Fun with Solvers
– A manual for the riddles –

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Sudoku

The Rules

The classic Sudoku game - as depicted on the left - involves a grid of 81 squares. The grid is divided into nine blocks, each containing nine squares.

The rules of the game are simple: each of the nine blocks has to contain all the numbers 1-9 within its squares. Each number can only appear once in a row, column or box.

5	3			7				
6			1	9	5			
	9	8					6	
8				6				3
4			8		3			1
7				2				6
	6					2	8	
			4	1	9			5
				8			7	9

Example

As an example we look at a Sudoku riddle in which everything is already solved, except one of the nine blocks.

Clues

In this section we collect different clues to look for when solving a Sudoku riddle. These clues can either be used for solving a given riddle manually or be implemented into a solver (which I will do in this project).

Kakuro

The Rules

insert rules here

Example

insert example here

Shikaku

The Rules

insert rules here

Example

insert example here

SumSum

The Rules

insert rules here

Example

insert example here

Picross

The Rules

insert rules here

Example

insert example here