WPF SUDOKU/PUZZLE GRAND PRIX 2026

ROUND 8

WPF PUZZLE GP 2026 COMPETITION BOOKLET

Host Country: India

Prasanna Seshadri

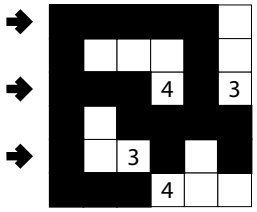
Special Notes: None.

1-2. Nurikabe (17, 37 points)

Shade some empty (non-numbered) cells black (leaving the other cells white) so that the grid is divided into non-overlapping regions; cells of the same color are considered in the same region if they are adjacent along edges. Each given number must be in a white region that has the same area in cells as that number. Each white region must have exactly one given number. All black cells must be in the same region. No 2×2 group of cells can be entirely shaded black.

Answer: For each designated row, enter its contents from left to right. Use 'X' for a shaded cell and 'O' for an unshaded cell. You may use other characters, as long as they are distinct.

Example Answer: XXXXXO, XXXOXO, XOOXOX



1a

				2				
	6							
				3				
						3		3
				5				
4		2						
				4				
							2	
				2				

1b

2a

1										3
				3						
			1			2				
	4							2		12
			1			6				
				4						
13										6

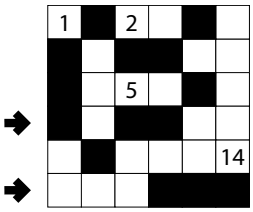
2b

3-4. Nuribou (30, 60 points)

Shade some empty (non-numbered) cells black (leaving the other cells white) so that the grid is divided into non-overlapping regions; cells of the same color are considered in the same region if they are adjacent along edges. Each given number must be in a white region that has the same area in cells as that number. Each white region must have exactly one given number. All black regions must be a rectangle or square of width or height 1. Black regions of the same size cannot touch each other at a corner.

Answer: For each designated row, enter its contents from left-to-right. Use 'o' for a white cell and 'x' for a black cell. You may use other characters, as long as they are distinct.

Example Answer: xoxxoo, oooxxx



3a

		3						7
			1					
		6				11		
		3				7		
					5			
5						2		

3b

4a

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

4b

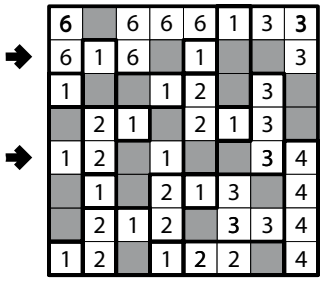
5-6. Nanro (28, 39 points)

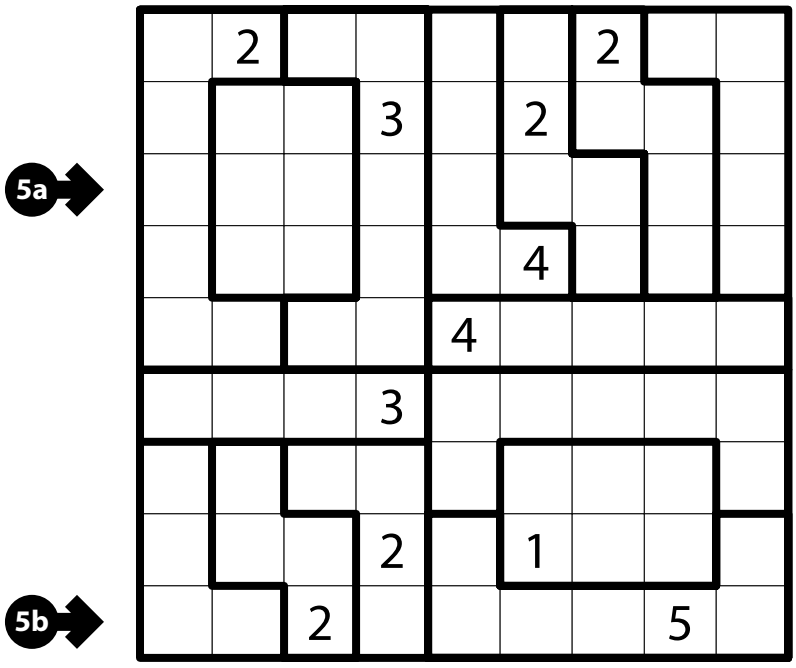
Label some cells with numbers such that each bold region contains at least one labeled cell. Each number (including any given numbers) must equal the total count of labeled cells in that region. When two labeled cells from different regions are connected orthogonally, they must contain different numbers. All labeled cells are connected orthogonally. No 2×2 group of cells can be entirely labeled.

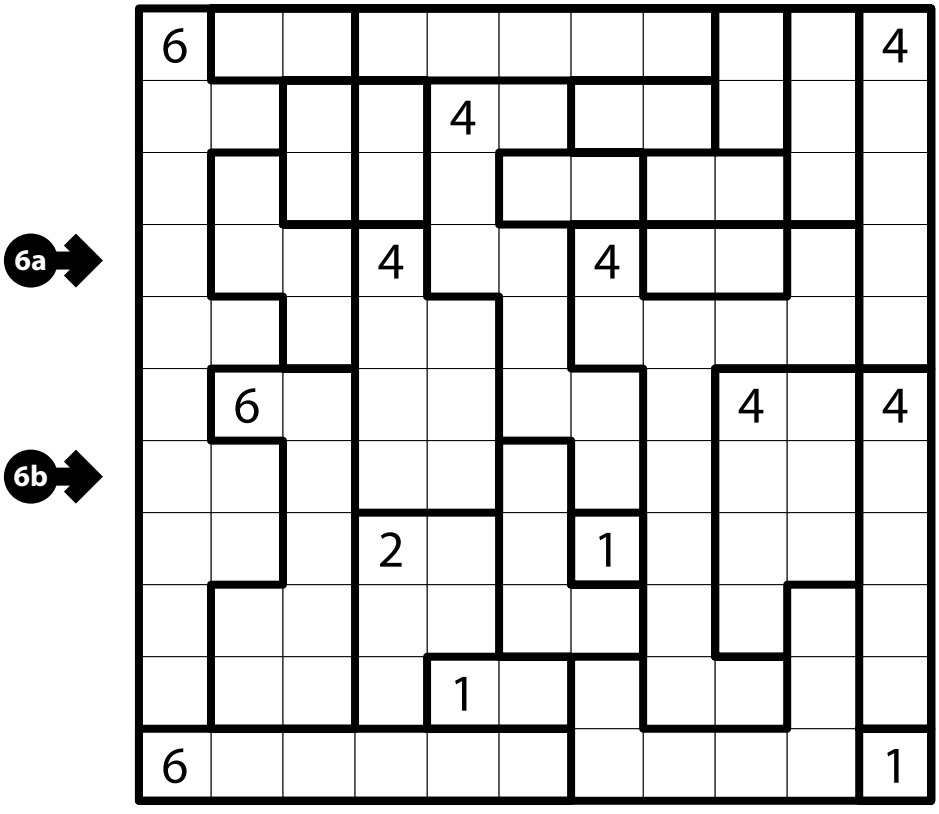
While not required, it may be helpful to shade in the unlabeled cells (as in the displayed solution).

