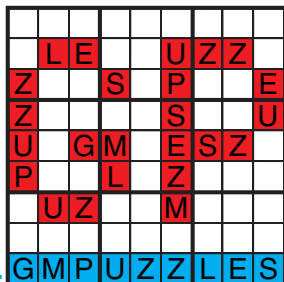




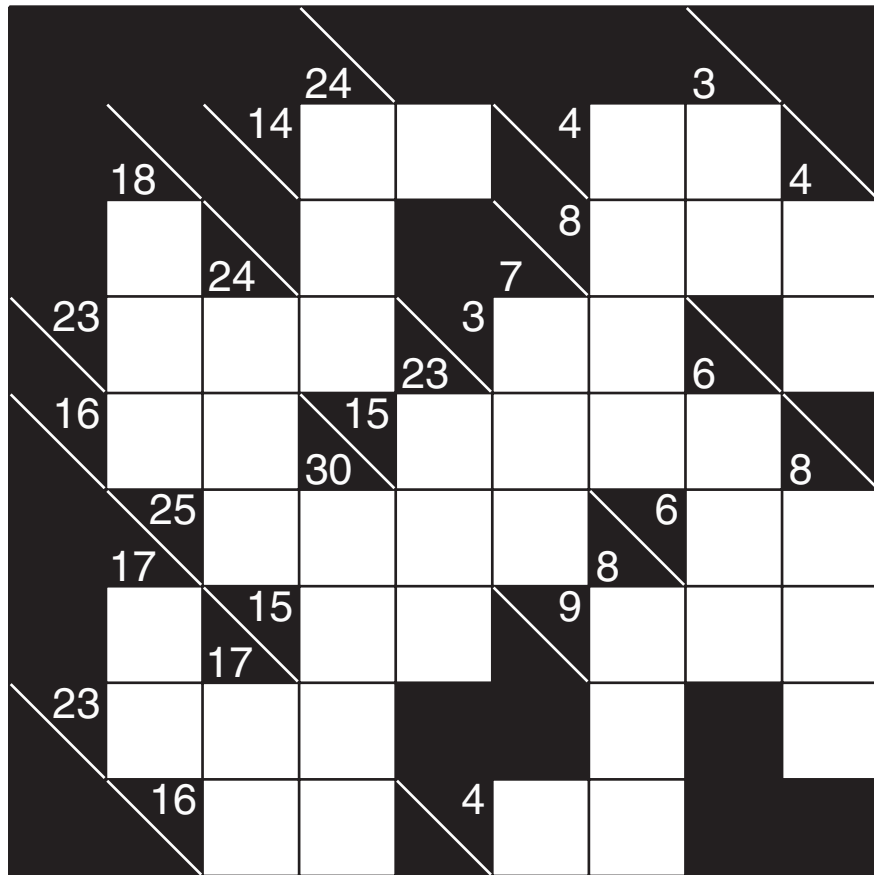
# KAKURO

- Serkan Yürekli Kakuro  
Takeya Saikachi Kakuro (No Touch)  
Grant Fikes Kakuro  
David Altizio Kakuro  
Murat Can Tonta Kakuro (Hex)  
Thomas Snyder Kakuro (Nonconsecutive)

