Puzzle Test

Introduction

A puzzle is a problem or enigma that tests the ingenuity of the solver. In a basic puzzle, one is intended to put together pieces in a logical way in order to come up with the desired solution.

Rules Of the Game

There are few rules of this game, which help in solving analytical problems systematically.

- inspect the conditions
- Identify the most important condition, if any
- Picturise the information Organize the information in some ways like grids/tables and symbols/notations
- Elimination of the answer choices
- Be careful of language used since certain words and phrases form important clues in framing the solution.

Common types of the Puzzles

- Linear Order

It is one common situation involves six to nine individuals arranged one behind the other.
Example: Seven people standing in a single file ticket line, or as seven people sitting in a row of chairs in a theater etc.

- Distributed order

Another common situation is one in which there is an order, but more than one individual can be assigned to a particular position.
Example: seven corporations have offices in a four-storey building: there on one floor, two on another floor, and one on each of the remaining floors.

- Programs

A third common problem type is what we refer to as programs. In a program, a series of possible events is described.
Example: A student planning her curriculum for first four semester. She can choose only from the following. some situations are given type.
• Individual characteristics

This situation provides the information about characteristics that may or may not have.
Example: Five diplomats P,Q,R,S and T are attending conference.
P speaks only English and German. similarly some other situation followed by the question like:
The language most spoken by the diplomats is? etc.

• Selection situation

A common situation is selecting the individuals to be placed into groups.
Example: Consider a group of people followed the some conditions and question like acceptable new committee?

• The world This week

Game deals with scheduling program over a time period, say a week or a year.
Example: It consist of of a few conditions, from which the order of the telecast has to be identified.
Other variants of this game include
Identifying people staying in an apartment complex,
Ordering of books in a shelf etc.

• Round table

In this game, there are a few people sitting around a table. The basic theme here is to identify, from the conditions, the exact placement of a person around the table.

• Different Strokes

This game is a variant of the above, with more number of elements. There many number of variants of the game, like people standing in a bus stop/ railway station etc.

• Condition Galore

This is similar to the scheduling/ ordering problems, but because of the “if- then” relationship prevalent, it requires more organized solution process.
Example: If A is in team, then B also has to be in the team, type situation followed by question.

• Liar Lair!
These are games, which contain statements by a few people, which are either true or false. From these statements, you have to answer a few questions depending on the kind of condition given in the problem.

- **Alpha-Numeric**

Here, numbers are coded as words or vice-versa and from the rules of this game, exact codes has to be identified.

Variant of this game are:

- The usage of the word only as codes
- Substituting symbols for relations etc.

- **Absolute Relatives**

In this game from the data given, relationship (blood relation) has to be identified.

- **Map Games**

These types of games describe connection between the elements specified in the game.

- **Card Games**

Thought card and dice games appear more in quantitative ability in the form of probability questions, they are known to appear in reasoning questions also.

- **Number Game**

The problem generally in the form of a grid, wherein based on the conditions given, the grid has to be filled with appropriate number

- **Bulls Eyes**

This game basically involved scoring a certain number of points on the dashboard.

- **Who’s the winner??**

This game is a variant of the number game. Generally consist of a table, wherein some numbers are missing or are substituted by letters.