



# KAKURO

Grant Fikes Kakuro (Double)

Serkan Yürekli Kakuro

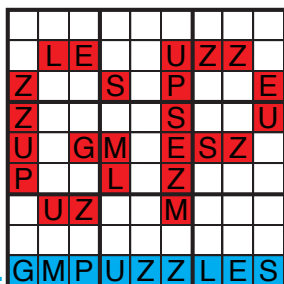
Prasanna Seshadri Kakuro

Ashish Kumar Kakuro

Salih Alan Kakuro

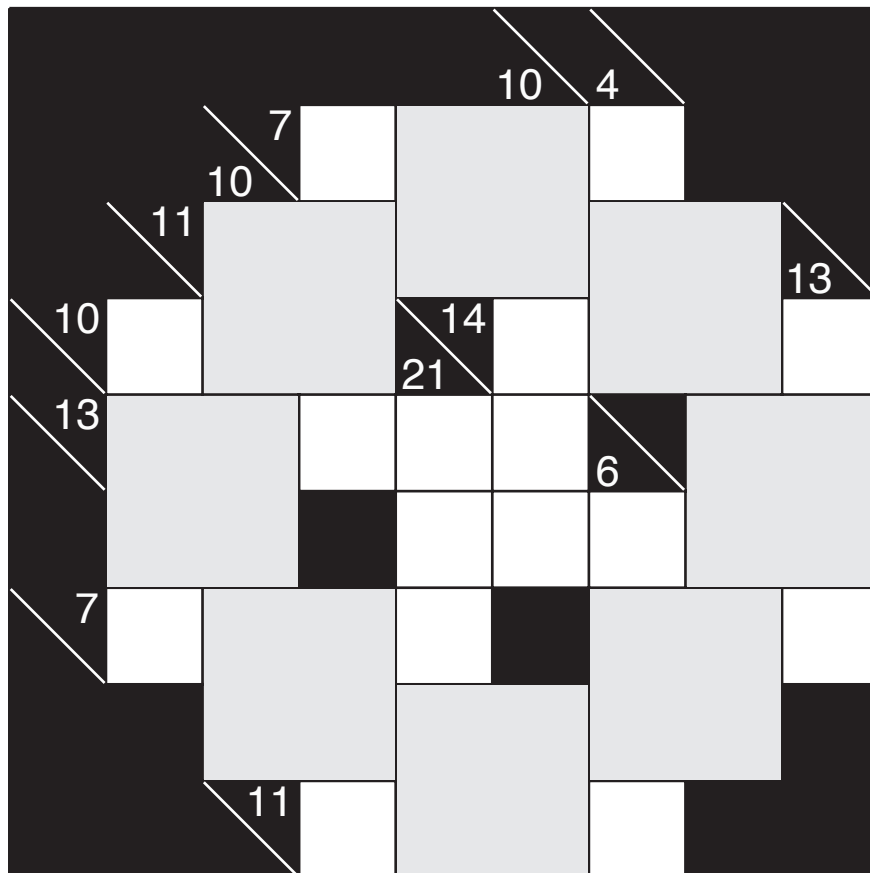
Thomas Snyder Kakuro (Duplicate)

