

About *Match*

This test is designed to serve as a practice for Round 7 of WSC 2013. The rules are same as the WSC round

- There will be 8 sudoku grids, each with a separate rule
- As a part of solving, you have to match the eight variants into pairs of two
- The two puzzles in each pair have identical solution
- After identifying the pairs, fill in the grid for each puzzle using the combined rules within the pair

Since the WSC IB does not have details about the variants to be used, we have picked 8 different variants from different rounds.

Submission

The eight grids will be numbered 1,2,3,4,5,6,7,8. While submitting, first enter the matched pairs. For example, if you have matched grid 1 with 4, 2 with 8, 3 with 7 and 5 with 6, you should enter 14,28,37,56. Note that points exist for identifying the pairs, in case you have not been able to solve some of them.

Each grid will have one row or column marked with an arrow. After solving the pair, you need to submit the digits in the marked direction, for both the arrows.

Online solving is not available for this test.

Scoring

You will have **90 minutes** to match the pairs and solve them all.

It is expected that some players will solve all Sudokus. Bonus points of 600/90 points per minute saved will be awarded if all Sudokus are submitted correctly. Bonus will also be awarded if 7 are correct, and one is almost correct.

Each grid will have some points assigned. If you submit a pair correctly, you will get points for both the grids. There is no partial scoring.

Some players may not be able to solve the Sudokus, even if the pairs are identified correctly. Additionally, 100, 75 or 50 points will be awarded for identifying 3, 2 or 1 pair(s) correctly.

A sudoku is considered to be solved correctly if and only if the solution is part of the solution for the overall round.

Anti-Knight Sudoku	20
Disjoint Groups Sudoku	65
Irregular Sudoku	70
Nine Dragons Sudoku	80
Non-Consecutive Sudoku	70
Odd Sudoku	65
Skyscrapers Sudoku	65
Sum Sudoku	65
-- Match --	100
Total	600

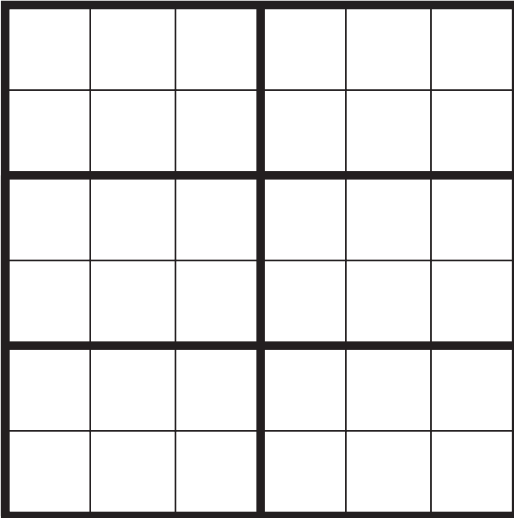
Examples

We provide you 4 grids, each of size 6X6 to demonstrate the *Match*; they can be found in the next page.

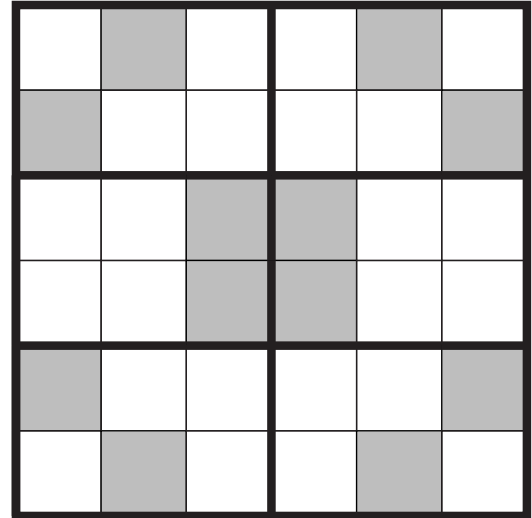
All the 9X9 images and instructions used in this booklet are from the WSC IB. Please note that they do not form a *Match*.

