



WPF
SUDOKU/PUZZLE
GRAND PRIX
2014

WPF PUZZLE GP 2014 INSTRUCTION **BOOKLET**

PLAYOFFS

Puzzle authors:

Turkey (Serkan Yürekli), UK (Adam Dewbery),
Czech Republic (Jakub Hrazdira, Jiří Hrdina),
Germany (Rainer Biegler), Slovakia (Matúš Demiger)
Japan (Daisuke Takei 武井大輔, Ko Okamoto 岡本広)

also thanks to Matej Uher and Robert Vollmert for their unused contributions

Organised by



WORLD PUZZLE FEDERATION



General Playoff Format:

The Puzzle Grand Prix playoffs will consist of ten puzzles, to be solved in a fixed order. The ten puzzles comprise nine classic puzzle types and one relatively new type ("Count Number"), representative of the entire Puzzle GP series. Each host nation has contributed at least one puzzle to the playoffs. (The original rules as published said that there would be 6 puzzles for a goal of 50 minutes, but the submitted puzzles tested fast, so we will have 10 puzzles instead.)

The competitors will begin with a staggered start based on the total number of points earned in the qualifying rounds. Each point will convert to one second, with the start times as shown:

Rank:	Competitor:	Points:	Start Time (mm:ss):
1	Ulrich Voigt (Germany)	471.11	00:00
2	Ken Endo (Japan)	447.66	00:23
3	Hideaki Jo (Japan)	443.95	00:27
4	Kota Morinishi (Japan)	433.5	00:38
5	Michael Ley (Germany)	414.74	00:56
6	Bram de Laat (Netherlands)	412.71	00:58
8	Nikola Zivanovic (Serbia)	392.68	01:18
9	James McGowan (UK)	389.81	01:21
10	Neil Zussman (UK)	386.07	01:25
11	Peter Hudak (Slovakia)	384.68	01:26

When a competitor completes a puzzle, he can raise his hand to indicate to a proctor that he is done. The entire grid will then be judged over the next minute. After one minute, if the puzzle is correct, the proctor will indicate the competitor can begin the next puzzle. If the puzzle is incorrect, the proctor will return the incorrect puzzle to the competitor but will make no indication of where any mistake is. The competitor can resubmit a returned puzzle at any time, but another full one minute grading process will follow.

The playoffs will continue until 3 solvers have completed all ten puzzles. These solvers, in order of finish, will be the top 3 prize winners for this year's Puzzle Grand Prix.



As all puzzles are known puzzle types from the GP rounds, example grids will not be provided.

1. TURKEY - Crisscross [Serkan Yürekli]

Enter the given words in the grid, one letter per cell, to complete the crisscross pattern across and down.

2. UNITED KINGDOM - Fillomino [Adam Dewbery]

Divide the grid along the dotted lines into regions (called polyominoes) so that no two polyominoes with the same area share an edge. Inside some cells are numbers; each number must represent the area of the polyomino it belongs to. A polyomino may contain zero, one, or more of the given numbers. (It is possible to have a "hidden" polyomino: a polyomino without any of the given numbers, with an area of a value not present in the starting grid, such as a 6 in a puzzle with only clues numbered 1-5.)

3. CZECH REPUBLIC - Easy as ABCD [Jakub Hrazdira]

Place letters A, B, C, D in the cells, so that each letter appears exactly once in each row and column. Each cell must have at most one letter, but can be empty. Clues outside the grid indicate the first letter in the respective row or column, seen from that direction. Cells marked with an 'x' cannot contain a letter.

4. CZECH REPUBLIC - Spiral Galaxies [Jiří Hrdina]

Divide the grid along the dotted lines into regions so that every cell is part of exactly one region. Each region must be rotationally symmetric (has the same shape when rotated 180 degrees) with exactly one dot inside it, at the center of rotation. (It is permissible to have a region of size exactly one cell, as long as that cell has a dot in its center.)

5. UNITED KINGDOM - Masyu [Adam Dewbery]

Draw a single, non-intersecting loop that passes through all circled cells. The loop must go straight through the cells with white circles, with a turn in at least one of the cells immediately before/after each white circle. The loop must make a turn in all the black circles, but must go straight in both cells immediately before/after each black circle.

6. GERMANY - Snake [Rainer Biegler]

Locate a snake in the grid. The snake's body never touches itself, not even diagonally. The head and tail of the snake are given, but the length of the snake is not. The numbers above and to the left of the grid reveal the number of cells occupied by the snake in that row or column.

7. Japan - Count Number [Daisuke Takei 武井大輔]

Place a number into each empty cell so that each cell has exactly one number and cells that contain the same number do not touch each other, not even diagonally. Each outlined area must contain the numbers from 1 to N (where N is the size of the outlined area in cells) such that consecutive numbers within an outlined area are orthogonally adjacent. (In other words, for each region it must be possible to draw a path that starts at 1 and ends at N, going through each other cell exactly once and in numerically increasing order.)

8. TURKEY - Tapa [Serkan Yürekli]

Shade some empty cells black to create a single connected wall. Numbers in a cell indicate the length of consecutive shaded blocks in the neighboring cells. 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. Cells with numbers cannot be shaded, and the shaded cells cannot form a 2x2 square anywhere in the grid.

9. SLOVAKIA - "Double-Decker" Kakuro [Matúš Demiger]

Place a digit from 1 to 9 into each white cell. The numbers in grey cells indicate the sum of digits in the adjacent "word" across or down. Digits may not repeat within a "word".

10. JAPAN - Japanese Arrows [Ko Okamoto 岡本広]

Put a number in each cell without a number so that the number and arrow in each cell indicates how many different numbers exist in the direction the cell is pointing at (not including itself).