# Happy New Year 2025 Sudoku Contest



# Instruction Booklet

# <u>Puzzles</u>

1.	Classic	30 Points
2.	Classic	30 Points
3.	Classic	30 Points
4.	Classic	35 Points
5.	Classic	75 Points
6.	Antiking	80 Points
7.	Antiknight	145 Points
8.	Antiknight or Antiking	105 Points
9.	German Whispers	95 Points
10.	Thermo	75 Points
11.	German Whispers or Thermo	160 Points
12.	Killer	215 Points
13.	X-Sums	120 Points
14.	Killer X-Sums	305 Points
15.	Outside	55 Points
16.	Skyscrapers	120 Points
17.	Outside or Skyscrapers	325 Points

Total

2000 Points

## <u>Contest Details</u>

#### **Solving Logistics**

Every 9x9 grid will have 2 rows/columns to enter, each labelled with a letter. Enter in the digits in those rows/columns starting from the left or top. Online solving via Penpa is available for each puzzle, although no automatic solution verification through the Penpa interface is available. As such, if you solve online, you will still have to enter the labelled rows/columns for each puzzle to receive credit. Links to each puzzle are available directly through the contest portal on LMI.

#### **Submission**

You may submit answers at any point during the **200** minutes after you reveal the password, although any submissions recorded after the fact will not be accepted. There is instant grading for each puzzle so that you can immediately tell if your answer is correct or not. You can submit answers multiple times if your first few attempts are wrong, with each incorrect submission reducing the potential points you may receive for a puzzle. More specifically, the first, second, and third incorrect submissions reduce the potential score to 90%, 50%, and 0% respectively.

#### **Bonus & Rankings**

Rankings are determined by most total points first, then by earliest final submission time (disregarding incorrect submissions). Bonus points are awarded to those who finish all puzzles correctly before time has elapsed, with 1% of your final score being added for every minute saved.

#### **Acknowledgements**

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Thank you to Becca Chang, Thomas Luo, Sinchai Rungsangrattanakul, Tina Bratim, Pavel Kocka, and Jackie! Zhou for test-solving all the contest puzzles and providing feedback on them to finetune for this contest!

All IB puzzles are either self-written, or previously used puzzles from instruction booklets of previous sudoku GP rounds.

#### **Puzzles 1 - 5: Classic**

#### 30 + 30 + 30 + 35 + 75 Points

Solution

Rules: Place the digits 1-9 in each empty cell in the grid such that each row, column, and marked 3x3 box contains each digit exactly once. <u>Online Solving</u>

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

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

#### **Puzzle 6: Antiking**

#### 80 Points

Rules: Classic sudoku rules apply. Digits placed in cells connected by a chess King's move must be different. <u>Online Solving</u>

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

Example

#### **Puzzle 7: Antiknight**

#### 145 Points

Rules: Classic sudoku rules apply. Digits placed in cells connected by a chess Knight's move must be different. <u>Online Solving</u>



0010011										
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	С	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		

Solution

### **Puzzle 8: Antiking or Antiknight**

### **105 Points**

Rules: Classic sudoku rules apply. Each number (1-9) abides by either Antiking or Antiknight rules (e.g. all 1s are Antiking, all 2s are Antiknight, all 3s are Antiking, etc.). <u>Online Solving</u>

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

#### Example

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

#### **Puzzle 9: German Whispers**

#### **95** Points

Rules: Classic sudoku rules apply. Adjacent digits along the line(s) must have a difference of at least 5. <u>Online Solving</u>



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

#### **Puzzle 10: Thermo**

### 75 Points

Rules: Classic sudoku rules apply. Some thermometer shapes are placed in the grid. Digits are strictly increasing from the round bulb of each thermometer to each flat end. <u>Online</u> <u>Solving</u>



Example



#### **Puzzle 11: German Whispers or Thermo**

#### **160 Points**

Rules: Classic sudoku rules apply. Some lines are placed in the grid, and each line is either a German Whispers line or Thermo shape with exactly one unlabeled bulb that at the end of the shape. Online Solving





#### Puzzle 12: Killer

#### 215 Points

Rules: Classic sudoku rules apply. The number at the top-left corner of each cage equals the sum of digits inside the cage. Digits do not repeat inside a cage. Online Solving



9	2	8	1	4	5	6	3	7
6	-	<sup>115</sup> 7	. 8	3	<sup>11</sup> 9	2	4	
4	19 <mark>1</mark>	3	6	2	7	9	<sup>6</sup> 5	8
7	8	5	9	6	2	3	1	4
2	9	<sup>9</sup> 4	5	1	<sup>10</sup> 3	7	8	6
3	1 <sup>3</sup> 6	1	7	8	4	5	<sup>8</sup> 2	9
8	7	2	3	9	1	4	6	5
1	4	<sup>1</sup> 9	2	5	14 <mark>6</mark>	8	7	3
5	3	6	4	7	8	1	9	2

#### Puzzle 13: X-Sums

#### **120** Points

Rules: Classic sudoku rules apply. Each number outside the grid is the sum of the first X numbers placed in the corresponding direction, where X is equal to the first number placed in that direction. <u>Online Solving</u>



#### **Puzzle 14: Killer X-Sums**

#### **305 Points**

Rules: Classic sudoku rules apply. Killer and X-Sums rules apply. Online Solving



#### **Puzzle 15: Outside**

#### **55 Points**

Rules: Classic sudoku rules apply. The digits outside the grid must appear within the first three cells in the corresponding direction. <u>Online Solving</u>



#### **Puzzle 16: Skyscrapers**

#### **120** Points

Rules: Classic sudoku rules apply. 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. <u>Online Solving</u>



#### **Puzzle 17: Outside or Skyscrapers**

**325** Points

Rules: Classic sudoku rules apply. Each digit outside the grid is either a Skyscraper clue or Outside clue (or both!). <u>Online Solving</u>