Answer: For each designated row, enter its contents, from left to right. Use 'X' for an unlabeled cell. Use only the last digit for two-digit numbers; e.g., use '0' for a cell labeled with 10.

Example Answer:
`616X1XX3,12X1XX34`







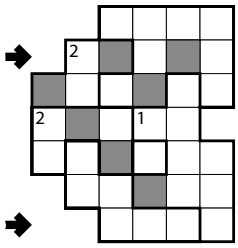
7-8. Heyawake (Irregular) (27, 52 points)

Shade some cells so that all unshaded cells are connected orthogonally and no two shaded cells share an edge. The grid is divided into regions by thick borders; a number in a region indicates exactly how many cells in that region must be shaded. (Cells with numbers may or may not be shaded black.) Every "word" in the grid (a group of unshaded cells connected to each other either only horizontally or only vertically) either crosses exactly one thick border or crosses no thick borders at all.

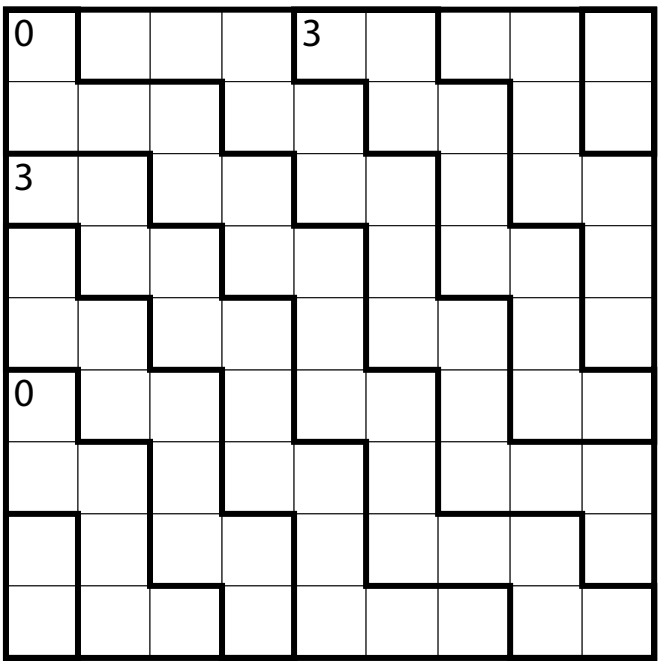
Regions may be non-rectangular; the border-crossing rule applies even if the "word" re-enters a region more than once.

Answer: For each indicated row, enter its contents from left to right. Use 'O' for an unshaded cell and 'X' for a shaded cell. You may use other characters, as long as they are distinct. Ignore borders and numbers when entering your answer.

Example Answer: OXOXO, OOOO

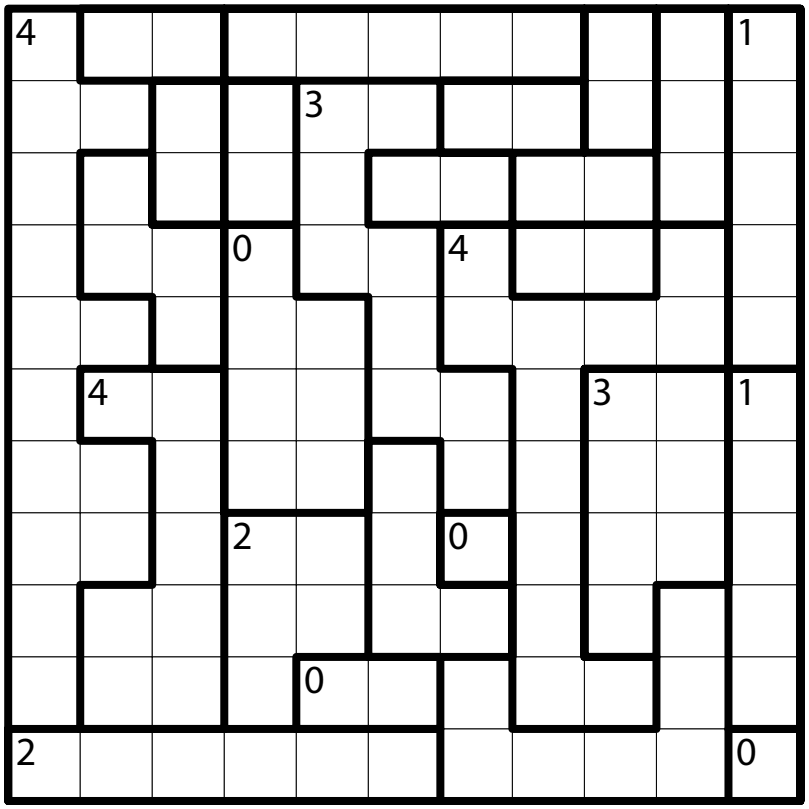


7a



7b

8a



8b

9-10. Yajilin (23, 43 points)

Draw a single closed loop that passes orthogonally through centers of some empty cells in the grid. The loop connects centers of orthogonally adjacent cells, makes only right-angle turns or goes straight, and does not intersect or cross itself.

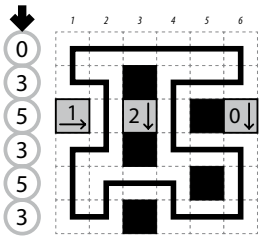
Some cells will remain empty; such cells are "unused" and cannot share an edge with each other.

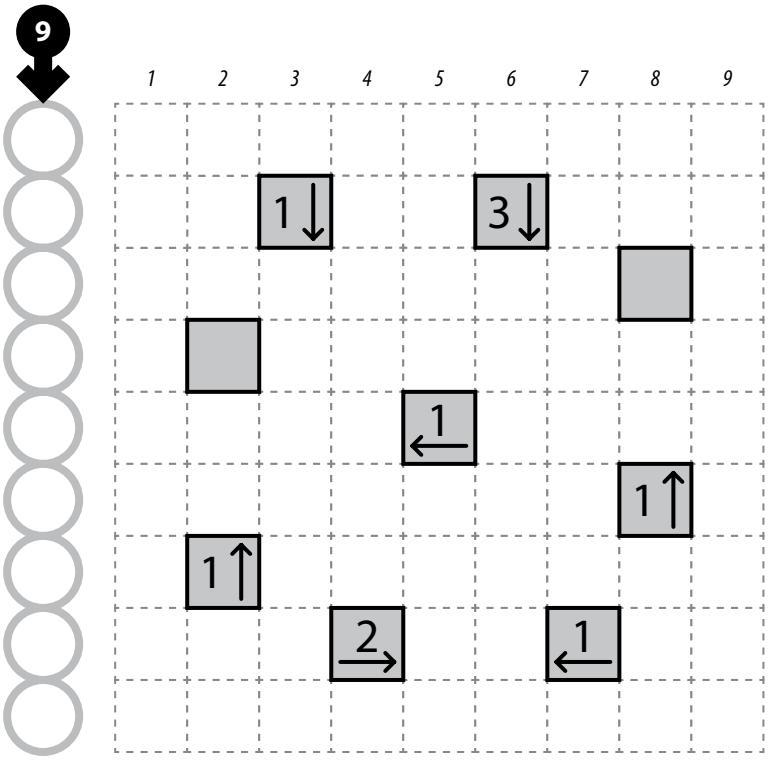
The grid contains some outlined gray cells that the loop cannot pass through. Numbered arrows in such cells indicate the total number of unused cells along the direction of the arrow, starting in the arrowed cell and going along a row or column to the edge of the grid.

