



WPF
SUDOKU/PUZZLE
GRAND PRIX
2024

WPF SUDOKU GP 2024
INSTRUCTION **BOOKLET**

ROUND 7

Puzzle authors:

India

Akash Doulani

Arun Iyer

Ashish Kumar

Hemant Malani

Prasanna Seshadri

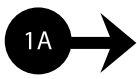
Organised by



WORLD PUZZLE FEDERATION

General Answer Format:

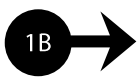
Each Sudoku has two marked rows or columns. You need to submit all digits in the corresponding directions, from left to right or from top to bottom.



In the example, the two answer keys are:

1A: 367594218
 1B: 283749165

All puzzles will use digits 1-9 in the submission, except puzzle 11, where digits 0-8 will be used.



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

Submission Page:

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

Version:

This is version 1 of the instruction booklet.

Points:

1	Classic Sudoku	22
2	Classic Sudoku	26
3	Classic Sudoku	27
4	Classic Sudoku	36
5	Classic Sudoku	56
6	Odd/Even Sudoku	23
7	Irregular Sudoku	30
8	Outside 234 Sudoku	56
9	Quad Sums Sudoku	70
10	Quadruple Sudoku	74
11	0-8 Arrow Sudoku	102
12	XV Sudoku	138
TOTAL:		660

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 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	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

7 Irregular Sudoku

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 9-cell region contains each digit exactly once.

Example

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

Solution

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

8 Outside 234 Sudoku

Apply classic sudoku rules. Digits outside the grid must appear in the 2nd, 3rd or 4th cell of the grid in the corresponding direction.

Example

	12	468	19	235	1	589	36	267	47	
24										
269										78
34										
145										69
8										7
157										29
27										89
679										13
38										14
	15	19	8	24	14	38	56			

Solution

	12	468	19	235	1	589	36	267	47	
24	7	2	3	4	9	6	5	1	8	
269	5	6	9	2	1	8	3	7	4	78
34	1	8	4	3	7	5	6	2	9	
145	2	4	1	5	3	9	8	6	7	69
8	3	9	8	6	4	7	2	5	1	7
157	6	5	7	1	8	2	4	9	3	29
27	4	1	2	7	5	3	9	8	6	89
679	8	7	6	9	2	4	1	3	5	13
38	9	3	5	8	6	1	7	4	2	14
	15	19	8	24	14	38	56			

9 Quad Sums Sudoku

Apply classic sudoku rules. A black circle implies that one digit is the sum of the remaining three digits at that 2x2 square. Not all dots are given, i.e. there may or may not be additional 2x2 squares where one digit is the sum of the remaining three digits.

Example

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

Solution

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

10 Quadruple Sudoku

Apply classic sudoku rules. At some intersections of two crossing grid lines, a set of 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

11 0-8 Arrow Sudoku

Place a digit from 0-8 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

Each digit placed in a cell with a circle must be the sum of the digits placed in the cells that the adjoining arrow passes through. Digits may repeat on arrows.

Example

↑	○	4			7			
7			↗					5
			6					
○			↗					
○				8	↗			
5								3
	○							○
		3	○	↙	6	↔		

Solution

1	○3	4	5	2	6	7	8	0
2	5	8	1	7	0	4	3	6
7	6	0	3	8	4	1	2	5
3	0	2	6	5	7	8	1	4
○8	1	7	0	4	3	5	6	2
○6	4	5	2	1	8	3	0	7
5	8	1	7	6	2	0	4	3
0	○7	6	4	3	1	2	5	○8
4	2	3	○8	0	5	6	7	↗1

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

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

Solution

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