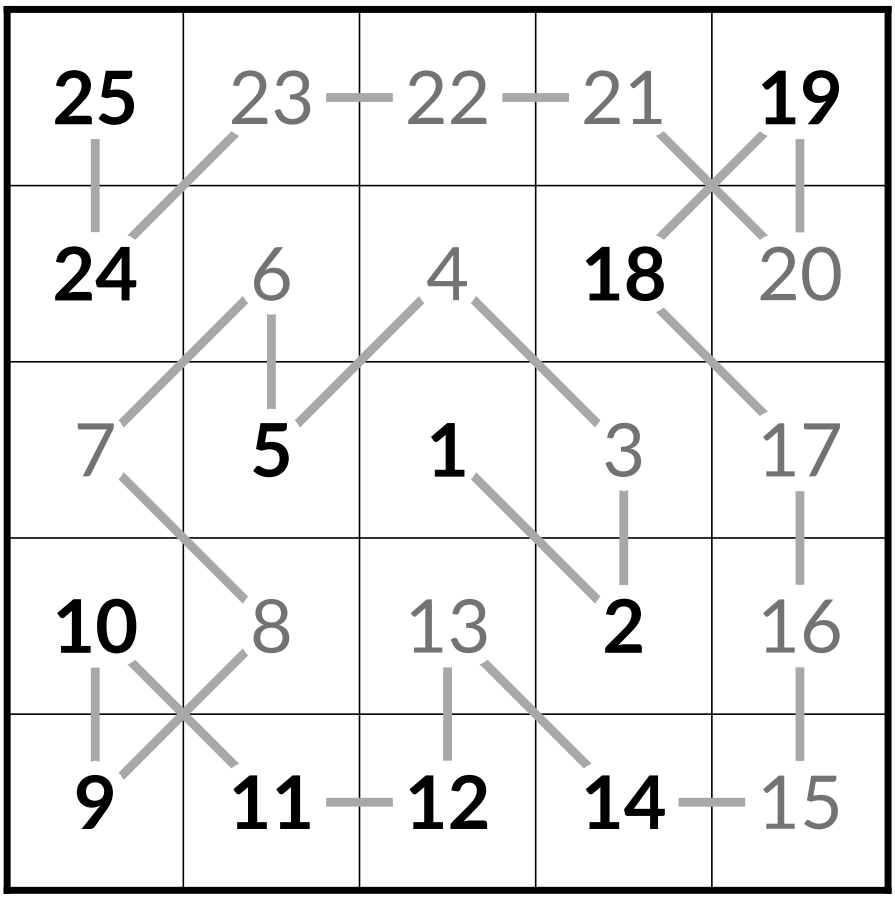
NUMBER PATH PUZZLE BOOK

Large Print Hidoku Puzzles

100 Easy to Expert Number Path Puzzles for Adults, One Big Puzzle per Page, with Answers



Harper Lane

Sample pages

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100 Easy to Expert Number Path Puzzles for Adults, One Big Puzzle per Page, with Answers

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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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Puzzles 51 to 75 · 9 x 9 and shaped grids

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Puzzles 76 to 100 · 10 x 10 and shaped grids

Solutions **111**

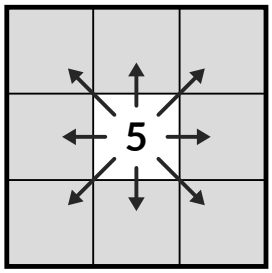
Puzzle Log **136**

Sample pages

How to Play

Every puzzle is a grid with a few numbers already in place. Your job is to fill in the empty squares so that the numbers run from 1 all the way to the largest number in one unbroken chain, like a snake winding through the grid.

- ✓ Each number must touch the next one: across, up, down or diagonally.
- ✓ Every square gets exactly one number, and each number is used once.
- ✓ The first and the last numbers are always printed. The line under each grid tells you the largest number (for example "Fill in 1 to 64").
- ✓ Dark squares are not part of the puzzle: skip them. Some grids have a shape (a heart, a cross, a frame): only the squares inside the outline count.



