Capgemini Questions on Game based Aptitude Test

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Capgemini has changed its hiring pattern and its new section game based Aptitude Test has 4 Aptitude based games to be played, these games are randomly selected from 24 games present in the system. The following are some Games asked in Capgemini test previously

- ✓ Deductive Logical Thinking(Geo-Sudo)
- ✓ Inductive-logical Thinking
- ✓ Grid Challenge
- ✓ Motion Challenge
- ✓ Switch Challenge
- ✓ Digit Challenge

There are 18 more such games in Capgemini Game Based Aptitude Test.

Game	Type of Questions	Duration
Deductive-logical Thinking (GeoSudo Challenge)	Find a missing Symbol based in a 4×4 or 5×5 grid based on Geometrical Sudoku	6 mins
Inductive-logical Reasoning (Spacio Challenge)	Visual reasoning based questions where you're supposed to find pair of figures that follow the same rule as given by a pair in question	6 mins
Grid Challenge	Ability to focus and multi task is tested. Following needs to be done simultaneously: 1. Checking if two grid are identical 2. Remembering position of coordinates in a grid	6 mins (not 9 mins)
Motion Challenge	Your ability to plan ahead is measured. Has puzzles, where you've to find path between two points in the maze, in fewer steps as possible.	6 mins
Switch Challenge	Sequence of Geometrical Shapes, go through a switch containing code. This code changes the order of shapes, you're supposed find the correct	6 mins

	code as per input-output	
Digit Challenge	A mathematical Operation needs to be solved, by using a few available digits only once.	6 mins

Switch Challenge

Rules to Solve

Problem Statement: A series of Geometrical shapes are given, they run through a switch containing code. Based on the code, the positional output of these geomterical shapes change, **you're supposed to predict which code was used.**

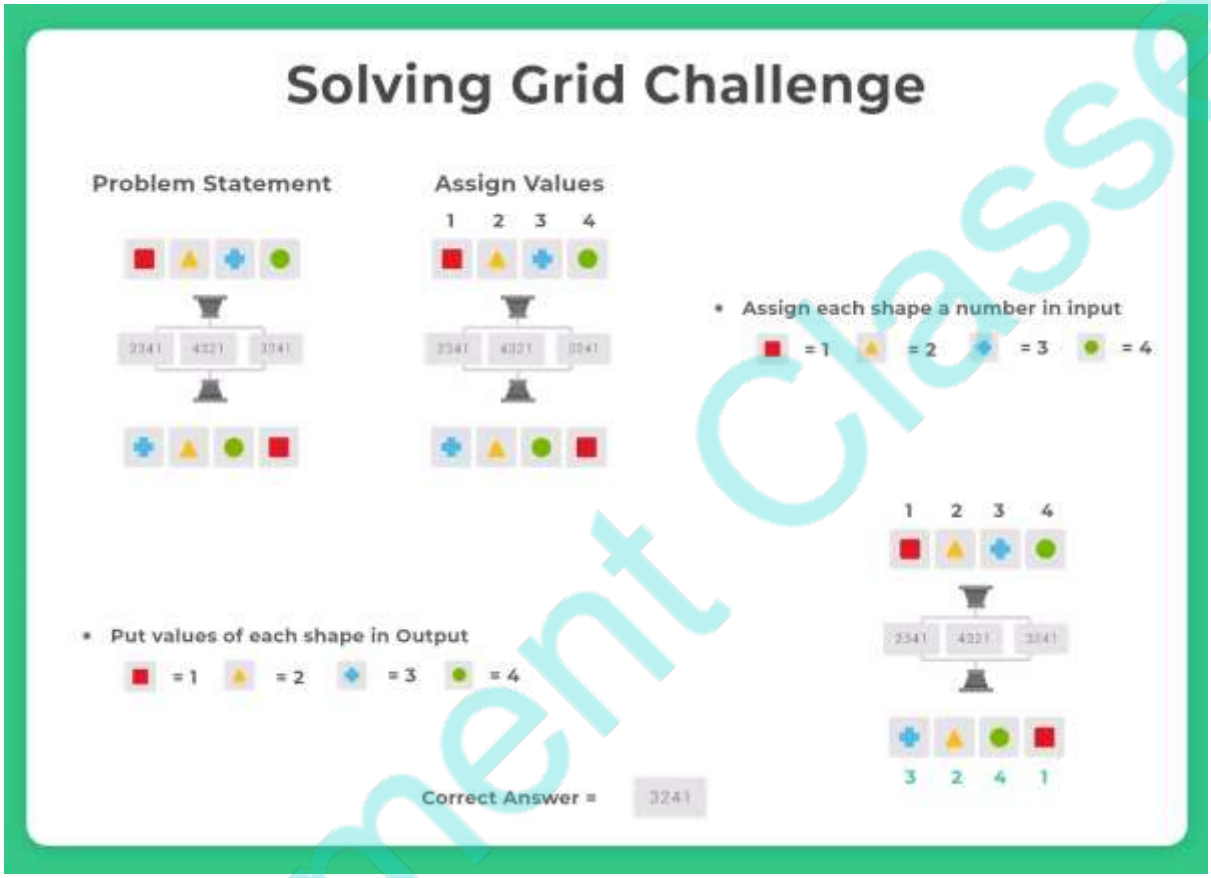
Marking:

