Trick or Treat, 6x6 Nextpeditions

by

The Sudoku Skunkworks

Autumn brings times of many Harvest celebrations around the world. In the Northern Hemisphere, you have the "Dog Days of Summer" relinquishing the heat to fall colors, to harvest festivals, and on to Halloween and the later holiday seasons. Different aspects of what is known as Trick or Treat are shared between Ireland and the US as those immigrants brought many of those customs with them. Little known factoid: Jack-o'-lanterns were originally carved predominantly from Turnips and Potatoes. Finding pumpkins in the new world began the evolution of carving pumpkins into the Jack-o'-lanterns.

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Other portions of Trick or Treat originated in the Celtic holiday Samhain. The poor would go door-to-door offering prayers for recently departed loved ones in exchange for morsels of charity.

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Guising or wearing masks and costumes originated in Ireland and Scotland. There, the guised would do a small performance in return for some sort of treat. This may be the genesis of the term Trick or Treat.

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The story behind this pack is rooted in Kinnison's "Advent of Sudoku" series coupled with the Adventure series ongoing for Rangsk all featuring 6x6 sudoku variants. The Adventure continues in this Nextpedition. In this pack there may be a few things new to you in terms of 6x6 puzzles. We are bringing the idea QuattroQuadri into the mix compliments of Raumplaner. In these puzzles instead of six regions of 1-6, they consist of four "quadrants" of 1-9 and line constraints typically follow the guidance of the larger 9x9 grid. Interesting fresh logic is available in the configurations that might not be possible in a 9x9.
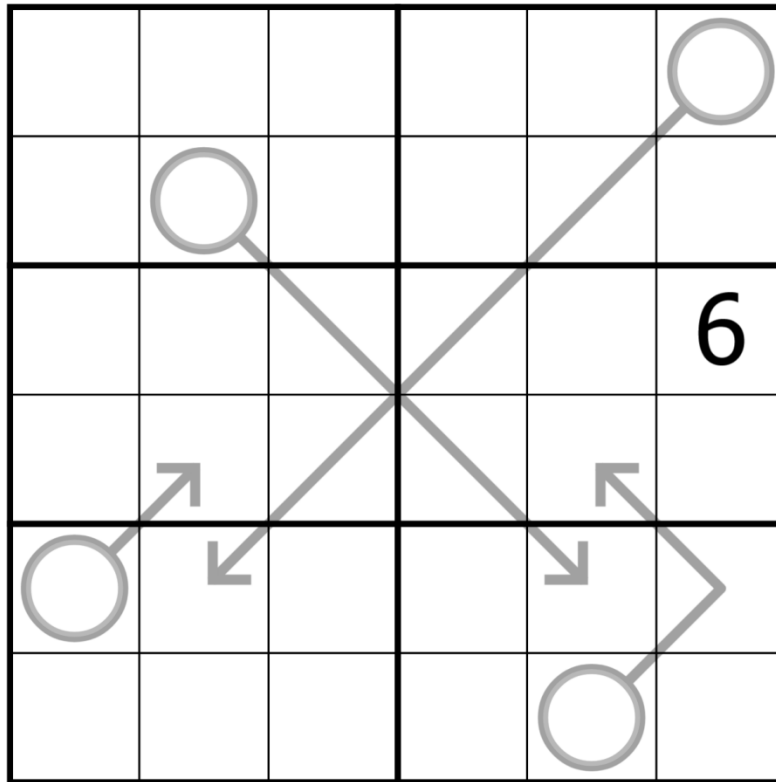
This sudoku puzzle hunt includes two groups of puzzles. Completing the first 9 puzzles will allow you to find the word or phrase necessary to enter the prize draw for the month. Completing the next 7 puzzles will give you an additional word or phrase to add to the first and access a special URL with the final answer you can send in, to get your name on the roll of honour.

Send your answers to

crackingthecryptic@gmail.com.

The deadline to enter is October 20th at 4pm UK time!

Puzzle 1: BOOOOO!

jeremydover

Normal 6x6 Sudoku rules apply. Place the digits 1–6 exactly once in every row, column, and 2x3 box.

Arrows: There are circles in the grid with attached arrows. The digit in the circle is equal to the sum of the digits on the attached arrow. Digits are allowed to repeat along the arrows as normally allowed by other rules. The arrows that cross are straight lines, and do not (directly) interact.

