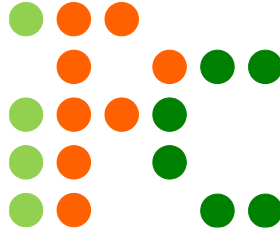


puzzle Ramayan

and



Episode – 5
16th – 22nd May 2026

Word & Casual
by
Tawan Sunathvanichkul

Puzzle Ramayan rounds will also serve as qualifiers for Indian Puzzle Championship for year 2026. Please check <http://logicmastersindia.com/PR/2026pr.asp> for details.

Important Links

Submission Page: <http://logicmastersindia.com/live?contest=PR202605>

Discussion Thread: <http://logicmastersindia.com/t/?tid=8272>

F. A. Q. (contests): <http://logicmastersindia.com/t/?tid=2773>

F. A. Q. (online solving): <https://logicmastersindia.com/live/faq-online-solving.asp>

Registration, if required: <http://logicmastersindia.com/register.asp>

About this Episode

This episode has 22 Puzzles from the following puzzle types:

- 3* Criss Cross
- 3* Magic Box
- 3* Word Search
- 2* Sudoku With Names
- 3* Puzzle Robots
- 3* Mark My Papers
- 3* Alphabet Bank
- 2* Hidden Images

How to participate?

- Understand the rules of different puzzles that will appear in this episode. This Instruction Booklet has rules for each puzzle.
- Any time on or after 16th May (but on or before 22nd May), login at the submission page using your LMI user-id and password. Please check the submission page for exact timing.
- **If you plan to solve on paper:**
 - a) Download the password protected Puzzle booklet (will be uploaded before the test starts). The Puzzle booklet contains the actual Puzzles to be solved. It is password protected, so you won't be able to open it.
 - b) Click on "Start". At this time, password for pdf will be shown and timer will start. **The contest duration is 60 minutes.**
 - c) The puzzle booklet can be downloaded, printed and solved on paper.
 - d) We advise you to have a printer accessible with enough paper.
 - e) You are allowed to use writing implements, eraser, blank paper (including commercial graph paper), ruler, scissors, and tape.
- **If you plan to solve on LMI's Penpa-Integrated Interface:**
 - a) Click on this link and understand the instructions - <https://logicmastersindia.com/live/faq-online-solving.asp>
 - b) It is noted on the link too, but we note it here as well to be clear – the participants must still input the answer keys in the boxes below the puzzle and submit them to receive credit as given below.
- Outside solving help of any kind is not permitted. This includes but is not limited to: assistance of any kind from any other person; prepared notes, books, calculators, computers, or tools other than items explicitly permitted.
- Participants may use both paper solving and online solving, even interchangeably. Eventually our system will only count anything submitted in the submission boxes in either mode.

If you are participating at LMI for first time, it will be useful to check the F.A.Q. at <http://logicmastersindia.com/t/?tid=2773>.

About answer keys and Submission

- Each puzzle has some answer keys, as described in the instructions.
 - After solving the puzzle, you need to submit the puzzle using the answer keys.
 - You may submit the answer keys anytime during the test duration. You may consider submitting a puzzle as soon as you solve it.
 - Answer keys are always to be entered from left to right or top to bottom
 - Don't enter any separator unless specified in the answer key
 - If one row and one column is marked, enter the row first and then the column
 - If multiple rows are marked, enter from top to bottom for marked rows
-

- If multiple columns are marked, enter from left to right for marked columns
- Uppercase or lower case does not matter for answer keys where letters must be entered.
- Characters other than the ones explicitly expected by the answer key will cause the red highlight to appear around the submission box.

Points Table and Scoring

Points typically indicate difficulty of the Puzzles and time required to solve them. You will get full points if you enter the correct answer key. While the organizers have made best efforts to match them, **your personal experience and preference may differ.**

Criss Cross	4, 6, 10
Magic Box	2, 4, 8
Word Search	2, 6, 13
Sudoku With Names	3, 3
Puzzle Robots	3, 3, 3
Mark My Papers	2, 3, 2
Alphabet Bank	2, 2, 4
Hidden Images	12, 3

This test uses instant grading where a solver can submit any individual Puzzle and receive confirmation that the solution is correct or not. Each incorrect submission reduces the puzzle's potential score. The first, second, third, and fourth incorrect submissions reduce the potential score to 90%, 70%, 40%, and 0% respectively. A demonstration for this is shown below.

Original points

04 Araf	50 points	4A	Sum should be 10
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Potential points after 1 incorrect submission

04 Araf	45 / 50	4A	1234
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Potential points after 2 incorrect submissions

04 Araf	35 / 50	4A	23311
---------	---------	----	-------

Potential points after 3 incorrect submissions

04 Araf	20 / 50	4A	111111111
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Potential points after 4 incorrect submissions

04 Araf	0 / 50	4A	541
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Bonus and Ranking

If you submitted all Puzzles correctly, you can have bonus points 1 point per minute saved, computed up to seconds.