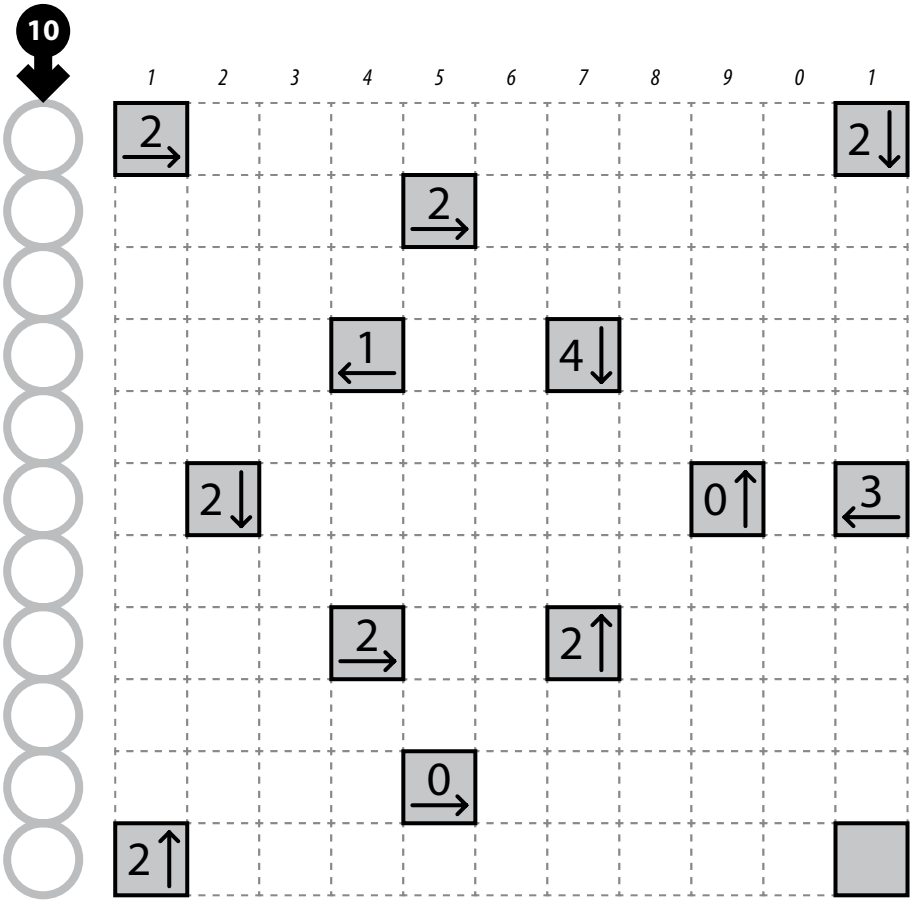
The numbers on top of the diagram are for Answer purposes only. It may be helpful to shade the unused cells, as per the example answer.

Answer: For each row from top to bottom, enter the column number of the left-most unused cell. (Outlined cells are not unused.) Use only the last digit for two-digit numbers; e.g., use '0' for column 10. If all of the cells in a row are used, enter '0' for that row.

Example Answer: 035353



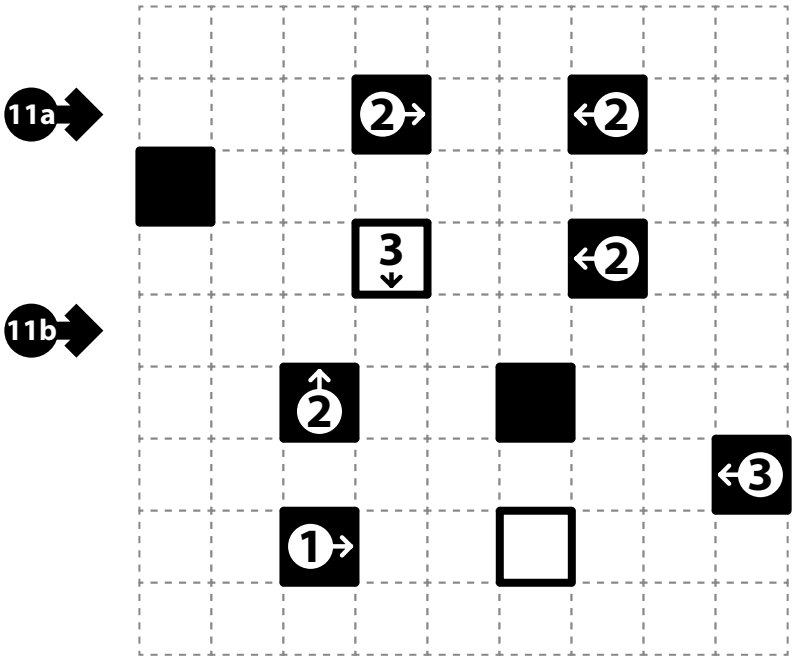




11-12. Castle Wall (17, 29 points)

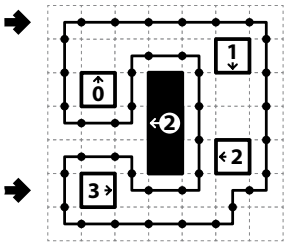
Draw a single loop that passes orthogonally through centers of empty cells. The loop cannot intersect itself or enter the same cell more than once.

