

Sudoku

General Rules:

- Sudoku grid consists of 9x9 spaces.
- You can use only numbers from 1 to 9.
- Each 3x3 block can only contain numbers from 1 to 9.
- Each vertical column can only contain numbers from 1 to 9.
- Each horizontal row can only contain numbers from 1 to 9.
- Each number in the 3x3 block, vertical column or horizontal row can be used only once.
- The game is over when the whole Sudoku grid is correctly filled with numbers.

Examples:

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

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

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

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

Easy

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

Medium

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

Hard

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

Expert

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

Master

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

Sudoku.com

10/30/2025

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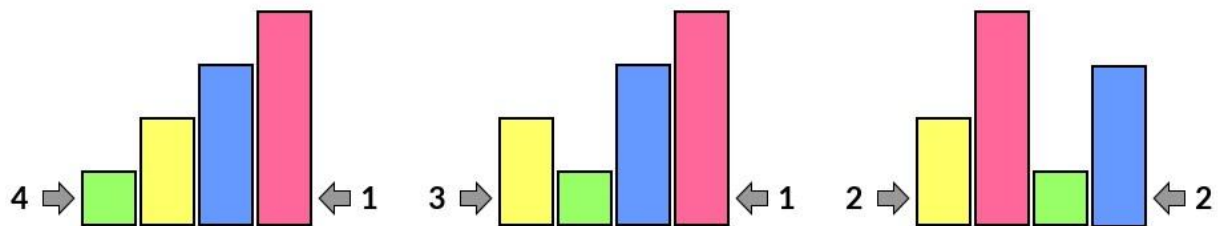
 Google Play

