

Kakuro Kokoro

HEART-SHAPED KAKURO PUZZLES

23	26	7	2	34	36	2	4	87
13		4	1	3	2	2	3	1
10		6	4	8	1	5	7	3
46		8	4	7	6	2	3	9
46		5	1	4	7	6	8	9
	20	8	5	3	9	1		
		9	5	7				
	36							6

Issue #4

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[illegible]

SOLUTIONS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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PUZZLE 1

[illegible]

PUZZLE 2

[illegible]

PUZZLE 3

[illegible]

PUZZLE 4

[illegible]



How to Play Kakuro

A crossword with numbers — no clues to read, just sums to satisfy.

The Rules

1. Fill every white cell with a digit from **1 to 9**.
2. Each black cell holds one or two **clues**. A number in the **upper-right** is the sum of the run going **down**; a number in the **lower-left** is the sum of the run going **across**.
3. The digits in a run must add up to its clue.
4. **No digit repeats** within a single run.
5. Every puzzle has exactly one answer — you never have to guess.

A Worked Example

1. The top row must sum to **3** across two cells: only **1 + 2** works.
2. The left column must sum to **4**: only **1 + 3** works.
3. Their shared corner is the digit in *both* lists — it has to be **1**.
4. The rest follows: fill in **2**, then **3**, then **1**. Done!

Locked Sums

When a run's *length* and *sum* match a row below, the digits are **forced** — the fastest place to start every puzzle.

CELLS	SUM	DIGITS
2	3	1 2
	4	1 3
2	16	7 9
	17	8 9
3	6	1 2 3
	7	1 2 4
3	23	6 8 9
	24	7 8 9
4	10	1 2 3 4
	11	1 2 3 5
4	29	5 7 8 9
	30	6 7 8 9
5	15	1 2 3 4 5
	16	1 2 3 4 6
5	34	4 6 7 8 9
	35	5 6 7 8 9
6	21	1 2 3 4 5 6
	22	1 2 3 4 5 7

Handy pair: a 2-cell run is **3 or 4** at the low end and **16 or 17** at the high end — always the same digits shown above.