

Mock Test 19

Apr 04, 2010

(20:00 IST 03rd April -20:00 IST 04th April)

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Points Table

Type	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
Total Time	150 minutes
Time Bonus	5 pts / min

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.

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



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

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.



Magic Square 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. The coloured cells contain all digits 1 to 9 and the coloured cells add to 15 horizontally, vertically and diagonally amongst them.



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

							7	
4								
	3							

Consecutive 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. All adjacent cells having consecutive numbers have a broad line between them.



XV 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. All adjacent cells having numbers adding up to 5 are marked by a V and cells having a sum of 10 are marked by X.

			X					
				X				
X		X			V			
V	X					X		
			V					6
							X	
			X			V		
X	X		X					
				V				
		X				X		
	3		V					



Windoku

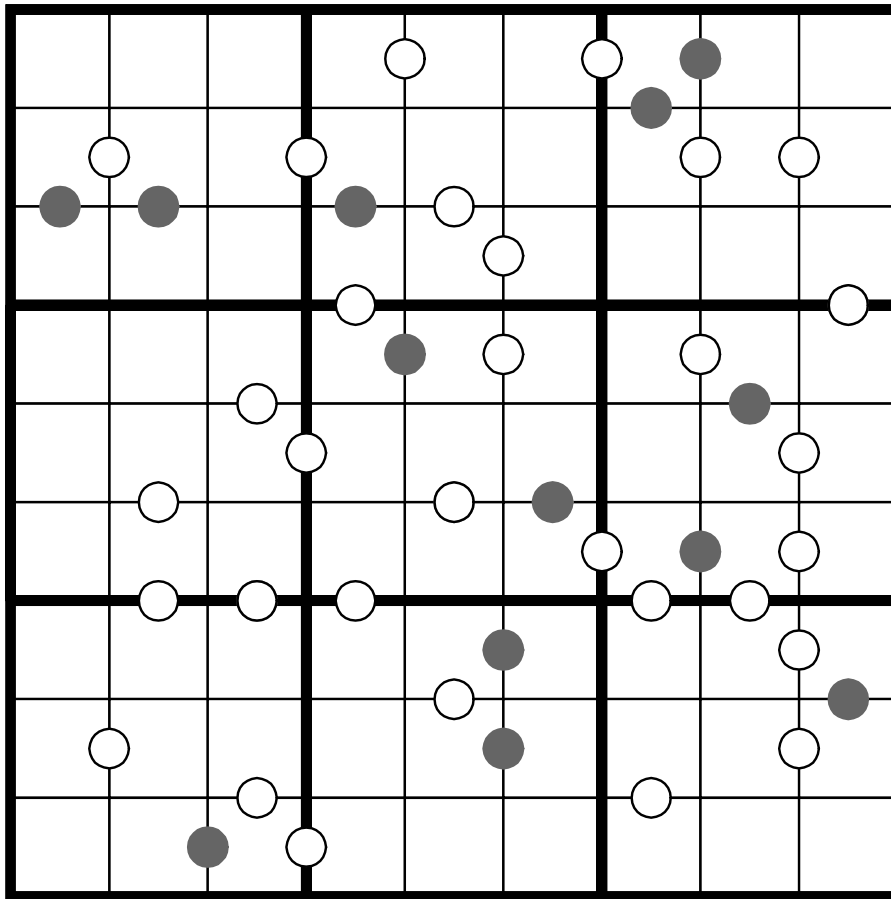
Fill in the grid with digits from 1 to 9 so that each row, column and 3x3-box has exactly one of each digit. The 4 outlined regions also contain the digits 1 to 9.



