KAKURO
9x9 and 14x14
Samples Document

By
About Kakuro

Kakuro is a classic number puzzle from Japan. It has elements of Sudoku - simple to learn and play yet possesses a wide variety difficult grades. Andrew Stuart has been making these puzzles since 2005. They should be a staple of any puzzle page. There are two designs in this sample pack – the one often preferred in North America (circled numbers with a divider) and the other the European style (numbers chevrons). Both styles look great and it’s entirely up to you which you choose.

The Rules

Place 1 to 9 in each white cell. To choose the right number you need to work from the clues in around the edge. The numbers below the diagonal lines are the sums of the solutions in the white cells immediately beneath. The numbers above the divide are the sums of the solutions immediately to the right. Rows and columns do NOT have to be unique.

Thus, if a 3 is shown as a clue there will be two cells waiting for you to put the digits 1 and 2 in them – the only possible sum that will equal 3

The final rule is that no number may be repeated in any block. For example, if the clue is 4, the only possible solution will be 1 and 3 (or 3 and 1), never 2 and 2.

Ordering

To order these puzzles contact Jeff Widderich on +1 250 885 8344 or email sales@syndicatedpuzzles.com

For technical, strategy or production related questions, please email Andrew Stuart on andrew@syndicatedpuzzles.com

Grades are easy, moderate, tough and diabolical

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Let’s look at a small but real Kakuro. Where do you start? Well, before we commence entering lots of candidate numbers there is an important rule to learn. We have already learned that there are some fixed combinations of numbers, such as 3 in two = 1 and 2, 4 in two = 1 and 3. If two of these blocks intersect and share a unique number then the point where they intersect must be that common number. If we examine the puzzle, there are quite a few of these fixed combinations:

* 3 in two = 1, 2
* 4 in two = 1, 3
* 7 in three = 1, 2, 4
* 16 in five = 1, 2, 3, 4, 6

Are there any combinations that intersect and share a unique digit? Yes, look at the bottom row of Figure 1. Here the 4 intersects with the 3 in the central black square. They both share the number 1 uniquely, so that must be the number that goes in the cell that they both share. Before we move on to find some more of these, it is important to remember that they must share the number uniquely. For example, the 16 intersects with the top 4, but they both contain 1 and 3, so the cell at the intersection could be either 1 or 3 (but that fact may in itself be a help later on).

Back at our puzzle there are two more places where 3 and 4 intersect (Figure 2), so both of the intersecting cells resolve to 1. Having solved those three squares directly, there are now some holes that can be filled as a result (Figure 3).

**Table of known combinations**

<table>
<thead>
<tr>
<th>Clue</th>
<th>Cells</th>
<th>Combinations</th>
<th>Clue</th>
<th>Cells</th>
<th>Combinations</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>2</td>
<td>1,2</td>
<td>16</td>
<td>5</td>
<td>1,2,3,4,6</td>
</tr>
<tr>
<td>4</td>
<td>2</td>
<td>1,3</td>
<td>34</td>
<td>5</td>
<td>4,6,7,8,9</td>
</tr>
<tr>
<td>16</td>
<td>2</td>
<td>7,9</td>
<td>35</td>
<td>5</td>
<td>5,6,7,8,9</td>
</tr>
<tr>
<td>17</td>
<td>2</td>
<td>8,9</td>
<td>21</td>
<td>6</td>
<td>1,2,3,4,5,6</td>
</tr>
<tr>
<td>6</td>
<td>3</td>
<td>1,2,3</td>
<td>22</td>
<td>6</td>
<td>1,2,3,4,5,7</td>
</tr>
<tr>
<td>7</td>
<td>3</td>
<td>1,2,4</td>
<td>38</td>
<td>6</td>
<td>3,5,6,7,8,9</td>
</tr>
<tr>
<td>23</td>
<td>3</td>
<td>6,8,9</td>
<td>39</td>
<td>6</td>
<td>4,5,6,7,8,9</td>
</tr>
<tr>
<td>24</td>
<td>3</td>
<td>7,8,9</td>
<td>28</td>
<td>7</td>
<td>1,2,3,4,5,6,7</td>
</tr>
<tr>
<td>10</td>
<td>4</td>
<td>1,2,3,4</td>
<td>29</td>
<td>7</td>
<td>1,2,3,4,5,6,8</td>
</tr>
<tr>
<td>11</td>
<td>4</td>
<td>1,2,3,5</td>
<td>41</td>
<td>7</td>
<td>2,4,5,6,7,8,9</td>
</tr>
<tr>
<td>29</td>
<td>4</td>
<td>5,6,7,8</td>
<td>42</td>
<td>7</td>
<td>3,4,5,6,7,8,9</td>
</tr>
<tr>
<td>30</td>
<td>4</td>
<td>6,7,8,9</td>
<td>Any</td>
<td>8</td>
<td>1-9 except 45-clue value</td>
</tr>
<tr>
<td>15</td>
<td>5</td>
<td>1,2,3,4,5</td>
<td>Any</td>
<td>9</td>
<td>1-9 inclusive</td>
</tr>
</tbody>
</table>
1. Easy

2. Easy
Easy 14 x 14
Moderate 14 x 14

Kakuro Sample Pack

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By Andrew Stuart and Jeff Widderich
Tough 14 x 14

9.
10. Diabolical

11. Diabolical
Diabolical

12.
Newspaper version: Tall

**KAKURO**

**No 365. Easy**

Place 1 to 9 in each white cell. To choose the right number you need to work from the clues in around the edge. The numbers below the diagonal lines are the sums of the solutions in the white cells immediately beneath. The numbers above the divide are the sums of the solutions immediately to the right. Rows and columns do NOT have to be unique.

You can find hints and tips at [www.SudokuWiki.com](http://www.SudokuWiki.com)

**Yesterday's solution, Diabolical**

You can find hints and tips at [www.SudokuWiki.com](http://www.SudokuWiki.com)

**Newspaper version:** Wide

Place 1 to 9 in each white cell. To choose the right number you need to work from the clues in around the edge. The numbers below the diagonal lines are the sums of the solutions in the white cells immediately beneath. The numbers above the divide are the sums of the solutions immediately to the right. Rows and columns do NOT have to be unique. The solution will be published here tomorrow.