 App Store

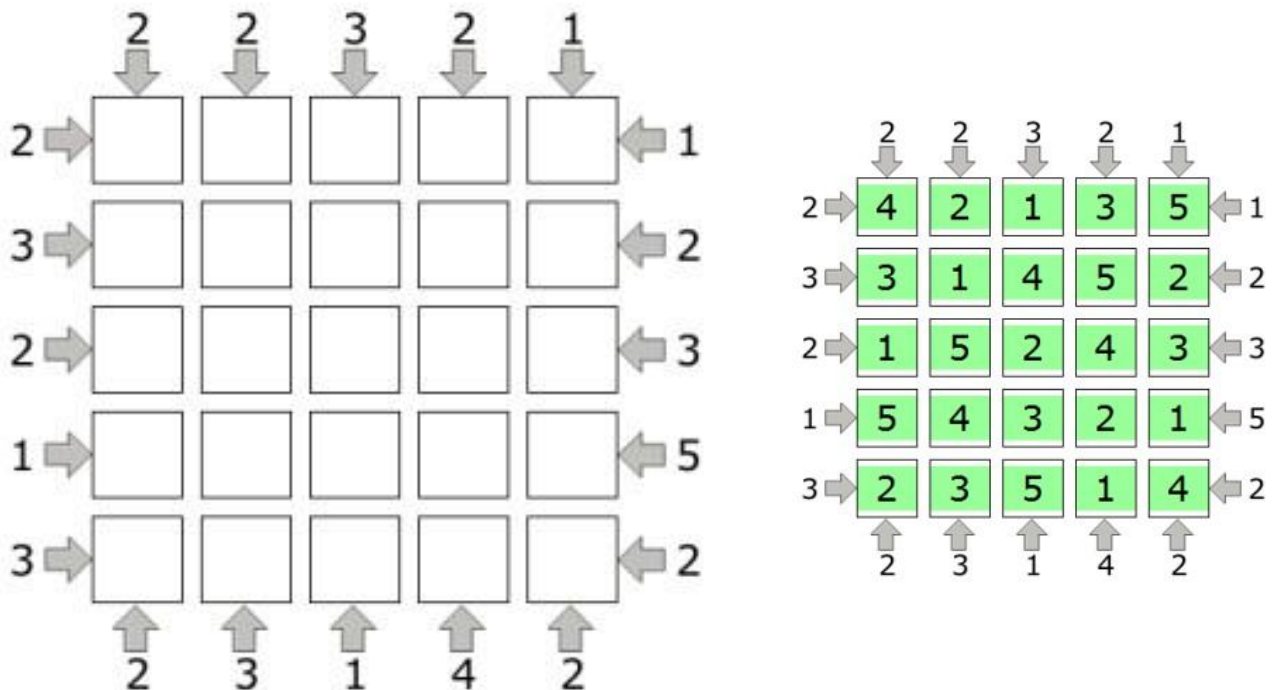
Skyscrapers

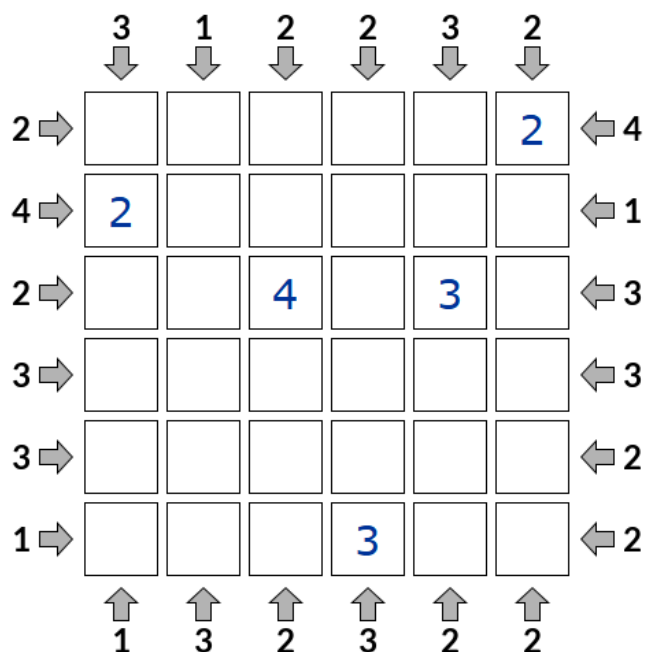
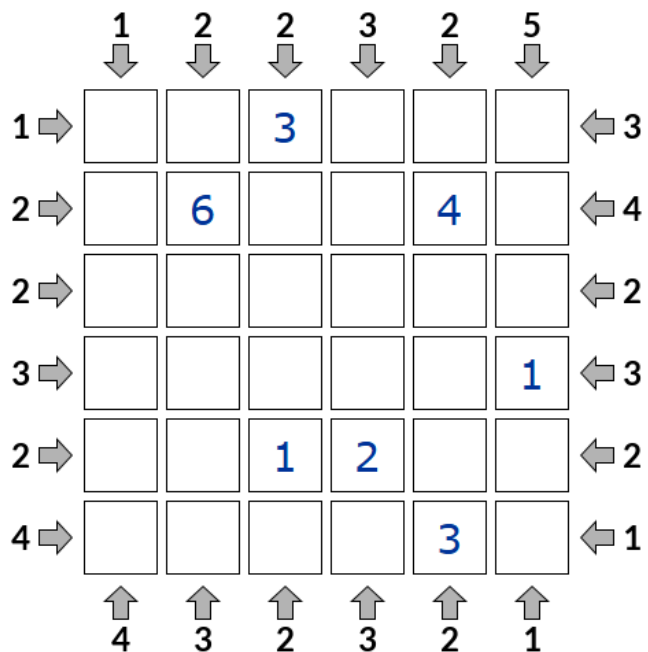
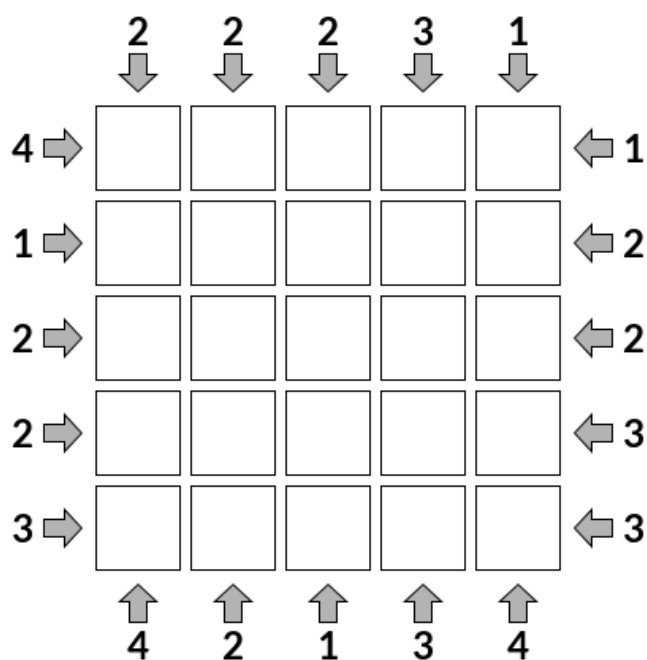
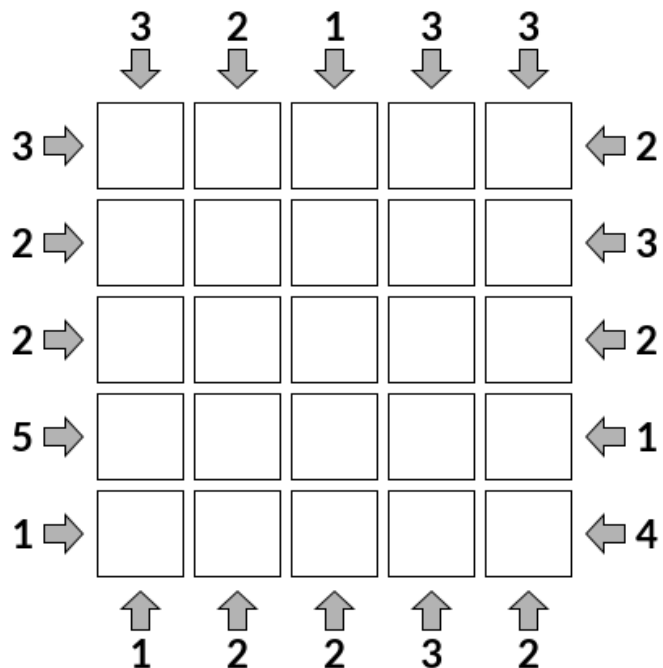
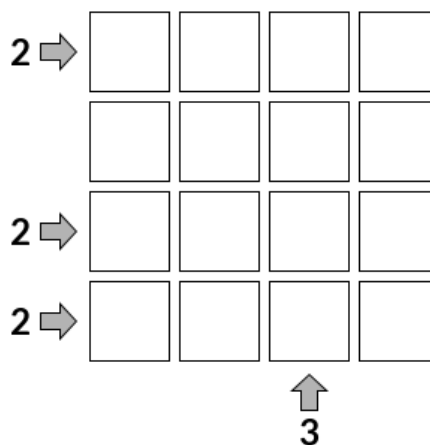
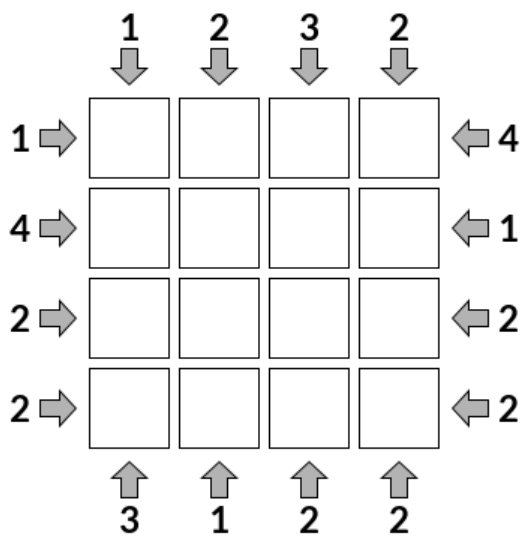
General Rules:

- Complete the grid such that every row and column contain the numbers 1 to the size of the grid.
- Every row and column contain each number only once.
- The clues tell you how many skyscrapers you can see in that direction.
- You can't see a shorter skyscraper behind a taller one.



Example:

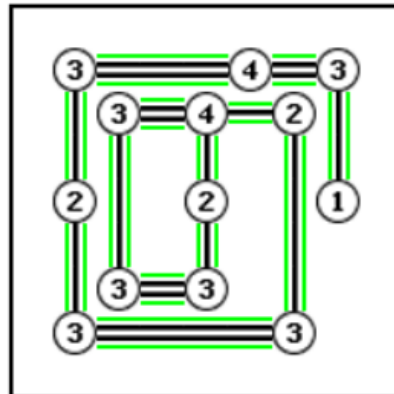
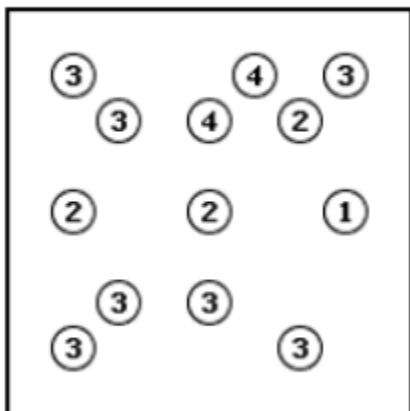
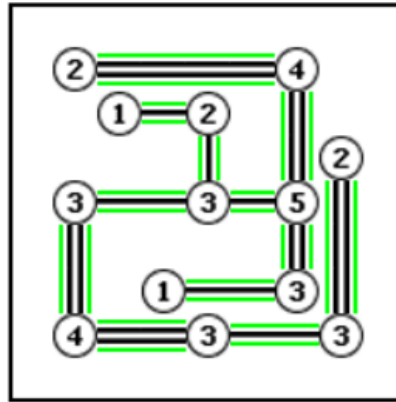
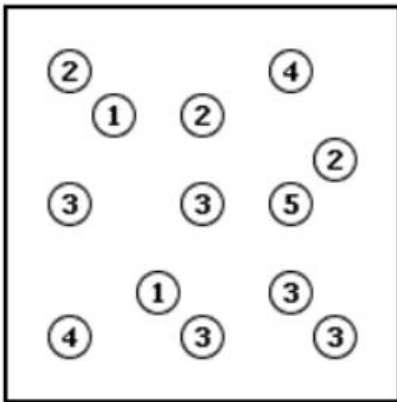