## GRANDMASTER PUZZLES



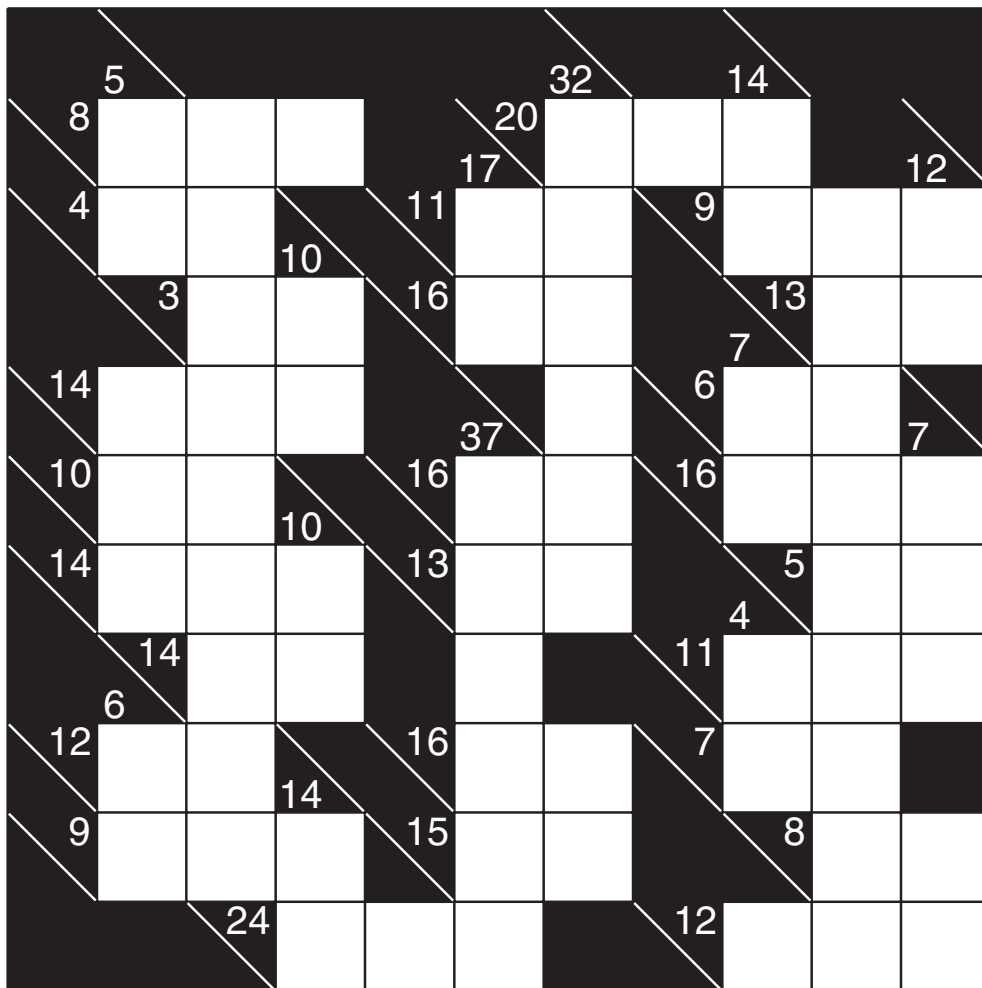
# Kakuro (Double) by Grant Fikes

Rules: Variation of Kakuro. The gray (2x2) cells are to be filled by a single digit which sits in multiple rows and columns. No digits can repeat within an entry, regardless of if it is in a small or large cell.



