WPF SUDOKU GP
ROUND 2

WPF
SUDOKU/PUZZLE
GRAND PRIX
2024

WORLD PUZZLE FEDERATION

1 Classic Sudoku
[21 points]

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.

2 Classic Sudoku
[24 points]

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.
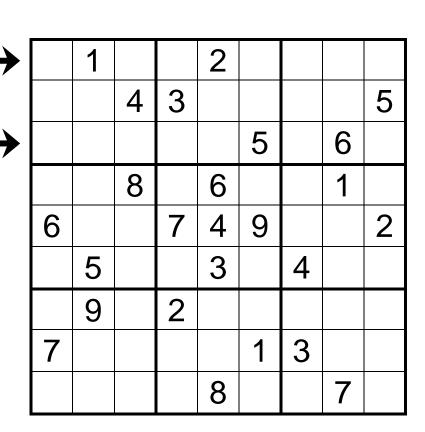
3 Classic Sudoku
[27 points]

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.

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

(3A → row 5, 3B → bottom row)

4 Classic Sudoku
[31 points]

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.

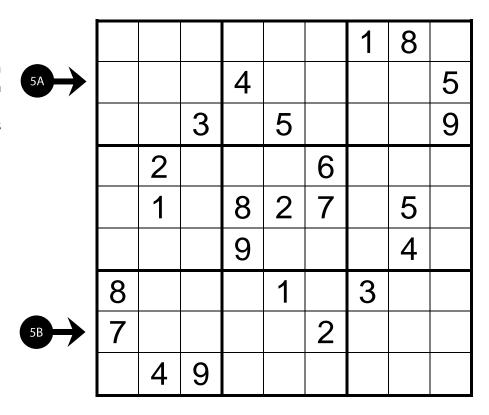|	1			2				
		4	3					5
					5		6	
		8		6			1	
6			7	4	9			2
	5			3		4		
	9		2					
7					1	3		
				8			7	

(4A → row 1, 4B → row 3)

5 Classic Sudoku
[41 points]

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.

5A →

5B →

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

6 No Touch Sudoku
[21 points]

Apply classic sudoku rules. Equal digits must not touch each other diagonally.

6A →

6B →

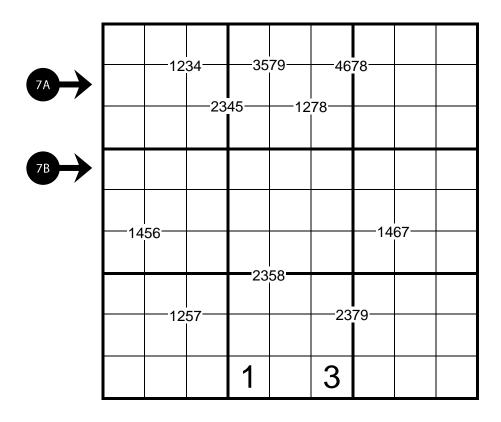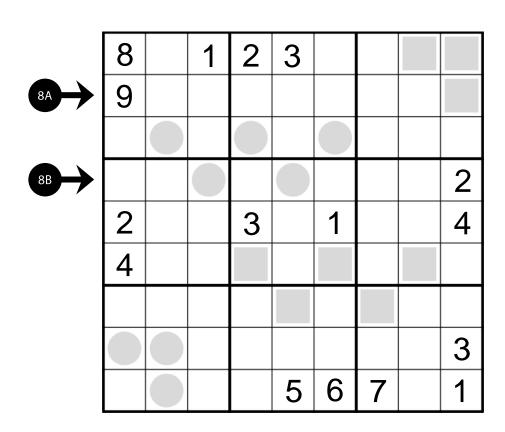| 1			4			7		
	2			5			8	
	3			6				9
	1							5
	5					2		
3					6			
5		8			2			
	6		9			3		
	7			1				4

7 Quadruple Sudoku
[43 points]

Apply classic sudoku rules. At some intersections of two crossing grid lines, a set of four digits is given. These digits must be placed in the four adjacent cells.

