WPF SUDOKU/PUZZLE GRAND PRIX 2026

WPF SUDOKU GP 2026 INSTRUCTION BOOKLET

ROUND 3

Puzzle authors:
Thailand
Sakulbuth Ekvittayaniphon
Sinchai Jaturangkhajit
Tana Wattanawaroon
Tawan Sunathvanichkul

Organised by

WORLD PUZZLE FEDERATION

WPF SUDOKU GP
ROUND 3

WPF
SUDOKU/PUZZLE
GRAND PRIX
2026

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 →

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

1B →

Version:

This is version 1 of the instruction booklet.

Points:

1	Classic Sudoku	14
2	Classic Sudoku	17
3	Classic Sudoku	20
4	Classic Sudoku	21
5	Classic Sudoku	48
6	Outside Sudoku	22
7	Self Joint Sudoku	34
8	Clone Sudoku	35
9	Skyscrapers Sudoku	45
10	Killer Sudoku	47
11	Anti-Knight Sudoku	56
12	Emitters Sudoku	72
13	Pencilmark Sudoku	94
14	Renban Sudoku	105
15	Borderland Sudoku	120
	TOTAL:	750

WPF SUDOKU GP
ROUND 3

WPF
SUDOKU/PUZZLE
GRAND PRIX
2026

WORLD PUZZLE FEDERATION

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 Outside Sudoku

Apply classic sudoku rules. Digits outside the grid must appear within the first three cells in the corresponding direction.

Example

Solution

7 Self Joint Sudoku

Apply classic sudoku rules. All 3×3 regions are numbered from 1 to 9 from the first cell to the last cell. If a number has the same numerical value as its position in any region, the cell is marked with gray, otherwise, it's white. All gray cells are given.

Example

Solution

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

8 Clone Sudoku

Apply classic sudoku rules. Digits in the same place in each shaded figure must be identical.

Example

Solution

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

WPF SUDOKU GP
ROUND 3

WPF
SUDOKU/PUZZLE
GRAND PRIX
2026

WORLD PUZZLE FEDERATION

9 Skyscrapers Sudoku

Apply classic sudoku rules. Each digit represents the height of a building. The clues outside the grid indicate the number of buildings visible from the corresponding direction. A taller building will hide any shorter buildings behind it.

Example

Solution

10 Killer Sudoku

Apply classic sudoku rules. Digits placed in each marked cage must sum to the total given in its top-left. Digits must not repeat in cages.

Example

Solution

WPF SUDOKU GP
ROUND 3

WPF
SUDOKU/PUZZLE
GRAND PRIX
2026

WORLD PUZZLE FEDERATION

11 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

12 Emitters Sudoku

Apply classic sudoku rules. For each circle, the longest straight lines in each of the four orthogonal directions such that the sum of the digits on the line is less or equal to the digit in the circle are given.

Example

Solution

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

WPF SUDOKU GP
ROUND 3

WPF
SUDOKU/PUZZLE
GRAND PRIX
2026

WORLD PUZZLE FEDERATION

13 Pencilmark Sudoku

Apply classic sudoku rules. Some cells have been pencilmarked with their candidates.

Example

Solution

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

14 Renban Sudoku

Apply classic sudoku rules. Shaded regions must contain a set of distinct, consecutive digits in any order.

Note: In actual puzzle Renban groups are marked with the lines.

Example

Solution

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

WPF SUDOKU GP

ROUND 3

WPF
SUDOKU/PUZZLE
GRAND PRIX
2026

WORLD PUZZLE FEDERATION

15 Borderland Sudoku

Apply classic sudoku rules. Each marked cell indicates the number of the cells in the contiguous block of cells with the same parity (odd/even) as that cell.

Example

Solution