

# **Sudoku Mock Test 5**

## **Instruction Booklet**

28<sup>th</sup> December, 2008

14.30 – 16.30 IST (GMT + 5.30)

975 points + Time Bonus

Organized by

Logic Masters: India

# Points Distribution

No.	Sudoku	Points	Puzzle Creator
1	Classic Sudoku	25	Tejal Phatak / Rohan Rao
2	Odd-Even Sudoku	25	Tejal Phatak / Rohan Rao
3	Alphabet Sudoku	45	Tejal Phatak / Rohan Rao
4	Non-Consecutive Sudoku	50	Tejal Phatak / Rohan Rao
5	Alphabet Sudoku	55	Rohan Rao
6	Diagonal Sudoku	55	Tejal Phatak / Rohan Rao
7	Consecutive Sudoku	65	Tejal Phatak / Rohan Rao
8	No Touch Sudoku	75	Tejal Phatak / Rohan Rao
9	Linked Mini Sudokus	75	Tejal Phatak / Rohan Rao
10	Outside Sudoku	85	Tejal Phatak / Rohan Rao
11	Irregular Sudoku	90	Tejal Phatak
12	Skyscrapers Sudoku	95	Tejal Phatak / Rohan Rao
13	Frame Sudoku	100	Tejal Phatak / Rohan Rao
14	Linked Extra-Region Sudokus	135	Tejal Phatak / Rohan Rao
<b>Total</b>		<b>975</b>	

**Date:** 28<sup>th</sup> December, 2008

**Time:** 120mins

**Start Time:** 14.30 IST (GMT + 5.30)

**End Time:** 16.30 IST (GMT + 5.30)

### **Time Bonus**

The test carries a time bonus of 10 points per minute saved. Time bonus will be awarded only if all sudokus are solved correctly within the allotted time.

### **Answer Submission**

Answers have to be submitted at [www.logicmastersindia.com](http://www.logicmastersindia.com) . Submit button for each puzzle will be enabled after the specified time for the mock. After solving a puzzle completely, click on the Submit button.

We'll follow a partial marking system for answers. If the answer matches correctly, full marks will be awarded. Else, if all filled cells are correct, following formula will be used to compute the points.

**Points** = (Number of correctly filled cells - Number of incorrectly filled cells) \* (Puzzle Points) \* (0.75) / (Total cells – Number of given hints)

**Note:**

- a) This marking system may change in future mocks
  
- b) Since all championships use paper for solving, we encourage participants to solve on paper and then copy the grid to flash. Flash should be used for submission only. To easily enter the digits/letters, givens will not be shown on the grid by default. Cursor will move automatically to next cell after you type. However for any reason, if you decide to solve it on flash directly, click on "Show Givens" to see all given digits/letters. In this case, cursor will not move to the next cell automatically. Use arrow keys/mouse to move around the grid.
  
- c) Don't refresh / close the browser before submitting.
  
- d) Certain browsers (e.g. Mozilla Firefox) cache old copies of files and don't always get the latest copy from the server. You are advised to use other browsers (e.g. Internet Explorer) or clean your browsers cache if the puzzle does not appear after the specified time.
  
- e) "Save Locally" button is provided for each puzzle. The puzzle status (all filled cells) will be saved locally on your computer. The saved puzzle status will be restored in case the browser crashes / closes / refreshes. Note that pencil marks are not saved / restored.

# Instructions

## ALPHABET SUDOKU (45 & 55)

Place alphabets in the grid such that each row, column and 3x3 box contain each alphabet exactly once.

## CLASSIC SUDOKU (25)

Place numbers in the grid such that each row, column and 3x3 box contain the numbers 1 to 9.

## CONSECUTIVE SUDOKU (65)

Place numbers in the grid such that each row, column and 3x3 box contain the numbers 1 to 9. Neighbouring cells which contain consecutive numbers are separated by bars.

## DIAGONAL SUDOKU (55)

Place numbers in the grid such that each row, column and 3x3 box contain the numbers 1 to 9. Both the main diagonals, too, should contain the numbers 1 to 9.

## FRAME SUDOKU (100)

Place numbers in the grid such that each row, column and 3x3 box contain the numbers 1 to 9. Numbers in the outside frame equal the sum of the first three numbers in the corresponding row or column in the given direction.

## IRREGULAR SUDOKU (90)

Place numbers in the grid such that each row, column and each set of nine same-coloured cells contain the numbers 1 to 9.

## LINKED EXTRA REGION SUDOKUS (2 x 60 + 15) = (135)

Place numbers in the two grids such that each row, column and 3x3 box contain the numbers 1 to 9. Each group of nine orange-coloured cells must also contain the numbers 1 to 9 in both grids. Cells with the same colour (except orange) across the grids contain the same number.

(Each grid is worth 60 points. Solving both grids correctly will earn 15 bonus points)

## LINKED MINI SUDOKUS (6 x 10 + 15) = (75)

Place numbers in the six grids such that each row, column and 2x3 box contain the numbers 1 to 6. Corresponding cells of different grids must contain different numbers.

(Each grid is worth 10 points. Solving all six grids correctly will earn 15 bonus points)

## NON-CONSECUTIVE SUDOKU (50)

Place numbers in the grid such that each row, column and 3x3 box contain the numbers 1 to 9. No two consecutive numbers can be adjacent to each other, horizontally or vertically.

## NO TOUCH SUDOKU (75)

Place numbers in the grid such that each row, column and 3x3 box contain the numbers 1 to 9. Two same numbers cannot touch each other diagonally.

## ODD-EVEN SUDOKU (25)

Place numbers in the grid such that each row, column and 3x3 box contain the numbers 1 to 9. Grey cells contain even numbers while other cells contain odd numbers.

## OUTSIDE SUDOKU (85)

Place numbers in the grid such that each row, column and 3x3 box contain the numbers 1 to 9. Outside cells must be inserted in one of the first three cells of the row or column as seen from that direction.

## SKYSCRAPERS SUDOKU (95)

Fill in the grid such that every row, every column and every 3X3 box contain the numbers 1 to 9. The numbers outside the grid represent the heights of the skyscrapers seen in the corresponding row or column in the given direction.