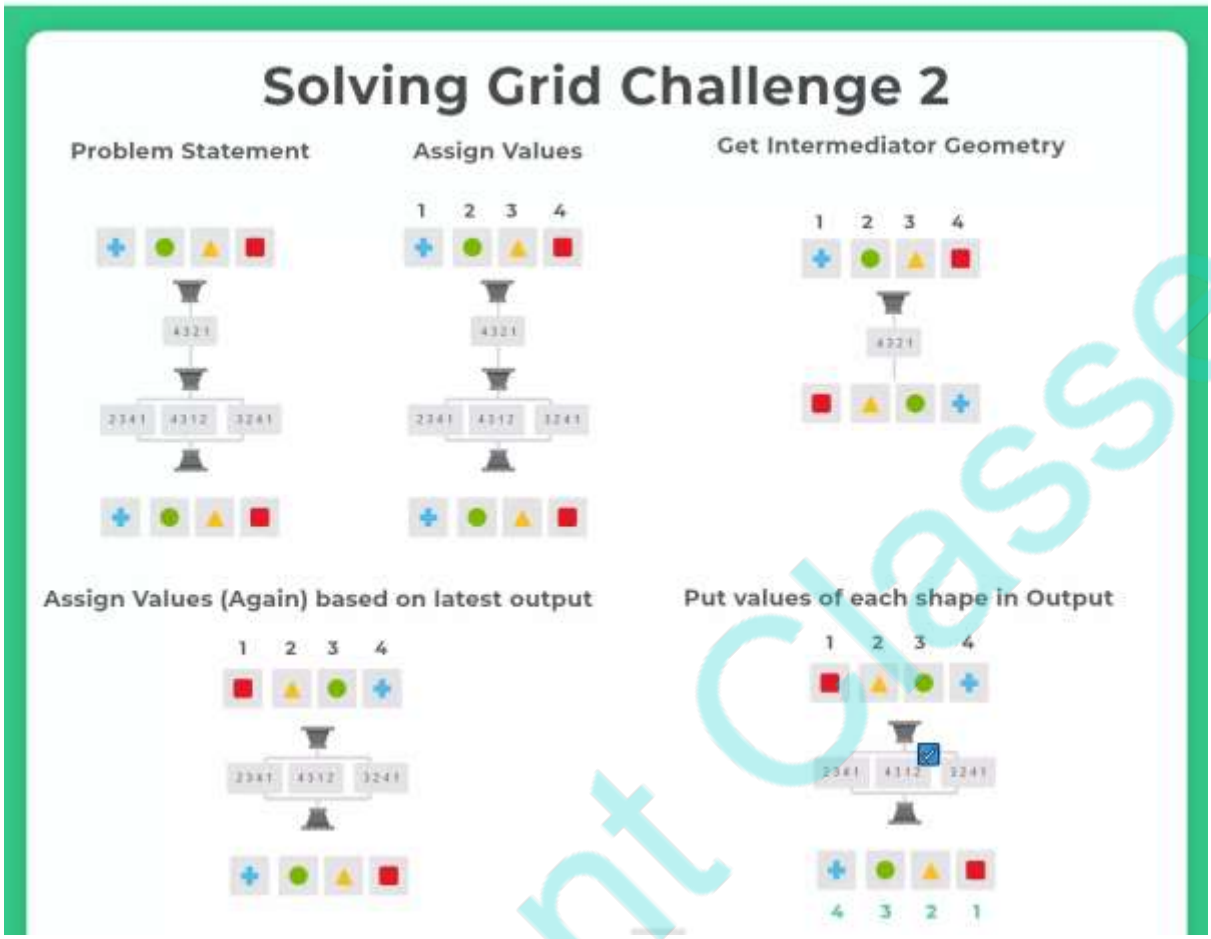
- Everytime you solve a switch correctly you level up.
- In each level the difficulty of the problem increases.
- To reward users, each level has a **higher marking scheme as given below** –

- We are testing users, visual reasoning, decoding, problem solving skills
- The above test is ideal for jobs that require solving complex problems : Engineers, Finance, Accounts, Aviation etc

Marking Scheme

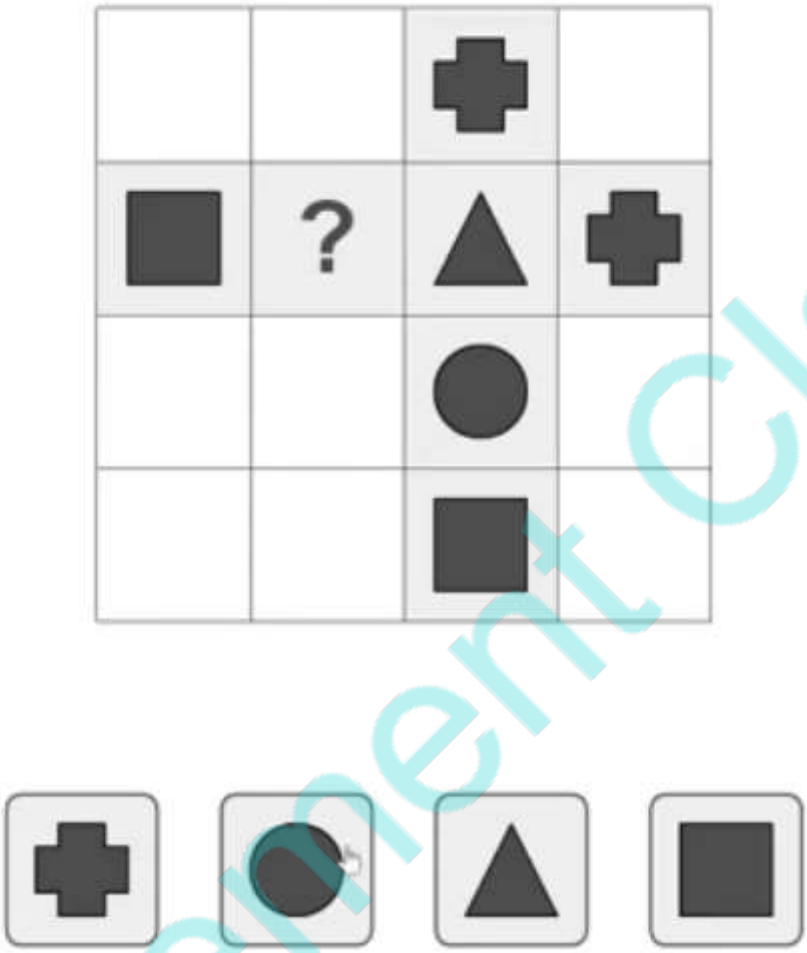
- Level Rewards = (Current-Level)^2/(Time taken at Level)
- Total Rewards = Σ (Rewards at each level)





Deductive Logical Thinking (Geo-Sudo Challenge)

Please choose the correct answer option



Rules to Solve

Problem Statement: You're given a 4×4 or 5×5 or 6×6 grid. You're supposed to find the missing value based on some rules

Decoding Rules

- One geometrical shape can only occur once, in any row or any column

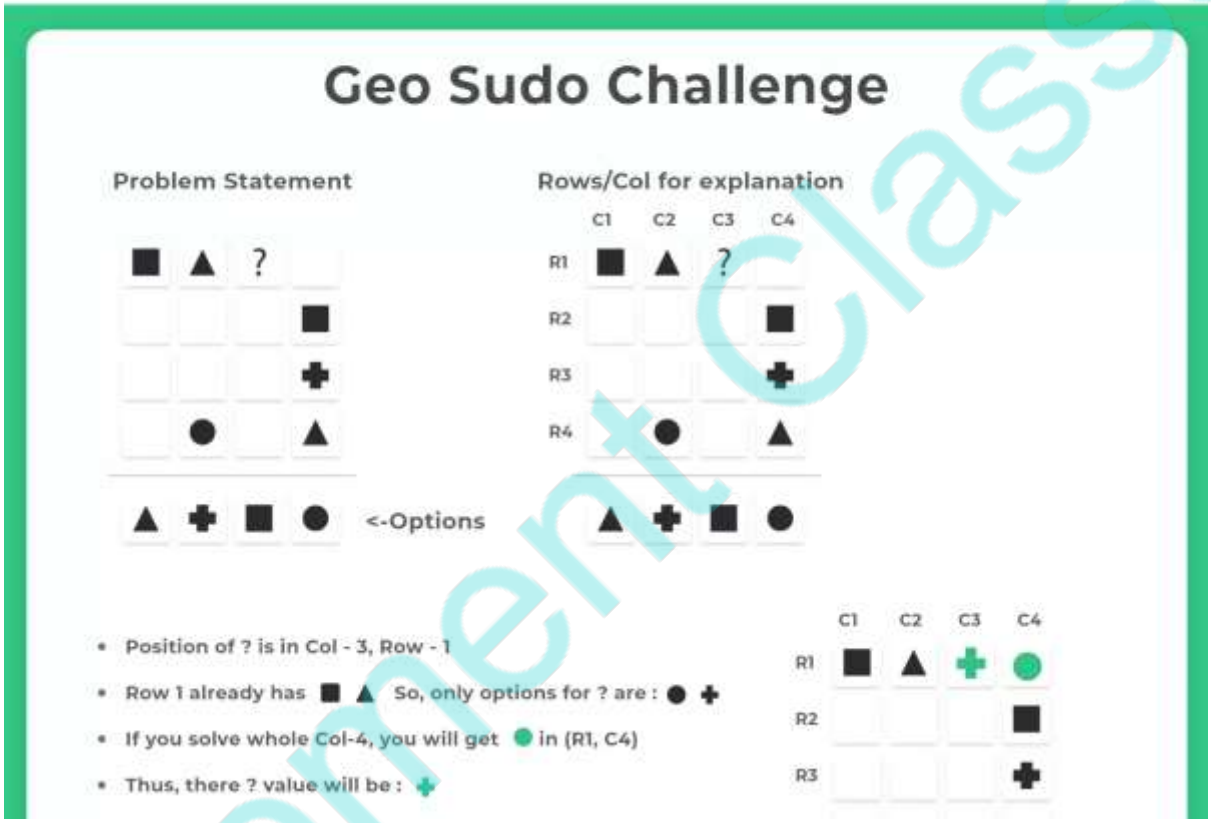
Marking:

- Everytime you solve a problem correctly you level up.
- In each level the difficulty of the problem increases.
- To reward users, each level has a **higher marking scheme as given below** –
- We are testing users, visual reasoning, decoding, problem solving skills

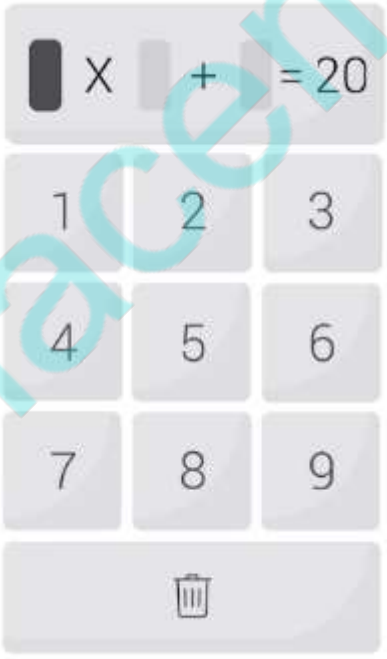
- The above test is ideal for jobs that require solving complex problems : Engineers, Finance, Accounts, HR, Software etc

Marking Scheme

- Level Rewards = $(\text{Current-Level})^2/(\text{Time taken at Level})$
- Total Rewards = Σ (Rewards at each level)



Digit Challenge



Rules to Solve

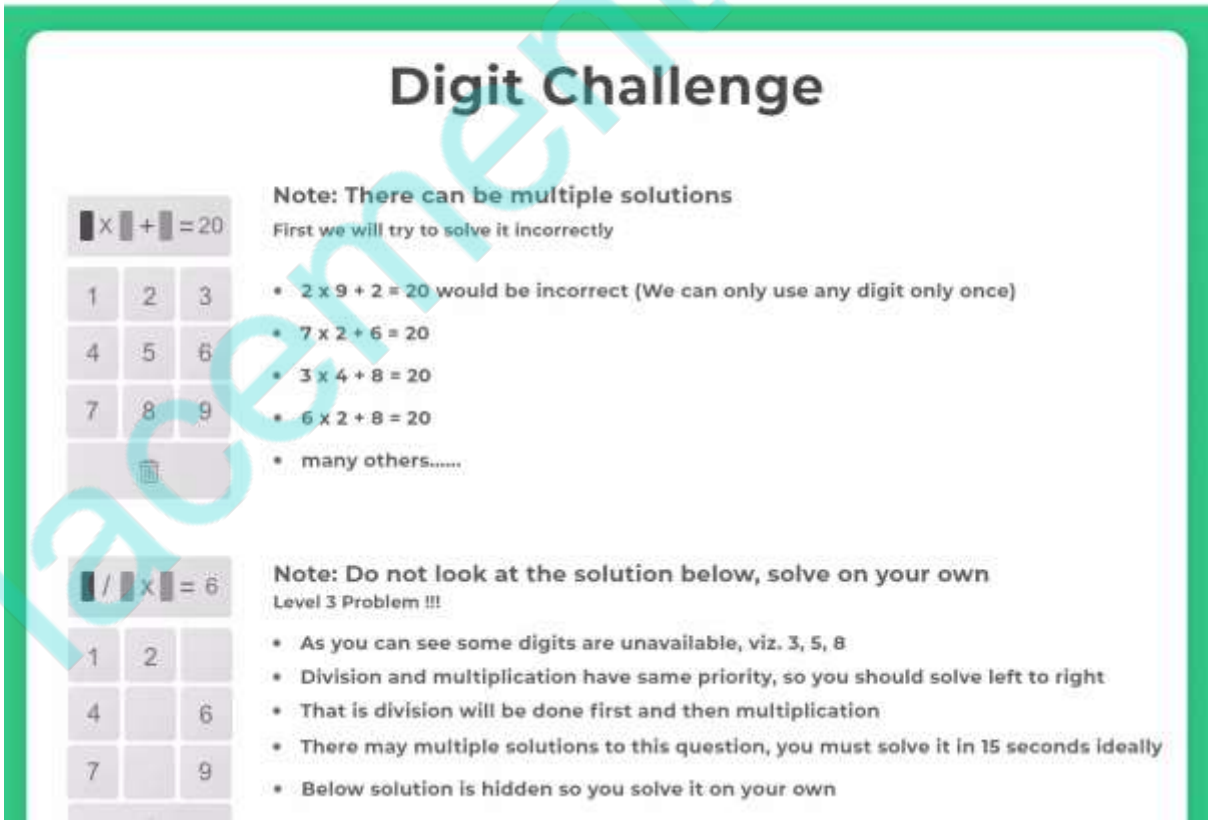
Problem Statement: You're giving a mathematical statement and you need to create a correct combination of digits, to make LHS = RHS. Note : One Digit may only be used once, in some cases the all the digits may not be available.

Marking:

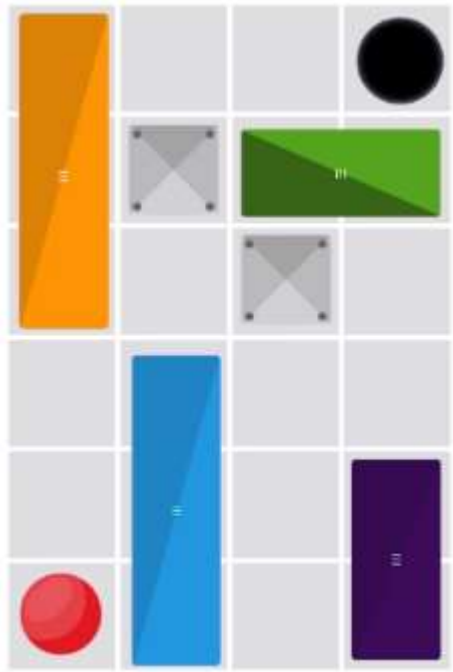
- Everytime you solve a problem correctly you level up.
- In each level the difficulty of the problem increases.
- To reward users, each level has a **higher marking scheme as given below** –
- We are testing users, visual reasoning, decoding, problem solving skills
- The above test is ideal for jobs that require solving complex problems : Engineers, Finance, Accounts, HR, Software etc

Marking Scheme

- Level Rewards = $(\text{Current-Level})^2/(\text{Time taken at Level})$
- Total Rewards = Σ (Rewards at each level)



Motion Challenge



Rules to Solve

Problem Statement: You're a Jim, you love to solve puzzles, your challenge is to put the red ball into the hole, but hey, there are obstacles, some are plastic obstacles that you can move, some are hard rocks, you can't move them. Try to do this in minimum number of steps to earn candy.