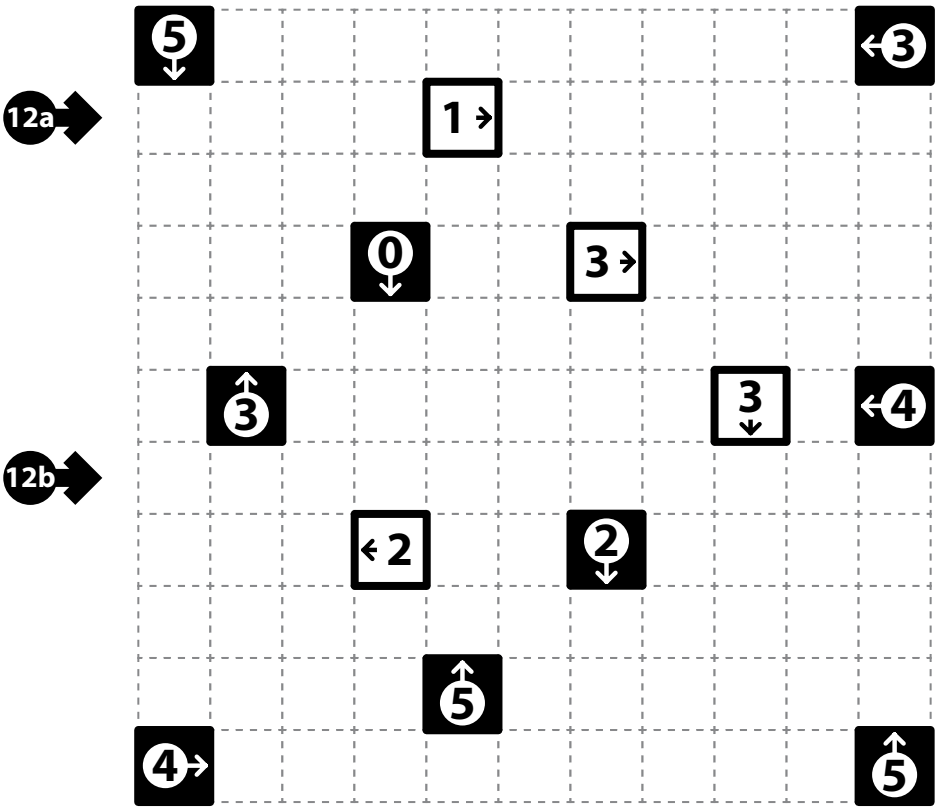
The grid contains some outlined white and black cells that the loop cannot pass through. Outlined white cells must be inside the loop; black cells must be outside the loop. Numbers and arrows refer to the total sum of the lengths of straight loop segments along the given direction. (An equivalent way to understand these values is by putting a dot each place the loop crosses a cell border. Each numbered arrow then points to that number of dots.)



Answer: For each designated row, enter its contents, from left to right. Use 'I' for a cell where the loop goes straight, use 'L' for a cell where the loop makes a turn, and use 'X' for cells that are not part of the loop. You may use other characters, as long as they are distinct.

Example Answer: LIIIIIL, IXLILLL





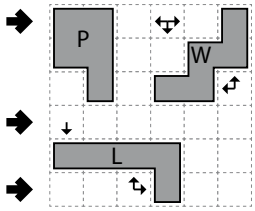
13-14. Pentopia (15, 38 points)

Shade some empty cells so that the shaded cells form the shapes of different pentominoes. Each pentomino shape is used at most once, but can be rotated or reflected. Pentominoes cannot touch along edges or corners. Arrows in a cell indicate *all* closest shaded cell(s) to that cell along the four orthogonal directions (if there are multiple cells of the same closest distance to the cell, there will be multiple arrows).

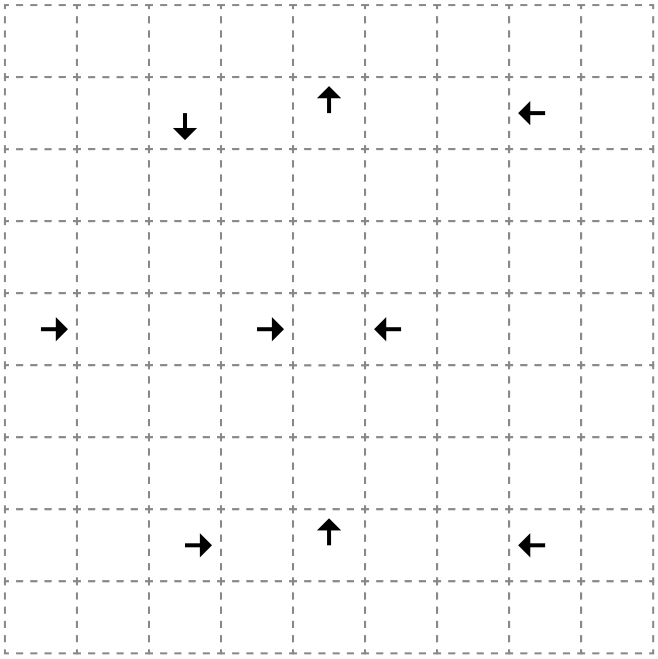
The diagram that shows the letter for each pentomino is only used for entering your answer.

Answer: For each designated row, enter the letter for each cell, from left to right. The letter for a cell is the letter for the corresponding pentomino, and is 'B' if the cell is not part of a pentomino.

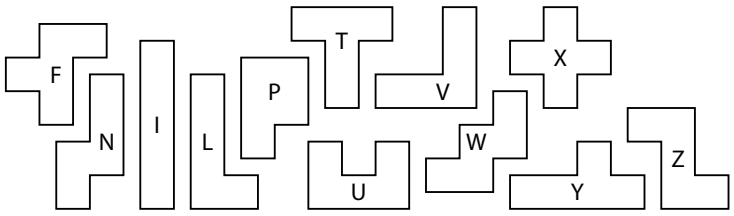
Example Answer: PPBBBW,BBBBBB,BBBLBB



13a

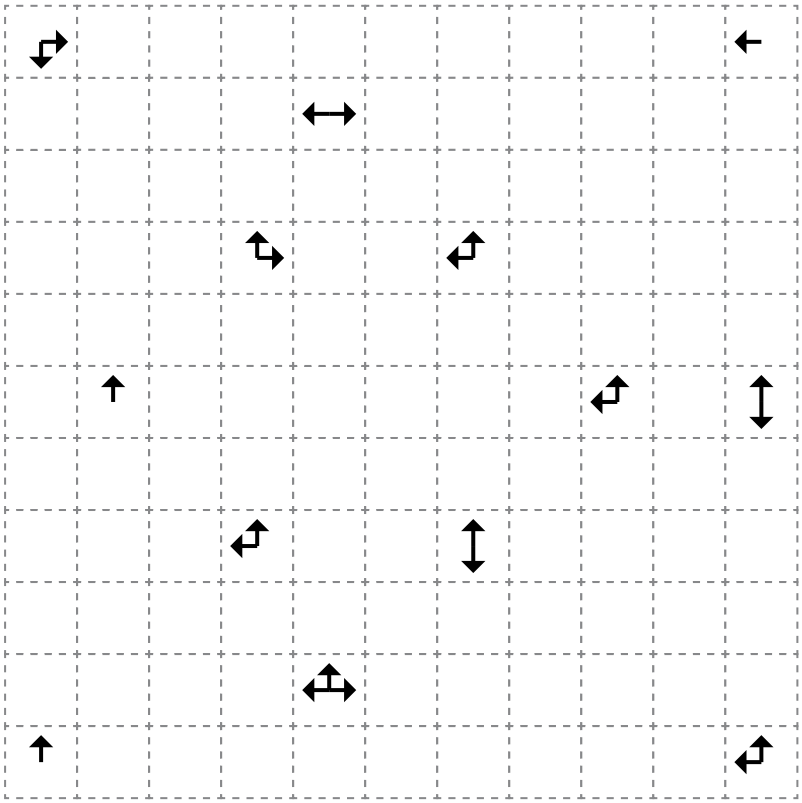


13b



14a

14b

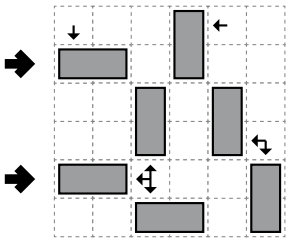


15-16. Nori Chain (28, 43 points)

Shade some cells (leaving the other cells white) so that the grid is divided into non-overlapping regions; cells of the same color are considered in the same region if they are adjacent along edges. All shaded regions must have exactly 2 cells. All shaded regions are connected diagonally (touching at corners). Any cell with arrow(s) cannot be shaded. Arrows in a cell indicate *all* closest shaded cell(s) to that cell along the four orthogonal directions (if there are multiple cells of the same closest distance to the cell, there will be multiple arrows).

