



WPF
SUDOKU/PUZZLE
GRAND PRIX
2026

WPF SUDOKU GP 2026 INSTRUCTION **BOOKLET**

ROUND **8**

Puzzle authors:
France
Julien Bonneville

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.

Points:

1	Classic Sudoku	20
2	Classic Sudoku	25
3	Classic Sudoku	28
4	Classic Sudoku	30
5	Classic Sudoku	32
6	1-5-9 Column Indexer Sudoku	31
7	Anti-Knight Sudoku	38
8	Kropki Sudoku	39
9	Clone Sudoku	50
10	Dutch Flat Mates Sudoku	64
11	Arrow Sudoku	78
12	Killer Sudoku	88
13	Rossini Sudoku	92
14	Numbered Rooms Sudoku	100
TOTAL:		715

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 1-5-9 Column Indexer Sudoku

Apply classic sudoku rules. If the number X is in a grey cell in column Y in a given row, then in the same row the number Y is in column X.

Example

				2				
			1		8			
		1				8		
	1						8	
5								6
	9						5	
		9				5		
			9		5			
				3				

Solution

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

7 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

8 Kropki Sudoku

Apply classic sudoku rules. Adjacent cells containing digits whose difference is 1 are marked with a white circle. Adjacent cells containing digits whose ratio is 2 are marked with a black circle. A circle between a 1 and a 2 can be either white or black. Adjacent cells with no marking must not contain digits either whose difference is 1 or whose ratio is 2.

Example

Solution

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

9 Clone Sudoku

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

Example

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

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

10 Dutch Flat Mates Sudoku

Apply classic sudoku rules. Each digit 5 in the grid must have a digit 1 above it or a digit 9 below it, or both.

Example

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

Solution

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

11 Arrow Sudoku

Apply classic sudoku rules. 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		5			2
			○	3			7	○
		8			9	6		
	6		5					
5				6				7
					4		5	
		4	9			7		
○	7			5	○			
1			2		7			○

Solution

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

12 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

16				12				17
		29						
23						27		
								2
			4		2			10
2	12							
				10				
9								
		7					14	

Solution

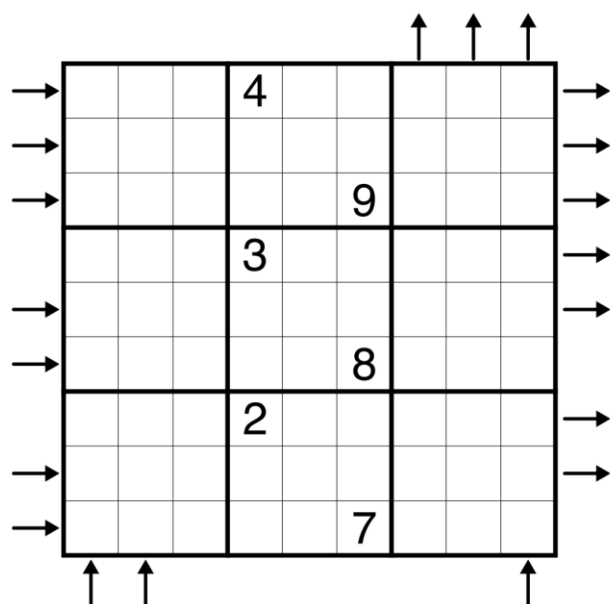
16	7	9	4	3	12	5	6	1	2	17	8
	1	3	29	5	7	2	8	6	4		9
23	6	2	8	9	1	4	27	5	7		3
	8	4	7	1	3	5		9	6		2
	9	5	6	4	8	2		7	3	10	1
	2	12	1	3	6	9	7	8	5		4
	3	6	2	8	7	10	1	4	9		5
9	4	8	9	5	6	3	2	1	7		
	5	7	1	2	4	9	3	14	8		6

13 Rossini Sudoku

Apply classic sudoku rules. The arrows outside the grid indicate that the first three digits are in ascending or descending order (the highest digit is at the point of the arrow). If there is no arrow outside, the first three digits cannot be in either ascending or descending order.

Note: The answer key arrows are presented in a way that is clearly different to the Rossini arrows. They have no impact on solving and are just to mark rows/columns for submission.

Example



Solution

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

14 Numbered Rooms Sudoku

Apply classic sudoku rules. Clues outside the grid indicate the digit which has to be placed in the Nth cell in the corresponding direction, where N is the digit placed in the first cell in that direction.

Example

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

Solution

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