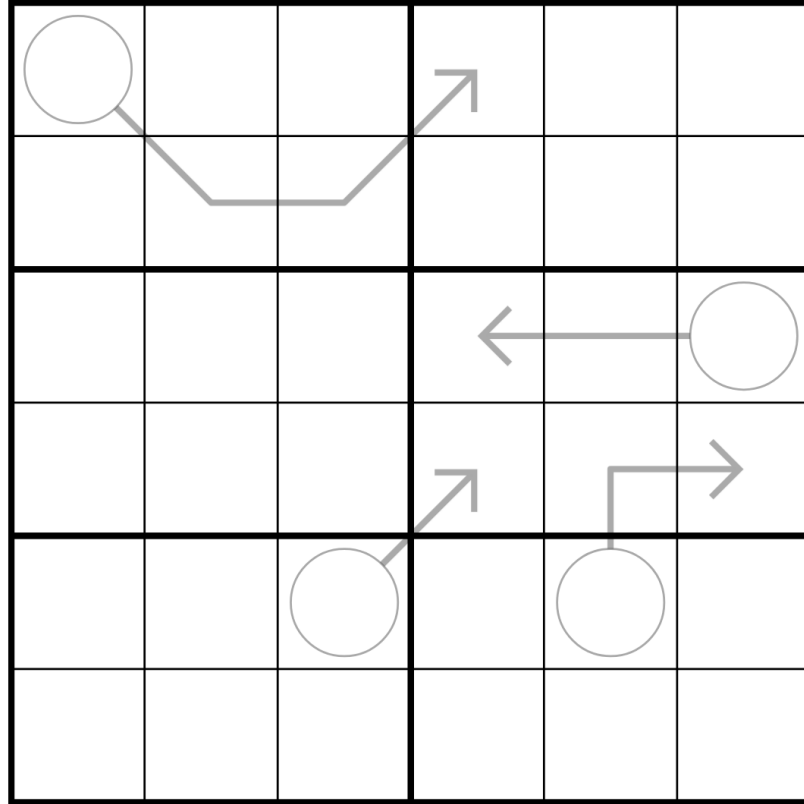https://tinyurl.com/6x6next01

Record Row 4: _____

14　**12**

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Puzzle 2: In-Flight Disaster

myShoggoth & Kalliwyn

Normal 6x6 Sudoku rules apply. Place the digits 1–6 exactly once in every row, column, and 2x3 box.
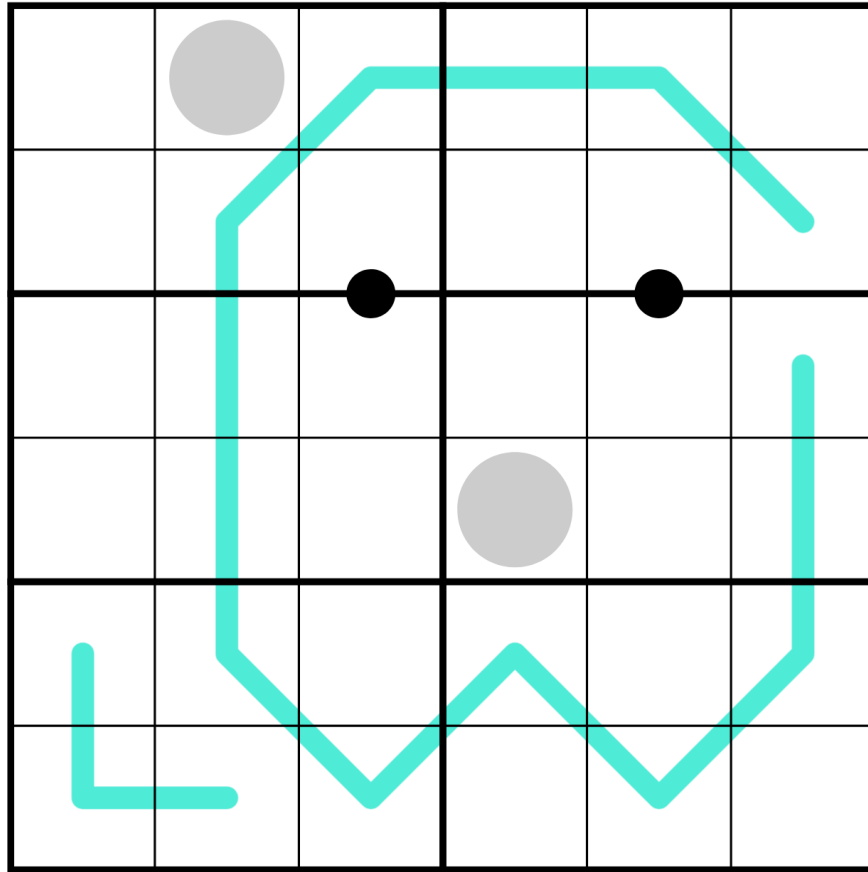
Digits outside the grid indicate the sum of the digits that are placed in-between the 1 and 6 in that row or column.

There are circles in the grid with attached arrows. The digit in the circle is equal to the sum of the digits on the attached arrow. Digits are allowed to repeat along the arrows as normally allowed by other rules.

https://tinyurl.com/6x6next02

Record Row 4:_____

Puzzle 3: Little Spook

Palfly Kampling

Normal 6x6 Sudoku rules apply. Place the digits 1–6 exactly once in every row, column, and 2x3 box.

