

# SLOVAK PUZZLE & SUDOKU CHAMPIONSHIP SET

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Features –

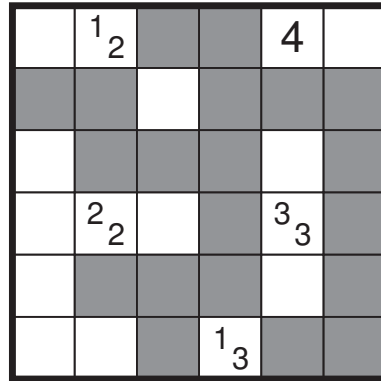
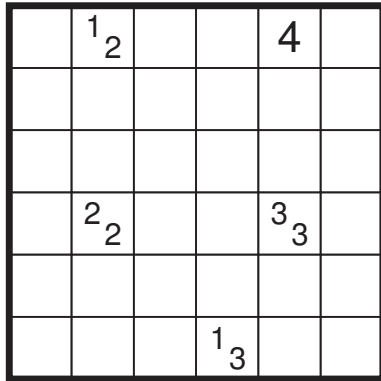
- 8 Puzzles and 6 Sudoku variations in a combined set.
- Hints for each Puzzle/Sudoku.
- Solutions for each Puzzle/Sudoku.
- A good spread of different difficulties.

*All Sudokus below follow Classic Sudoku rules, which are as follows :*

Place the digits 1-N into each row, column and boldly marked area so that they all contain each digit once. In the Examples, N=6 and in the Puzzle Pack, N=9.

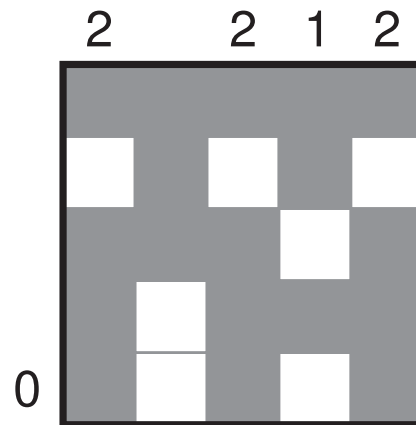
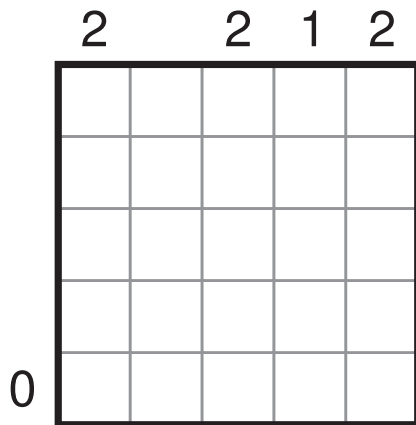
### Tapa –

Paint some squares black to create a continuous wall. Number(s) in a square indicate the length of black cell blocks on its neighboring cells. If there is more than one number in a square, there must be at least one white cell between the black cell blocks. Painted cells cannot form a 2x2 square or larger. There are no wall segments on cells containing numbers.



### Tapa Differences –

Follow regular Tapa rules. The clues outside the grid give the difference between the longest block and the shortest block of shaded cells in that row/column.



### Easy as ABC –

Place the letters in the given range so that each letter appears exactly once in each row and column, with some cells left blank. The outside clues describe the first seen letter from that direction. The example's range is A ~ C.

		C		D	
B					C
A					C
D					B
		A		B	

		C		D	
B	B		A	D	C
		C	B	A	D
A	A	B	D	C	
	C	D		B	A
D	D	A	C		B
		A		B	

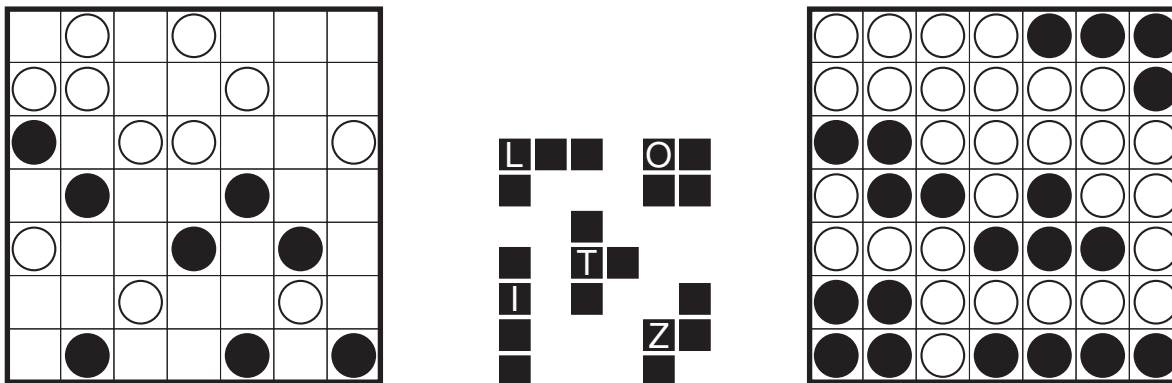
### Easy As ABC Second Seen –

In this variation of the Easy as ABC puzzle all rules remain the same except the functioning of the clues. Here, the clues describe the 2<sup>nd</sup> seen letter from that direction.

