

LOGIC MASTERS INDIA

MOCK TEST 13

Date: 21st February, 2010

Start Time: 14:30 IST (09:00 GMT)

Duration: 2hrs

Points: 1000 + Time bonus (10 pts/min)

Organized By: Tejal Phatak & Rohan Rao

<http://rohanrao.blogspot.com/>

POINTS TO REMEMBER

1. There are totally 10 sudokus to be solved in 2hrs.
2. **Answer Page:** <http://www.logicmastersindia.com/mock13/mock13.asp>
3. Answers will be accepted only on the website. Click on 'Show Cells To Fill' and enter numbers in the 'marked cells' from your solution.
4. The 'Show Cells To Fill' will be activated 60 minutes after the test starts.
5. Answers will not be accepted after the stipulated period.
6. Time bonus of 10 points per minute saved will be awarded ONLY if all 10 sudokus are solved correctly.
7. Please rate the sudokus after submitting your answers, you can rate the sudokus even after the mock test ends.

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POINTS TABLE:

S. no	Sudoku	Points
1	Odd-Even No Touch	50
2	Even Product Frame	60
3	Consecutive Sum Frame	80
4	Irregular Kropki	80
5	Extra-Region Quadro	80
6	Outside Anti-Knight	90
7	Odd Multiplication Table	110
8	Non-Consecutive Numeral	130
9	Surprise	150
10	Sequence Equal Sums Skyscraper	170
	GRAND TOTAL	1000

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ODD-EVEN NO TOUCH SUDOKU (50)

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

- Shaded cells contain even numbers while other cells contain odd numbers.
- Same numbers cannot touch each other even diagonally.

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

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

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EVEN PRODUCT FRAME SUDOKU (60)

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

- The shaded cells contain even numbers.
- Numbers in the outside frame equal the product of the first three numbers in the corresponding row or column in the given direction.

	24	30	504	30	24				
35									108
		8			9			7	
162			4		5				16
64		4		9	3	1		5	210
35			2		8				108
		2			1			6	
162									16
	504	24	24	504	30				

	24	30	504	30	24					
35	1	7	5	6	8	2	3	9	4	108
	4	8	2	1	9	3	5	7	6	
162	6	9	3	4	7	5	2	8	1	16
	5	1	7	8	2	6	4	3	9	
64	2	4	8	9	3	1	6	5	7	210
	3	6	9	7	5	4	1	2	8	
35	7	5	1	2	6	8	9	4	3	108
	8	2	4	3	1	9	7	6	5	
162	9	3	6	5	4	7	8	1	2	16
	504	24	24	504	30					

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CONSECUTIVE SUM FRAME SUDOKU (80)

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. If there is NO bar between two cells then the two numbers CANNOT be consecutive.
- Numbers in the outside frame equal the sum of the first three numbers in the corresponding row or column in the given direction.

	16	11	18	16	14	15	10	12	23	
21										16
15										15
9										14
17										17
8										15
20										13
12										11
13										16
20										18
	12	16	17	13	19	13	11	22	12	

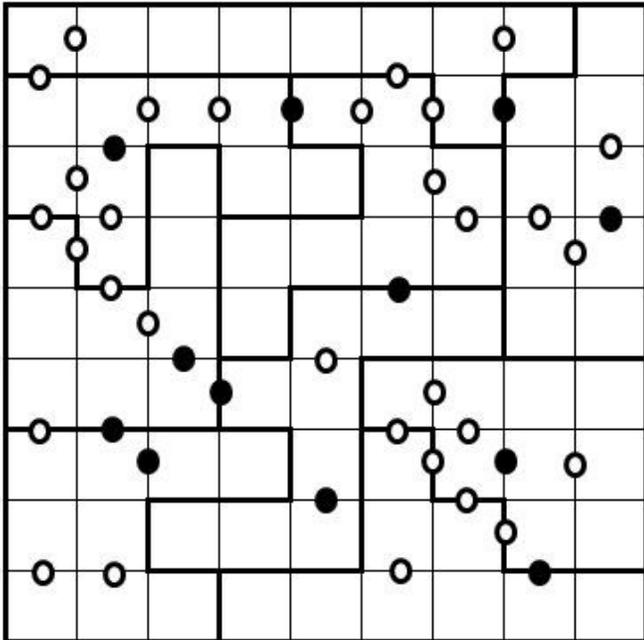
	16	11	18	16	14	15	10	12	23	
21	7	8	6	1	3	4	5	2	9	16
15	5	1	9	7	2	6	4	3	8	15
9	4	2	3	8	9	5	1	7	6	14
17	6	9	2	3	1	7	8	4	5	17
8	3	4	1	9	5	8	7	6	2	15
20	8	5	7	4	6	2	9	1	3	13
12	1	3	8	6	7	9	2	5	4	11
13	2	7	4	5	8	3	6	9	1	16
20	9	6	5	2	4	1	3	8	7	18
	12	16	17	13	19	13	11	22	12	

