Playoff Format:
The WPF Sudoku 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

<table>
<thead>
<tr>
<th>Competitor (Country)</th>
<th>Finish</th>
<th>Seed</th>
<th>Points</th>
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<tr>
<td>Tantan Dai (China)</td>
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<td>Kota Morinishi (Japan)</td>
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<td>2nd</td>
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<td>Jakub Ondroušek (Czech Rep.)</td>
<td>3rd</td>
<td>3rd</td>
<td>5111.3</td>
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<td>Bastien Vial-Jaime (France)</td>
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<td>4th</td>
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<td>Seungjae Kwak (South Korea)</td>
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<td>5th</td>
<td>4836.3</td>
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<td>Tiit Vunk (Estonia)</td>
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<td>6th</td>
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<td>Takuya Sugimoto (Japan)</td>
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<td>Jan Mrozowski (Poland)</td>
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<td>8th</td>
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<td>Hideaki Jo (Japan)</td>
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<td>Timothy Doyle (France)</td>
<td>11th</td>
<td>10th</td>
<td>4118.1</td>
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Puzzle selection will be done by top-seeded player competing in each round.

Type: Author (Country, GP Round):

- Classic (easy): Piotr Gdowski (Poland, 2)
- Classic (medium): Siniša Hrga (Croatia, 5)
- Classic (hard): Arvid Baars (The Netherlands, 1)
- Non-Consecutive: 李芊子 Li Qianzi (China, 8)
- Killer: Salih Alan (Turkey, 3)
- Odd/Even Pairs: Martina Prinerová (Czech Republic & Slovakia, 4)
- Greater or Sum: Čedomir Milanović (Serbia, 7)
- Disguised Palindromes: Rakesh Rai (India, 6)
1 Classic Sudoku (easy) (Piotr Gdowski)
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.

2 Classic Sudoku (medium) (Siniša Hrga)
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.

3 Classic Sudoku (hard) (Arvid Baars)
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.

4 Non-Consecutive Sudoku (Li Qianzi - 李芊子)
Apply classic sudoku rules. Digits placed in adjacent cells must not be consecutive.
5 Killer Sudoku (Salih Alan)
Apply classic sudoku rules. The digits placed in each marked cage must sum to the total given in its top-left. Numbers must not repeat in cages.

6 Odd-Even Pairs Sudoku (Martina Prinerová)
Apply classic sudoku rules. Exactly one odd and one even digit must be placed in each marked pair of adjacent cells.

7 Greater or Sum Sudoku (Čedomir Milanović)
Apply classic sudoku rules. Each number between two neighbouring cells is either the greater of the digits or the sum of the digits in those two cells.

8 Disguised Palindromes Sudoku (Rakesh Rai)
Apply classic sudoku rules. For each grey line, there must be at least one way of removing a digit so that the remaining digits on the line form a palindrome. It is permissible that the digits on the grey line also form a palindrome before the removal step.