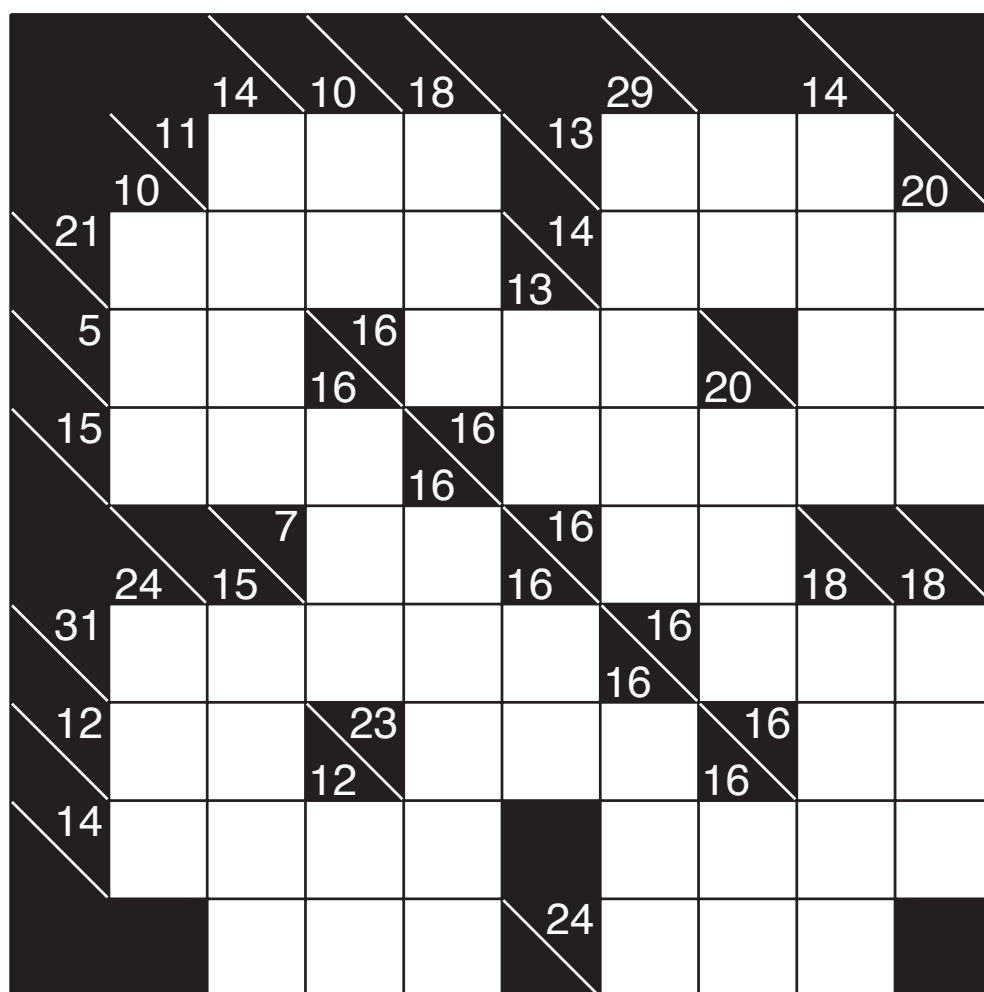
*Circular Reasoning*

# Kakuro by Serkan Yürekli



*Labyrinth*

# Kakuro by Prasanna Seshadri



*Sweet Sixteen*

# Kakuro by Ashish Kumar



	22	10		4	11		18	34
35						11		
24			7			39	14	
8			15	18			17	
	7			33	8			
					20			13
	31						13	
35							14	
6			8				13	
7			14			16		
		29						20
	9				9			
	21							15
12		18						
17			15			12	14	
17							13	
				23				

*Twister*

# Kakuro by Salih Alan

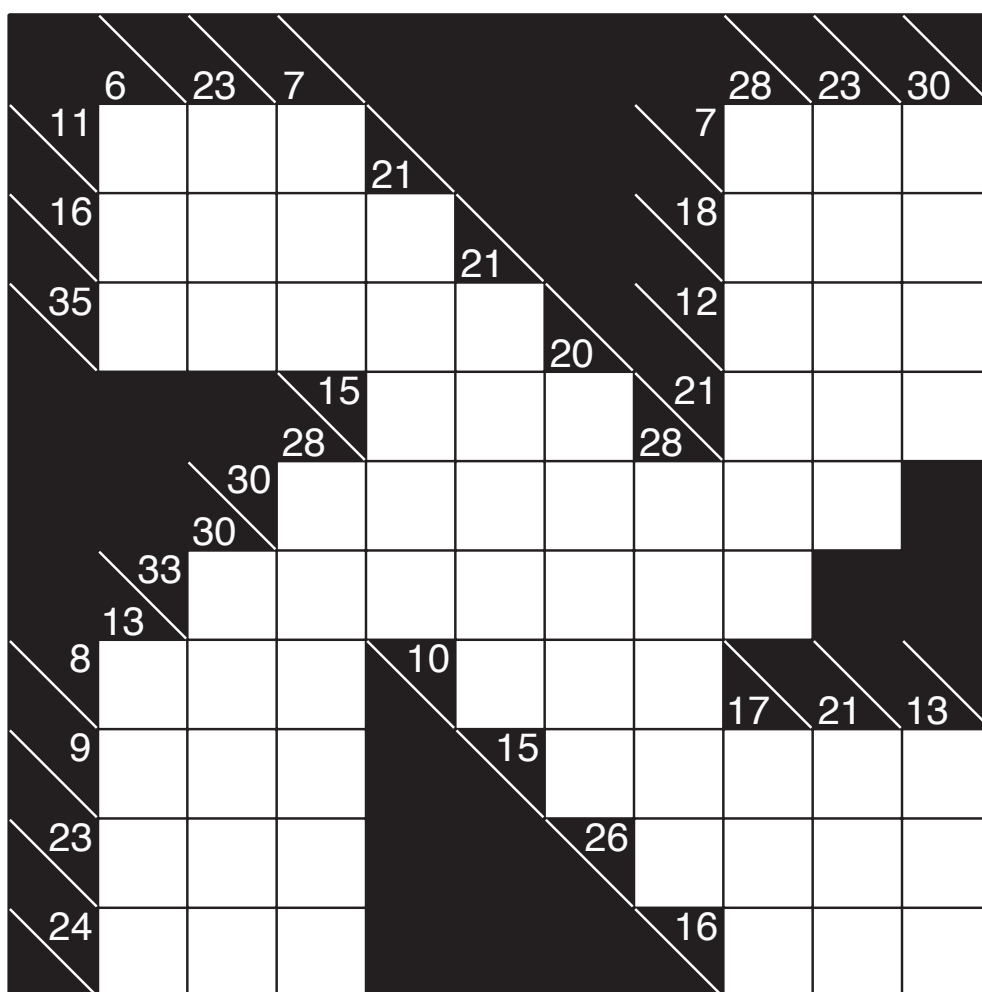


	17	9		12	14		12	15		15	9
9			10			10			3		
		25				32			25		
33						15					
10				16				18			
			10					12			
		32									
	10	15								14	7
11						16					
				11		11					
3			5			14			8		
		22				15			25		
23				12				9			
			21					14			
		33									
	23	16								13	16
13						14					
				7		16					
35						31					
12			4			13				17	

*T Up*

# Kakuro (Duplicate) by Thomas Snyder

Rules: Variation of Kakuro. Exactly one digit must appear twice in each entry (i.e., group of cells connected horizontally or vertically without any black cells between). All other digits must not repeat within an entry.



*Nothing Unusual to See Here*