7A ➔

7B ➔

		1234		3579		4678		
		2345		1278				
1456						1467		
			2358					
1257				2379				
			1		3			

8 Odd/Even Sudoku
[44 points]

Apply classic sudoku rules. Digits in circles must be odd and digits in squares must be even.

8A ➔

8B ➔

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

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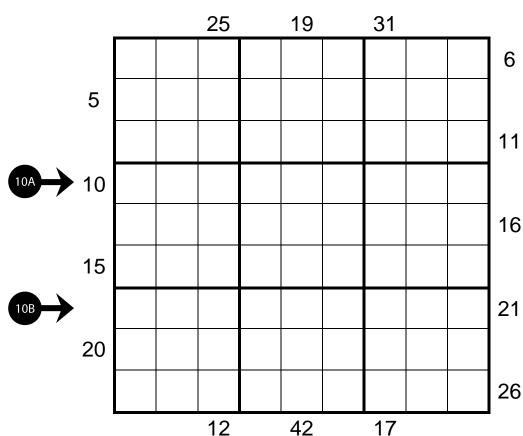GRAND PRIX
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9 XV Sudoku
[45 points]
Apply classic sudoku rules. Adjacent cells containing digits summing to 5 are marked with a "V"; adjacent cells containing digits summing to 10 are marked with an "X". Adjacent cells with no marking must not contain digits summing to 5 or 10.

10 X-Sums Sudoku
[46 points]
Apply classic sudoku rules. The clues outside the grid indicate the sum of the first X digits placed in the corresponding direction, where X is equal to the first digit placed in that direction.
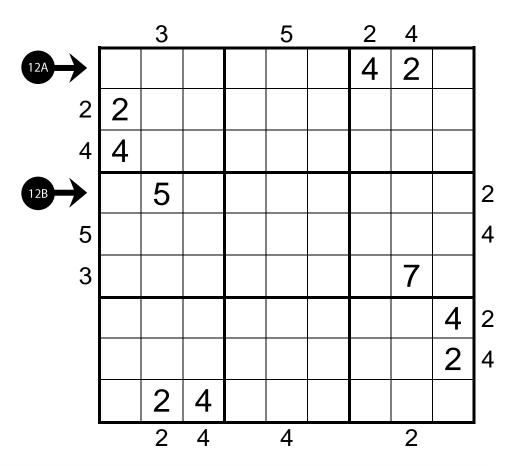
11 Thermo Sudoku
[70 points]

Apply classic sudoku rules. Starting at the "bulb", digits placed along each marked thermometer must form a strictly increasing sequence.

12 Skyscrapers Sudoku
[74 points]

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.
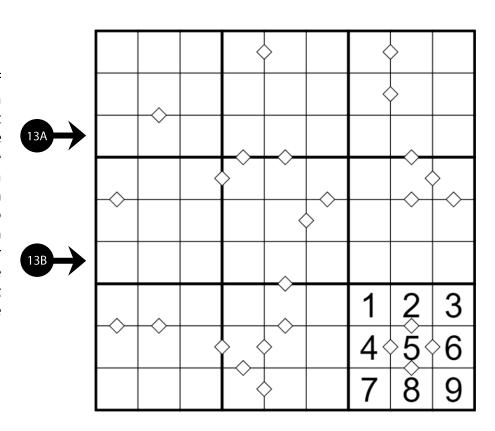
13 XY-Differences Sudoku
[50 points]

Apply classic sudoku rules. If there's a diamond between two horizontally adjacent cells, then the absolute value of their difference is the same as the leftmost digit in that row. If there's a diamond between two vertically adjacent cells, then the absolute value of their difference is the same as the topmost digit in that column. All possible diamonds are given.

14 Knightmare Sudoku
[63 points]

Apply classic sudoku rules. Two cells which are a knight's move apart must not contain digits which add to either 5 or 15.