



**Overview.** The play-off to the WPF Sudoku Grand Prix 2013 is designed to be a representative and exciting finale to the 8 online rounds. Each finalist will solve a total of 8 puzzles, with one type of sudoku chosen from each of the online rounds. The puzzles are designed to be of roughly equal difficulty, and the play-off is expected to last no longer than 50 minutes in total.

The winner will be the solver who finishes the 8 puzzles quickest. Solving will continue until 3 solvers have correctly completed all 8 puzzles.

**Finalists.** The finalists for the WPF Sudoku Grand Prix 2013 are listed below. Each finalist will start the play-off with a nominal 10 second staggered start based on their aggregated ranking. Where points totals are tied, finalists have been separated via their best results.

1. Kota Morinishi (Japan)	1190 points, <b>+0:00.</b>
2. Hideaki Jo (Japan)	(1st×1, 3rd×2) 1182 points, <b>+0:10.</b>
3. Tiit Vunk (Estonia)	(1st×1, 3rd×1) 1182 points, <b>+0:20.</b>
4. Bastien Vial-Jaime (France)	1179 points, <b>+0:30.</b>
5. Nikola Živanović (Serbia)	1175 points, <b>+0:40.</b>
6. Jakub Ondroušek (Czech Republic)	1165 points, <b>+0:50.</b>
7. Jan Mrozowski (Poland)	1164 points, <b>+1:00.</b>
8. Seungjae Kwak (South Korea)	1157 points, <b>+1:10.</b>
9. Ulrich Voigt (Germany)	(1st×1) 1151 points, <b>+1:20.</b>
10. Michael Ley (Germany)	(1st×0) 1151 points, <b>+1:30.</b>

**Puzzle Submission.** When a finalist believes they have correctly solved a puzzle, they will raise it in the air. Their proctor will then check the solution is correct during a 1 minute checking period. When the 1 minute is over, and if the solution is correct, then the finalist is given the next puzzle to solve. Otherwise, the finalist is given the puzzle back, unmarked, to correct.

**Solving Environment.** (To be finalised.) The finalists will solve at desks at the front of the room, supervised by proctors. The puzzles will be printed on A4 paper. Finalists will solve wearing headphones; this will allow a running commentary for the benefit of the audience. Non-intrusive cameras will be employed at desks; this will allow a video feed to be displayed for the benefit of the audience.

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## Gappy Consecutive Sudoku


(Czech Republic )

**Rules:** Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once. The numbers placed in each outlined region must form a consecutive, non-repeating set, with exactly one number missing in between. The missing number is indicated at the top-left of each region.

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

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

## Point to Next Sudoku

(India )

**Rules:** Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once. Some arrows are marked in the grid. If a number  $n$  is placed in a cell containing an arrow, then the number  $n+1$  must be placed in a cell pointed at by the arrow.

	↑		→	↑		←	↑	
		1	2	3	6	9	←	
	↓	8				3	↓	
	←	5				2	→	
	↑	6				5	↓	
	↓	2	4	7	1	8		
	→	←		↓	↓		→	

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

## Arrow Sudoku

(Germany )

**Rules:** Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once. The number placed in a cell with a circle must be the sum of the numbers placed in cells the adjoining arrow passes through. Numbers may repeat on arrows.

	9			8				
2				7				
			3					
		9						8
	1							9
4						1		
				4				
				2				1
			9				8	

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

## Tennis Sudoku

(Serbia )

**Rules:** Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once. Adjacent cells containing valid scores for a set of tennis are marked with a ball. Adjacent cells with no marking must not contain valid scores. The list of valid scores is: 6-1, 6-2, 6-3, 6-4, 7-5, 7-6, 8-6, 9-7.

		2		4		3		
	9						4	
	1				2			
			1				2	
		4					3	
		1		8		9		

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

## Extra Regions Sudoku

(United Kingdom )

**Rules:** Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once. Each of the shaded regions must also contain each number from 1-9 exactly once.

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

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

## Even/Odd Sudoku

(United States )

**Rules:** Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once. Numbers placed in cells with shaded squares must be even. Numbers placed in cells with shaded circles must be odd.

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

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

## Odd Lab Sudoku

(Turkey )

**Rules:** Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once. There must be a path between the top left and bottom right cells, travelling horizontally and vertically through cells containing odd numbers.

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

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

## Coast to Coast Sudoku

(Italy )

**Rules:** Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once. The clues to the left of the grid indicate that one of these numbers must be placed in one of the first three cells in the corresponding row, and the other number must be placed in the horizontally symmetric cell.

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

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