

MOCK TEST 19

April 04, 2010

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INSTRUCTION BOOKLET

Sudoku	Points
Classic 1	35
Classic 2	55
Magic Square	30
Consecutive	60
XV	50
Windoku	50
Kropki	60
Sequences	60
Diagonal Inequality	90
Irregular (Anti Knight)	90
Killer (Non Consecutive)	120
Total	700 + Time Bonus (150 min)

Mock will be open for a period of 24 hrs
(20:00 IST 03rd April -20:00 IST 04th April)

Classic Sudoku

Fill in the grid with digits from 1 to 9 so that each row, column and 3x3-box has exactly one of each digit.

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

Magic Square Sudoku

Apply standard sudoku rules on the numbers of 1 to 9. The shaded cells contain all digits 1 to 9 and the shaded cells add to 15 horizontally, vertically and diagonally amongst them.

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

Consecutive Sudoku

Fill in the grid so that every row, every column and every 3x3 box contains the digits 1 through 9. Neighboring cells which contain consecutive digits are separated by white bars. Cells which are not separated by white bars cannot contain consecutive digits.

	1			9			2	
		5					7	
1								5
		4					9	
	5			7				1

XV Sudoku

Fill in the grid so that every row, every column and every 3x3 box contains the digits 1 through 9. All the adjacent cell pairs (sharing an edge) with two digits summing to 5 are marked by V, while those summing to 10 are marked by X. The cells edges which do not contain an X or a V cannot have digits summing to 5 or 10.

				6x	v		
		x		v			x
5		x		x			6
				v	x		
x	v	x	v				v
				x			
2x				x	x	x	4
	x			x	x		
	v						
		x		5			

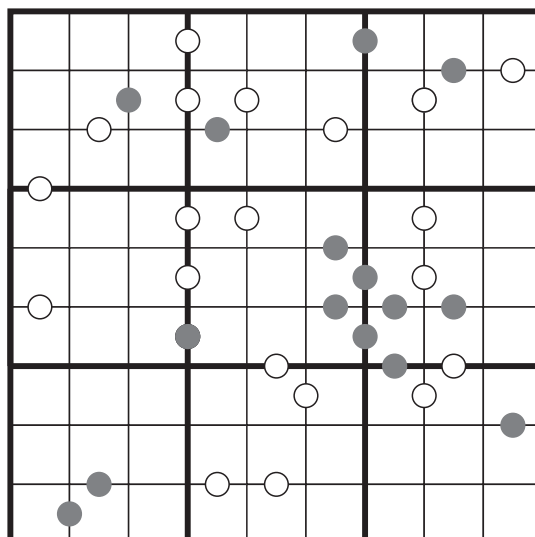
Windoku Sudoku

Place numbers in the grid such that every row, column and 3x3 box contain the numbers 1 to 9. each of the four shaded 3x3 boxes must also contain the numbers 1 to 9.

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

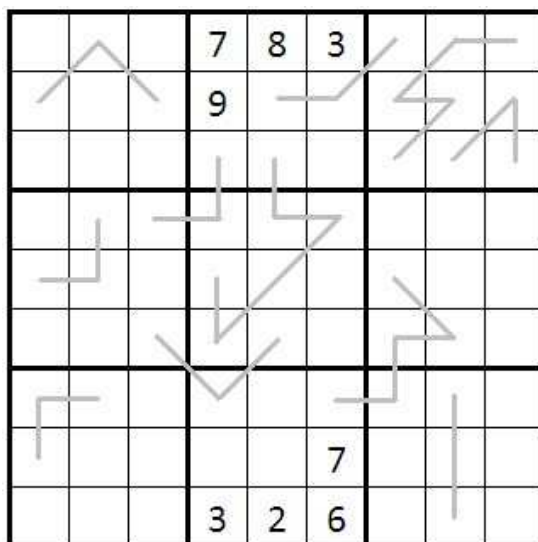
Kropki Sudoku

Fill the grid with the digits 1 to 9 so that each row, column and 3x3-box has exactly one of each digit. If the difference between two cells is 1 then there is a white dot. If digit in a cell is the half from a neighboring cell then there is a black dot. The dot between two cells with 1 and 2 can have any of these two colors.



Sequences

Place numbers in the grid such that each row, column and 3x3 box contain the numbers 1 to 9. The numbers along the lines have to be different and are in arithmetic sequence. The difference between two following numbers along a line is always the same.



X-Inequality Sudoku

Apply standard sudoku rules on the numbers of 1 to 9. Place numbers in the grid such that each row, column and 3x3 box contain the numbers 1 to 9. There are 'greater than' (>) and 'less than' (<) signs. The cell with the open end of the sign should be greater than the cell with the closed end of the sign. Additionally the numbers cannot repeat on the two main diagonals of the grid.

Example: <http://www.fed-sudoku.eu/sudokuplay/0021en.swf>

Irregular Anti Knight Sudoku

Place numbers in the grid such that each row, column and thick-outlined region contain the numbers 1 to 9. Additionally, the numbers follow the Anti Knight rule. That is, a number cannot repeat itself at a different cell which is at a knight step position in the grid.

Non-Consecutive Killer Sudoku

Place numbers in the grid such that each row, column and 3x3 box contain the numbers 1 to 9. The sum of the digits within each dotted subarea equals the number given in the top left corner of that subarea. No digit can occur more than once in each subarea. Additionally the numbers cannot be consecutive between two adjacent cells. This condition applies within and between the subarea.