## GRANDMASTER PUZZLES



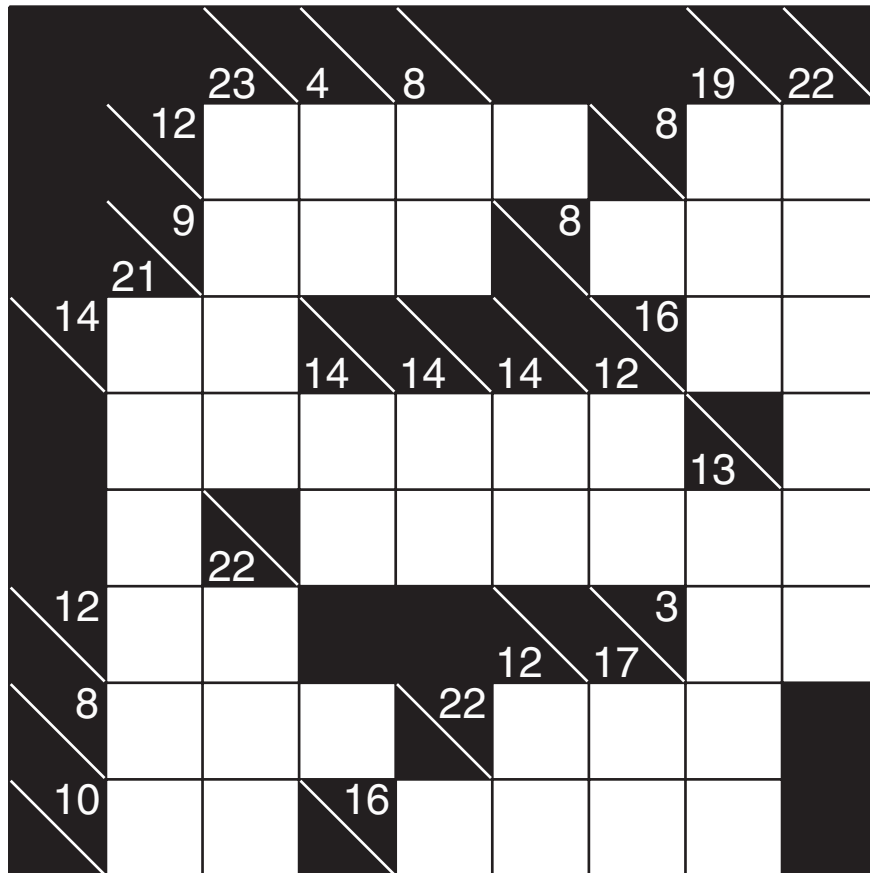
# Kakuro by Serkan Yürekli



*Big and Small*

# Kakuro (No Touch) by Takeya Saikachi

Rules: Standard Kakuro rules. Also, identical digits cannot be in diagonally adjacent cells.



*Y's for Kakuro*

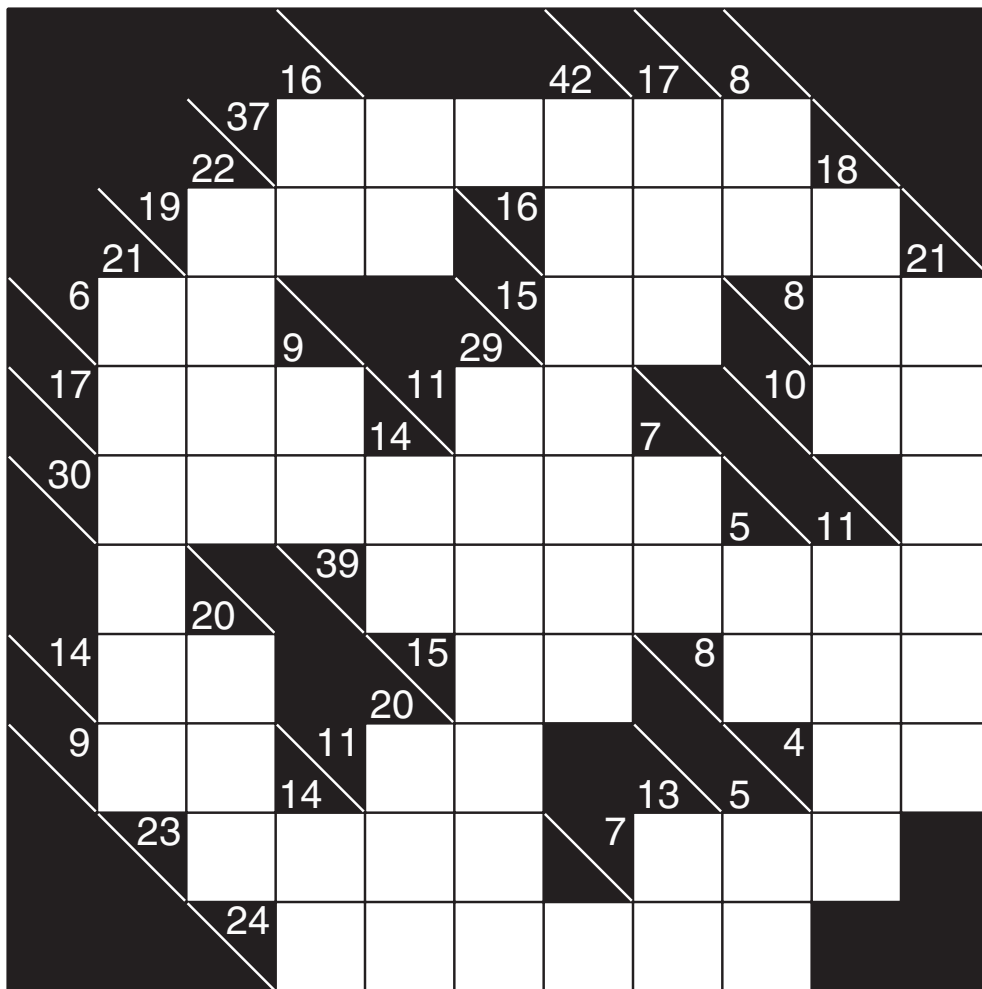
# Kakuro by Grant Fikes



	7	7		5	45		27	11
9			11				9	
15			21			19		
	7			23				
		15		11			3	5
45	13	25				29		
5			27					
	11					9		15
19	5				11			11
11				15				
				17			17	