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IRREGULAR KROPKI SUDOKU (80)

- Place numbers in the grid such that each row, column and thick-outlined region contain the numbers 1 to 9.
- If the absolute difference between two digits in neighbouring cells equals 1, then they're separated by a white dot. If the digit in a cell is half of the digit in a neighbouring cell, then they're separated by a black dot. The dot between '1' and '2' can have any of these dots. If there is NO dot between two cells then the two numbers CANNOT be consecutive or half.



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

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EXTRA-REGION QUADRO SUDOKU (80)

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

- Each group of nine shaded cells must also contain the numbers 1 to 9.
- Numbers in any 2x2 region cannot be all odd or all even.

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

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

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OUTSIDE ANTI-KNIGHT SUDOKU (90)

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.
- No cell that is a knight-step away can contain the same digit. In chess, a knight moves two squares forward followed by one sideways.

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

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

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NON-CONSECUTIVE NUMERAL SUDOKU (130)

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

- No adjacent cells can contain digits which are consecutive to each other.
- In some of the cells, a letter is given as a clue. A number can only be placed in this cell if its English name contains that letter in its spelling. ONE:1, TWO:2, THREE:3... and so on.

	F				F			X
F		N		S		W		F
E			S	F	W	F		
			F	S	F		S	
F	S				S			F
S		F	W			S	F	
			S		S	F	W	
S	W							
R	T	S	R	T			F	V

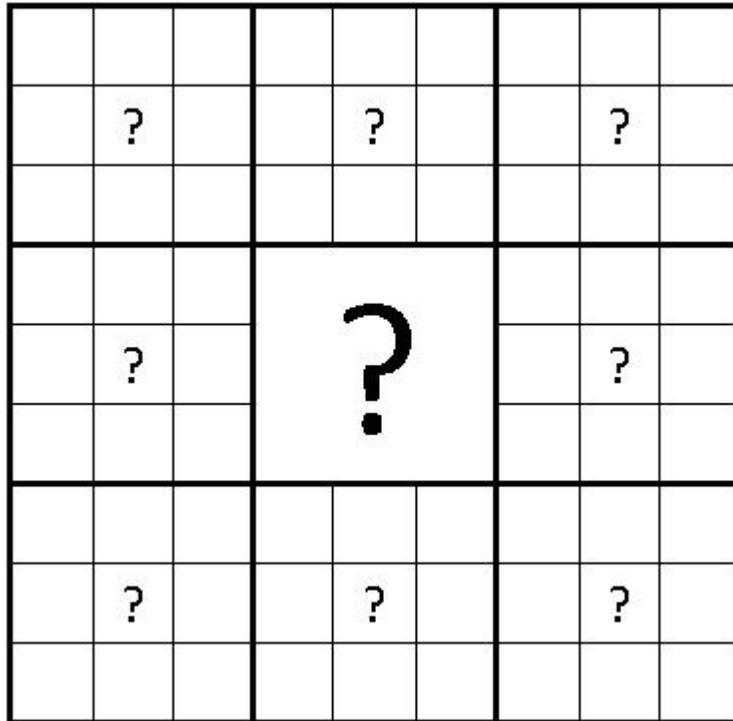
2	4	7	1	9	5	8	3	6
5	1	9	3	6	8	2	7	4
8	6	3	7	4	2	5	1	9
1	3	8	5	7	4	9	6	2
4	7	2	9	1	6	3	8	5
6	9	5	2	8	3	7	4	1
9	5	1	6	3	7	4	2	8
7	2	4	8	5	1	6	9	3
3	8	6	4	2	9	1	5	7

