WPF
SUDOKU/PUZZLE
GRAND PRIX
2019

PLAYOFFS

WPF PUZZLE GP 2019 AUDIENCE BOOKLET

Playoff Format:
The WPF Puzzle Grand Prix playoffs will be in a format called Swiss Elimination, a head-to-head format where each competitor plays a series of matches, one puzzle per match. The fastest to solve wins the match and advances in rank.

Detailed rules about the tournament format can be found at:
https://gp.worldpuzzle.org/content/gp-playoff-rules

Competitor (Country):	**Finish:**	**Seed:**	**Points:**
Ken Endo (Japan)	1st	1st	4837.3
Thomas Snyder (USA)	2nd	2nd	4404.8
Tomoya Kimura (Japan)	3rd	3rd	4320.5
Hideaki Jo (Japan)	4th	4th	4301.3
Nikola Zivanovic (Serbia)	5th	5th	4270.5
Kota Morinishi (Japan)	6th	6th	4149
Bram de Laat (Netherlands)	7th	7th	4084.7
Walker Anderson (USA)	8th	8th	3989
Michael Ley (Germany)	9th	9th	3910
Yuki Kawabe (Japan)	10th	10th	3877

Puzzle selection will be done by top-seeded player still in the Winner's Bracket.

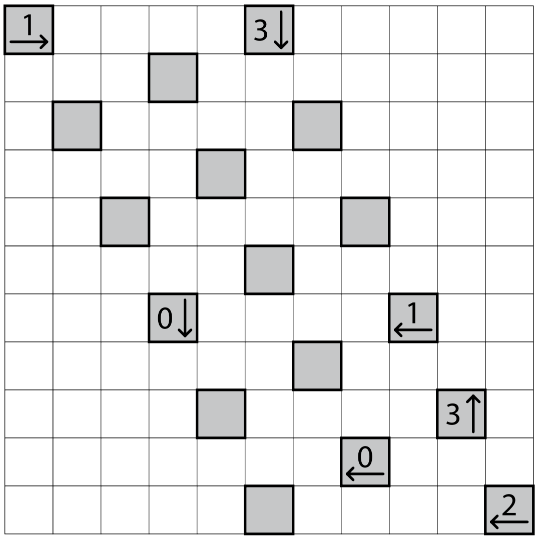
Pts:	**Type:**	**Author (Country):**
14	Yajilin	Prasanna Seshadri (India)
12	Gaps (No Touch / Off-by-one)	Jonas Gleim (Germany)
50	Skyscrapers	Zoran Tanasić (Serbia)
16	Parade Sums	Ivan Grishchenko (Russia)
25	Pentomino Relations	Jan Mrozowski (Poland)
17	Tapa	Deyan Razsadov (Bulgaria)
22	Endpoints (Hex)	Matej Uher (Czech Republic & Slovakia)
25	Slitherlink	Fatih Kamer Anda (Turkey)
Spare Puzzles:		
31	Tapa	Serkan Yürekli (Turkey)
34	Gaps (No Touch)	Jonas Gleim (Germany)

Tournament Rules

Live Standings

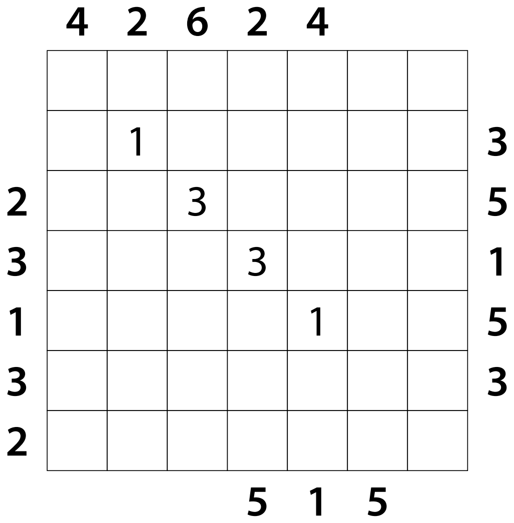
1. Yajilin [India - Prasanna Seshadri]

Blacken some white cells and then draw a single closed loop (without intersections or crossings) through all remaining white cells. The loop may not intersect itself, go through a cell corner, or go through a cell more than once. The loop must go through the center of every cell it goes through and all turns in the loop must be at cell centers. Blackened cells cannot share an edge with each other. Some cells are outlined and in gray and cannot be part of the loop. Numbered arrows in such cells indicate the total number of blackened 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.