Example of a *Match* using 4 6X6 grids

1. Non Consecutive Sudoku

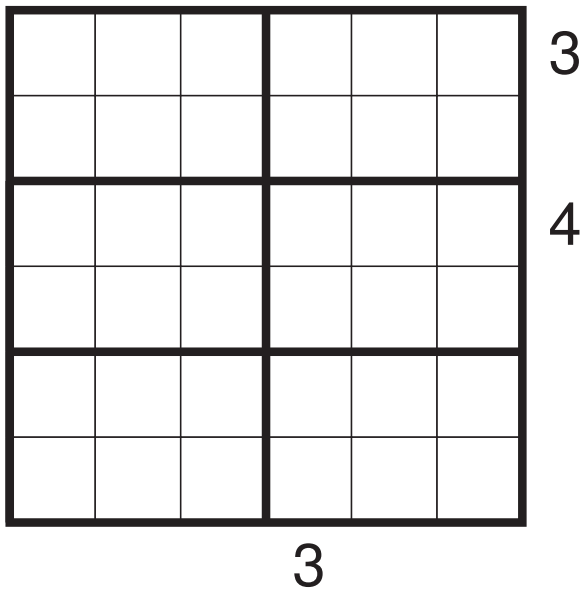


2. Odd Sudoku

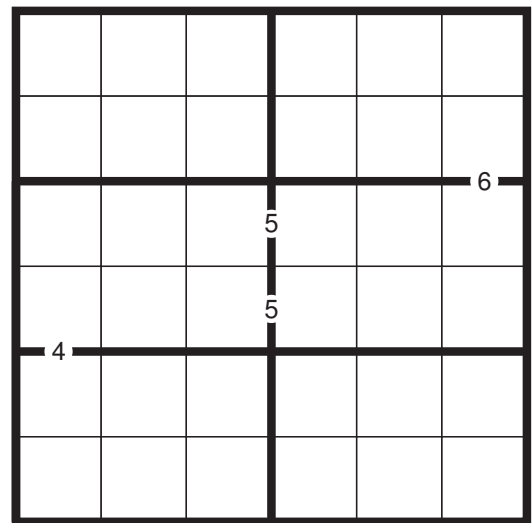


3. Skyscrapers Sudoku

3



4. Sum Sudoku



Non Consecutive + Sum

5	1	3	6	2	4
2	4	6	3	5	1
6	2	4	5	1	3
3	5	1	5	4	6
1	3	5	2	4	6
4	6	2	5	1	3

Skyscrapers + Odd

4	5	2	6	3	1
3	6	1	4	2	5
6	4	5	3	1	2
2	1	3	5	6	4
5	2	6	1	4	3
1	3	4	2	5	6

The solution code for the *match* is 14,23

1. Anti-Knight Sudoku

Fill in the grid so that every row, column, and 3×3 box contains the digits 1 through 9. The same digits are not chess-knight-move connected.

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

2. Disjoint Groups Sudoku

Fill in the grid so that every row, column, and 3×3 box contains the digits 1 through 9. Digits do not repeat in cells at the same position among the 3×3 boxes.

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

3. Irregular Sudoku

Fill in the grid so that every row, column, and region contains the digits 1 through 9.

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

4. Nine Dragons Sudoku

Fill in the grid so that every row, column, 3x3 box, and labeled path contains the digits 1 through 9.

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

5. Non-Consecutive Sudoku

Fill in the grid so that every row, column, and 3×3 box contains the digits 1 through 9. The difference between any two horizontally or vertically adjacent cells cannot be 1.

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

6. Odd Sudoku

Fill in the grid so that every row, column, and 3×3 box contains the digits 1 through 9. The grey cells should only contain odd numbers.

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

7. Skyscrapers Sudoku

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. Consider each number to be the height of a building. The numbers outside the grid indicate how many buildings can be seen when looking in that direction (taller buildings conceal smaller buildings behind them).

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

8. Sum Sudoku

Fill in the grid so that every row, column, and 3x3 box contains the digits 1 through 9. Numbers given between cells represent the sum of the two digits.

		14		7			5		
			11				9		5
6	6			3				16	
		9					7	16	
			10	8			8		
	10				3				
	7								
5						10			2
	8			10				12	
9						12			
		7	3		2			16	