		A		A	
C					B
D					A
A					D
		B		C	

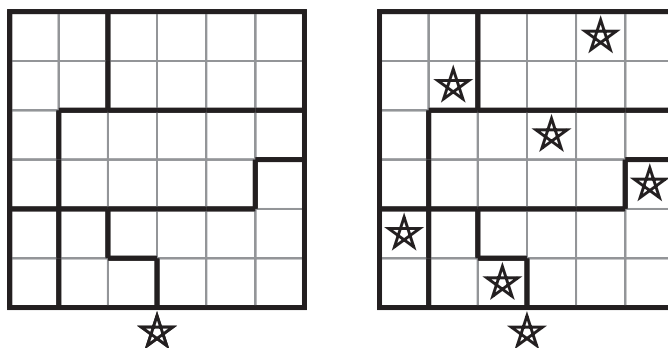
		A		A	
	C	A	B		D
C	D		C	B	A
D	B	D		A	C
		C	A	D	B
A					
	A	B	D	C	
		B		C	

**Statue Park** - Place each of the shapes given in the bank exactly once into the grid, with rotations and reflections allowed. No two shapes can overlap or be orthogonally adjacent, and all of the cells not occupied by shapes must be connected. Black circles in the grid represent cells that must be a part of one of the shapes, and white circles represent cells that are not a part of any shape.



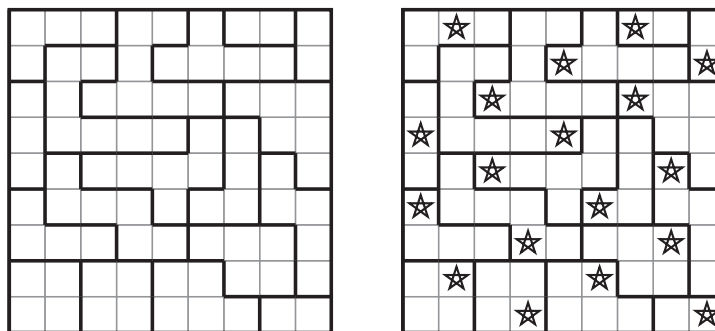
**Star Battle –**

Place a star in some cells so that each row, column and thickly outlined region contains the given number of stars. The example shows 1 star.



**Small Regions –**

Place 2 stars in each row and each column so that stars do not touch each other, even diagonally. Each outlined region contains exactly 1 star.

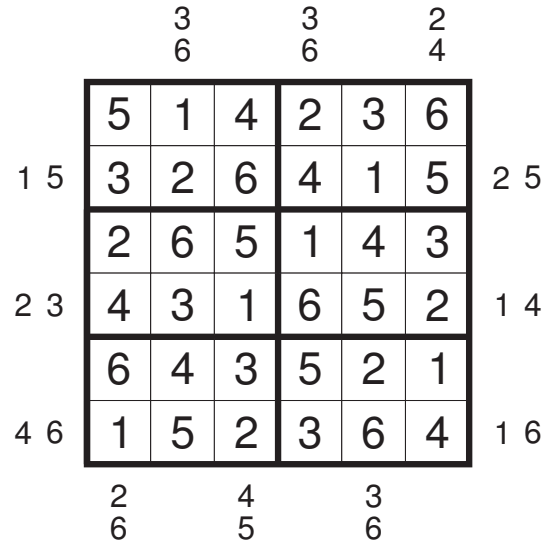
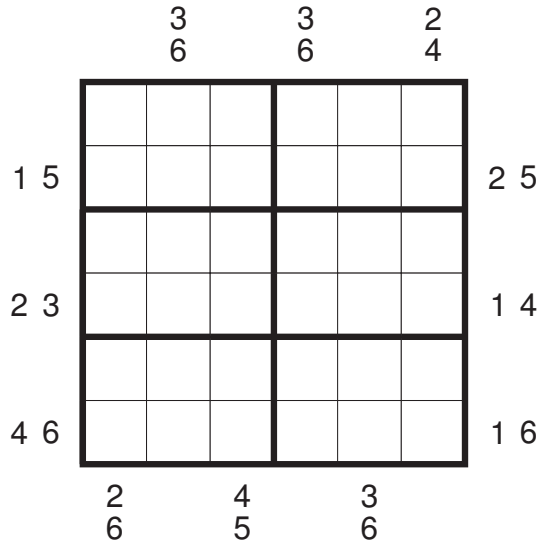




### Descriptive Pairs –

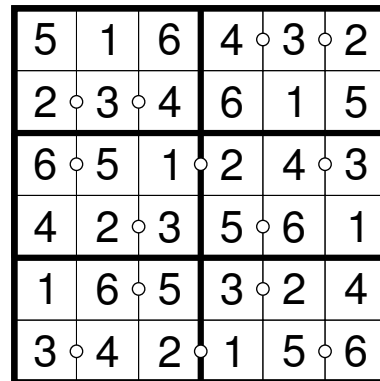
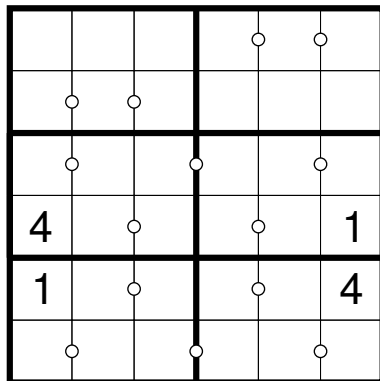
For every pair of outside clues X and Y, at least one of these cases is true :

- 1) X is in the Yth position in that direction.
- 2) Y is in the Xth position in that direction.



### Consecutive –

All neighboring cells which contain consecutive digits are separated by white dots.



**Average –**

A gray line means that the number in that cell is the average of the numbers in the two cells on opposite sides of the line. No converse rule.

				4	
	4				
4					

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

**Quad Sum –**

The arrow at the center of a 2x2 area points to the largest number in that area. No converse rule.

1					

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

**Between 1 and 9 –**

The clues outside the grid give the sum of all digits between the 1 and the 9 in that direction. The example gives this information for digits between the 1 and the 6.

1					
	2				
		3			
			4		
				5	
					6

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