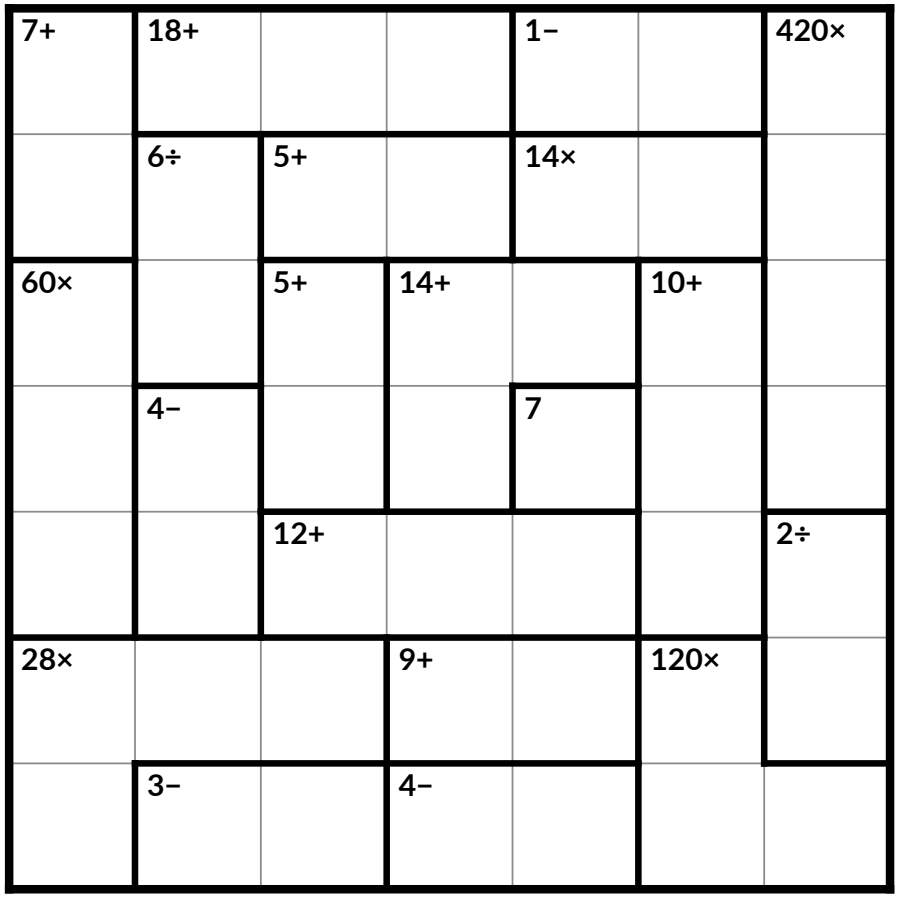
CALCUDOKU PUZZLE BOOK

Large Print Calcudoku Puzzles for Adults

100 Easy to Expert Math Logic Puzzles, 6x6 to 9x9 Grids, One Big Puzzle per Page, with Solutions



Harper Lane

Sample pages

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All 100 puzzles in this book are original. Each one has exactly one solution and can be solved by logic alone, without guessing.

First edition, 2026

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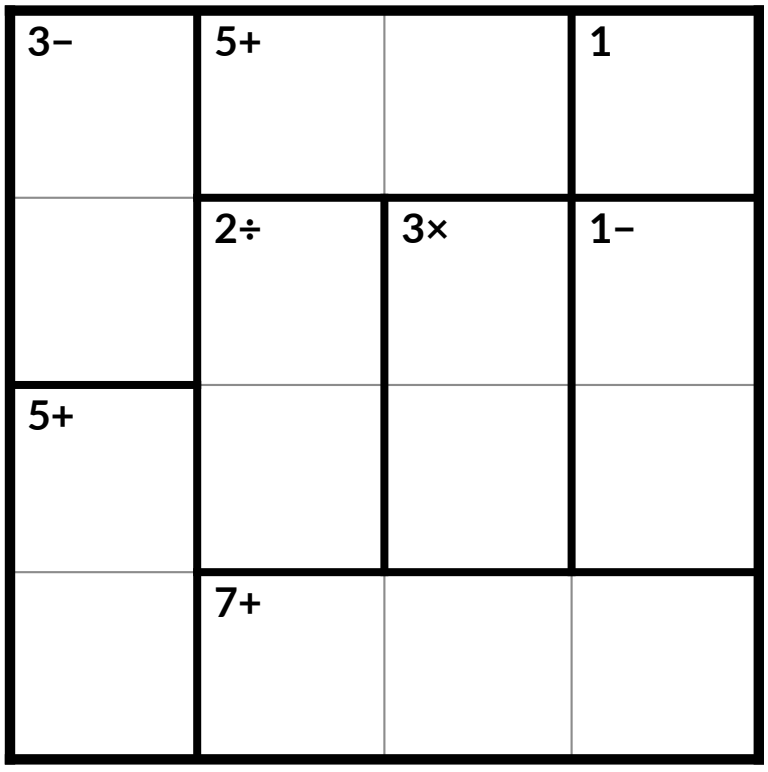
Puzzle Log **137**

Sample pages

How to Play Calcudoku

Calcudoku is a number puzzle that mixes logic with simple arithmetic. You need no special math skills: only adding, taking away, times tables and sharing.