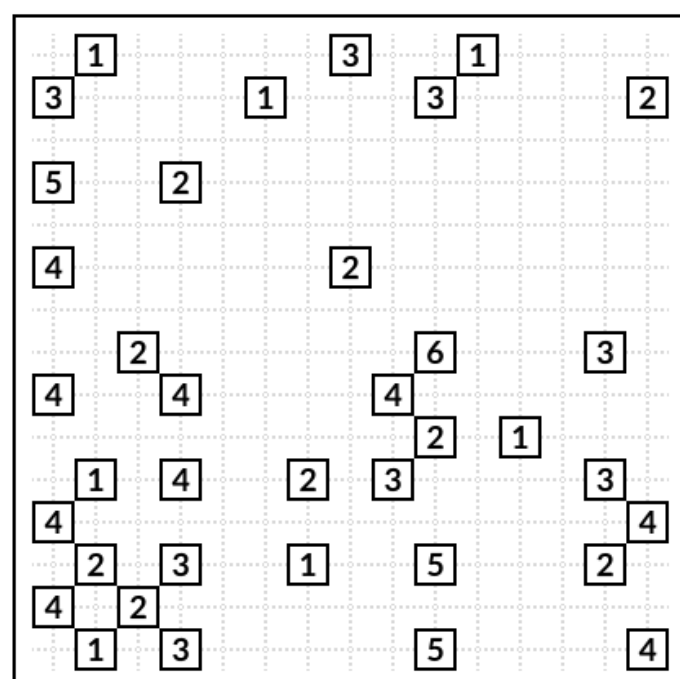
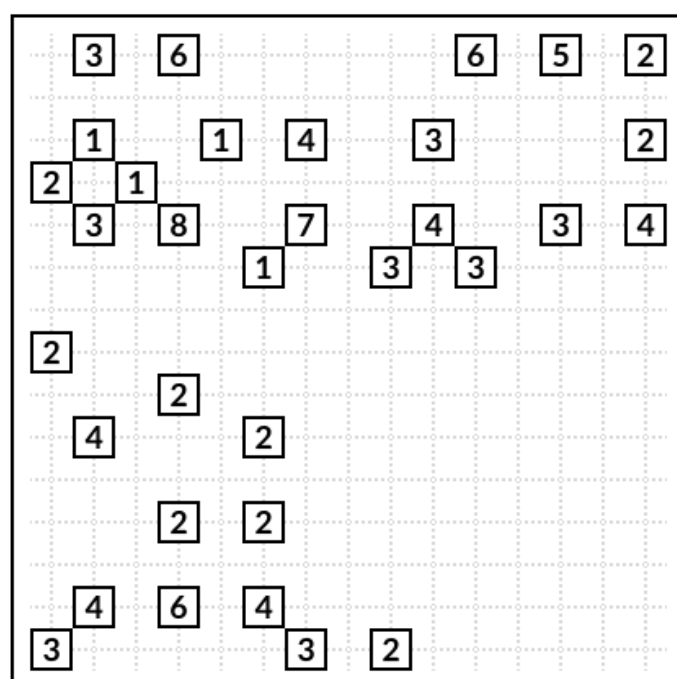
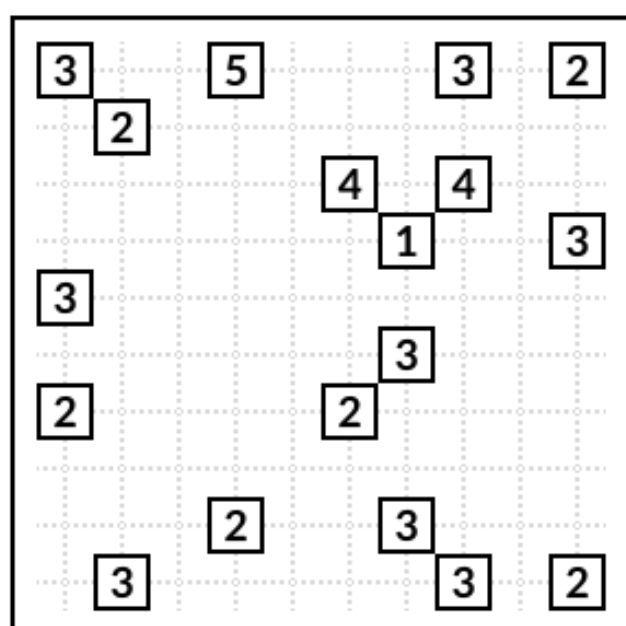
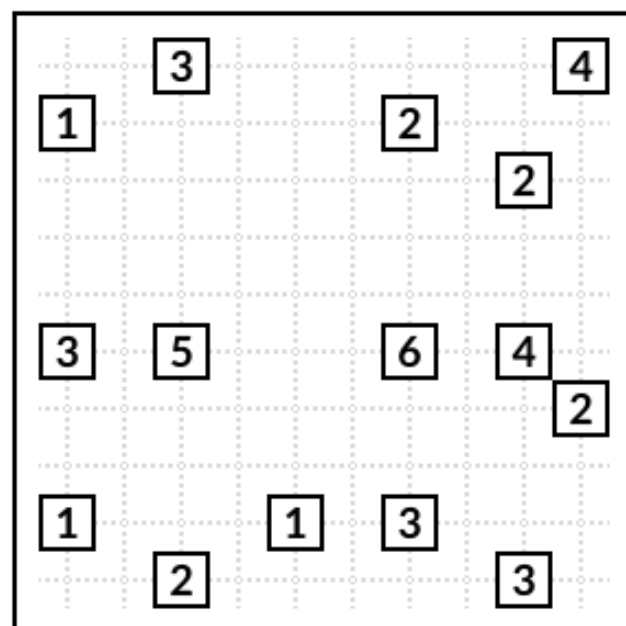
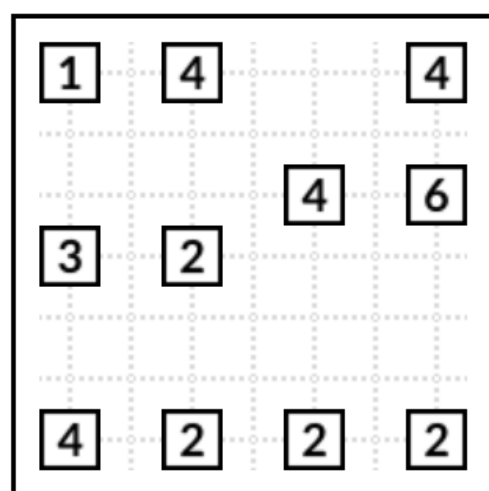
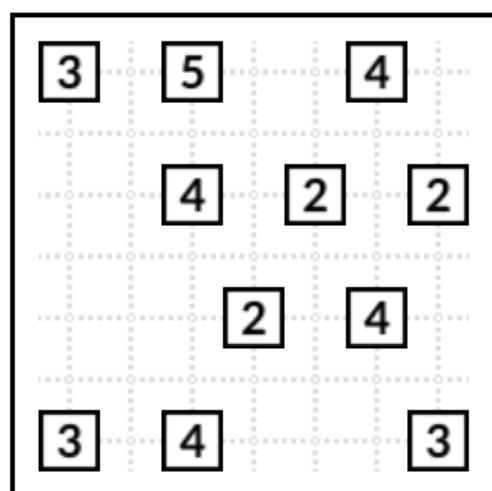