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SURPRISE SUDOKU (150)

This Sudoku will contain three of the common variants together.



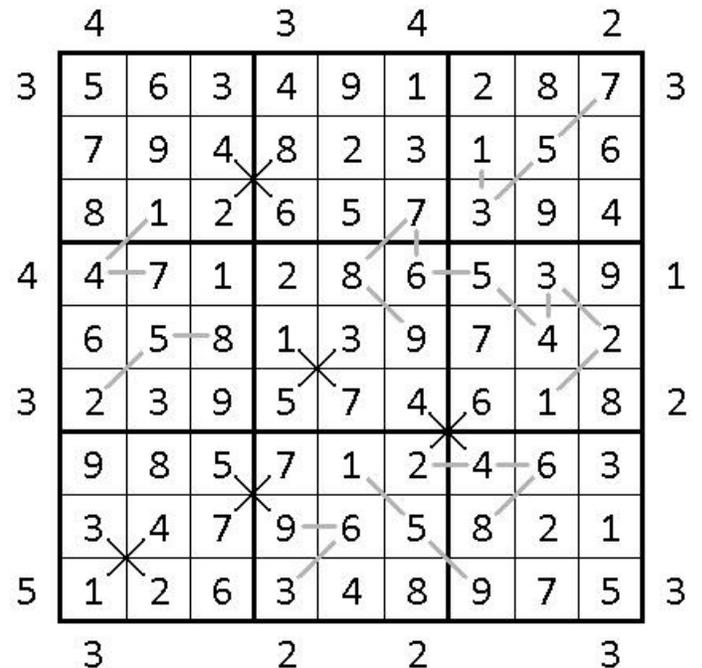
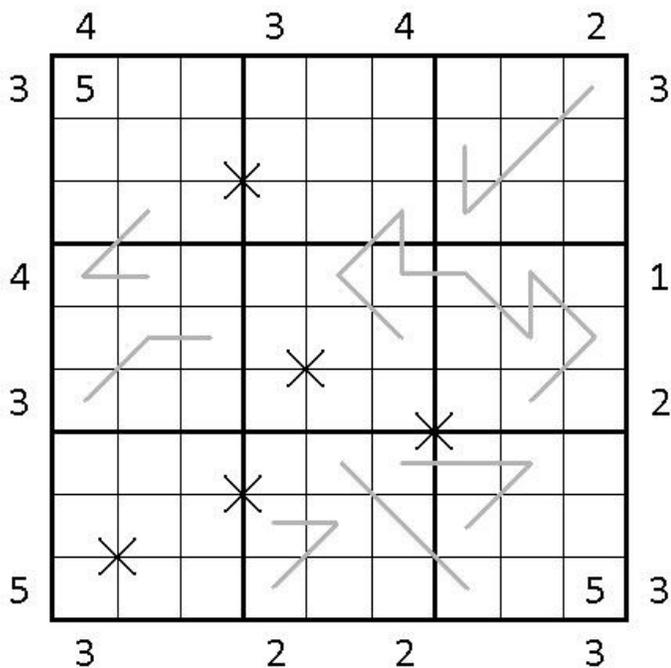
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SEQUENCES EQUAL SUM SKYSCRAPER SUDOKU (170)

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.
- The given crosses mark ALL groups of four cells in which two pairs of diagonally opposite numbers add up to the same sum.
- Each number represents the height of the skyscraper in each cell. The digits outside the grid indicate the number of skyscrapers seen from the corresponding direction.



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