Ranking will be based on following rules in order:

1. Most total points
2. Earliest final submission time, up to seconds (ignoring incorrect submissions)

Credits

- **Botaku** for test solving the puzzles and providing invaluable feedback.
- The original creator **opt-pan** for penpa edit - <https://opt-pan.github.io/penpa-edit/>
- **Swaroop Guggilam** for his recent efforts in adding features to Penpa-edit - <https://swaroopg92.github.io/penpa-edit/> and also working to integrate it with our contest engine.

About the Puzzle Booklet

The password protected Puzzle booklet will have 17 pages. This is relevant only for paper solvers.

Solutions and keys (including the key explanation) to examples are towards the end of the booklet in the Solutions section.

1-3 Criss Cross

4 + 6 + 10 points

Fill in the listed words into the grid, so that each word is read from left to right or top to bottom.

Some letters may have been given.

[There is no size/dimensions information for this section.]

Penpa for example: <https://tinyurl.com/2c2kztyy>

↓ B
 → A

AGO
 NET
 PIP
 TAP
 SNIPE
 SNOOP

4-6 Magic Box

2 + 4 + 8 points

Find the listed words in the grid so that each word is read from left to right or top to bottom. Words may not touch each other, not even diagonally. For each puzzle, the magic letter must appear exactly once in each row and column. Some letters have already been given.

[The puzzles in the contest will be of sizes 8x8, 8x8 and 10x10. This example is 8x8.]

Penpa for example: <https://tinyurl.com/26j3adck>

		S					
					A		
E							
							L
					H		

↓ B ↓ C
 → A

ATE
 HUT
 LOST
 PET
 STOP
 TAMZ
 TOR
 TUL

Magic Letter = T

7-9 Word Search

2 + 6 + 13 points

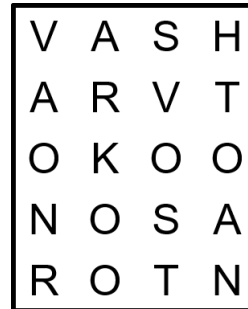
Find the listed words in the grid. Words can be found in any one of eight straight directions.

Three words will not be found in the grid.

[The puzzles in the contest will be of sizes 10x10, 16x8 and 20x20. This example is 5x4.]

Penpa for example:

<https://tinyurl.com/289hracw>



ARK

NOVA

OATH

ROOT

VAST

10-11 Sudoku With Names

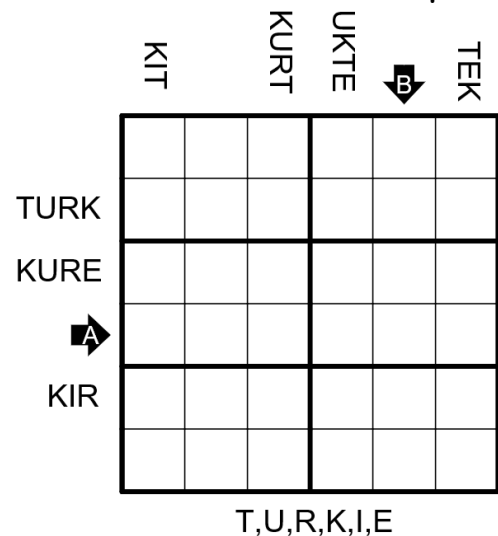
3 + 3 points

Fill in the grid with the given letters so that each letter appears exactly once in each row and column. Words outside the grid should be read in the corresponding direction in the same order, with possible gaps.

[The puzzles in the contest will be of sizes 6x6 and 6x6. This example is 6x6.]

Penpa for example:

<https://tinyurl.com/2a19vmxm>



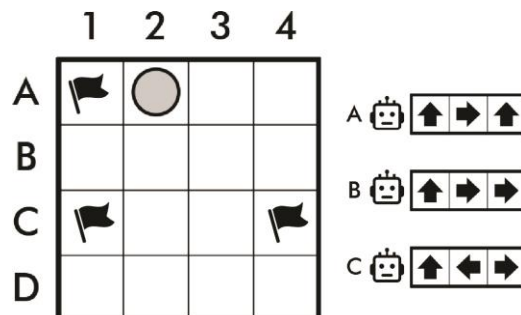
12-14 Puzzle Robots

3 + 3 + 3 points

Puzzle Robots travel step by step, one cell at a time, in one of three directions (straight, left and right). Using the given paths of the robots, determine the starting points of each robot so that they all end at their own flags. At the start, the Robots could be faced at any of the four cardinal directions. Robots cannot go through or start on cells with holes or flags and they may not leave the grid. Robots will start at the same time and may not crash into each other.