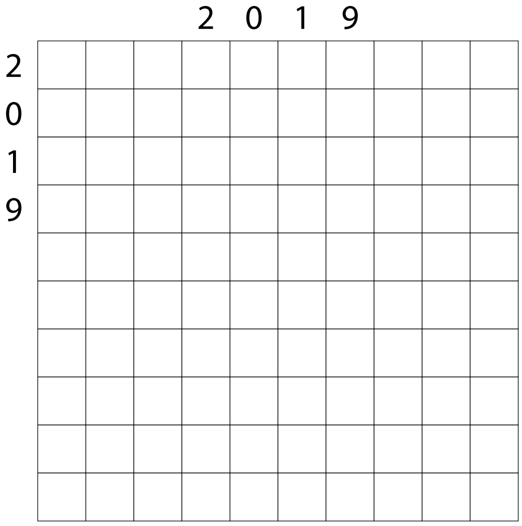
3. Skyscrapers [Serbia - Zoran Tanasic]

Place a number from 1 to X (integers only) into each cell so that each number appears exactly once in each row and column. (X is the number of cells in each row.) Each number represents a skyscraper of its respective height. The numbers outside the grid indicate how many skyscrapers can be seen in the respective row or column from the respective direction; smaller skyscrapers are hidden behind higher ones. Some numbers may already be filled in for you.



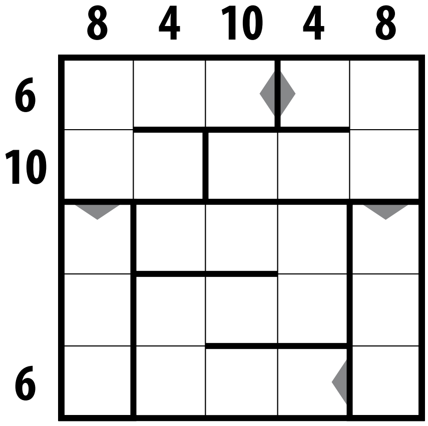
2. Gaps (No Touch, Off by One) [Germany - Jonas Gleim]

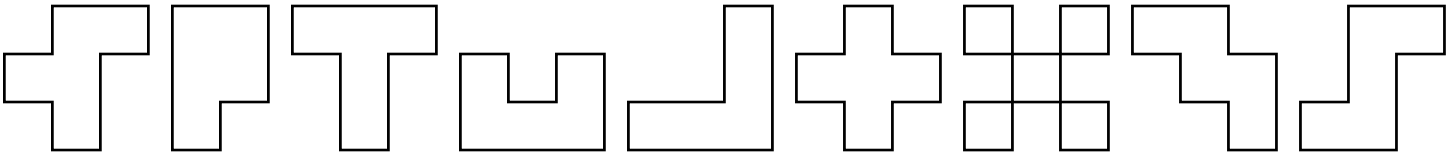
Blacken some cells in the grid such that each row and each column contains exactly two blackened cells. Blackened cells may not touch each other, not even diagonally. The numbers to the left of (or above) the grid are 1 more or 1 less than the number of unblackened cells between the blackened cells in that row (or column).



4. Parade Sums [Russia - Ivan Grishchenko]

Place numbers into some cells, no more than one number per cell, such that all the numbers in each outlined region are in consecutive numerical order (starting with 1) when read starting at the cell with the small arrow and continuing along the region's path. (For example, if there are three numbers in a region, they must be "1", "2", and "3", in that order, possibly with empty cells before, between, or after them.) It is possible for a region to have no numbers at all. Numbers outside the grid indicate the sum of all numbers in that row or column.