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

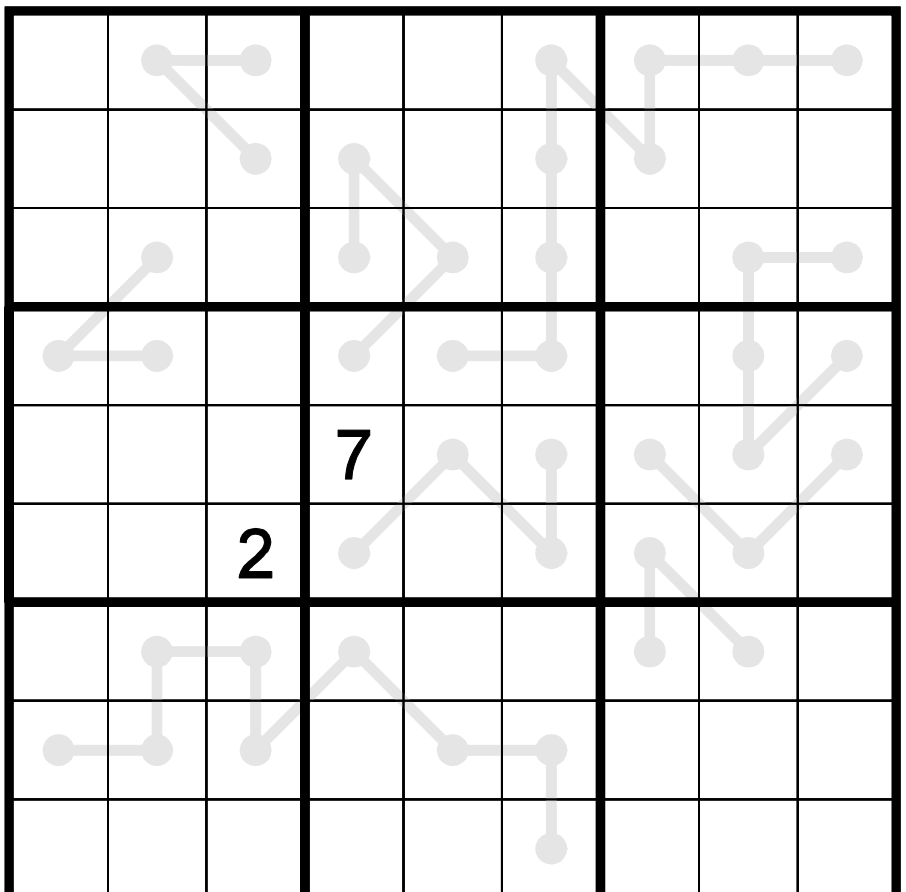
Kropki Sudoku

Fill in the grid with digits from 1 to 9 so that each row, column and 3x3-box has exactly one of each digit. 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 staying between '1' and '2' can have any of these dots.



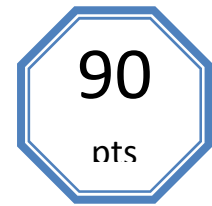
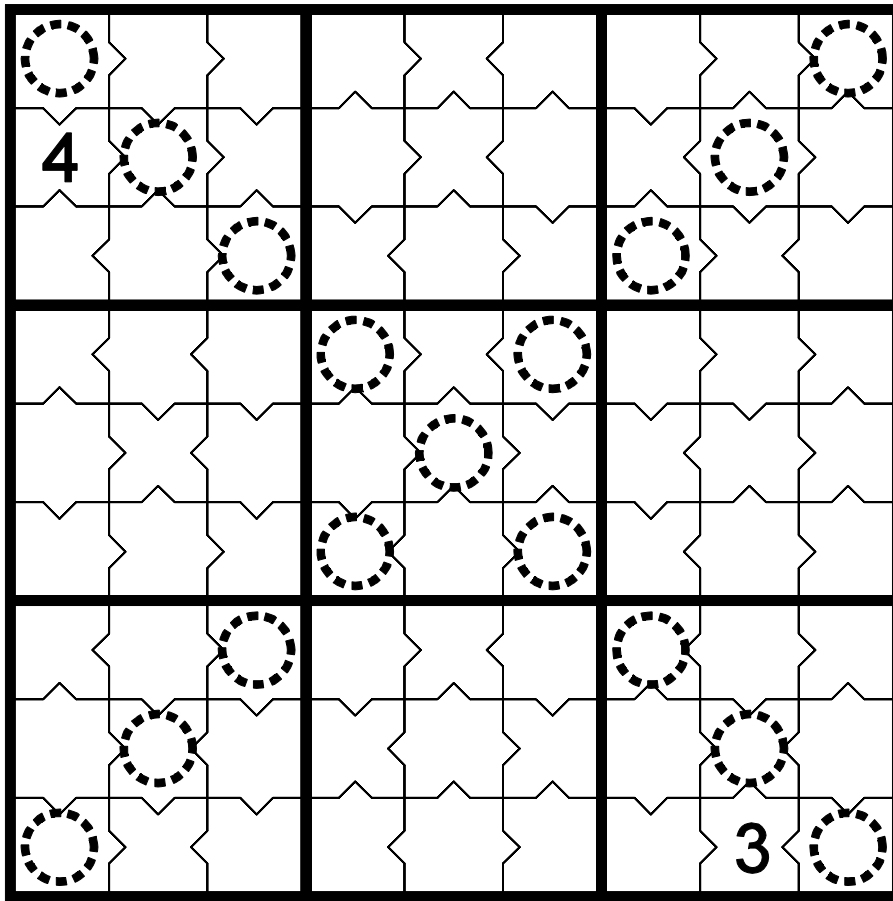
Sequences Sudoku