Modular Lines. Every set of three adjacent digits along a teal modular line must contain a set of the digits modulo 3, i.e. one digit from each of (1,4), (2,5), and (3,6).
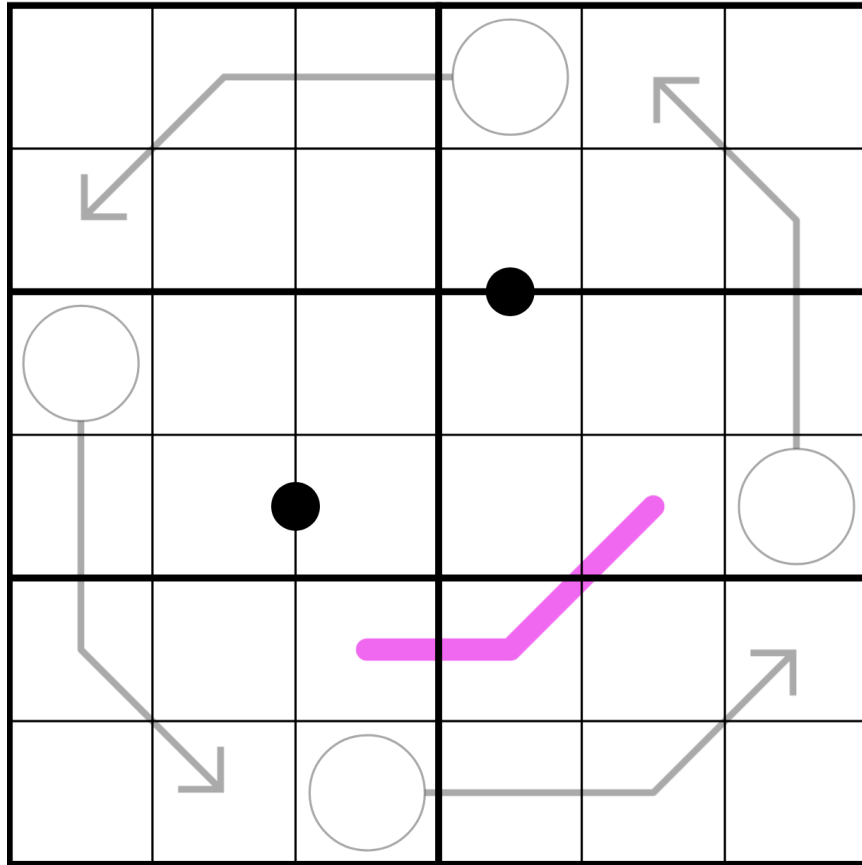
Kropki Pairs: Digits separated by a black dot have a 1:2 ratio, meaning one is exactly double the other. Not all dots are necessarily given.

Odd Circles. Cells with gray circles must contain odd digits.

https://tinyurl.com/6x6next03

Record Row 4 _____

Puzzle 4: Stay Puft

Adem Jaziri

Normal 6x6 Sudoku rules apply. Place the digits 1-6 exactly once in every row, column, and 2x3 box.

Arrows: There are circles in the grid with attached arrows. The digit in the circle is equal to the sum of the digits on the attached arrow.

Renban: Digits on the purple line form a set of non-repeating, consecutive digits in any order.

Kropki Pairs: Digits separated by a black dot have a 1:2 ratio, meaning one is exactly double the other. Not all dots are necessarily given.

Record Row 4 _____
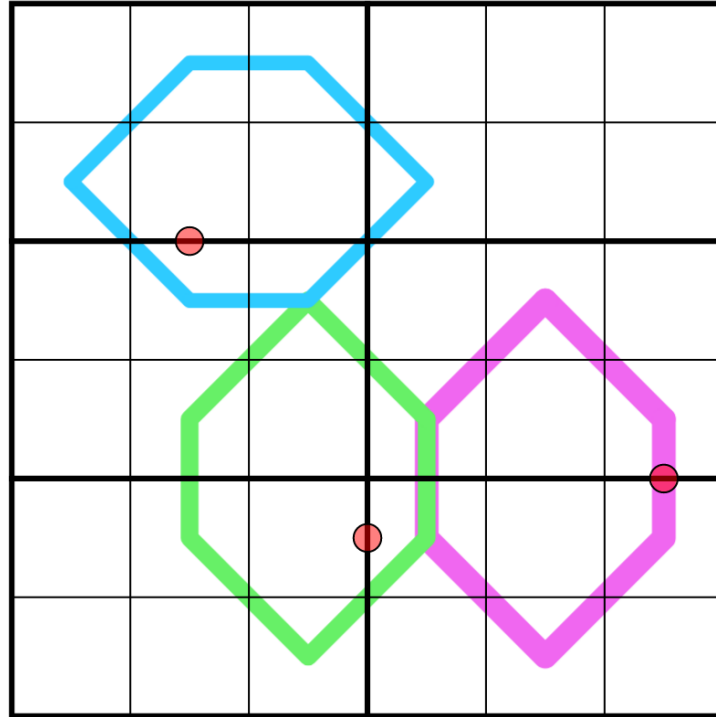
Puzzle 5: Shocked!

AnalyticalNinja

Normal 6x6 rules apply.

Anti-Sum Lines. Every pair of adjacent digits on the yellow line must have a different sum. (i.e. r5c1+r4c2, r4c2+r4c3, and r4c3+r4c4 must all sum to different numbers.)

Kropki Pairs: Digits separated by a black dot have a 1:2 ratio, meaning one is exactly double the other. Not all dots are necessarily given.

https://tinyurl.com/6x6next05

Record Row 4 _____

Puzzle 6: No tricks, just treats

Chilly

Normal 6x6 Sudoku rules apply.

There are several candy treats in the grid – mint sweets (blue), sherbet lime sweets (green), raspberry sweets (pink) and red M&Ms.

