



WPF
SUDOKU/PUZZLE
GRAND PRIX
2026

WPF SUDOKU GP 2026 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>

1A →

1B →

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: 720

**1-6 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

7 Outside Fortress Sudoku

Apply classic sudoku rules. A digit placed in a shaded cell must be strictly greater than any numbers placed outside its row or column.

Example

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

Solution

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

8 Same Sums Sudoku

Apply classic sudoku rules. All orthogonally connected shaded regions must have the same sum. It's part of solving to determine the sum. Digits may repeat in a region.

Example

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

Solution

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

9 Anti-Knight Sudoku

Apply classic sudoku rules. Digits placed in cells connected by a chess Knight's move must be different.

Example

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

Solution

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	3	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

10 Between Sudoku

Apply classic sudoku rules. Every digit on a grey line must have a value which lies between the values of the two digits in the circles at the ends of the line. Digits may repeat on a line.

Example

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

Solution

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

11 Termination Sudoku

Apply classic sudoku rules. When two adjacent cells contain digits where their sum or the product ends in digit 0, a marked "0" is placed on the wall. All possible "0" marks are given.

Example

4	0			7				8
	0					0		0
	0			0	0			0
	0	3		9	0	2		0
0							0	
8	0	2		0	0		1	0
				0				7
0							0	
0	0	8		0	3		6	0
0	0			0		0		0
1			0	0				4

Solution

4	0	5	1	2	7	6	3	9	8
	0						0		0
9	2	6	3	1	8		7	4	0
	0			0		0			0
7	8	3	4	9	5	0	2	1	6
0									
3	1	5	9	8	7		4	0	6
	0			0					2
8	9	2	6	0	5	0	4	1	3
				0					7
6	7	4	1	2	3		8	0	5
0								0	9
5	0	4	8	7	0	3	9	6	2
0	0							0	1
2	6	7	5	0	4	1	0	9	8
0				0					3
1	3	9	8	6	2	0	5	7	4



12 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

13 Extra Regions Sudoku

Apply classic sudoku rules. Each of the shaded regions must also contain each digit from 1-9 exactly once.

Note: For better visibility, the borders of the extra regions in the actual puzzle are additionally drawn with a dashed line.

Example

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

Solution

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

**14 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