

# WPF SUDOKU GP 2017 AUDIENCE BOOKLET

## Playoff Format:

The Sudoku Grand Prix playoffs will consist of eight puzzles, to be solved in a fixed order. The puzzles contain a selection of puzzles representative of the Sudoku GP series. Each host nation has contributed puzzles to the playoffs; one from each host nation is selected by the tournament director.

The competitors will begin with a staggered start based on the total number of points earned in the qualifying rounds. The 10th-place finisher in the GP will start two minutes after the 1st-place finisher. Other finishers will start at different times proportional to the number of points they are behind the 1st-place finisher.

## Competitor (Country)

## Position

## Start

Tiit Vunk (Estonia)	1st	0:00
Seungjae Kwak (South Korea)	3rd	0:16
Kota Morinishi (Japan)	4th	0:40
Tantan Dai (China)	6th	0:58
Hideaki Jo (Japan)	7th	1:25
Michael Ley (Germany)	10th	2:00
Thomas Snyder (USA)	11th	2:03
Sinchai Rungsangrattanakul (Thailand)	12th	2:03
Takuya Sugimoto (Japan)	15th	2:11
David Jones (Canada)	17th	2:41

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 in that grid.

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

## Bonus Puzzle:

There is a bonus puzzle for the audience during the Sudoku Grand Prix playoffs. The goal is to find the secret 8-letter answer, which may be a phrase or just a single word. In each puzzle, there are unexplained marks; each puzzle's mark will lead you to one letter of the answer.

To submit your solution, go to <https://goo.gl/Egy8od> (you can also scan the QR code on this page) to do so.

The puzzle is designed for individual solving -- please only submit if you have worked on the bonus puzzle by yourself. You may only submit one solution; later submissions with the same name will be excluded from consideration.

The first player who finds and submits the correct solution is the winner and will get a special prize.





### 3 Chess Kings Sudoku

Apply classic sudoku rules. Two digits represent white and black chess kings. As in real chess, kings cannot touch other kings of either colour, not even diagonally. It is a part of solving to find which digits represent chess kings.

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

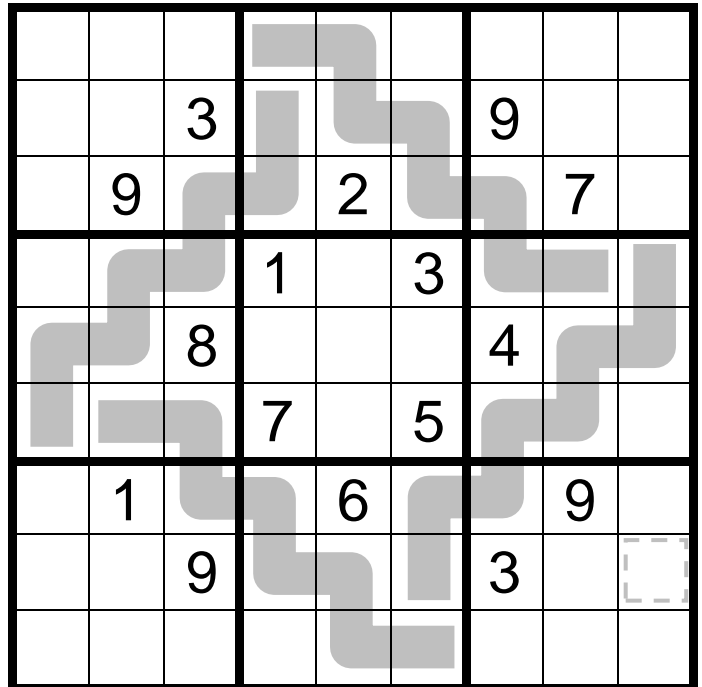
### 4 Classic Sudoku

Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each number exactly once.

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

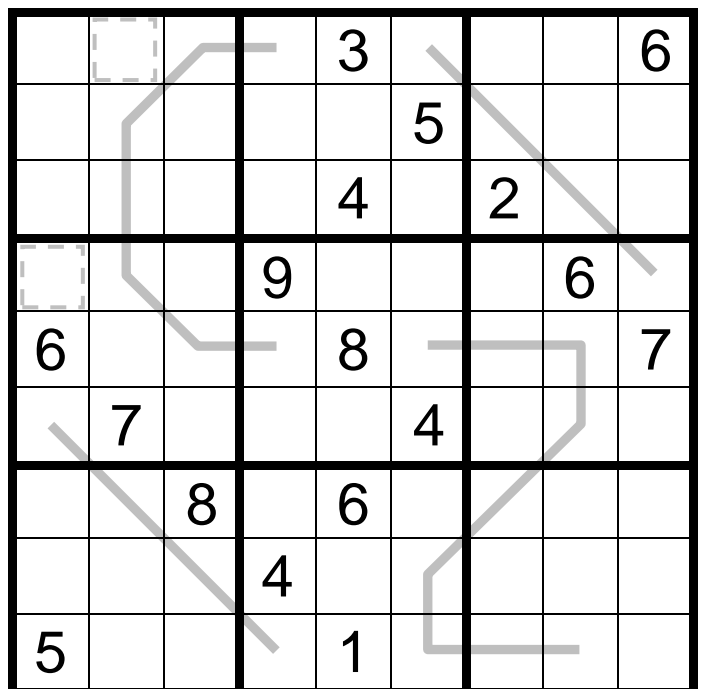
### 5 Renban Sudoku

Apply classic sudoku rules. Digits in grey areas form renban groups. These groups contain consecutive digits, in any order.



### 6 Fuzzy Arrows Sudoku

Apply classic sudoku rules. Exactly one circle should be added on each grey line. The point of an arrow should then be added at each unused end of all grey lines. Finally, solve a standard arrows sudoku. A number placed in a cell with a circle must be the sum of the numbers placed in cells which the adjoining arrow passes through. Numbers may repeat on arrows.



### 7 Classic Sudoku

Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each number exactly once.

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

### 8 Diagonal Skyscrapers Sudoku

Apply classic sudoku rules. Each number represents the height of a building. The clues outside the grid indicate the number of buildings visible from the corresponding direction. A higher building will hide any lower buildings behind it. Each marked diagonal must also contain each number from 1-9 exactly once.


Clues (top): 5 3 4 1 6 3 3

Clues (bottom): 5 1 4 2 3 2 3 2

Clues (left): 3 1 2 4 2 3 3 4

Clues (right): 3 2 5 4 2 3 2