Digits on a blue mint line must have the same sum for each region visited by the line. (Region Sum)

Digits on a green sherbet lime line are fizzy digits – being fizzy, the digits like to keep apart so they can move around, and so the difference between adjacent digits must be 3 or more. (Whisper)
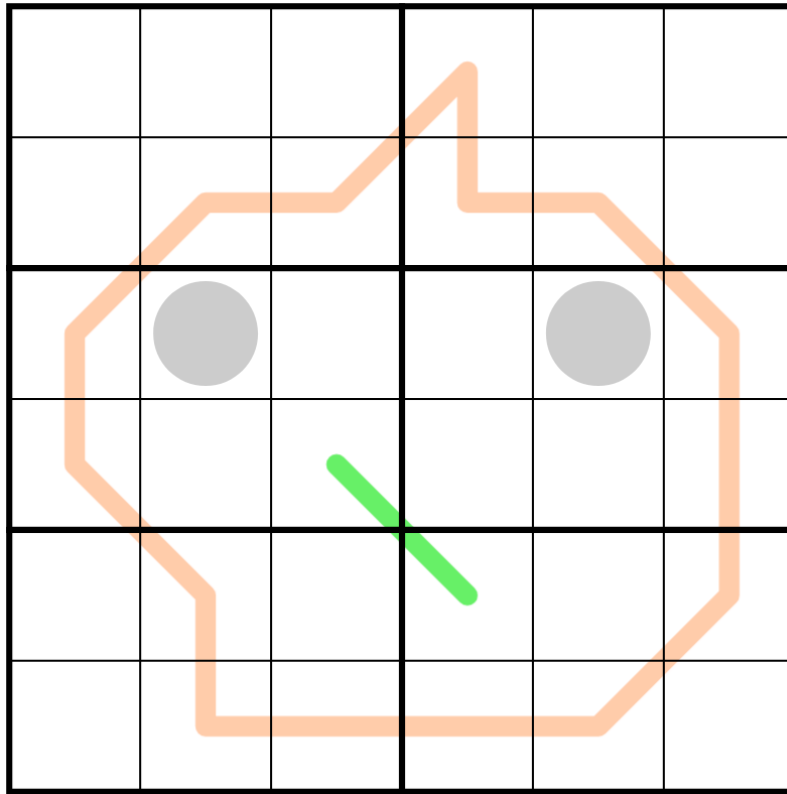
Digits on a pink raspberry line must be a consecutive set in any order. (Renban)

Digits separated by a red M&M cannot be consecutive digits.

https://tinyurl.com/6x6next06

Record Row 4 _____

Puzzle 7: Pumpkin

randall

Normal 6x6 Sudoku rules apply. Place the digits 1–6 exactly once in every row, column, and 2x3 box.
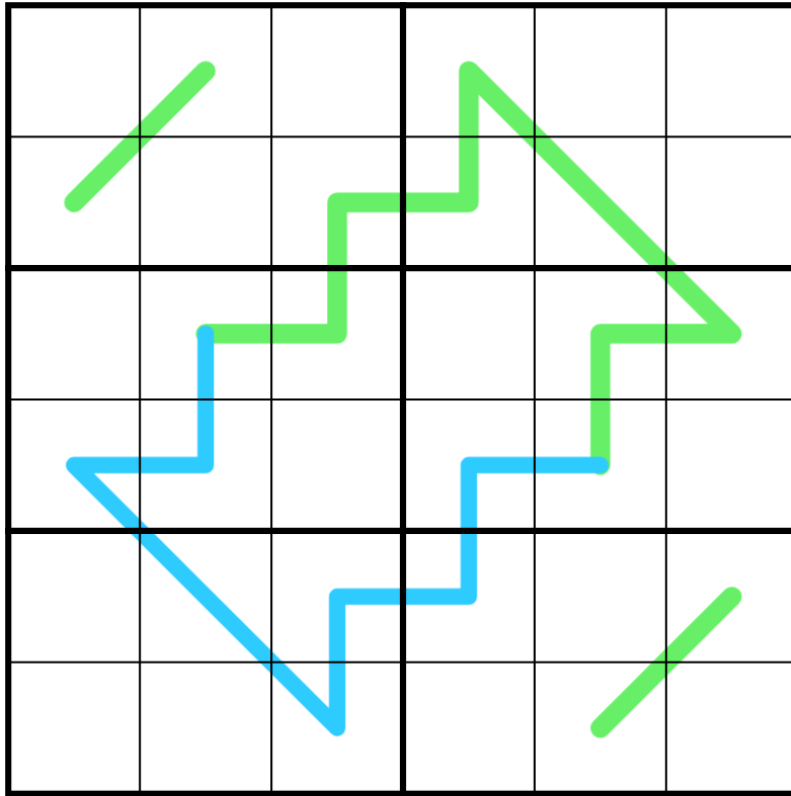
Entropic Lines: Every set of 3 adjacent digits along an orange Entropic Line must have one low (1,2), one middle (3,4) and one high (5,6) digit.

Adjacent digits along the green line must have a difference of at least 5.

Digits in the grey circles are odd. https://tinyurl.com/6x6next07

Record Row 4 _____

Puzzle 8: Sweet

Xenonetix

− Normal 6x6 Sudoku rules apply. Place the digits 1−6 exactly once in every row, column, and 2x3 box.

− Blue lines in the grid are Region Sum Lines.

