

Logic Masters India

Presents



February 12 – 13, 2011

February 2011 Monthly Sudoku Test

INSTRUCTION BOOKLET

Submission: <http://logicmastersindia.com/M201102S/>

This contest deals with Sudoku variants. Each puzzle is a combination of two basic variations. The combinations used are **Diagonal, Jigsaw/Irregular, Killer, Non-Consecutive, Anti-Knight and Disjoint/Offset**.

The Puzzle types are:

No.	Puzzle	Points
1	Diagonal - NC	55
2	AK - Jigsaw	60
3	Diagonal - Killer	65
4	Jigsaw - Killer	75
5	AK - Killer	75
6	NC - Killer	80
7	Diagonal - Jigsaw	80
8	AK - Disjoint	85
9	Diagonal - Disjoint	85
10	NC - Jigsaw	90
11	AK - NC	100
12	Diagonal - AK	150
	Total	1000

Bonus Points

Puzzles Solved Correctly	Bonus
10	1xMins Saved
11	3xMins Saved
12	5xMins Saved

Test solving

Thanks to **Michal Matyska (mtronic)** for test solving all puzzles.

Important Points for the test.

- Test duration is for 120 minutes.
- All grids are 9x9 Sudokus.
- Disjoint/Offset variations will not be colored in order to avoid confusion while printing.
- The grids are placed in order of their points.
- No kind of outside help of solvers is to be used.
- Answer Key will be enabled after 75 minutes of solving.
- The Answer key will be either 2 rows or 2 columns or a combination of row and column.
- For the first time we have enabled a textbox below the online grid for submission of answers for people who solve on paper. So instead of filling the grid you can now submit answers through the textbox. However if you fill up both the grid and the textbox, then the answer in the online grid will be deemed as final.
- The Puzzle Booklet will be available for Download 3 days before the test.
- While the test is on for the 2 days, kindly refrain from discussing puzzle specific questions and topics in the forum.
 - If anyone has a specific issue or question regarding any puzzle they can mail the Organisers or me (purifire15@gmail.com) during the test or leave a personal message for us at the forum.

Instructions and Examples

Diagonal – Non Consecutive.

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. The two main diagonals also contain the digits 1 through 9. Additionally adjacent cells cannot contain consecutive numbers.

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

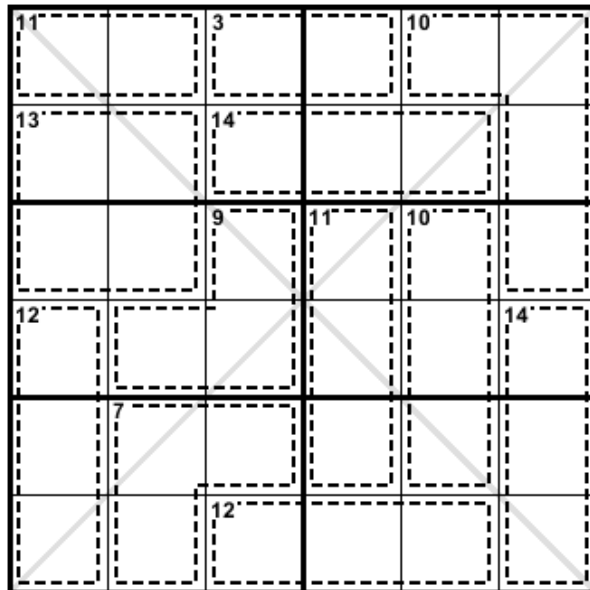
Anti Knight – Jigsaw

Fill in the grid so that every row, column, and irregular shaped regions contain the digits 1 through 9. Additionally a digit cannot repeat at a knight's step as in Chess. (1 to 6 in example)

	2			3	
1					5
3					6
	4			1	

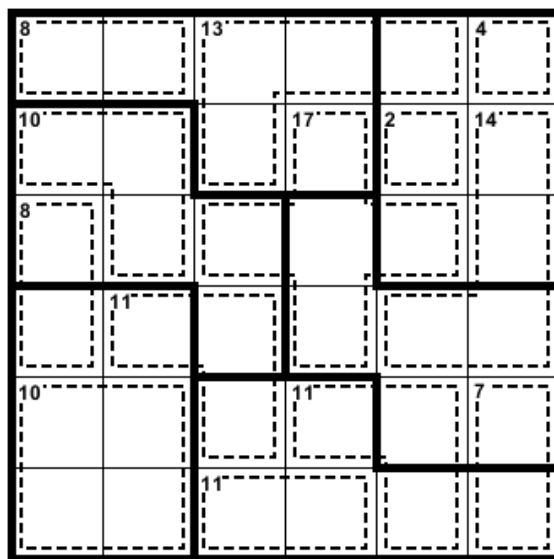
Diagonal Killer

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. The two main diagonals contain digits 1 through 9. Additionally the sum of the cells in a cage must equal the total given for the cage. Each digit in the cage must be unique. (1 to 6 in Example)