- ✓ Fill the grid so that every row and every column holds each number exactly once: 1 to 4 in a 4 x 4 grid, 1 to 6 in a 6 x 6 grid, and so on (this book uses 6 x 6 to 9 x 9 grids).
- ✓ The heavy outlines split the grid into cages. The clue in the top left corner of a cage gives a target and a sign: the numbers in the cage must make the target with that sign.
- ✓ For + and × use all the numbers in the cage. For − and ÷ the cage has two squares: take the bigger number first (6 − 2 = 4, 6 ÷ 3 = 2).
- ✓ A cage with a number and no sign is a free gift: write that number in.
- ✓ A number may repeat inside a cage, as long as it never repeats in a row or a column.

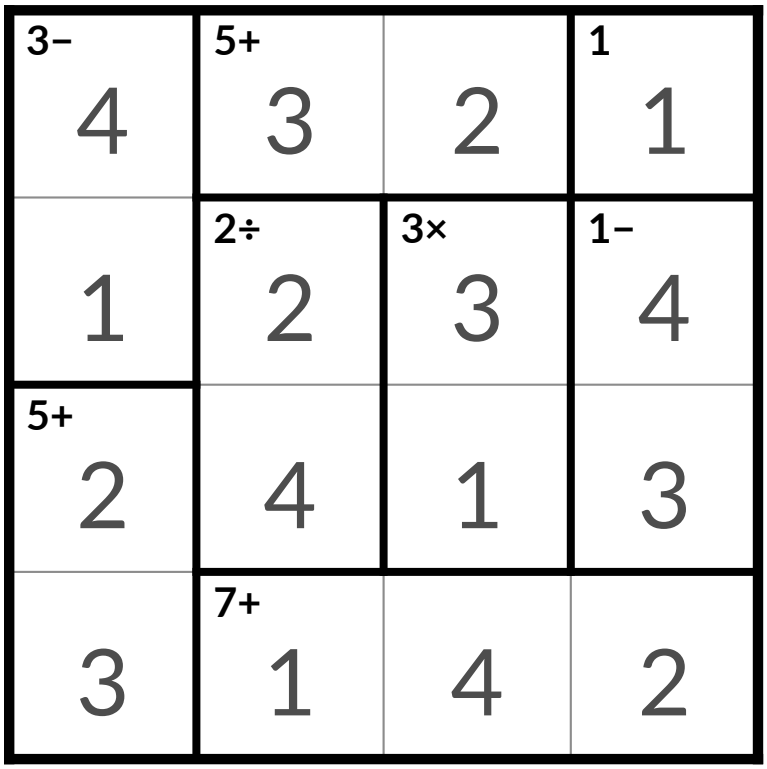


Try this 4 x 4 example first. Its solution is on the next page.

Sample pages

The example, solved

Every row and every column holds 1 to 4 exactly once. The cage marked 3− holds 4 and 1, and 4 minus 1 makes 3. Check the other cages the same way.



Where to start

- ✓ Start with the free gifts and the two-square ÷ and − cages: they allow only a few pairs. In a 6 x 6 grid, 5− can only be 1 and 6.
- ✓ Write the possible numbers in small pencil marks in the corner of each square, and cross them out as the grid fills up.
- ✓ Every row adds up to the same total (21 in a 6 x 6 grid, 45 in a 9 x 9). When the cages inside a row are known, the last square is easy.

Every puzzle has exactly one solution, and you can always find it by logic, without guessing. Use a pencil. The solutions start on page 112.

Sample pages

How the Puzzles Are Graded

Every puzzle in this book was solved by a program that works like a person: it always uses the easiest step that makes progress, and it never guesses. A puzzle's level is set by the hardest step it needs, so a Hard puzzle really is harder than a Medium one. A second, separately written solver then confirmed that every puzzle has exactly one solution.

★☆☆☆ **Easy**	**Puzzles 1–25 · 6 x 6**	Singles and direct clues only
★★☆☆ **Medium**	**Puzzles 26–50 · 7 x 7**	Hardest steps: big cage combinations, cage locked in a line
★★★☆ **Hard**	**Puzzles 51–75 · 8 x 8**	Hardest steps: line totals, hidden triple, X-Wing
★★★★ **Expert**	**Puzzles 76–100 · 9 x 9**	Hardest steps: trial and contradiction

The solving steps you will use

Level 1: singles and direct clues

Fill a square when only one number fits it, or when a number has only one place left in a row or column. Work out which numbers can make each small cage. Easy puzzles need nothing more.