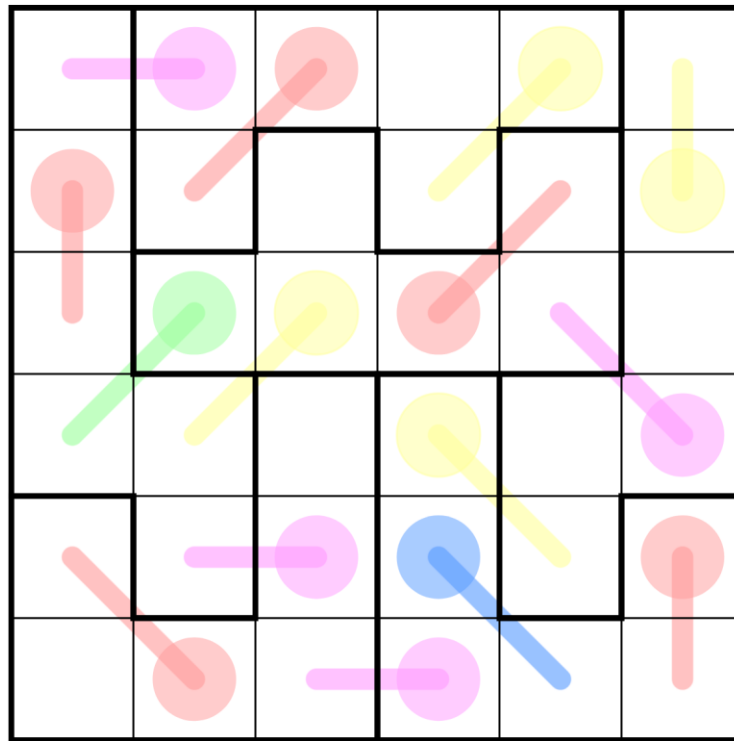The sum of digits on the line is the same within each box.

− Green lines in the grid are German Whispers lines.

Adjacent digits along the line must have a difference of at least 3.

https://tinyurl.com/6x6next08

Record Row 4 _____

Puzzle 9: Lollipops

Riffclown

A whole bag of lollipops have spilled in all different colours!

Irregular 6x6 Sudoku rules apply. Place the digits 1-6 exactly once in every row, column, and bold-outlined region. Thermometers: There are filled circles in the grid with connected thick lines called thermometers. The circle represents the bulb of the thermometer. Digits must strictly increase along the thermometer starting from the bulb end.

https://tinyurl.com/6x6next09

https://tinyurl.com/6x6next09bw   (Color Friendly Version)

Record Row 4 _____

Congratulations on completing the first 9 puzzles. Take the 4th digit from your recorded

rows and enter them into the highlighted URL below, replacing the nine x's with the identified

digits in order from each puzzle.

https://tinyurl.com/6x6next-xxxxxxxxx

This will give you the first level word/phrase to submit to

Cracking the Cryptic for the October contest.

Please send your answer to
crackingthecryptic@gmail.com

BUT, We aren't done yet. You don't want Trick or Treating to end.

Now they get a bit trickier.

Puzzle 10: Guided Ghost Tour

Sandra & Nala

It is time to put on the costumes and move from house to house chanting your trick or treat.

Have you planned your route carefully? If not, now is the time!

Normal 6x6 Sudoku rules apply. Place the digits 1–6 exactly once in every row, column, and 2x3 box.

Killer Cage Loop: Connect some cells in the grid to form an orthogonally connected, non-intersecting loop. It is okay for the loop to touch diagonally, but not orthogonally.

Some cells are surrounded by dotted lines, called "cages." The cage-totals given in the top left corner are the sum of the digits that are not on the loop in each cage. The loop does not need to visit every cage. If the loop visits a cage, it can only enter and exit it exactly once. Digits may not repeat in cages.

https://tinyurl.com/6x6next10

Record Row 4 _____

Puzzle 11: Candy Hunt

Alaric Taqi A. (Crusader175)

Normal 6x6 Sudoku rules apply. Place the digits 1–6 exactly once in every row, column, and 2x3 box.

Digits in the circles are odd.

A digit in a square tells you how many of the (up to 8) adjacent cells contain digits strictly greater than itself (the "candies"). For instance, if a square contains a 3, exactly 3 of the surrounding cells must contain digits that are higher than 3.

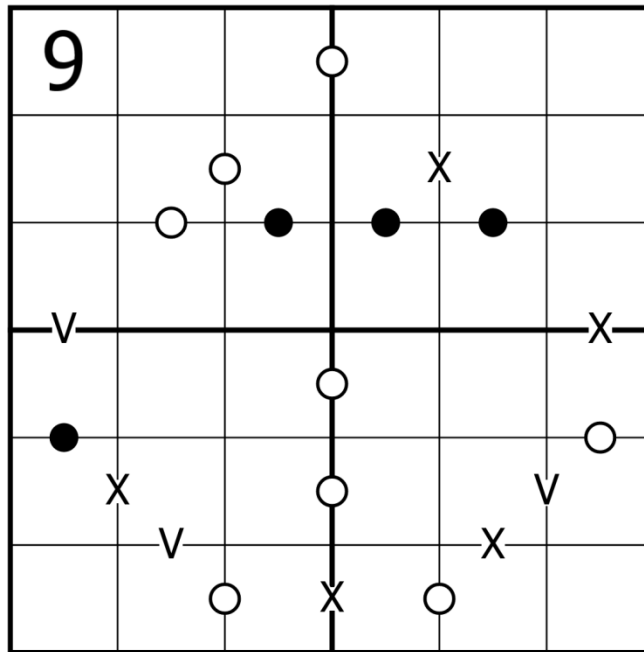https://tinyurl.com/6x6next11

Record Row 4 _____

It's time to introduce you to something new.