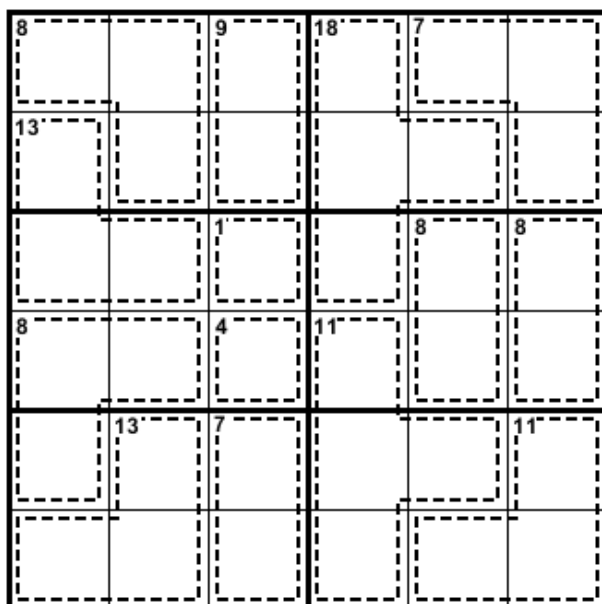
Jigsaw Killer

Fill in the grid so that every row, column, and every irregular region contains the digits 1 through 9. The sum of the cells in a cage must equal the total given for the cage. Each digit in the cage must be unique. (1 to 6 in Example)



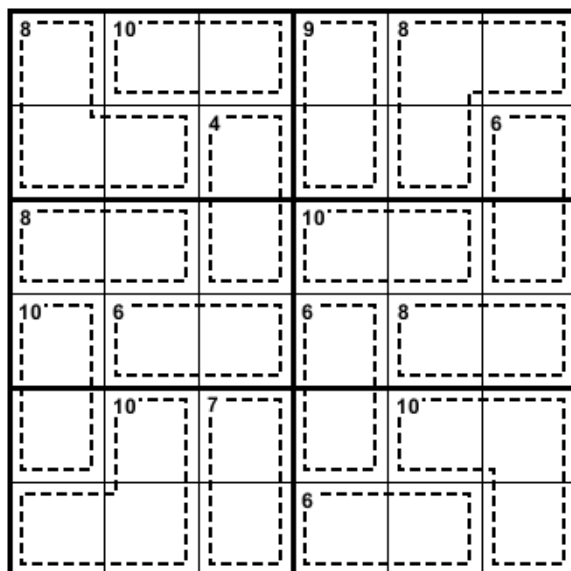
Anti Knight Killer

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. A digit cannot repeat in a cell which is at a Knights step as in Chess. Additionally the sum of the cells in a cage must equal the total given for the cage. Each digit in the cage must be unique. (1 to 6 in Example)



Non Consecutive Killer

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. Adjacent cells cannot contain consecutive numbers. Additionally the sum of the cells in a cage must equal the total given for the cage. Each digit in the cage must be unique. (1 to 6 in Example)



Diagonal Jigsaw

Fill in the grid so that every row, column, and every irregular region contains the digits 1 through 9. The two main diagonals also contain digits 1 through 9. (1 to 6 in Example)

6		2			4
					1
4					
5			4		3

Anti Knight Disjoint

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. Same digit cannot repeat at a knight's step as in Chess. Each relative position in a 3x3 box contains the digits 1 through 9. (1 to 6 in Example)

		3	5		
4					6
3					5
		1	2		

Diagonal Disjoint

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. The two main diagonals contain digits 1 through 9. Each relative position in a 3x3 box contains the digits 1 through 9

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

Non- Consecutive Jigsaw

Fill in the grid so that every row, column, and every outlined region contains digits 1 to 9. Two adjacent cells cannot contain consecutive numbers. (1 to 6 in Example)

		2	5		
	3			4	
5					4
2					1
	2			3	
		1	4		

Anti Knight Non Consecutive

Fill in the grid so that every row, column, and 3x3 box contains digits 1 to 9. A number cannot repeat at a cell which is at a knight's step as in Chess. Two adjacent cells cannot contain consecutive numbers.

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

Diagonal Anti Knight

Fill in the grid so that every row, column, and 3x3 box contains digits 1 to 9. A number cannot repeat at a cell which is at a knight's step as in Chess. The two main diagonals contain digits 1 through 9.

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