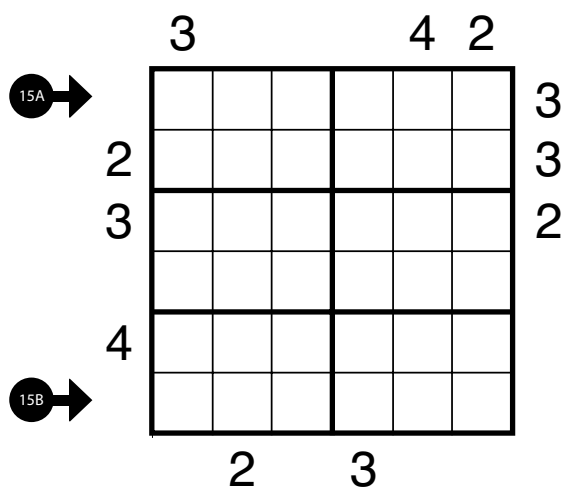
Solution



15 Bust Sudoku

Apply Classic Sudoku rules. Additionally, the clues outside the grid indicate the first cell such that the sum of the digits in the corresponding direction is greater than 21 (9 in the example). (Note: the competition puzzle is 9×9 while this example is 6×6. The name Bust comes from the game Blackjack where going over 21 means busting.)

Example



Solution