QuattroQuadri is a version of 6x6 Sudoku where instead of having 6 regions of the digits 1–6, you have only four regions consisting of the digits 1–9. An intro puzzle by dumediat is below.

NOTE, QuattroQuadri is not a standard construction for a 6x6 puzzle.
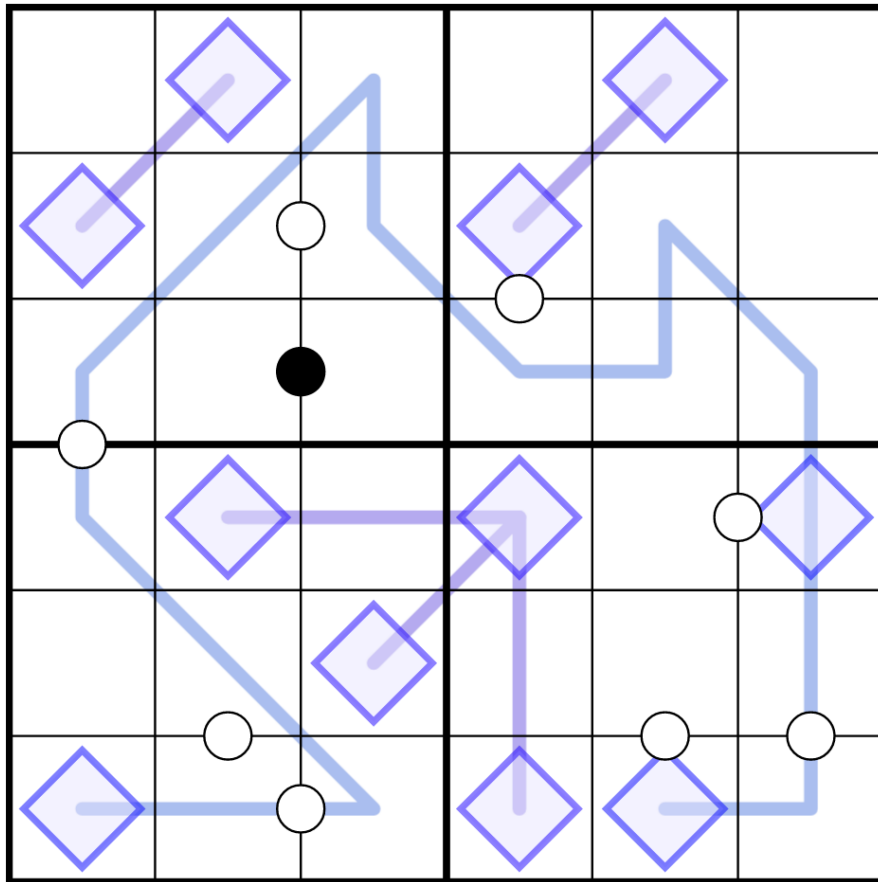*For best results you should turn off conflict checker.*

Jack-o'-lantern

by dumediat

– QuattroQuadri: Place the digits 1–9 once each into the 3x3 boxes.
Digits can't repeat in the same row, column or box of the 6x6 grid.
– Kropki Pairs: Digits separated by a white dot are consecutive, and digits
separated by a black dot have a 1:2 ratio. Not all dots are necessarily given.
– XV Pairs: Digits separated by an X must sum to 10, and digits separated by
a V must sum to 5. Not all Xs and Vs are necessarily given.
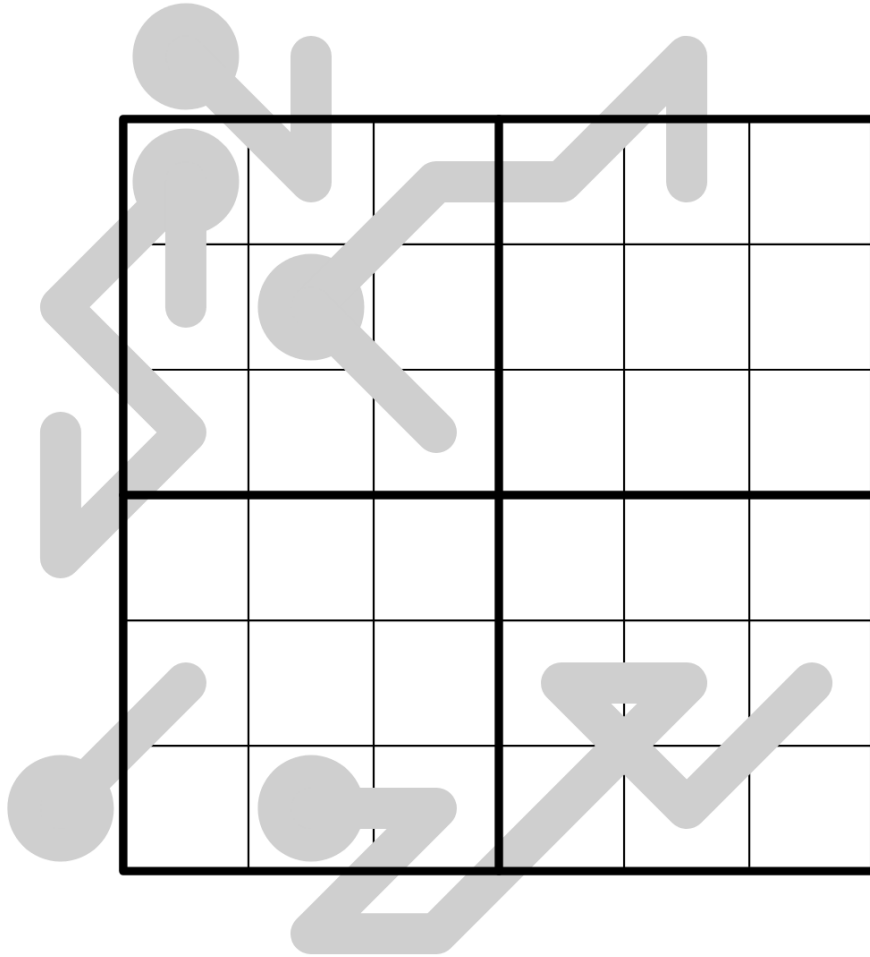This puzzle is not part of the pack and is merely in place to introduce you to the logic.