Level 2: pairs and whole-line checks

Two squares in a row that can only hold the same two numbers take those numbers away from the rest of the row (a naked pair); two numbers that fit only the same two squares claim them (a hidden pair). Big cages are worked out against their whole row and column, and a number that must sit in one cage on one line is crossed out from the rest of that line.

Sample pages

Level 3: triples, X-Wing and line totals

The same idea with three squares and three numbers. X-Wing: if a number can go in only two squares in each of two rows, and they share the same two columns, it can be crossed out from the rest of those columns. Line totals: a row adds up to 1 + 2 + ... + n and multiplies to 1 x 2 x ... x n, so the cages inside it pin down the squares that are left.

Level 4: test one square

Pick a square that has only two possible numbers. Pencil in one of them and follow the easy steps: if that quickly breaks a rule, the other number is the right one. Expert puzzles need this at least once.

Sample pages

EASY



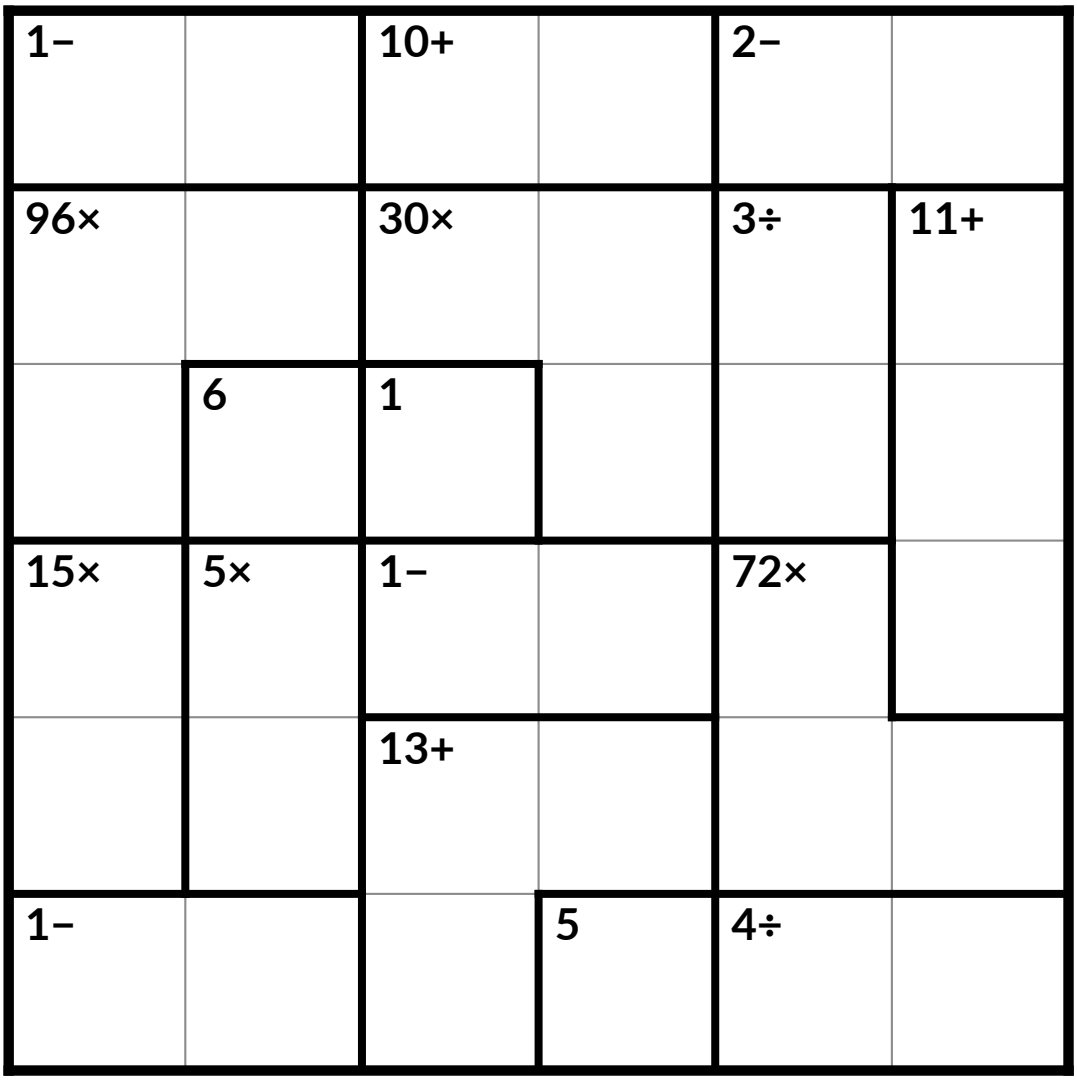
Puzzles 1 to 25 · 6 x 6 grids

Singles and direct clues are all you need.