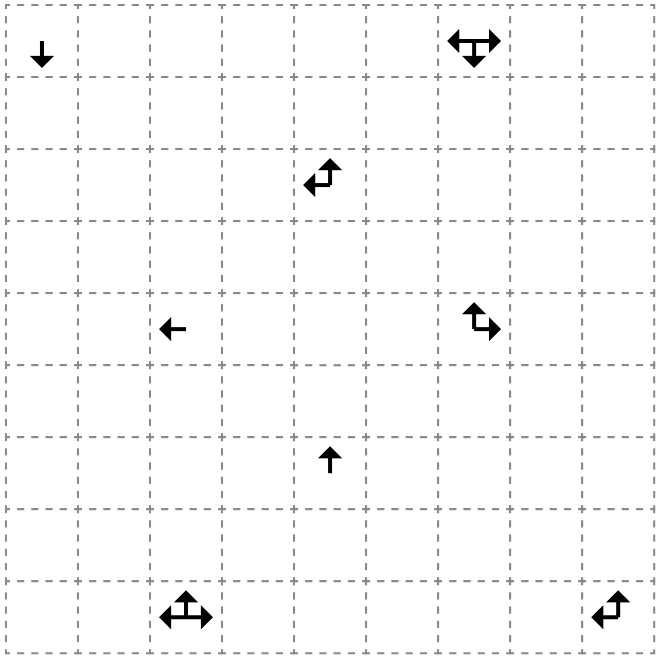
Answer: For each designated row, enter its contents from left to right. Use 'O' for a white cell (including those with arrow(s)) and 'X' for a shaded cell. You may use other characters, as long as they are distinct.

Example Answer: XXOXOO, XXOOOX



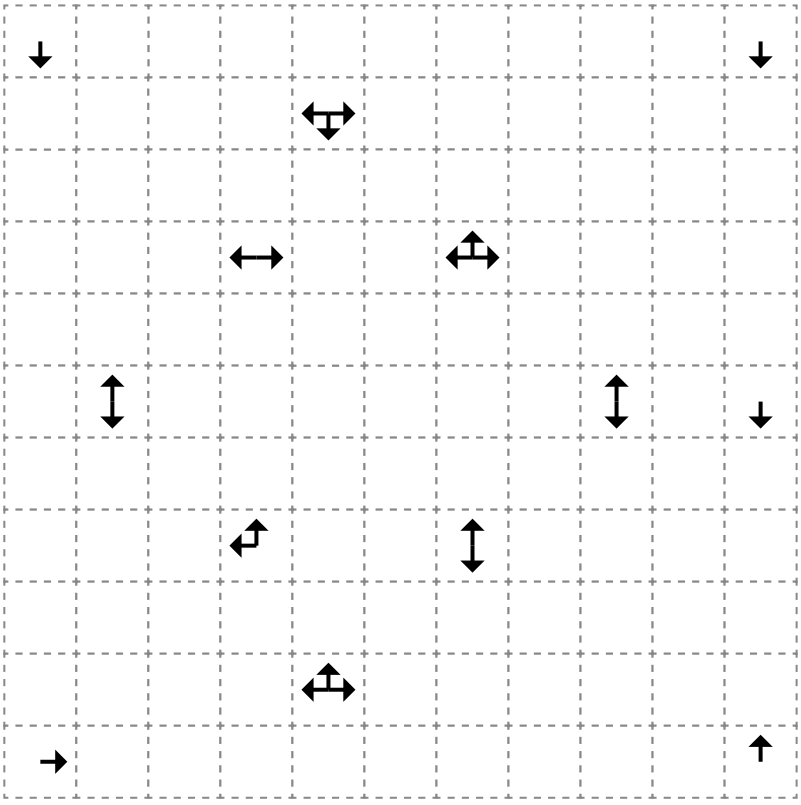
15a

15b



16a

16b



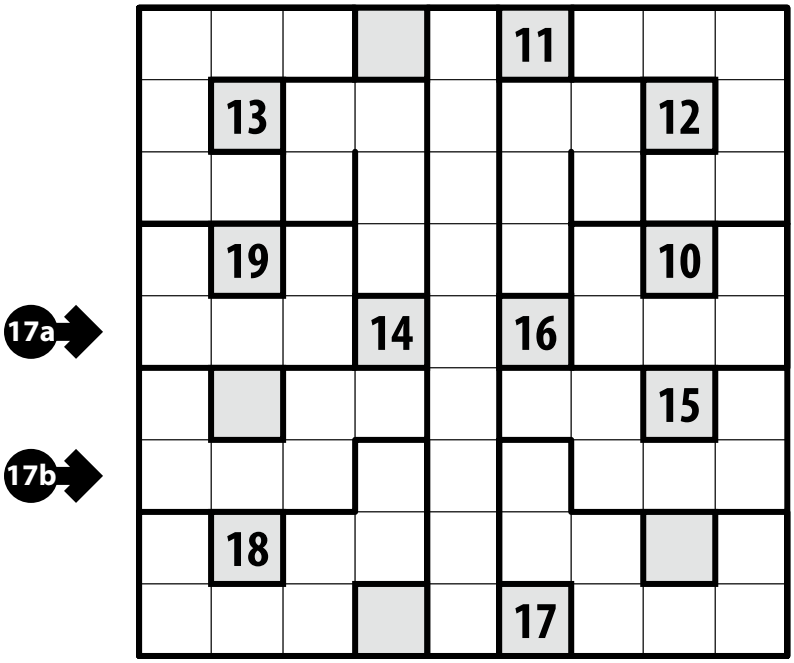
17-18. Number Rope (30, 26 points)