Puzzle 12: Killer Rabbit of Caerbannog

Raumplaner

– QuattroQuadri: Place the digits 1–9 once each into the 3x3 quadrants. Digits can not repeat in a row or column of the 6x6 grid.

– Kropki Pairs: Digits separated by a white dot are consecutive. Digits separated by a black dot have a 1:2 ratio, meaning one is exactly double the other. Not all dots are necessarily given.

– Lockout Lines: There are diamonds in the grid connected by lines. The digits on the lines must not be the same as or in-between the digits filled in the diamonds. Digits in the diamonds must have a difference of at least 4.

https://tinyurl.com/6x6next12

Record Row 4 _____

Puzzle 13: The 'witch

Math Pesto

QuattroQuadri: Each box contains the digits 1–9 exactly once.

Digits cannot repeat in a row or column of the 6x6 grid.

Thermometers: Numbers must strictly increase along a thermometer starting from the bulb end.

(Note: Numbers outside the 6x6 grid do not necessarily have to be between 1 and 9.)

Sandwich Sums: Clues outside the grid indicate the sum of the digits that are placed between the lowest and highest digits in that row or column.

(Note: The lowest digit in a row/column isn't necessarily 1 and the highest digit isn't necessarily 9.)

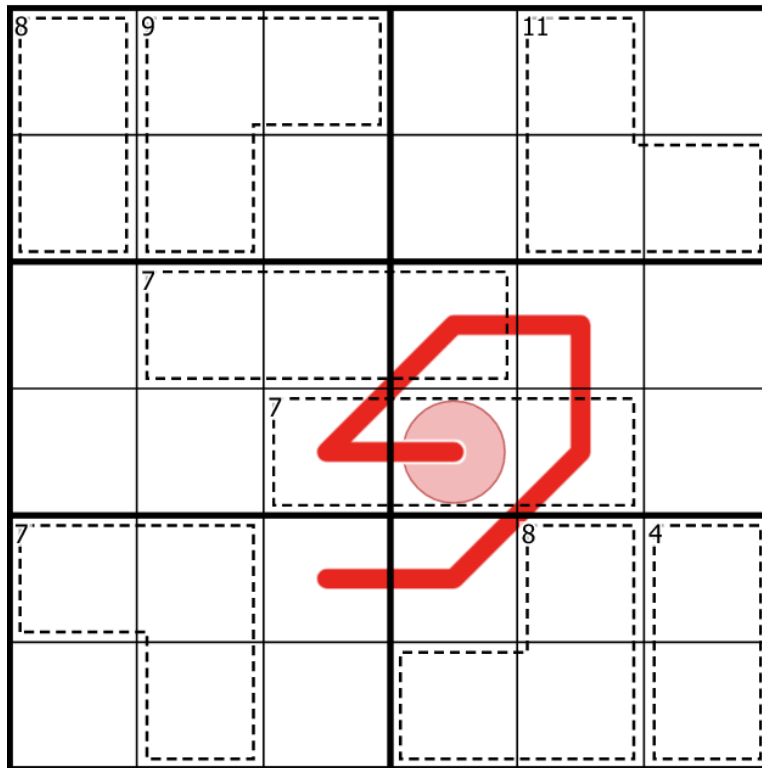https://tinyurl.com/6x6next13

Record Row 4 _____

Puzzle 14: Ghoul School

Wisteria Fall

Place a digit in each cell such that all rows, columns, and bolded regions contain the digits 1–6 once each. Digits in cages do not repeat and sum to the indicated total if one is given.

