LMI Screen Test#1

25 puzzles – 30 minutes

http://logicmastersindia.com/ST/ST1.asp

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About LMI Screen Test #1 (ST1)

Screen Tests are part of most, if not all, World Puzzle Championships. In Screen Tests, the puzzles are displayed on the screen; participants solve the puzzles by looking at the screen. Typically the answer to the screen test puzzles is a number or a letter or at max few words.

LMI Screen Test is designed based on WPC Screen Test philosophy, to make screen tests available to more puzzle solvers.

Here are the rules of the test.
- Each puzzle will have a time limit, and it has to be solved within the specified time limit.
- There will not be any Puzzle Booklet to download. All the puzzles are to be solved on screen.
- Participants are allowed to draw images / grids on paper and answer on the screen. There is no provision to draw / type / take notes on screen.
- Each puzzle will have certain number of answer options. Participants have to select the answer option using 'mouse'. Typing is not allowed / needed in ST1.
- There will be 25 puzzles, and they are to be solved within 30 minutes.

About this Guide

This guide explains how to participate in LMI Screen Test#1 (ST1)
It includes
- how the flash submission system works
- the puzzle types and points distribution
- details about bonus points and negative marking

It does not include
- Instructions or examples of puzzle types in ST1.
- For that the participant must visit the landing page http://logicmastersindia.com/ST/ST1.asp. The purpose is that participants must familiarize themselves with the submission system before starting ST1

Viewing the Examples

- It is absolutely recommended that a serious participant view the examples and instructions before starting ST1.
- In the ST1 page, click on Examples button

Examples
Check Instructions and Examples

- The instructions for 1st puzzle will be shown for 5 seconds. After 5 seconds, the example for 1st puzzle with answer options will appear. Each example will be shown for 60 seconds. You can click on any answer option and move to the next puzzle.
- You don't select on any answer option or don't click on move to next puzzle; the 2nd puzzle instruction will appear after 60 seconds.
- This cycle will repeat for all 25 puzzles.

About instructions

The instructions for example puzzles and test puzzles are absolutely same. If you have read the instructions while viewing examples, you don't need to read them again while taking the test.
- The instruction text will have couple of words underlined. The underlined words refer to the nature of answer key.
- Some puzzles may have part of instructions in small font. The text in small font is for completeness of instructions, and should be known to most solvers.

Taking the Test

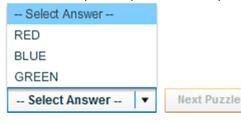- Starting the test involves 2 steps
- Login at ST1 page

| <userid> | <password> | <country> | Login |

Login above to start the test.

- After successful login (and entering country), click on "Start LMI Screen Test #1 button" to start the test.

Start LMI Screen Test #1

- The 1st puzzle instruction and example image will be shown for 15 seconds.
- After 15 seconds, the 1st puzzle will appear. The puzzle will be shown for 45/60 seconds depending upon the point value of the puzzle.
- There will be a timer on **top-right** corner which will reflect the number of seconds you have to solve the puzzle. The timer shows "how many seconds are left before the next puzzle is shown".
- Each puzzle will have a limited number of options specified as drop down list.

| -- Select Answer -- |
| RED |
| BLUE |
| GREEN |
| -- Select Answer -- ▼ | Next Puzzle |

- Once you determine the answer, click on the corresponding option.
- After selecting the answer, the "Next Puzzle" button will be enabled.

| GREEN ▼ | Next Puzzle |

- If you are certain that the puzzle answer is correct, click on "Next Puzzle".
  - Clicking on "Next Puzzle" will submit the answer for current puzzle and will show the instructions for next puzzle.
  - Bonus point [see below] will be computed from the time you clicked on "Next Puzzle", not from the time you selected the answer option.
  - *So click on "Next Puzzle" as soon as you are certain that your answer is correct.*

- If you are still working on a puzzle and timer ends, you can't submit the puzzle any more.
- The next puzzle instructions will be shown.

- If you have clicked on any answer key and timer ends, the answer key will be submitted.
- The next puzzle instructions will be shown.

- You can unselect the answer selecting " – Select Answer –" from the drop down list.
- When you unselect the answer, "Next Puzzle" button will also be disabled.
- Note that incorrect answers will be penalized.
- *If you are not certain about the answer, you should quickly unselect it. Because after the timer ends, your selected answer will be submitted automatically.*

- This cycle will repeat for all 25 puzzles.

Demo Page

- Since Screen Test is new at LMI, we have setup a demo page. For link see the ST1 landing page
- The demo is operational now; you can "actually" start the test, and see how everything works.
- Note that
    - The demo page will be disabled 24 hours before the test
    - The demo page has much fewer puzzles than the actual test

Bonus Points

- If a puzzle is assigned x seconds, it is worth x points.
- If you solve it correctly, you get at least x points
- If you solve correctly and submit (move to next puzzle) before x seconds, let's say in y seconds where y < x, you get additional x-y points as bonus. So your total point for the puzzle is (2x - y) points.

Negative Points

- Since every puzzle will have a fixed number of options, it is possible that players will try to guess the answer if they can't solve it within the specified time.
- Negative points will be given for each wrong answer using the following formula
    - If the puzzle has <=4 options, you get penalized x/2 for wrong answer
    - If the puzzle has <=6 options, you get penalized x/3 for wrong answer
    - If the puzzle has >6 options, you get penalized x/4 for wrong answer.

Suggestions

- Monitor – Since the puzzles will be projected on your computer monitor, it is important to have a decent size monitor to avoid scrolling.
- Full Screen – If your monitor is small, you should consider using Full Screen mode. The flash submission system has a Full Screen Button.
- Browser – Some browsers clutter the screen leaving less space for webpages. For the Screen Test, You should consider using Google Chrome or Internet Explorer 9 which leave maximum space for web pages.
- Mouse – Since all the answering is to be done with 'mouse', it is important that you have a 'mouse' which works nicely.

Puzzle Types and Points

45 Seconds	
Puzzle Name	**Grid Size**
Knight Safe	6X6
Mazes	
Bead Count	
Minimum Mines	5X5
Blank Hitori	7X7
Cell Sudoku	
Sudoku Twins	
Stubborn Snake	8X8
Multi ESB	8X8
Lucky Column	9X9

60 Seconds	
Puzzle Name	**Grid Size**
LMI Count	
Missing Words	
Operations Twist	
ABC Connect	8X8
Black And White	6X6
Irregular Split	
Correct XV	
Careless Arrows	
Mastermind	
Images Count	
Middle Stick	
Missing Digit Kakuro	
Coded Skyscraper	6X6
Rare Skyscraper	3X3
Brilliant Colour	

Puzzle Times	**22:30**
Break between puzzle	**6:00**
Review Time	**1:30**
Total Time (Maximum)	**30:00**

Notes
- The puzzles will appear in the order in which they appear
- The grid size is already specified for some puzzles