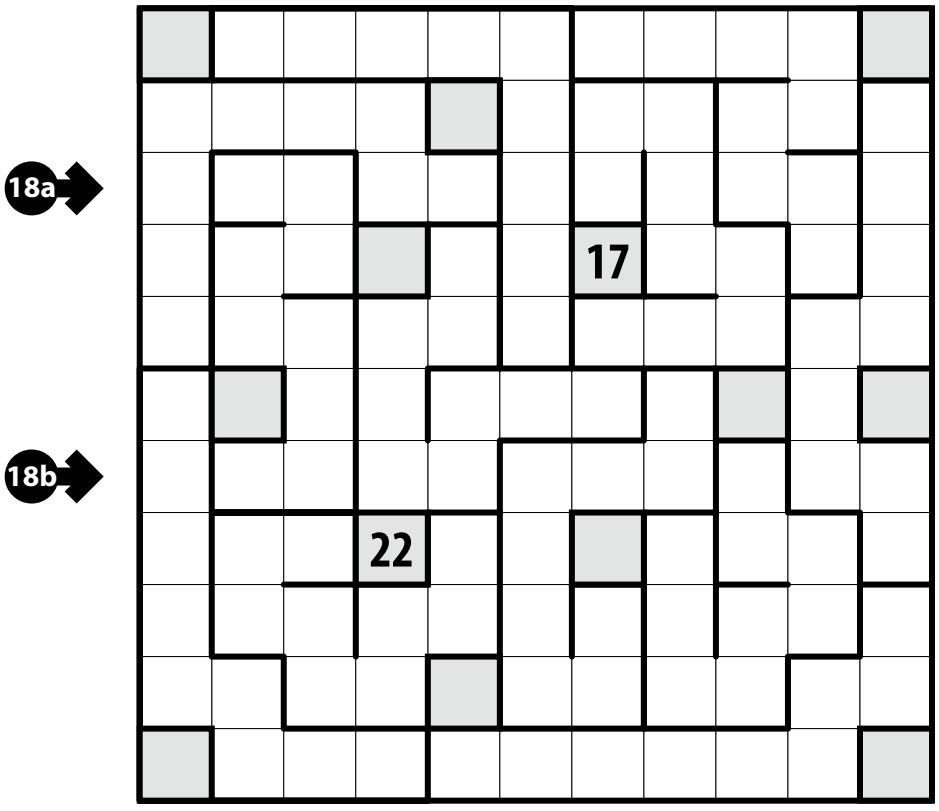
Place a number from 1-9 into each unshaded cell so that each cell has exactly one number and cells that contain the same number do not touch each other along an edge (touching diagonally at a point is permitted). Each outlined area represents a path; each path must contain a sequence of consecutive numbers in order. (In other words, each path must have all different numbers, and orthogonally adjacent numbers along the path must differ by 1.) Some shaded cells contain numbers; each such number represents the sum of the unshaded cells touching that cell along an edge.

Answer: For each designated row, enter its contents, from left to right. Use the letter 'X' for shaded cells (including shaded cells with numbers).

Example Answer: XX4X27,65X982

	1	2	3	**12**	9	8
→	**1**		4	**13**	2	7
		6	5	7	1	6
	7	**27**	9	8	**17**	**8**
→	6	5	**31**	9	8	2
	15	9	8	7	4	3





19-20. Scrabble (Points) (34, 67 points)

Put at most one letter into each unshaded cell so that the given words can be read either across (left-to-right) or down (top-to-bottom) in consecutive cells in the grid. Every word must appear in the grid exactly once, and no other words of two or more letters may appear in the grid (that is, if two cells are filled and are adjacent orthogonally, then there must be a word that uses both of them). Every word must have either a blank cell, shaded cell, or the edge of the grid before and after it. All letters must be (orthogonally) connected in a single group.

Each word has a point value associated with it. Some shaded cells have a number; that number represents the sum of the point values of all words that use any cell that touches that shaded cell (including diagonally). Some letters may be given in the grid to help you (not all copies of those letters are necessarily given).

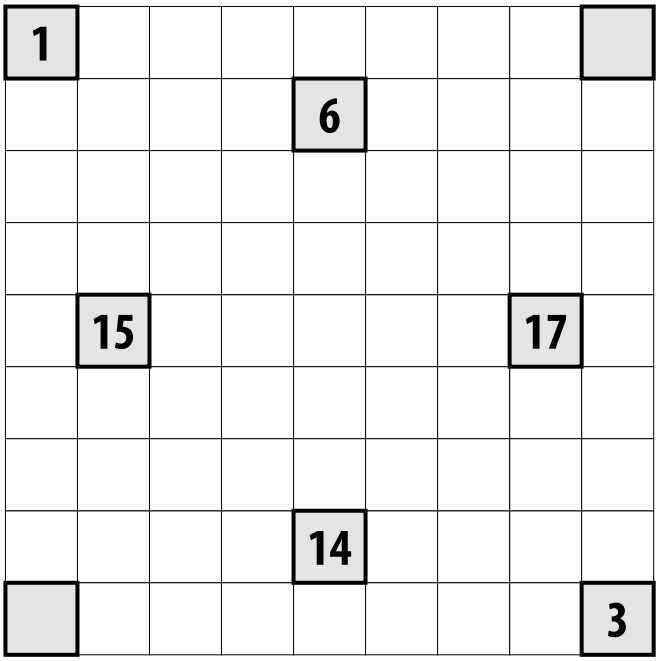
Answer: For each designated row, enter its contents from left to right, ignoring any blank or shaded cells. If all cells in the row are blank, enter a single letter 'X'.

Example Answer:
CYPRUSO,ONMUO,AUR,GA

	M						13	
	A	35	S		L			M
→	C	Y	P	R	U	S	3	O
	E		A	43	X			L
	D		I	C	E	L	A	N	D
→	O		N		M		U		O
	N		22		B	16	S		V
	I		C	R	O	A	T	I	A
→	A				U		R	24	
	20	G	E	O	R	G	I	A	
→					G		A		7

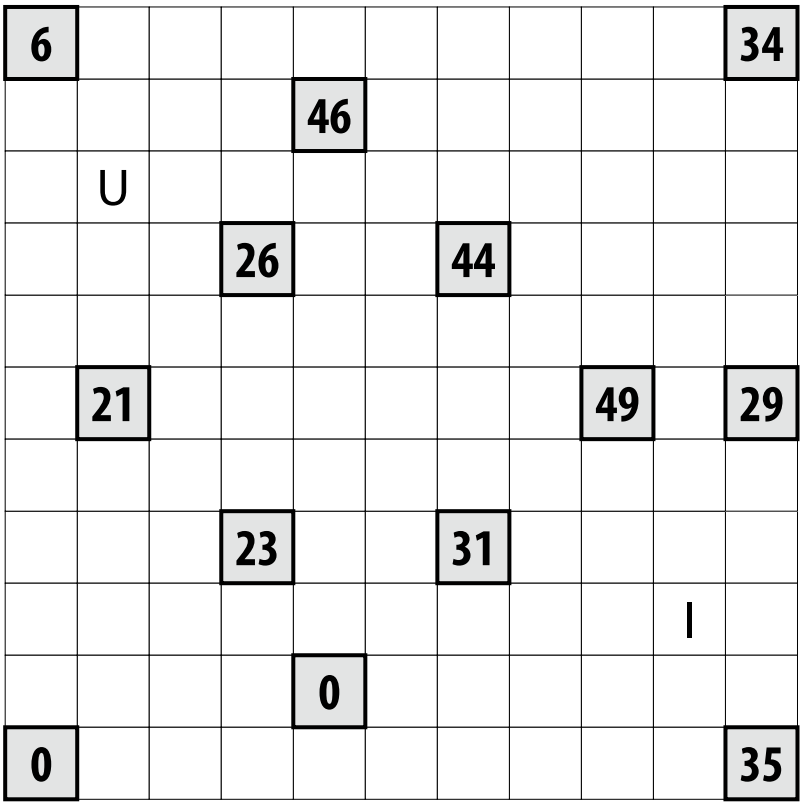
1 ONE
2 TWO
3 THREE
4 FOUR
5 FIVE
6 SIX
7 SEVEN
8 EIGHT
9 NINE

