

Diagram 4: Identifying Good Starting Points



★ Yellow Star = Corner cells (good starting points)

● Red Circle = Constrained intersection (multiple limiting factors)

■ Unique combination: 3-cell run with sum 6 (must be 1+2+3)

■ Unique combination: 2-cell run with sum 16 (must be 7+9)

■ Short runs (easier to solve)

Solving Order:

1. Start with unique combinations (green) - fill these in immediately
2. Check corner cells (★) - often have fewer constraints
3. Look at constrained intersections (●) - where multiple restrictive runs meet
4. Work on short runs (blue) - fewer possibilities to consider
5. Build outward from your solved areas