Marking:

- **Note** – You can move plastic blocks, over the black whole
- Everytime you solve a maze correctly you level up.
- In each level the difficulty of the problem increases.
- To reward users, each level has a **higher marking scheme as given below** –
- We are testing users, visual reasoning, decoding, problem solving skills
- The above test is ideal for jobs that require solving complex problems : Engineers, Finance, Accounts, HR, Software etc

Marking Scheme

- Level Rewards = $(\text{Current-Level} + X)^2/(\text{Time taken at Level})$
- X = (Min possible moves)/(Moves taken by candidate)
- Total Rewards = Σ (Rewards at each level)

Motion Challenge

Note: There may be multiple solutions

Your job is to find, solution with min number of moves, check formula for calculation

Step 1 - Blue block up

Step 2 - Purple block up

Step 3 - Purple block left

Step 4 - Green block up

Step 5 - Green block left

Step 6 - Ball right

Step 6 - Ball up

Grid Challenge

Rules to Solve

Problem Statement: You're Shakuntala Devi, and you are good with memory, you will need to do 2 tasks simultaneously, you will be shown a grid with many coordinates, with one highlighted then two figures.

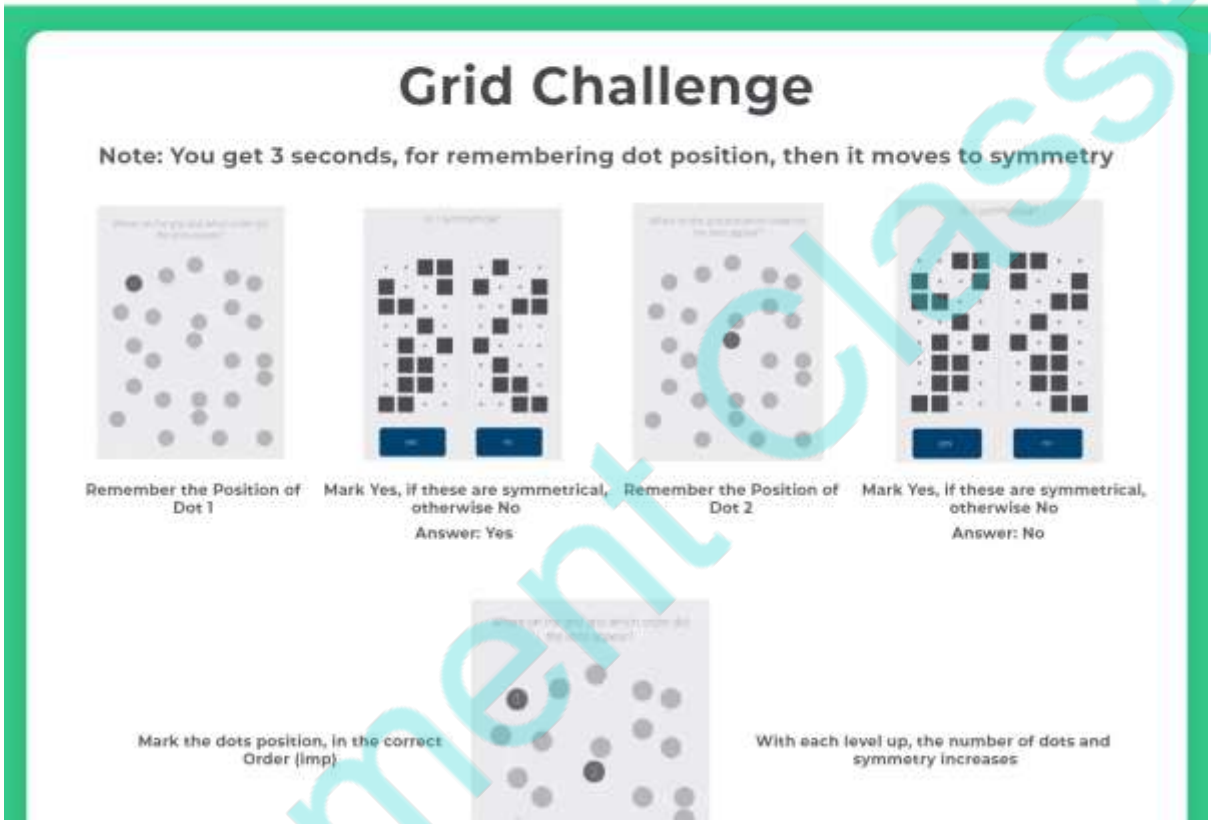
- You need to remember the highlighted grid position
- Simultaneously, mark if the next two shown figures are symmetrical or not
- At the end you need to mark all the highlighted grid in last slide

Marking:

- Everytime you solve a challenge correctly you level up.
- In each level the difficulty of the problem increases.
- To reward users, each level has a **higher marking scheme as given below** –
- We are testing users, visual reasoning, decoding, problem solving skills
- The above test is ideal for jobs that require solving complex problems : Engineers, Finance, Accounts, HR, Software etc

Marking Scheme

- Level Rewards = (Current-Level)^2/(Time taken at Level) + Correct number of symmetry marked
- Total Rewards = Σ (Rewards at each level)



Don't fit the rule Challenge

Rules to Solve

Problem Statement: You will be show a few figures your job, is to mark image/images that don't fit the rule logically.