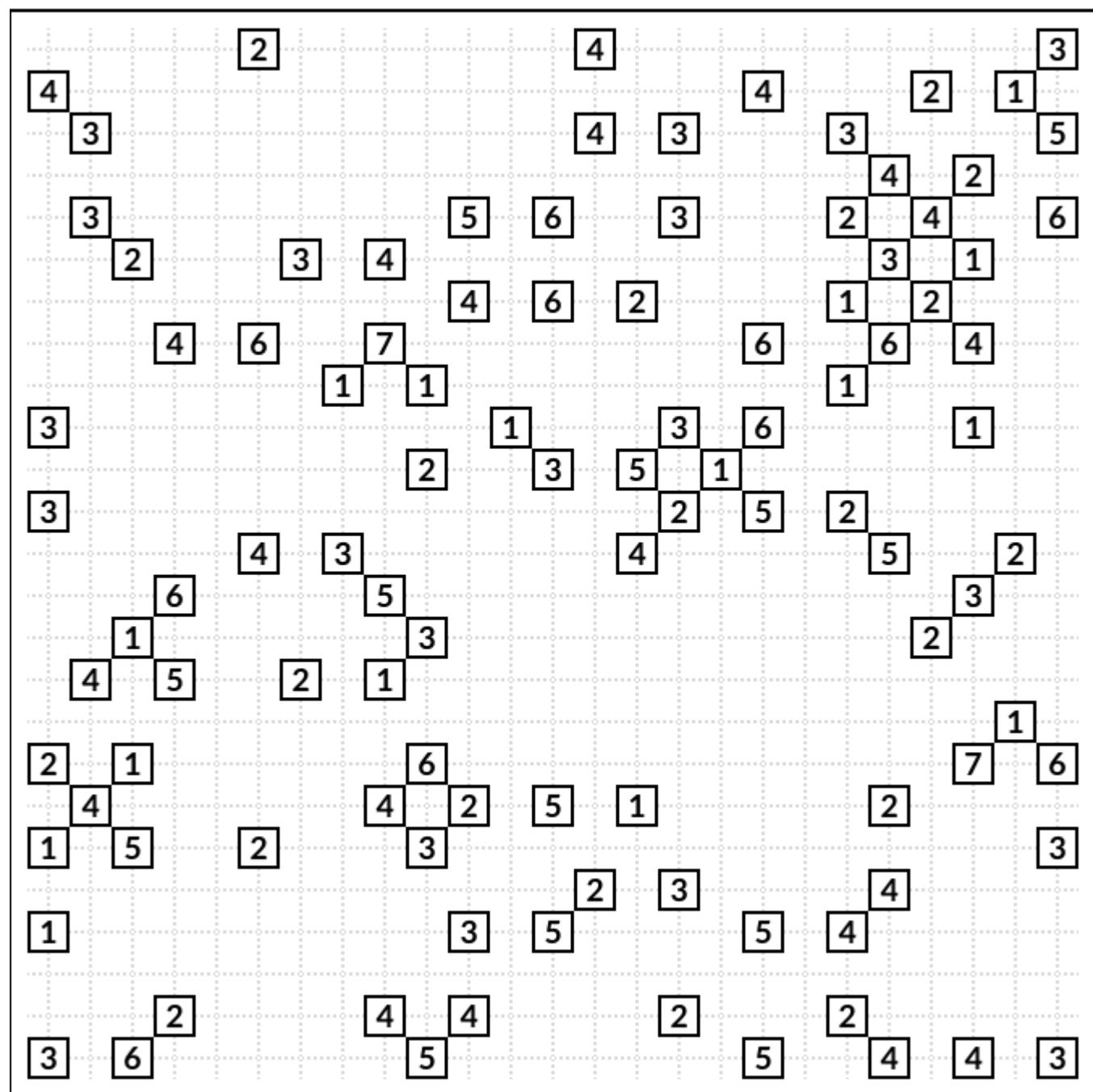
Bridges

General Rules:

- Connect the islands using bridges.
- Every island contains a clue that tells you how many bridges leave that island.
- Up to two bridges can connect islands together.
- Bridges can only go horizontally or vertically, and may not cross each other.
- Every island can be reached from every other, i.e. they are connected.







