



WPF
SUDOKU/PUZZLE
GRAND PRIX
2024

WPF SUDOKU GP 2024
INSTRUCTION BOOKLET

ROUND 2

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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>

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.

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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 No Touch Sudoku

Apply classic sudoku rules. Equal digits must not touch each other diagonally.

Example

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

Solution

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

7 Quadruple Sudoku

Apply classic sudoku rules. At some intersections of two crossing grid lines, a set of four digits is given. These digits must be placed in the four adjacent cells.

Example

		2379						
			1367			2568		
		2456 - 3467						
	2789			3457 - 1479 - 1289				
							2467	
				2378		1569 - 4568		

Solution

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

8 Odd/Even Sudoku

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

Example

			4	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	1	9	7	6	4
3	2	5	1	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



13 XY-Differences Sudoku

Apply classic sudoku rules. If there's a diamond between two horizontally adjacent cells, then the absolute value of their difference is the same as the leftmost digit in that row. If there's a diamond between two vertically adjacent cells, then the absolute value of their difference is the same as the topmost digit in that column. All possible diamonds are given.

Example

7						◇		1
	4		◇			◇		3
		1					8	◇
◇								
			◇					
				◇				
		◇	2			◇		1
	1						1	◇
								8
8				◇				6

Solution

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

14 Knightmare Sudoku

Apply classic sudoku rules. Two cells which are a knight's move apart must not contain digits which add to either 5 or 15.

Example

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

Solution

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