Marking:

- Everytime you solve a challenge correctly you level up.
- In each level the difficulty of the problem increases.
- To reward users, each level has a **higher marking scheme as given below** –
- We are testing users, visual reasoning, decoding, problem solving skills
- The above test is ideal for jobs that require solving complex problems : Engineers, Finance, Accounts, HR, Software etc

Marking Scheme

- Level Rewards = $(\text{Current-Level})^2/(\text{Time taken at Level})$
- Total Rewards = Σ (Rewards at each level)

Doesn't fit the rule

- In image 1, 5th line is broken
- In image 2, 4th line is broken
- In image 3, 3th line is broken
- In image 4, 2nd line is broken
- In image 5, 5th line is broken
- In image 6, 2nd line is broken

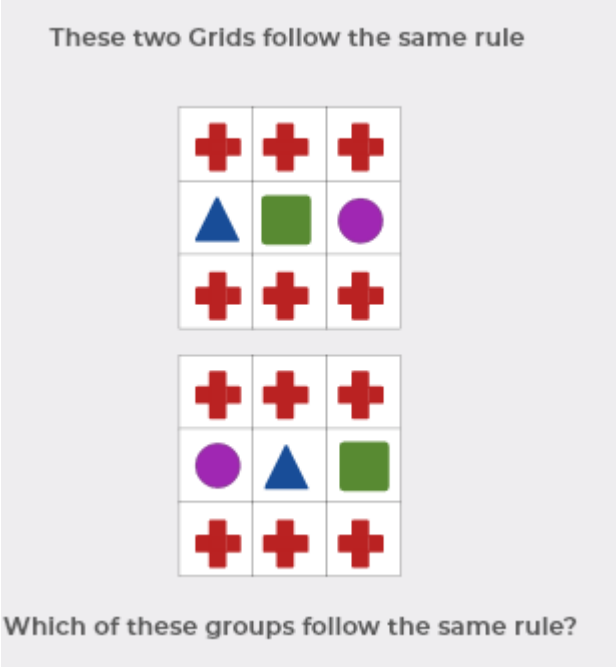
Image 5, doesn't follow the rule, as broken line are forming sequence, line broken are 5th 4th 3rd 2nd 1st then opposite order 2nd 3rd 4th 5th
However, in 5th image, rather than 1st line being broken 5th is broken

In all images, there are two images one filled with black and one empty and they don't overlap one another. While in image 3, they overlap one another, thus its odd one out

This one, is a little difficult, but, there are two things happening.
1. Center + sign comes and goes in every alternate image
2. Whenever, + sign comes back 2 other + signs in pair go

1. 2nd image : + goes away
2. 3rd image : + comes back and 2 other + signs removed from its left & right
3. 4th image : + goes away

Follow the same rule Challenge



Rules to Solve

Problem Statement: You will be show a few figures your job, is to mark other set of image/images that fit the same rules

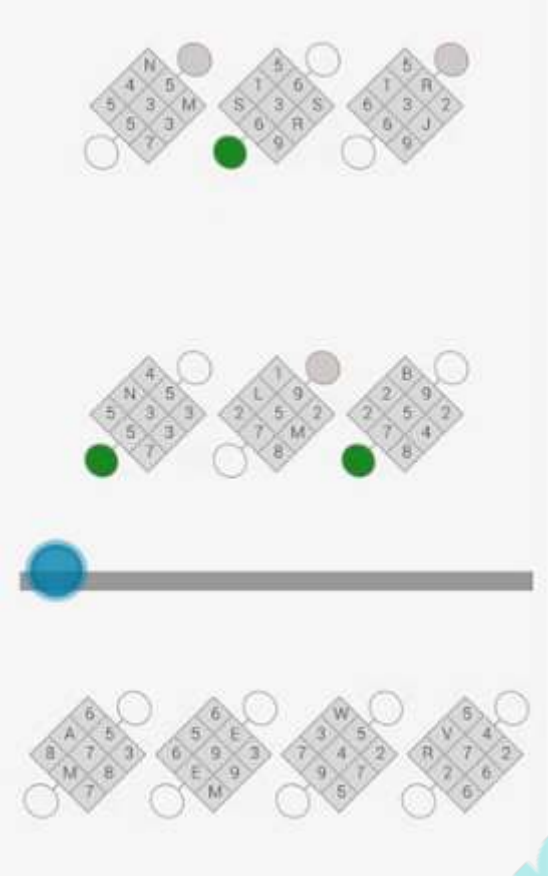
Marking:

- Everytime you solve a challenge correctly you level up.
- In each level the difficulty of the problem increases.
- To reward users, each level has a **higher marking scheme as given below** –
- We are testing users, visual reasoning, decoding, problem solving skills
- The above test is ideal for jobs that require solving complex problems : Engineers, Finance, Accounts, HR, Software etc

Marking Scheme

- Level Rewards = $(\text{Current-Level})^2/(\text{Time taken at Level})$
- Total Rewards = Σ (Rewards at each level)

Color the Grid Challenge



Rules to Solve

Problem Statement:

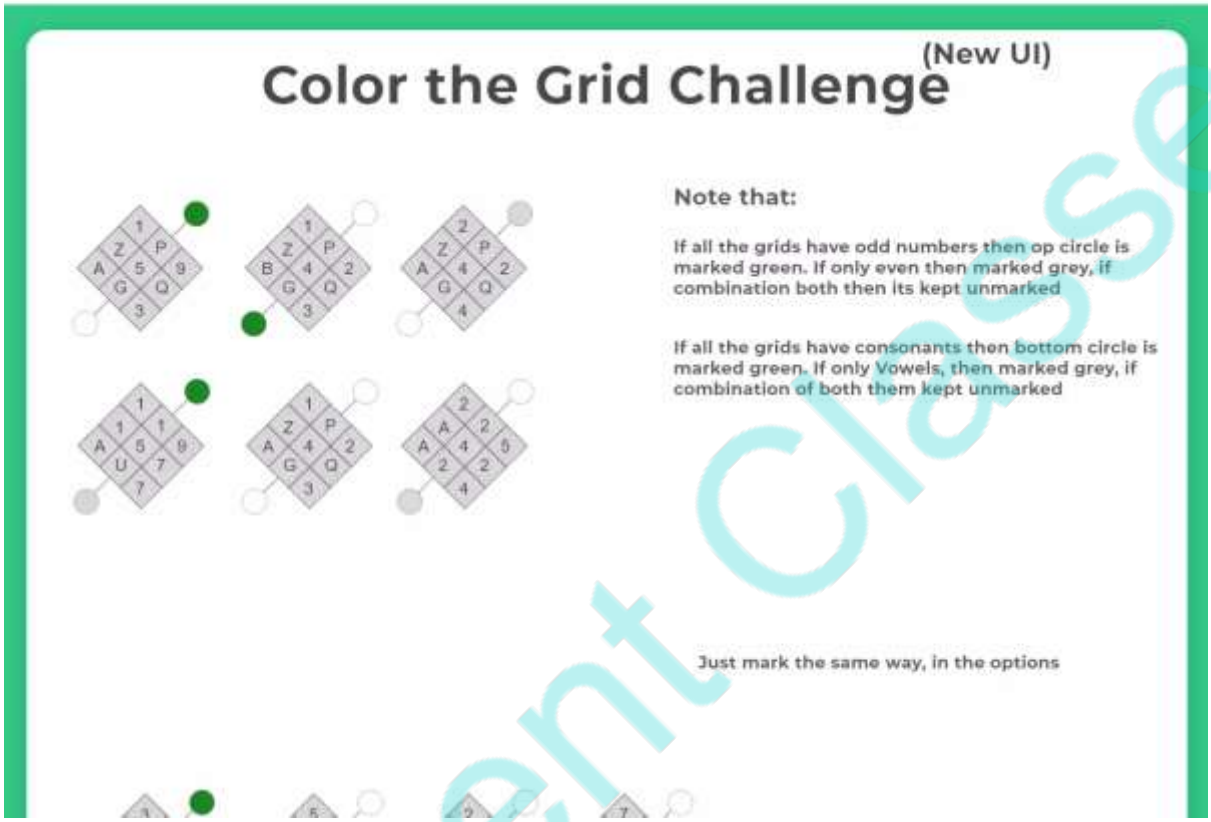
- In the first section you will see 6 tables, having a combination of numbers, alphabets and colors
- In the second section, 4 other tables, which needs to be assigned color. Based on rules that you observed in the above 6 tables.