Nanograms

General Rules:

- Find all of the blocks.
- The sets of clues are the lengths of the runs, in order, of the blocks in that row or column.

			3	4		3			
			1	1	8	1	5	4	4
	1	1							
		3							
		3							
		4							
		6							
		5							
1	1	3							
		6							

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			3	4		3			
			1	1	8	1	5	4	4
	1	1							
		3							
		3							
		4							
		6							
		5							
1	1	3							
		6							

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					1				1		
				2	2		4	4		2	2
				1	1	1	1	1	1	1	1
			4	7	1	10	1	1	10	1	7
		2	2								
1	2	1									
1	2	1									
1	2	1									
		10									
1	1	1	1								
1	1	1	1								
		10									
1	1	1	1								
1	1	1	1								
1	1	1	1								
1	1	1	1								
1	1	1	1								
		8									

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					1					1	
				2	2		4	4		2	2
				1	1	1	1	1	1	1	1
			4	7	1	10	1	1	10	1	7
		2	2								
1	2	1									
1	2	1									
1	2	1									
		10									
1	1	1	1								
1	1	1	1								
		10									
1	1	1	1								
1	1	1	1								
1	1	1	1								
1	1	1	1								
1	1	1	1								
		8									

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	2	4	3	3	1
1					
3					
3					
2 2					
2					

[illegible][illegible]

KenKen/CalcDuko

General Rules:

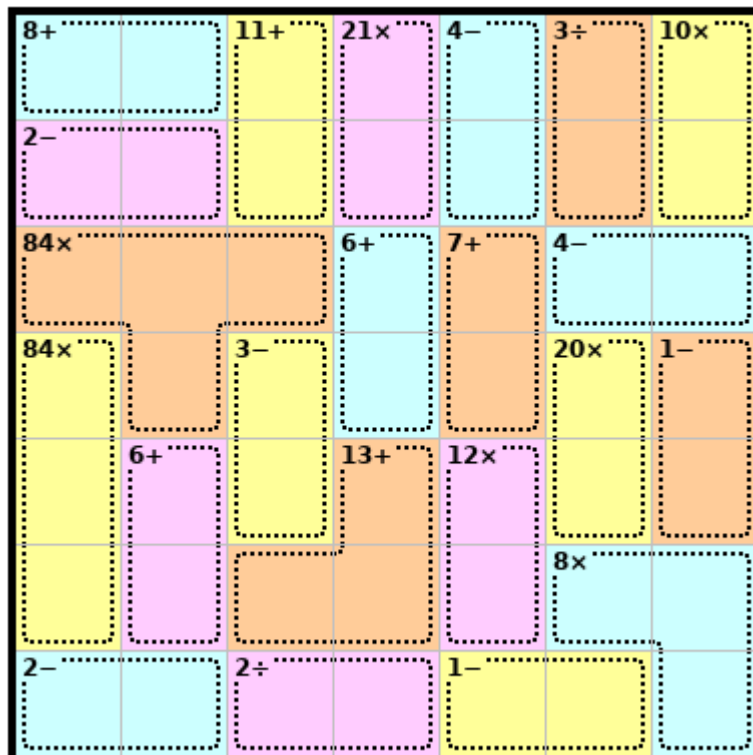
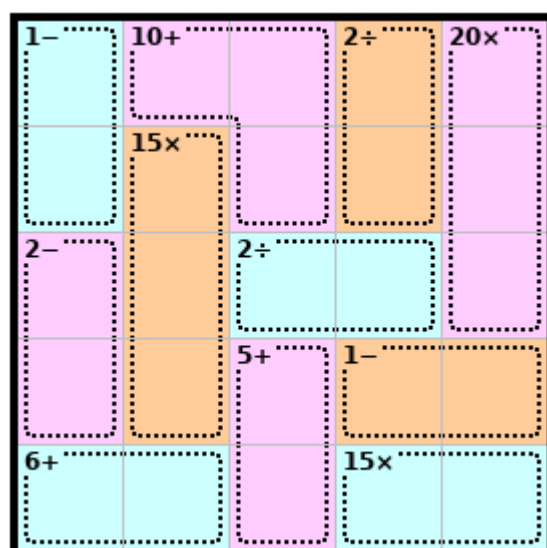
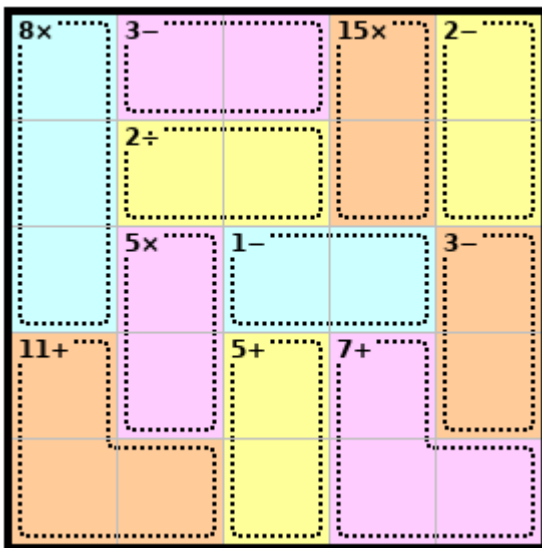
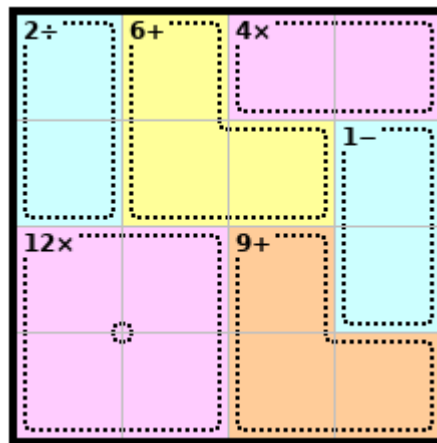
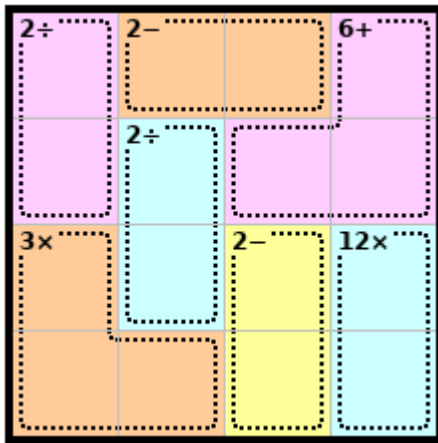
- Complete the grid such that every row and column contains the numbers 1 to the size of the grid.
- Every row and column contains each number exactly once.
- A cage clue tells you the answer after the cage values have undergone the specified mathematical operation.
- The clues don't tell you which way round the numbers are, just the answer to the calculation.
- A number can appear more than once in a cage. Note: this is different to Killer Sudoku.