*What Are the Odds?*

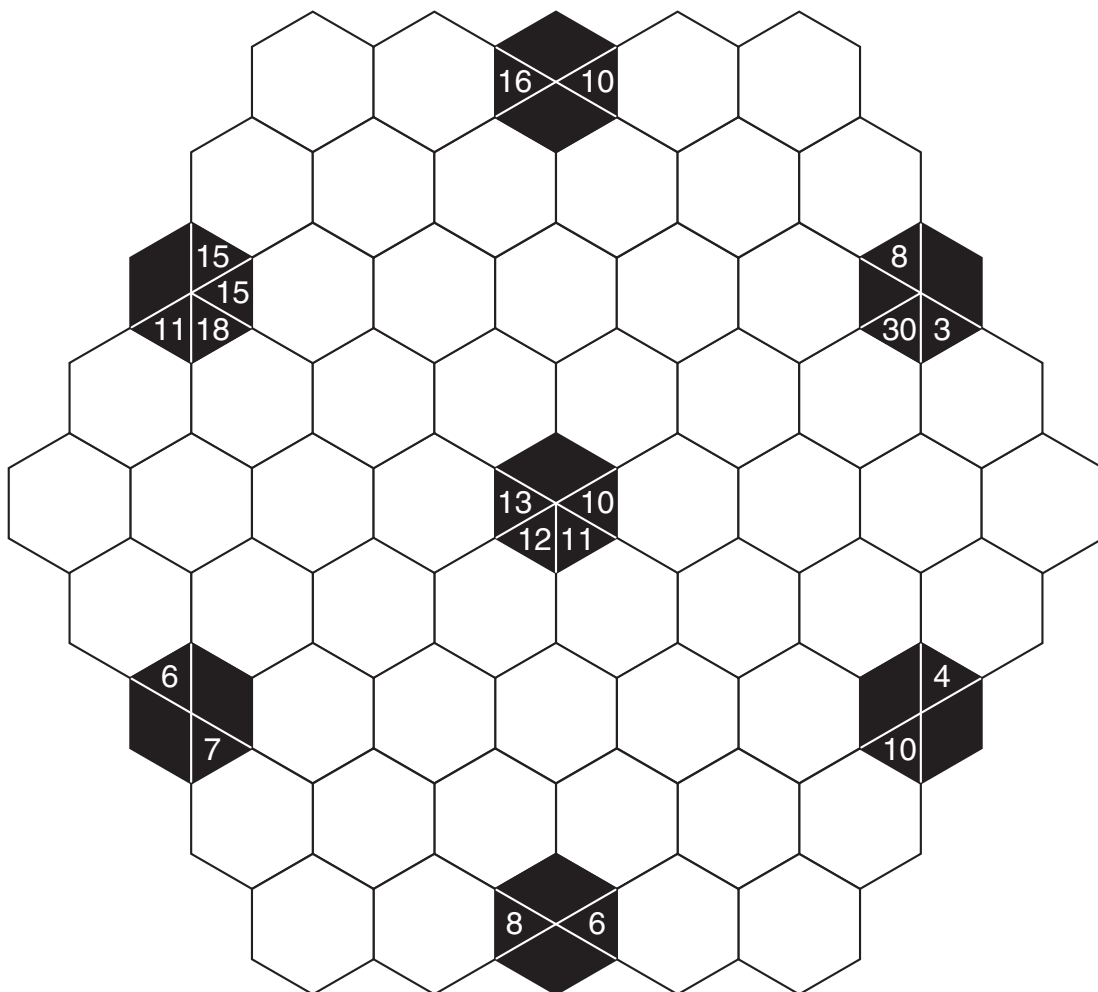
# Kakuro by David Altizio



*F Pentominoes*

# Kakuro (Hex) by Murat Can Tonta

Rules: Fill all empty hexes with digits from 1-9 so that all number clues (in white) indicate the sum of the digits in that direction. Digits cannot repeat in any entry (i.e., any group of hexes connected either horizontally or in one of the two diagonal directions, without any black cells separating them). This no repeat rule applies even for unclued entries.



*Black Hexagon*

# Kakuro (Nonconsecutive) by Thomas Snyder

Rules: Standard Kakuro rules. Also, no two consecutive digits (i.e., digits that differ by 1) can be in cells that share an edge.



	14	22		8		17	14		
22					6				
40					13			27	
							22		22
	17		22				20		
7				22					
			20						
	20				22				
18					20				
				22				20	
22							22		
							20		
22				7					8
		41							
			5			13			

2022