Marking:

- Everytime you solve a challenge correctly you level up.
- In each level the difficulty of the problem increases.
- To reward users, each level has a **higher marking scheme as given below** –
- We are testing users, visual reasoning, decoding, problem solving skills
- The above test is ideal for jobs that require solving complex problems : Engineers, Finance, Accounts, HR, Software etc

Marking Scheme

- Level Rewards = $(\text{Current-Level})^2/(\text{Time taken at Level})$
- Total Rewards = Σ (Rewards at each level)



Q1. Identify the order of rearrangement.

Answer: 3241

Explanation:

From the given row,

Position 1 is occupied by a square

Position 2 is occupied by a triangle

Position 3 is occupied by a plus sign

Position 4 is occupied by a circle

In the final row, the order is **plus sign, triangle, circle, square** which can be translated as **3241**.

Q2. Pick the one that doesn't fit the group.

Answer: (V^{th} figure)

Explanation:

In the given series of IX figures (say I to IX), each figure contains 5 horizontal lines (say 1 to 5). Exactly one of the lines is broken in the order of 1, 2, 3, 4, 5, 4, 3,2, 1 from figures I to IX respectively. But this order is missed in the Vth figure. Hence is the odd man.

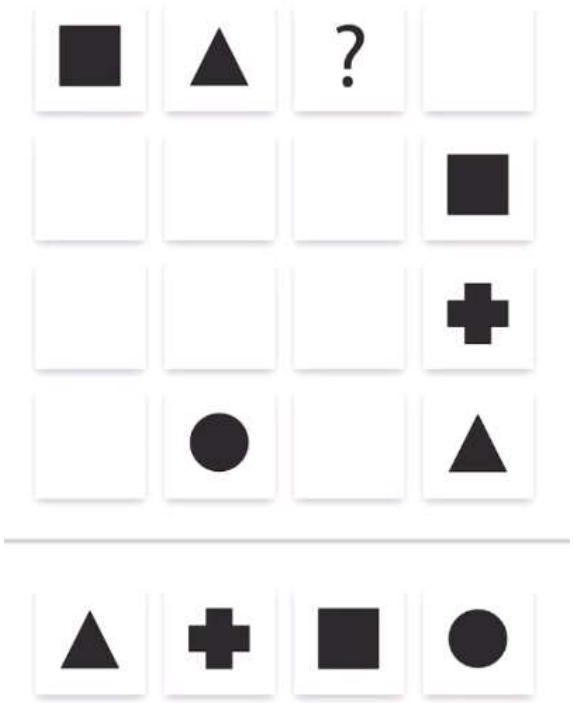
Q3. Pick the one that doesn't fit the group.

Answer: IIIrd figure

Explanation:

In each of the given IX figures there are two shapes, out of which, one is shaded and the other is unshaded. But only in the third figure, the two shapes overlap each other. Hence is the odd man.

Q4. Find the missing part.



Answer:

Explanation:

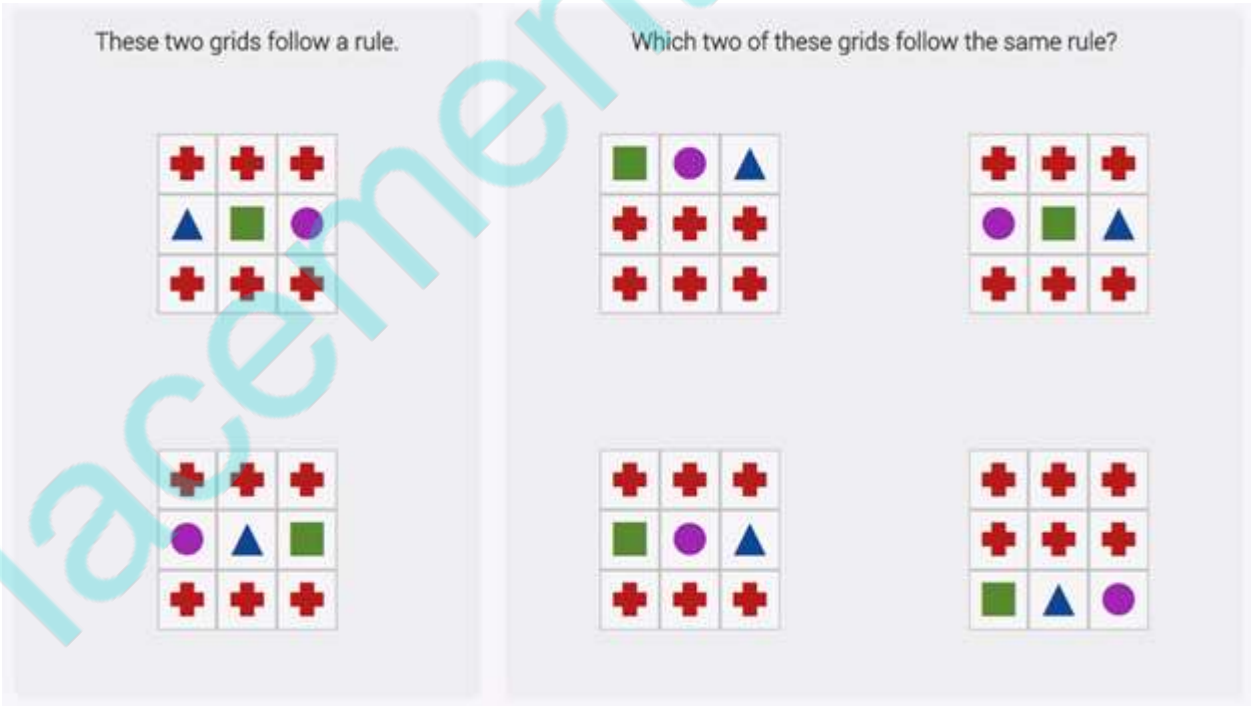
Each row/ column should have all the four shapes (triangle, plus sign, square, circle).

If we consider column 4, grid 14 should be occupied by a circle. So, the grid 13 will be occupied by a plus sign.

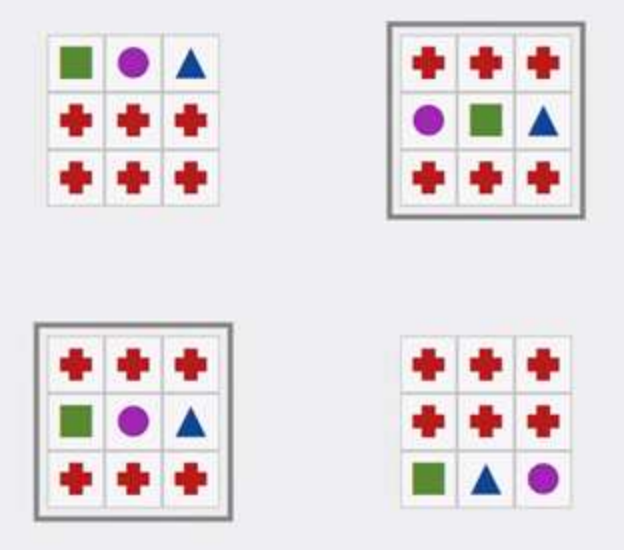
Q5. Enter the unique digits that satisfy the given equation.