16+		5+	
			24x
2÷		9x	

16+	3	2	5+	4	1
	4	1	2	24x	3
2÷	1	4	9x	3	2
	2	3	1		4

7+		2-		48x
2÷		3-		
3-	12+		5+	5x
12x			3-	

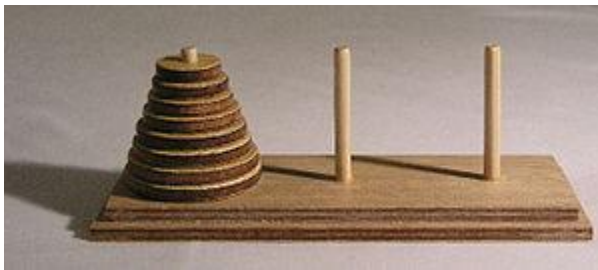
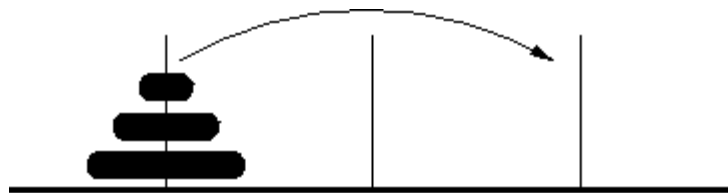
7+	5	2	2-	3	1	48x	4
2÷	2	1	3-	5	4	3	
3-	4	12+		5+	3	1	5x
	1	3	4	2	5		
12x	3	4	1	3-	5	2	



Rules for Towers of Hanoi

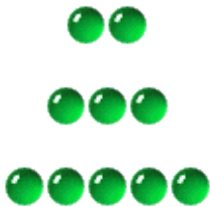
The goal of the puzzle is to move all the disks from the leftmost peg to the rightmost peg, adhering to the following rules:

1. Move only one disk at a time.
2. A larger disk may not be placed on top of a smaller disk.
3. All disks, except the one being moved, must be on a peg.



With three disks, the puzzle can be solved in seven moves

The Game of NIM



Nim probably originated in China, but a similar game is mentioned in the 1500's by Luca Pacioli, an Italian mathematician. In 1902 Dr Charles Bouton of Harvard University published a full analysis of the game and called it NIM after an ancient word meaning "take."

The game of Nim is played with several rows of markers. You can use coins, beans, pencils, toothpicks, etc. The rules vary depending on the version of the game, but in [classic Nim](#) there are nine markers arranged like the green marbles above. Two players take turns removing 1, 2, or 3 marbles all from the same row. The player who removes the last marker loses.