Sample pages

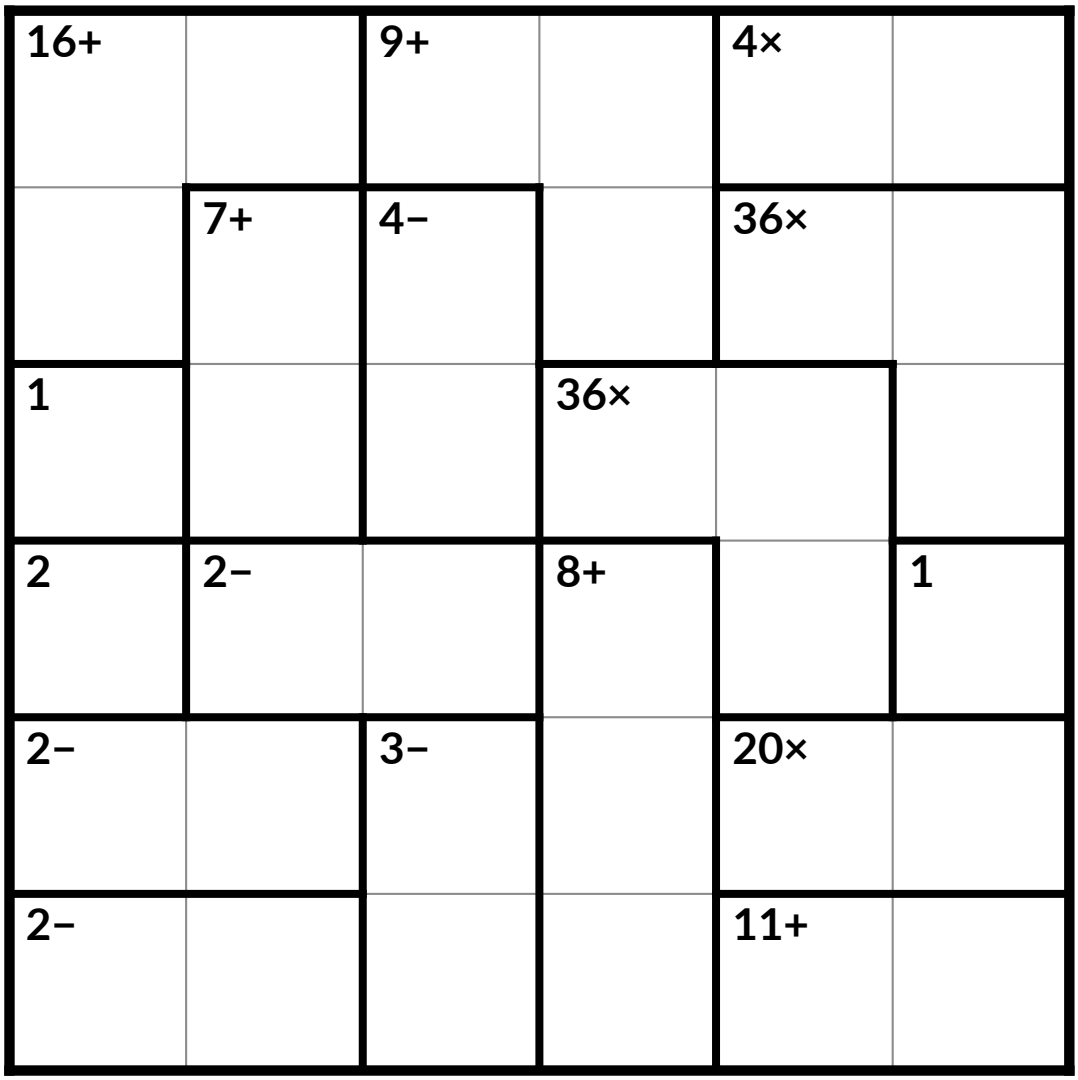
Puzzle 1 ★☆☆☆ EASY · 6 x 6

Time: _____



Sample pages

Puzzle 2 ★☆☆☆ EASY · 6 x 6 Time: _____



Sample pages

Puzzle 3 ★☆☆☆ EASY · 6 x 6 Time: _____

4÷		15×		1−	1−
3−	6×		12+		
				7+	
72×	1−		2×	2÷	5
	3−	2÷			6÷
			4−		

Sample pages

Puzzle 4 ★☆☆☆ EASY · 6 x 6 Time: _____

3÷	11+	6÷		15×	
			1−		
15×		2÷	4−	12×	8×
4					
6×	2−		2÷		1−
		1−		3	

Sample pages