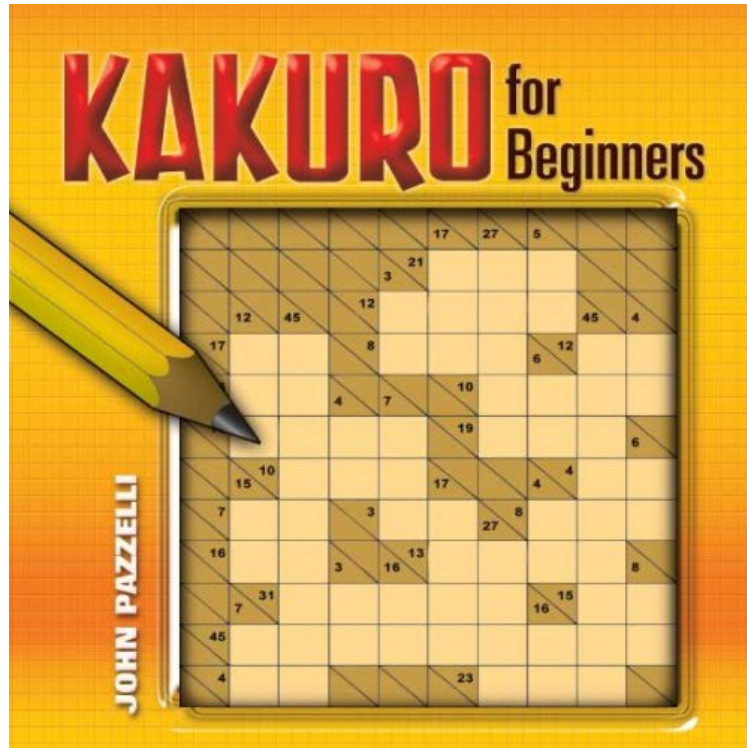


[Free] Kakuro for Beginners (Dover Recreational Math)

## Kakuro for Beginners (Dover Recreational Math)

*John Pazzelli*

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**John Pazzelli : Kakuro for Beginners (Dover Recreational Math)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Kakuro for Beginners (Dover Recreational Math):

4 of 4 people found the following review helpful. Great gift, great fun!By K. JoansdatterThis is the perfect beginners Kakuro book. I am hooked now. I actually erased a bunch just so I could come back later and do them again! I found it soothing to be able to complete these puzzles fairly quickly with just the right amount of brain exercise. I would love another one like it. There seem to be few Kakuro books that say beginners. I may have to buy this one again!! This one has a nice little unique sum reference table for say, the numbers needed when there are five squares to add up to 34. The puzzles increase in their challenge level very gradually, but never become a trial.1 of 1 people found the following review helpful. My 6 year old loves it!By Kelly KonopaI bought this for my 6 year old who loves math and loves helping me with harder Kakuro puzzles. She wanted one for herself with just easier ones. This is perfect, she loves it, needs some help, but can get some parts on her own.2 of 2 people found the following review helpful. Not Really EasyBy KatrinaPuzzles were more difficult than what I thought they would be.

Welcome to kakuro, the addictive brain teaser! This Japanese puzzle craze, sometimes called "cross-sums" or "kakro," is sudoku's bigger (and tougher) brother. As with all good puzzles, the rules are easy to learn but the game is difficult to master. These 101 puzzles are specifically designed to introduce novices to the game. Like a crossword puzzle, the playing area consists of filled and empty squares. Some of the black squares contain a diagonal slash from top left to

bottom right, with numbers in them--the clues. A number in the top right corner relates to an "across" clue, and one in the bottom left to a "down" clue. The object is to insert digits from 1 to 9 into the white squares that add up to the associated clue; however, no digit can be duplicated in an entry. For example, for a total of 6, you could have 1 and 5 or 2 and 4, but not 3 and 3. Easy, right? Beware! It gets more complicated. In case you're stumped, solutions appear at the end.