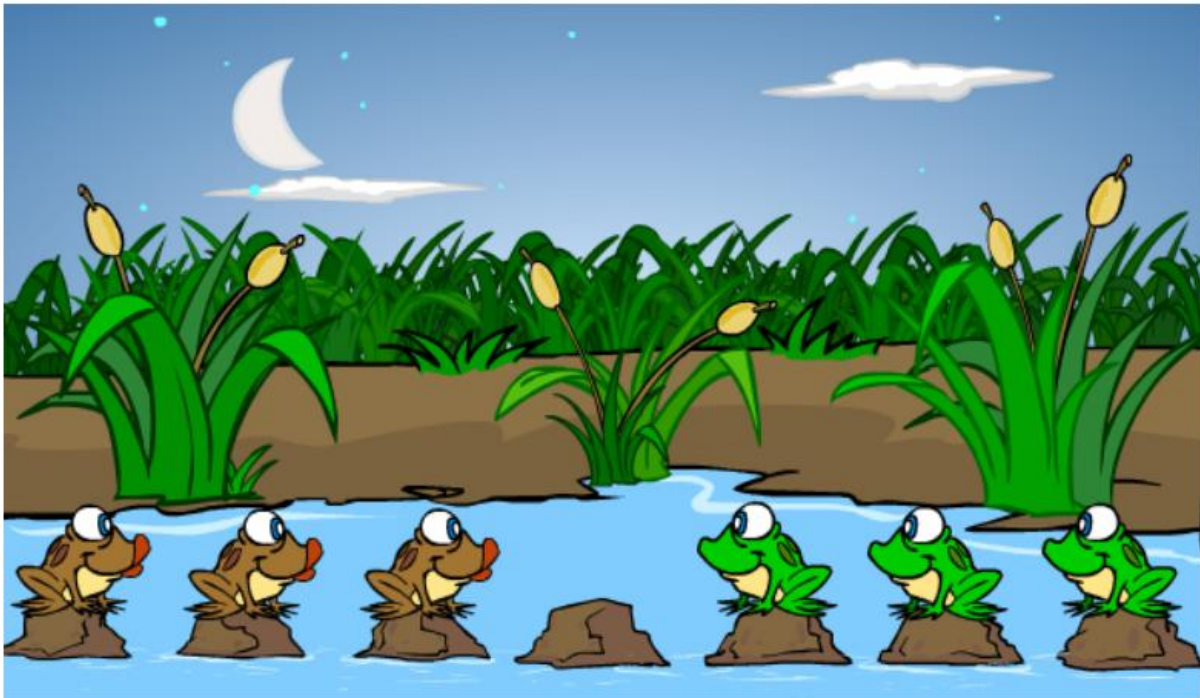
Toothpick Game



A toothpick game involves two people. The game starts by placing 20 toothpicks on a table and having the two people alternate turns removing toothpicks—a person is only allowed to remove one or two toothpicks on a turn. A coin is tossed to determine the first person to start the game. The person to remove the last toothpicks is the winner.

Leapfrog

Move all three green frogs to the rocks on the left and move all three brown frogs to the rocks on the right. Frogs cannot move backwards and can only hop over one frog at a time.



Sungka: Traditional Game of the Philippines.



Step 1: Set up the board so there are 7 shells or tokens in each house (small wells). The large end wells are the storehouses where you collect shells to win the game.

- The storehouse to your left is yours.

Step 2: Both players start playing at the same time. The goal is to get the most shells in your store house.

- Select a house on your side of the board and pick up all the shells.
- In a clockwise direction, move around the board dropping a single shell into each house as you go around.
- If you come to your storehouse, drop a single shell in there.
- If you come to the opponents store house, SKIP IT.

Step 3: Continue your turn if you drop your last piece in a house with other pieces.

- If you put your last piece into any house that already has pieces in it, pick them all up and keep distributing them clockwise around the board.
- If you place the last piece in your storehouse, choose any other house on your side of the board and take another turn.

Step 4: Capture opponent pieces if your last piece goes in one of your empty houses.

- If you drop your last piece into one of your empty houses, place that piece and all the pieces in the house directly across from it in your storehouse.
- If the house on your opponent's side of the board is empty, just place your last piece into your storehouse.
- Capturing pieces ends your turn immediately.

Step 5: Winning the game.

- Once all houses are empty, count the shells in your store house. Most shells win!
- Redistribute shells from your storehouse into you houses. If you don't have enough to fill a house (7), they are burnt and are out of play for the next round.
- All excess shells go into your storehouse.

Game/Puzzle Name: _____

Number of Players: _____

Observations and Strategies: this space is for jotting down any free-form thoughts, notes, or observations you have about what is working and what isn't. This is an informal section.

Inductive Reasoning: What patterns do you notice that help you solve the puzzle (i.e. the most successful moves, a good starting place, etc.). Can you form a conjecture about something you notice from the game? Write inductions below:

Deductive Reasoning: What moves or strategies did you develop that you KNOW must work. These are logical moves that you know must be true before trying the move. List all logical deductions you developed below.

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