Answer: 3 × 4 + 8 = 20

Q6.



Answer:

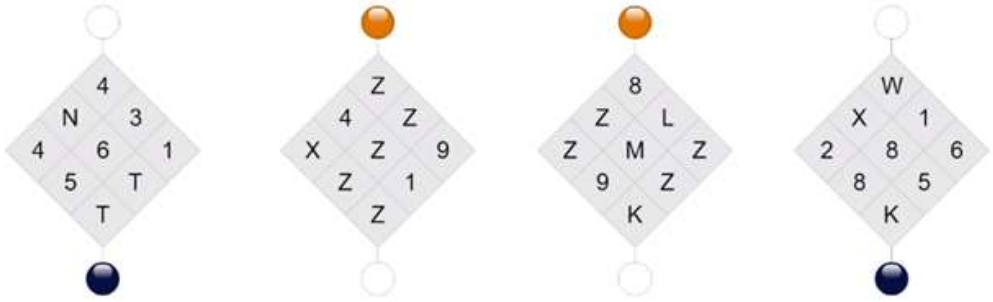


Explanation:

Rule followed by grids given in the question: Row 1 and Row 3 are identical.

Q7. Identify the pattern in which the question grids are coloured and following the same pattern colour the given grids.

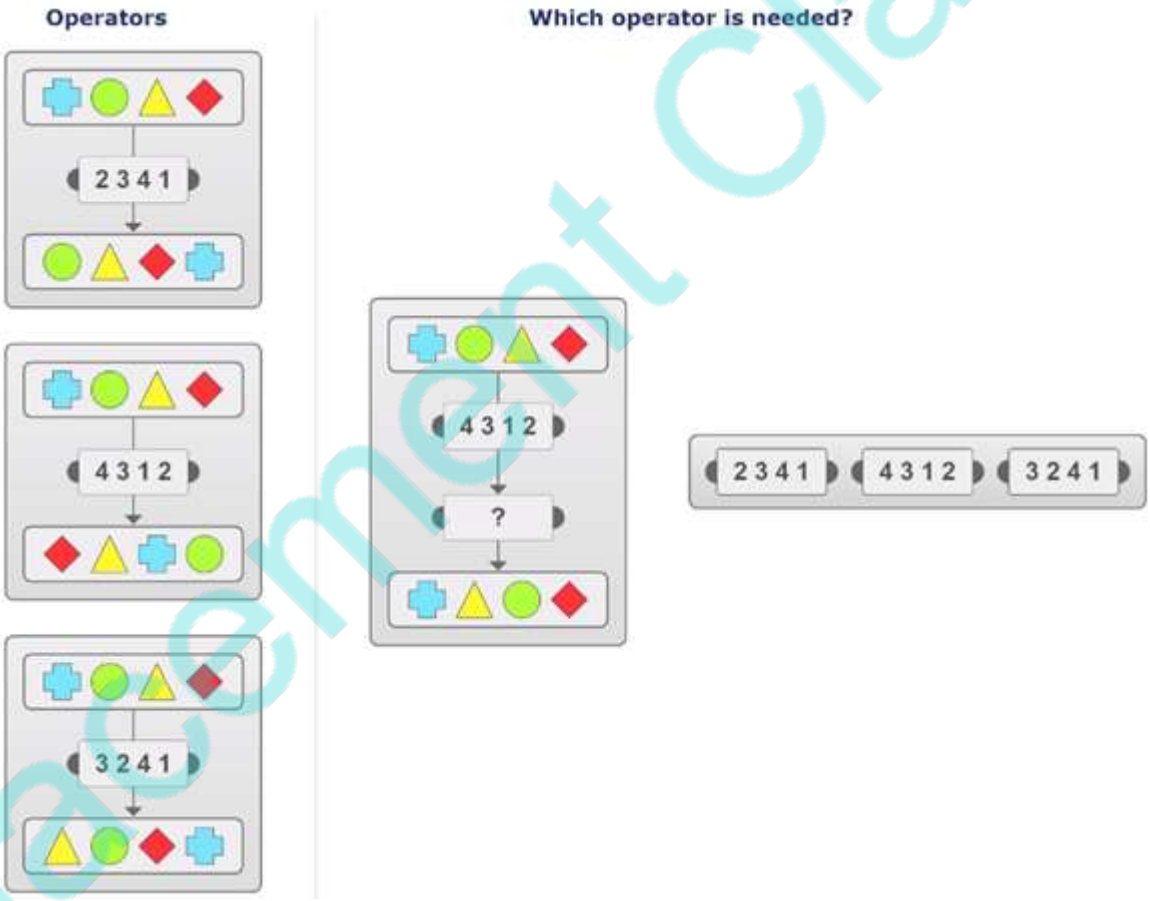
Answer:



Explanation:

The grids with 4 'Z's are coloured yellow and the remaining grids are coloured black.

Q8.



Answer: 3241

Explanation:

From the given row,

Position 1 is occupied by a plus sign

Position 2 is occupied by a circle

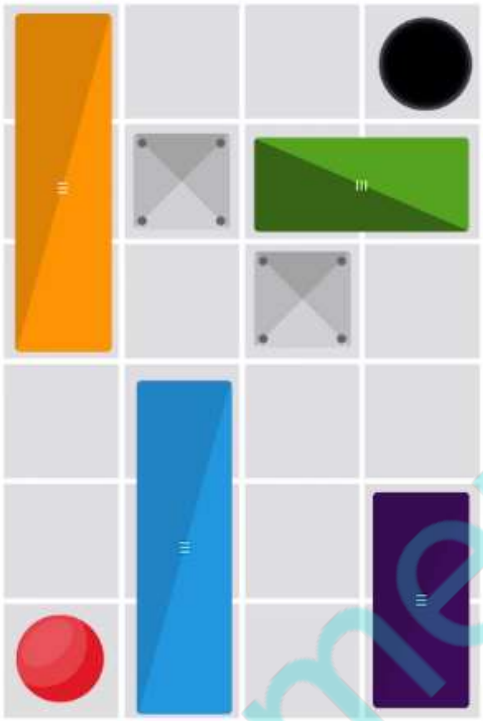
Position 3 is occupied by a triangle

Position 4 is occupied by a rhombus

After the operator 4312 the order changes as: Rhombus, Triangle, Plus sign, Circle

From this order to get the given final order of Plus sign, Triangle, Circle, Rhombus, the required operator is **3241.**

Q9. Move the red ball to the hole (marked black) in the given grid.



