



WPF
SUDOKU/PUZZLE
GRAND PRIX
2024

WPF SUDOKU GP 2024
INSTRUCTION **BOOKLET**

ROUND 1

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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.

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

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

1-5 Classic Sudoku

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

Apply classic sudoku rules. A digit N in a grey cell represents a watchtower, that can overlook exactly N cells, including itself, with digits smaller than N in all four directions up to the first larger digit in that direction. All possible watchtowers are given.

Example

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

Solution

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

7 Odd/Even Sudoku

Apply classic sudoku rules. Digits in circles must be odd and digits in squares must be even.

Example

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

Solution

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

8 Non-Consecutive Sudoku

Apply classic sudoku rules. Digits 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

9 Diagonal Sudoku

Apply classic sudoku rules. Every marked diagonal line contains each digit no more than once.

Example

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

Solution

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

10 Even Sandwich Sudoku

Apply classic sudoku rules. The clues outside the grid indicate all digits (not necessarily in the given order) which have two even digits as immediate neighbours in the corresponding row or column. If a digit is not clued outside the grid, then its two immediate neighbours in that row or column must not both be even.

Example

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

Solution

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

11 X-Sums Sudoku

Apply classic sudoku rules. The clues outside the grid indicate the sum of the first X digits placed in the corresponding direction, where X is equal to the first digit placed in that direction.

Example

	1	9	12	26	39	41	21	45	19	
1										26
42										11
29										30
37										23
20										40
45										9
17										31
10										1
14										45
	9	21	33	38	1	13	40	6	45	

Solution

	1	9	12	26	39	41	21	45	19	
1	1	2	3	6	7	8	5	9	4	26
42	8	7	4	1	9	5	2	6	3	11
29	6	9	5	2	4	3	1	8	7	30
37	7	6	1	8	2	9	4	3	5	23
20	5	3	2	4	6	7	9	1	8	40
45	9	4	8	5	3	1	6	7	2	9
17	4	1	9	3	8	2	7	5	6	31
10	2	8	7	9	5	6	3	4	1	1
14	3	5	6	7	1	4	8	2	9	45
	9	21	33	38	1	13	40	6	45	

12 XV Sudoku

Apply classic sudoku rules. Adjacent cells containing digits summing to 5 are marked with a "V"; adjacent cells containing digits summing to 10 are marked with an "X". Adjacent cells with no marking must not contain digits summing to 5 or 10.

Example

	x	3		1		x		x		v
	v		x	2					x	
	v	2		9						
			x							
	v					2	x		9	
			x		x	9			8	x
			v						3	
				x						
			v							

Solution

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

13 Ascending Starters Sudoku

Apply classic sudoku rules. Clues outside the grid indicate the sum of the first set of **all** ascending digits, starting from the first cell from the corresponding side. Sets may consist of only one digit.

Example

									13
2									15
5									4
34									6
13									
	2	25	17		14				

Solution

									13
	7	9	4	3	6	1	2	8	5
	1	2	6	9	8	5	4	7	3
	3	8	5	2	4	7	6	1	9
2	2	1	8	5	3	4	7	9	6
5	5	3	9	1	7	6	8	2	4
34	4	6	7	8	9	2	3	5	1
	9	4	3	7	5	8	1	6	2
	8	5	1	6	2	3	9	4	7
13	6	7	2	4	1	9	5	3	8
		2	25	17		14			