[The puzzles in the contest will be of sizes 5x5, 13x13 and 5x6. This example is 4x4.]

Penpa for example (This is a close adaptation): <https://tinyurl.com/27f6zqrg>



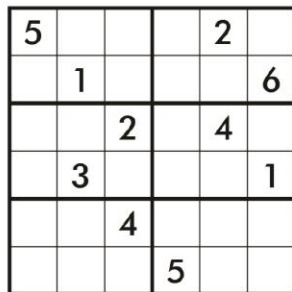
15-17 Mark My Papers

2 + 3 + 2 points

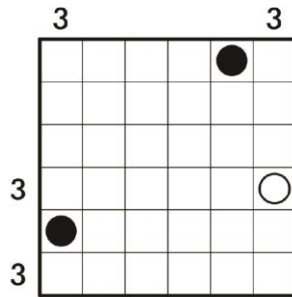
Anders, Been and Chud took part in a puzzle competition and have handed in their papers. For each set, indicate whether each grid is solved correctly or incorrectly. Using O for correct puzzles and X for incorrect puzzles. All marking must be right in order to gain points for each set. You will be given the unsolved puzzles and the images of Anders', Been's and Chud's papers. The puzzle types have all appeared in previous Puzzle Ramayans and Sudoku Mahabharats. They are Skyscrapers, Snake, Battleships, Yajilin, Araf, LITS, Canal View, Pentominous, Classic Sudoku, Odd Even Sudoku and No Touch Sudoku.

[There is no size/dimensions information for this section.]

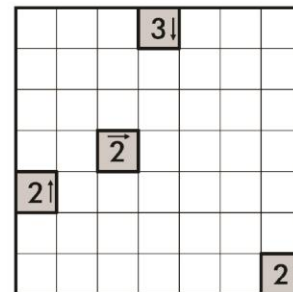
There will not be an online solving option for this section. However, a page of relevant puzzle rules will be given at the end of the puzzle booklet.



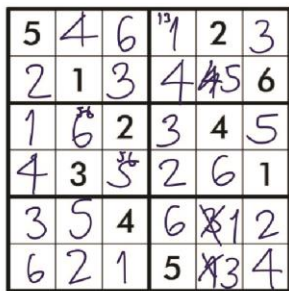
Puzzle 1: Classic Sudoku



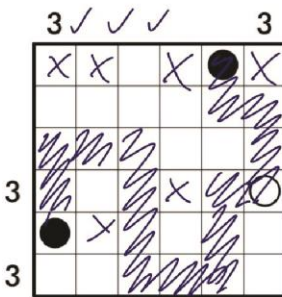
Puzzle 2: Snake



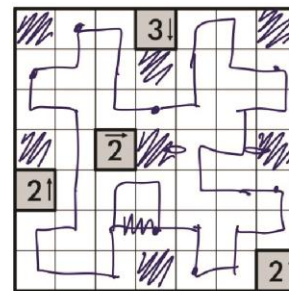
Puzzle 3: Yajilin



Puzzle 1: Classic Sudoku



Puzzle 2: Snake



Puzzle 3: Yajilin

18-20 Alphabet Bank

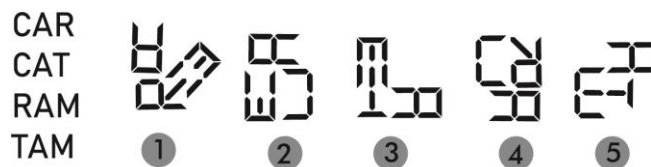
2 + 2 + 4 points

Match the listed words to its image. Each image is made up of letters. The letters will be of same size, will not overlap (but they may touch at a point) and will not be reflected. Examples of all the letters will be given. Not all images are used.

[There is no size/dimensions information for this section.]

There will not be an online solving option for this section.

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z



Word Search

V	A	S	H	ARK
A	R	V	T	NOVA
O	K	O	O	OATH
N	O	S	A	ROOT
R	O	T	N	VAST

Key: NOVA, OATH, VAST

Sudoku With Names

	KIT	KURT	UKTE	TEK		
	R	I	K	U	E	T
TURK	E	T	U	R	K	I
KURE	K	U	R	I	T	E
	I	E	T	K	R	U
KIR	U	K	E	T	I	R
	T	R	I	E	U	K

Key: IETKRU, EKTRIU

Puzzle Robots

	1	2	3	4
A	Flag	Circle		
B	Robot	Robot	Robot	
C	Flag	Robot	Robot	Flag
D			Robot	Robot

Key: B3, D4, C2

Robot A = B3
 Robot B = D4
 Robot C = C2

Key: B3, D4, C2

Alphabet Bank
 Key: 4513

Mark My Papers

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

Key: OXO

Puzzle 1: Classic Sudoku

Puzzle 2: Snake

Puzzle 3: Yajilin

Key: OXO

Hidden Images

Key: BCF