19a →
19b →
19c →



11 WPF
26 PUZZLE
7 GRAND
13 PRIX
6 ROUND
2 AS
4 TRUE
6 STEP
2 ON
5 ROAD
2 TO
15 KOLKATA
12 TWENTY
22 TWENTYSIX

20a →
20b →
20c →



21. (Linked) Nurikabe + Nuribou (95 points)

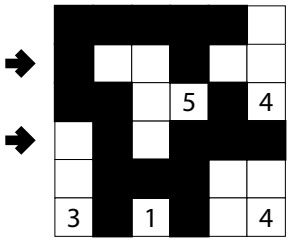
Instructions to the two component puzzles are provided earlier in this booklet.

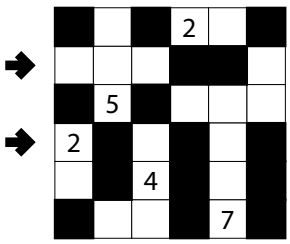
Solve the Nurikabe puzzle (top) and the Nuribou puzzle (bottom) with the following extra constraint:

If two white regions are in different grids, then they must have different shapes (rotations and reflections are considered the same shape).

Answer: For each designated row, enter its contents from left to right. Use 'X' for a shaded cell and 'O' for an unshaded cell. You may use other characters, as long as they are distinct.

Example Answer:
XOOXOO,OXOXXX,OOOXXO,OXOXOX





21a

3								12	
	5								4

21b

4								4	
	4			5					3

21c

				6				4	
4									
							8		
	3								
								16	

21d

		3							
									4
	5				5				

22. (Linked) Nanro + Heyawake (120 points)

Instructions to the two component puzzles are provided earlier in this booklet.

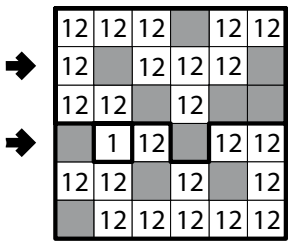
Solve the Nanro puzzle (top) and the Heyawake (irregular) puzzle (bottom) with the following extra constraint:

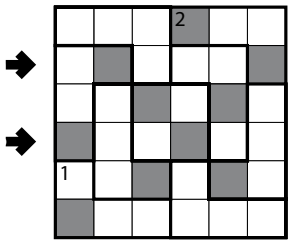
If a cell is numbered in the Nanro puzzle (including cells that have given numbers), than the corresponding cell in the same location in the Heyawake (irregular) puzzle cannot be shaded.

Answer (Nanro) : For each designated row, enter its contents, from left to right. Use 'X' for an unlabeled cell. Use only the last digit for two-digit numbers; e.g., use '0' for a cell labeled with 10.

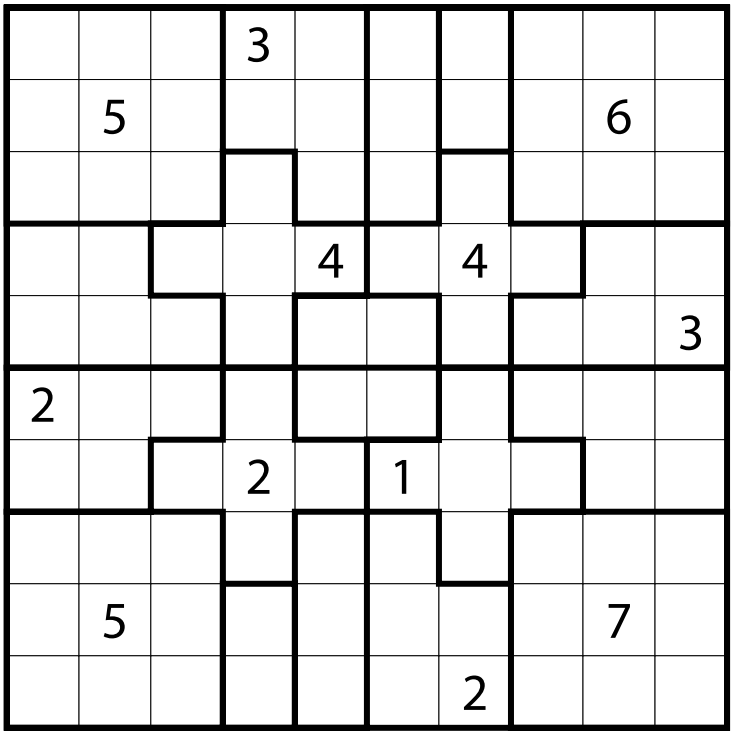
Answer (Heyawake (irregular)): For each indicated row, enter its contents from left to right. Use 'O' for an unshaded cell and 'X' for a shaded cell. You may use other characters, as long as they are distinct. Ignore borders and numbers when entering your answer.

Example Answer:
`2X222X,X12X22,OXOOOX,XOOXOO`



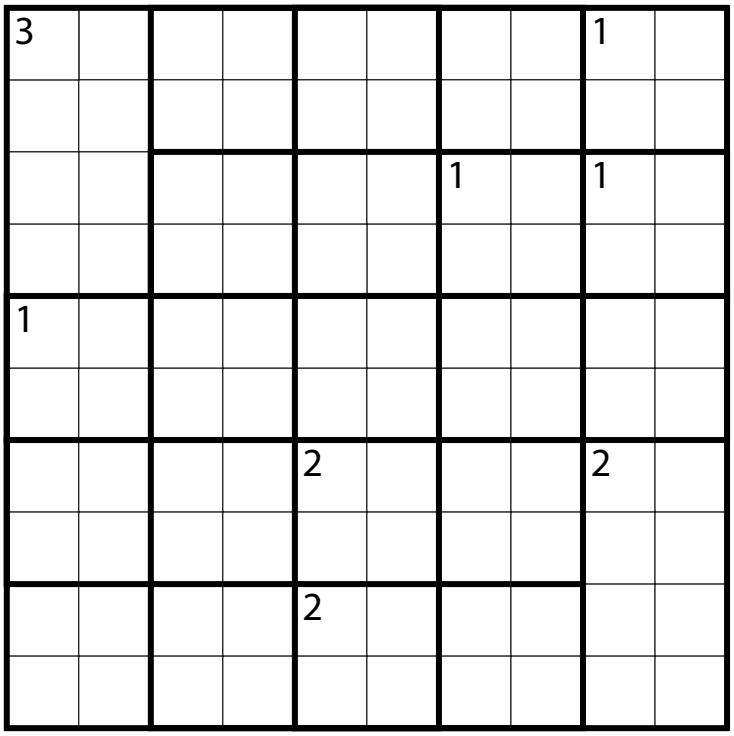


22a



22b

22c



22d

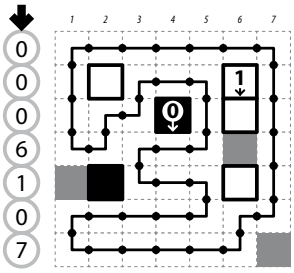
23. Castle Wall (Yajilin) (72 points)

Draw a single loop that passes orthogonally through centers of empty cells. The loop cannot intersect itself or enter the same cell more than once.