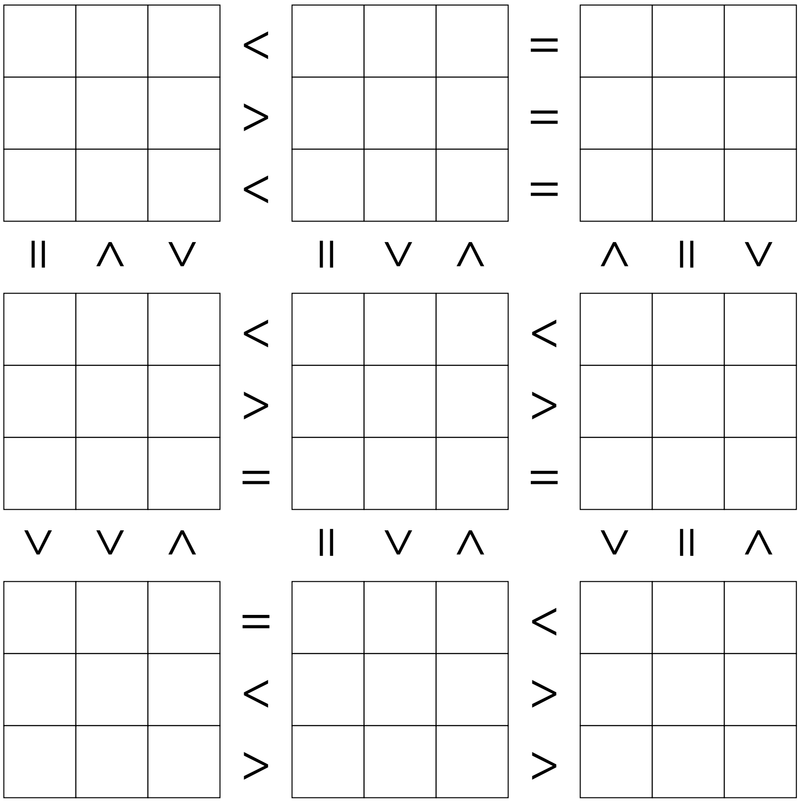




5. Pentomino Relations [Poland - Jan Mrozowski]

Place the nine supplied pentominoes into the nine grids; one into each grid. Each pentomino must be used exactly once. Pentominoes may be rotated but **cannot** be reflected. The relationship operators between the tiles describe the relationship between the number of cells occupied by pentominoes along that row (or column) on each side of the operator; for example, if each row segment next to an operator had two blackened cells, then the operator would be "=".

Note that the 'X' shape is not technically a pentomino but should be considered one for purposes of this puzzle.



6. Tapa [Bulgaria - Deyan Razsadov]

Shade some empty cells black; cells with numbers cannot be shaded. All black cells connect along edges to create a single connected region. (It is permissible for the region to touch itself at a corner, but touching at a corner does not connect the region.) No 2×2 group of squares can be entirely shaded black.

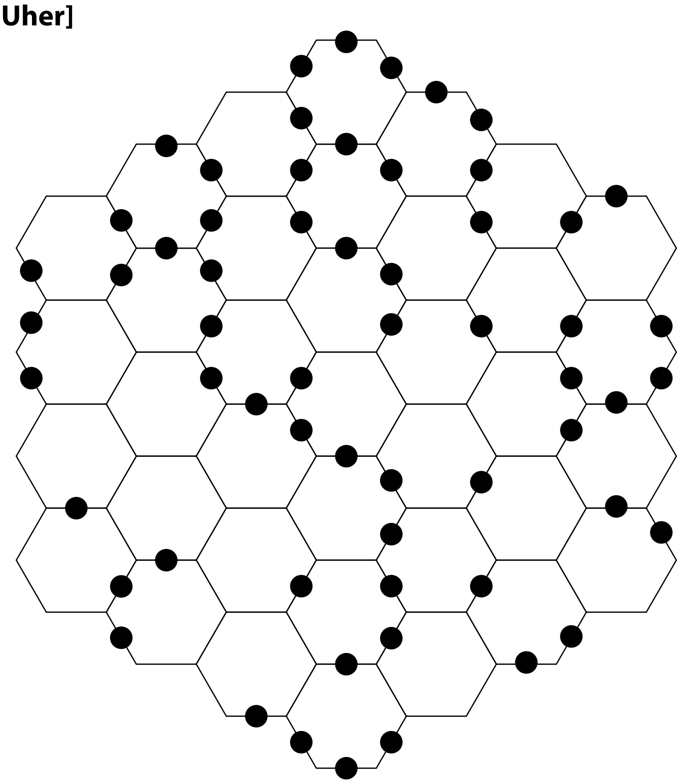
Numbers in a cell indicate the lengths of contiguous black cell groups along the "ring" of 8 cells touching that cell (fewer for cells along the outside edge). If there is more than one number in a cell, then there must be at least one white (unshaded) cell between the black cell groups. The numbers are given in *no particular order*. As a special case, if the number given in a cell is a zero (0), it means that none of the cells around that cell may be shaded black.

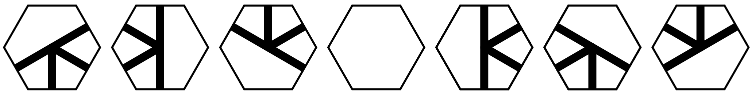
	1 2								
							1 4		
				1 2 2					
		3 3					1 1 1		
		2 3							
	1 4					1 3 1			3
				4			2 2		
		1 3							

7. Endpoints (Hex) [Czech Republic & Slovkia - Matej Uher]

A list of available symbols (possibly including a blank symbol), showing ways to connect edges of cells, is provided. Draw a symbol from the list into each cell (one symbol per cell) such that the symbols in each row are all different. Symbols may not be rotated. Each dot touches *exactly* one symbol (you may think of dots as "endpoints" of symbols). *All* possible dots (on edges of cells) are given (all endpoints are marked with dots).

The puzzle will use a hexagonal grid, with hexagons as cells and "rows" going in three directions.





8. Slitherlink [Turkey - Fatih Kamer Anda]

Draw a single, non-intersecting loop that only consists of line segments between the dots along the dotted lines. A number inside a cell indicates how many of the edges of that cell are part of the loop.

2		1	1		0	1			2	1	
	2	1	2					2	1		1
2		2			3			1	2	0	
			1				2		2		
	3			2	1	3	2	1		3	
		3	2		2		2				1
1				1		1		1	0		
	1		2	1	2	2	1			3	
		1		1				2			
	3	1	1			0			1		1
2		2	2					1		1	
	2	3			0	1		2	2		1