https://tinyurl.com/6x6next14

Record Row 4_____
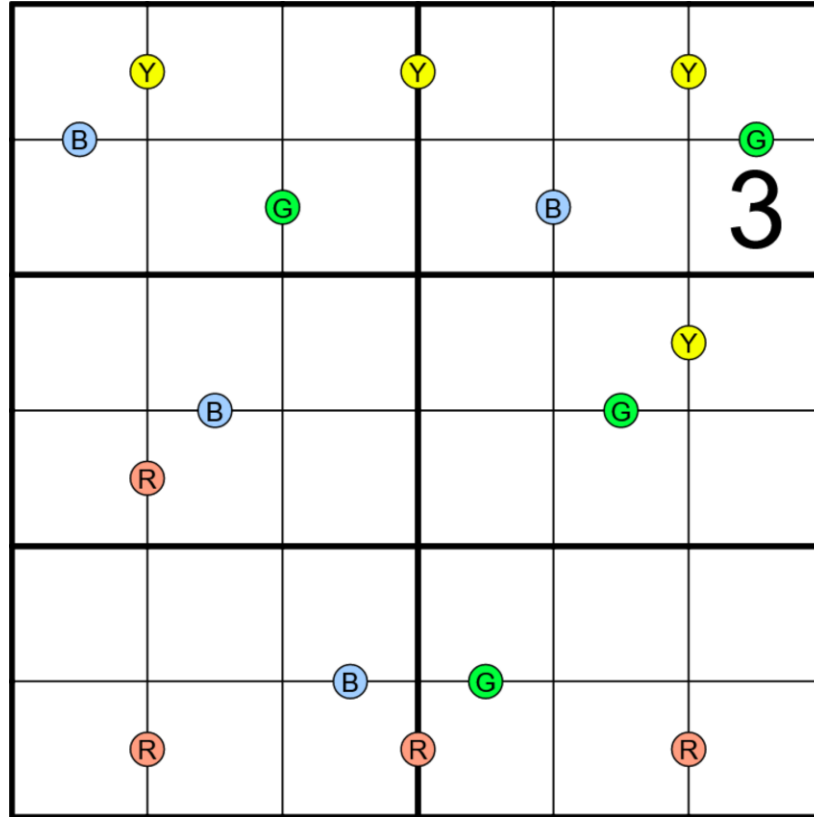
Puzzle 15: Carpet-Rolled Corpse

rockratzero

Normal 6x6 Sudoku Rules Apply

−Blood−stained Carpet. The red line is a 'greek carpet' line. Digits along the line must repeat in the same order when the carpet is 'rolled out' in the direction that it emerges form the central circle. When the carpet would go past the edge of the grid, it instead will continue to 'unroll' around the edge of the grid, bending in the same direction it was when rolled up. [In other words, the red line unrolls to make clone cells − r3c4 and r4c2 are same, r5c3 and r1c1 are same, etc.]

−Killer Cages. Digits in cages sum to the total given in the top left of the cage. EXCEPT, the digit rolled up in the central circle of the carpet is dead and its digit will not contribute to any total in any Killer Cage.

https://tinyurl.com/6x6next15

Record Row 4 _____

Puzzle 16: Candy Chaos

Niverio

Normal 6x6 Sudoku rules apply. Place the digits 1–6 into each row, column and outlined 2x3 box without repeats.

The grid is cluttered with 4 differently colored dots. The 4 colors represent the constraints of White Kropki, Black Kropki, V and X clues. Which color corresponds to which constraint must be deduced by the solver. Not all possible dots are given.

Additionally, in the rush for preparing for Halloween, some candies have gone foul! For each color there is exactly one foul candy. The digits across a foul candy can not fulfill ANY of the 4 previously mentioned constraints. Which candies have gone foul must be deduced by the solver.

Example: A 24 pair along a foul V candy is not permitted, since even though 24 pair does not satisfy a proper V clue, it is still a valid Black Kropki clue. A 15 pair along a foul candy is permitted, since it does not satisfy any constraint.

https://tinyurl.com/6x6next16

Color Friendly Version   https://tinyurl.com/6x6next16bw

Record Row 4 _____

Congratulations on completing the next 7 puzzles. Take the 4th digit from your recorded rows

and enter them in order into the highlighted URL replacing the seven x's with the identified digits.

https://tinyurl.com/6x6next-xxxxxxx

This will give you a second word/phrase.

Combine it with the first word/phrase and put into this Special URL for the pack completion word/phrase.

https://tinyurl.com/6x6next-word1word2

The 2 words/phrases from the first and second part of the pack is not the pack completion phrase

Please send your final answer to
crackingthecryptic@gmail.com

There are still more treats to be found.

There is a bonus puzzle hidden on many puzzle pages.

(Hint: Orange and Yellow and White)

Ping us in Patreon Chat if you want assistance finding the hidden treats.

Also here's a little something rockratzero and Riffclown put together for you to enjoy.

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P S S P E C T R E C K B A
U H C O U N T L N S A O H
K C A W D P U M P K I N A
W R R L I G H T B U O F U
E Y E N L H V A U L T I N
S P S P O O K Y R L L R T
P T B O O S W E E T S E E
I K J B A T S E V I L T D
R G R A V E S M E A C Y H
I H G N S E Q U I N O X O
T O L S T O M B B I O N U
O U S H R I E K O G R E S
W L O E A F R I G H T O E
C O V E R E D B R I D G E
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BAT	OGRE	GRAVE	SHRIEK	BONFIRE
BOO	TOMB	LIGHT	SPIRIT	EQUINOX
EEL	COUNT	SCARE	SPOOKY	PUMPKIN
EYE	CRYPT	SKULL	SWEETS	HALLOWEEN
OWL	GHOST	VAULT	SPECTRE	HAUNTED HOUSE
EVIL	GHOUL	FRIGHT	BANSHEE	COVERED BRIDGE

Skip the odd spots to receive a spooky message from the void

Acknowledgements

We'd like to thank the Skunkworks team for testing and creating these puzzles for the pack.

The following Setters contributed heavily in this effort and to the success of this endeavor.