Fill in the grid with digits from 1 to 9 so that each row, column and 3x3-box has exactly one of each digit. The numbers along the given paths in the grid are always in Arithmetic Progression.



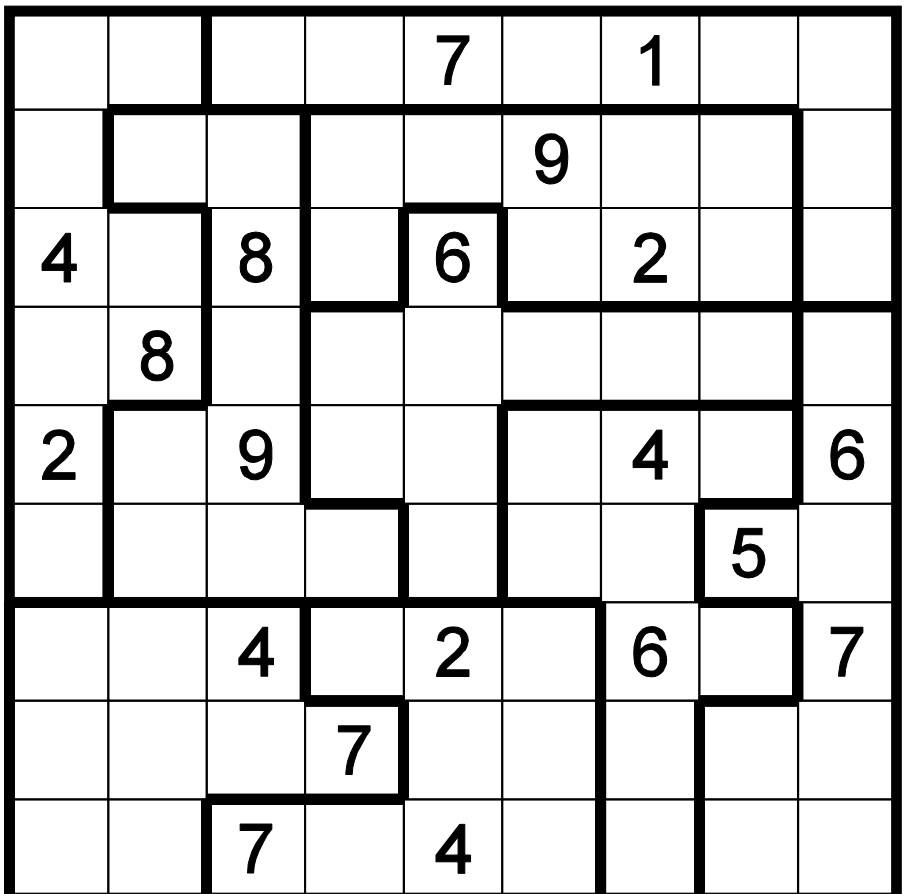
Diagonal Inequality

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



Irregular Anti Knight

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



16		19	9		13		20	
			17	17				4
17						24		
	23		9	14				10
34				5	24			
			34					31
	6			24				
	20							
				7		8		

Killer Non Consecutive

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