Some cells will remain empty; such cells are "unused" and cannot share an edge with each other.

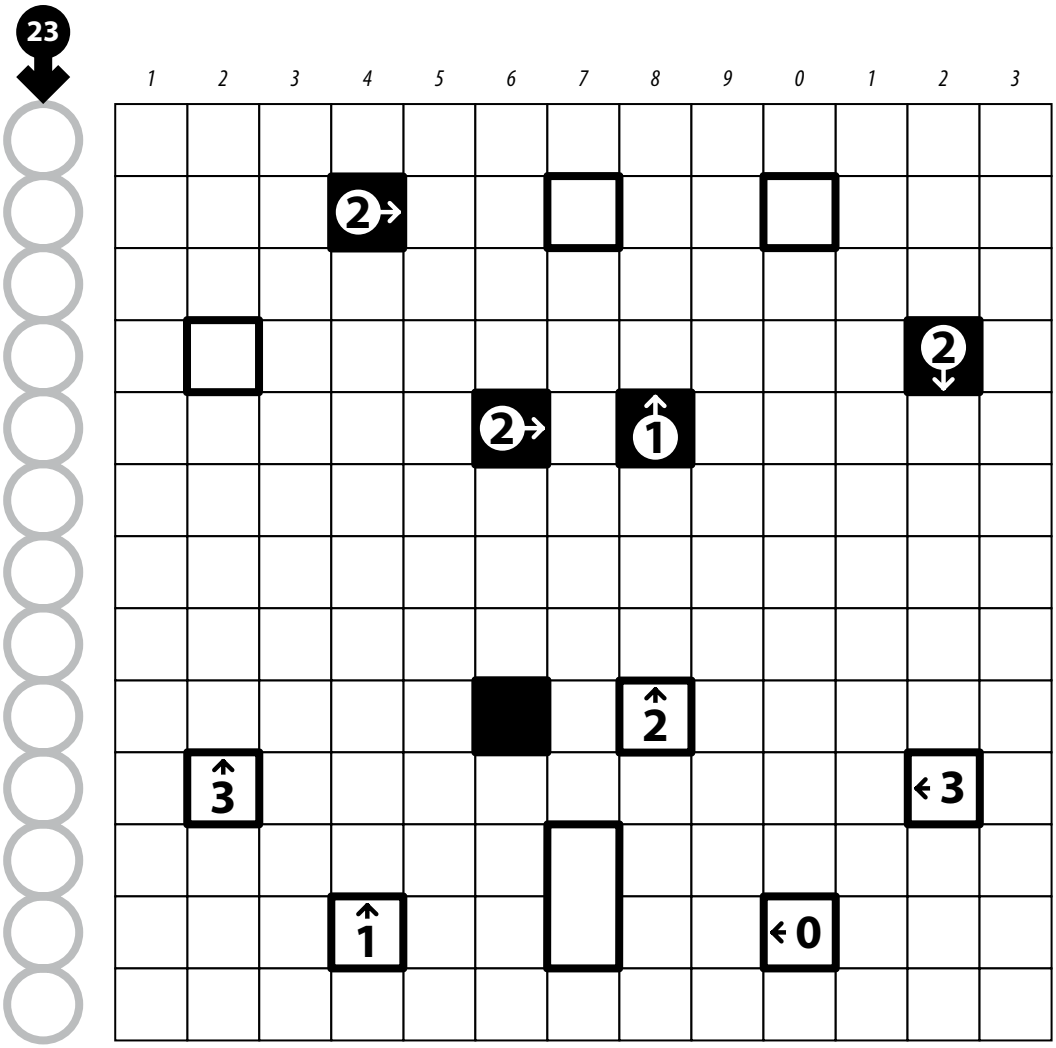
The grid contains some outlined white and black cells that the loop cannot pass through. Outlined white cells must be inside the loop; black cells must be outside the loop. Numbers and arrows refer to the total sum of the lengths of straight loop segments along the given direction. (An equivalent way to understand these values is by putting a dot each place the loop crosses a cell border. Each numbered arrow then points to that number of dots.) Numbers and arrows *also* indicate the total number of unused cells along the direction of the arrow, starting in the arrowed cell and going along a row or column to the edge of the grid. (Outlined cells are not counted by the arrow.)

The numbers on top of the diagram are for Answer purposes only. It may be helpful to shade the unused cells, as per the example answer.



Answer: For each row from top to bottom, enter the column number of the left-most unused cell. (Outlined cells are not unused.) Use only the last digit for two-digit numbers; e.g., use '0' for column 10. If all of the cells in a row are used, enter '0' for that row.

Example Answer: 0006107

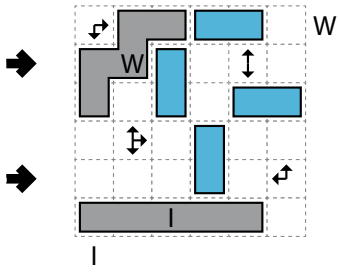


24. Pentopia (Easy As) + Nori Chain (81 points)

Place some pentominoes into the grid, each one covering five empty cells. Each pentomino shape is used at most once, but can be rotated or reflected. Pentominoes cannot touch along edges or corners. The letters outside the grid indicate the shape of the first pentomino encountered that can be seen in the respective row or column from the respective direction. The letter-to-shape mapping has been supplied for you.

Shade some cells (leaving the other cells white) so that the grid is divided into non-overlapping regions; cells of the same color are considered in the same region if they are adjacent along edges. All shaded regions must have exactly 2 cells. All shaded regions are connected diagonally (touching at corners). Any cell with arrow(s) or part of a pentomino cannot be shaded.

Arrows in a cell indicate *all* closest pentomino-occupied or shaded cell(s) to that cell along the four orthogonal directions (if there are multiple cells of the same closest distance to the cell, there will be multiple arrows).



Answer: For each designated row, enter the letter for each cell, from left to right. The letter for a cell is the letter for the corresponding pentomino, 'X' if the cell is shaded (or part of an X pentomino), and is 'B' if the cell is neither part of a pentomino nor shaded.

Example Answer: `WWXBBB,BBBXBB`