Answer & Explanation:

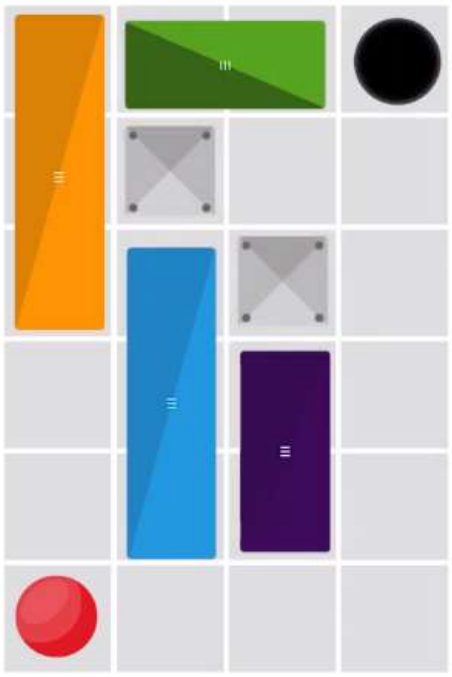
The required moves are:

i) Blue block – 1 position upward

ii) Purple block – 1 position leftward and 1 position upward

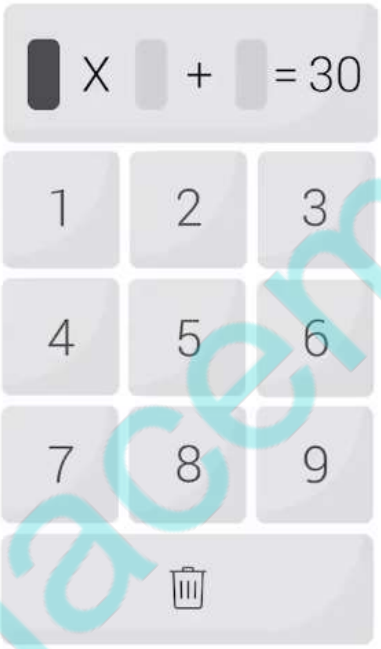
iii) Breen block – 1 position upward and 1 position leftward

After these movements, the grid changes as:



Now, the red ball can be taken to the destination without obstacles.

Q10. Enter the unique digits that satisfy the given equation.



Answer: 3 × 8 + 6 = 30

Q11. Remember the order in which the dots appear on a grid. In between the grids some questions are to be answered whether the given pictures are symmetrical or not. At last the dots are to be marked as per the order.

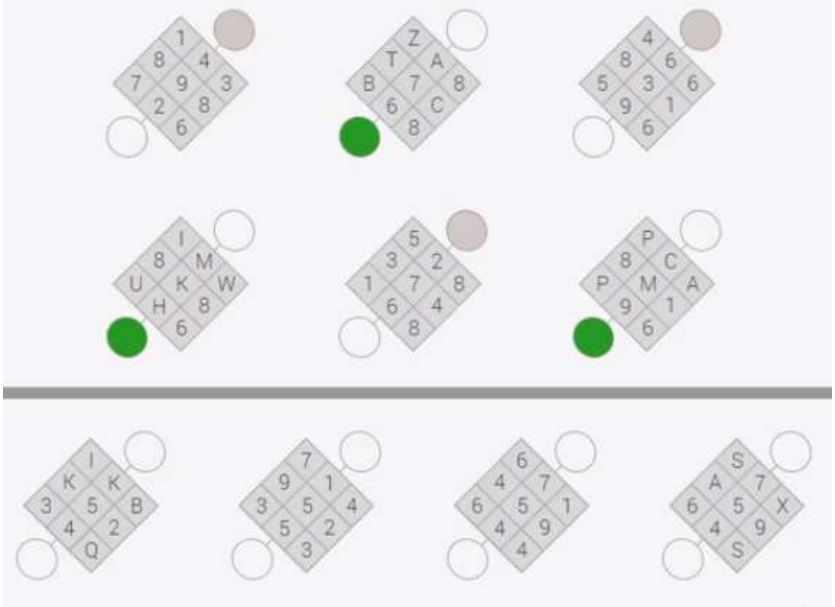
Q12. Pick the one that doesn't fit the group.

Answer:

Explanation:

From the right end, the number of plus signs inside a box increases by 1 in each consecutive figures. But the order is missed at the fifth figure and hence is the odd one.

Q13. Identify the pattern in which the question grids are coloured and following the same pattern colour the given grids.

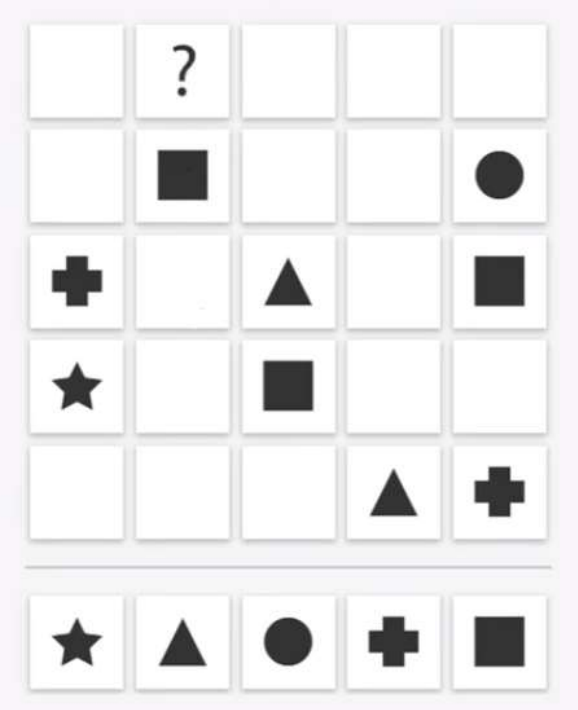


Answer:

Explanation:

The grids with only numbers are marked grey while the grids with both numbers and alphabets are marked green.

Q14. Find the missing part.



Answer:

Explanation:

To find the part to be filled on grid 12, let us first consider other grids related to it.

Grid 51 – Square;

Grid 21 – Triangle;

Grid 11 – Circle;

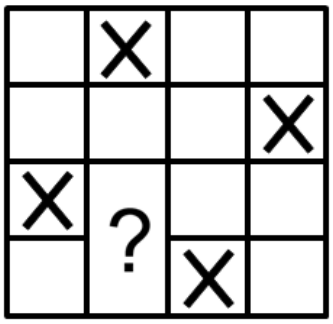
Grid 45 – Triangle;

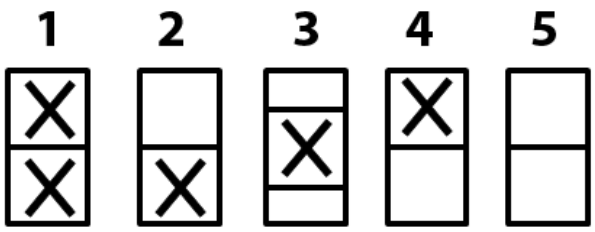
Grid 15 – Star;

So, grid 12 will be occupied by a triangle.

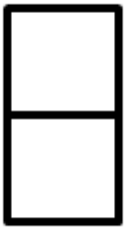
(As a triangle can't be fitted on grid 13 or 14)

Q15. Find the missing part.





Answer:



Explanation:

Each row and column should have exactly one cross mark. As the pattern already exists on the question figure, the missing part should not contain any cross marks.