Diagonals allowed

4 and 6 can be in any of the 8 shaded squares

A small example

Here is a little 5 x 5 puzzle and its solution. Follow the gray line in the solution from 1 to 25: every step goes to a touching square.

25				**19**
24			**18**	
	5	**1**		
10			**2**	
9	**11**	**12**	**14**	

Puzzle

25	23	22	21	**19**
24	6	4	**18**	20
7	**5**	**1**	3	17
10	8	13	**2**	16
9	**11**	**12**	**14**	15

Solution

Sample pages

Solving Tips

You never need to guess. Work outward from the numbers you know and look for the one square that has to come next. Use a pencil, and write small possible numbers in a corner when a square could take two.

	13				36
11	9		30		
8		16		33	
	7				19
	2	27			
4	3	1	25		23

Next door

2 must touch 1 and 3. Look at the empty squares around the circled numbers: only the shaded one touches both, so 2 goes there (written in pencil).

12	13				36
11	9		30		
8	10	16	29	33	
6	7				19
5	2	27	26		
4	3	1	25		23

Count the steps

29 is 2 steps after 27 and 1 step before 30. Of all the empty squares, only the shaded one is close enough to both circled numbers, so 29 goes there.

When you get stuck

- ✓ Dead ends: every empty square needs a way in and a way out. A square boxed in by finished numbers can only be the number that fits between its two open neighbors.
- ✓ What if: when a number has only two possible squares, pencil it into one and follow the logic. If that leads to a dead end, the other square is right.
- ✓ The solutions start on page 111. Each one shows the whole path as a gray line.

Sample pages

How the Puzzles Are Graded

Every puzzle in this book was checked by a solver 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 kind of step it needs, so a Hard puzzle really is harder than a Medium one. A second, separately written program then confirmed that every puzzle has exactly one solution.

★☆☆☆ **Easy**	**Puzzles 1 to 25 · 17 to 26 numbers given**	7 x 7 and shaped grids · Next-door steps only
★★☆☆ **Medium**	**Puzzles 26 to 50 · 21 to 32 numbers given**	8 x 8 and shaped grids · Hardest step: Count the steps
★★★☆ **Hard**	**Puzzles 51 to 75 · 23 to 35 numbers given**	9 x 9 and shaped grids · Hardest step: Dead ends
★★★★ **Expert**	**Puzzles 76 to 100 · 24 to 37 numbers given**	10 x 10 and shaped grids · Hardest step: What if

The four kinds of steps

1. Next door

A missing number touches the number before or after it. When only one empty square touches both, it goes there.

2. Count the steps

A number between two placed numbers must be close enough to both: 17 sits at most 3 steps from 14 and at most 2 steps from 19.

3. Dead ends

Count the steps around filled squares, not through them. Every empty square needs a way in and a way out, so a square with only two open neighbors tells you what sits next to it. When two numbers share the same two spots, nothing else can go there.

4. What if

When a number has only two possible spots, try one in pencil. If it leads to a dead end, the other spot is right.

Sample pages

EASY



Puzzles 1 to 25

Next-door steps only: a gentle warm-up.

Grids: 7 x 7 and shaped grids

Sample pages

Puzzle 1 ★☆☆☆ EASY

Time: _____

	47				35	
45	49		39	37		
		42	41		31	32
15		7		4	28	27
	16		5		1	
12	9			22	2	
11		18	21			



Fill in 1 to 49 · Diagonals allowed

Sample pages

Puzzle 2 ★☆☆☆ EASY

Time: _____

1	4			14		12
2		7	8			
19					45	46
				44		48
22	21		34	36		49
	25		30	37		
	26	28		38	41	

Fill in 1 to 49 · Diagonals allowed

Sample pages

Puzzle 3 ★☆☆☆ EASY

Time: _____

		43		13	11	9
39	41					8
			49	16		
	32		46		6	
	34	35	47		19	
30				1	21	
28	27	26	25			3

 **Fill in 1 to 49** · Diagonals allowed

Sample pages

Puzzle 4 ★☆☆☆ EASY

Time: _____

			2		10	
16				1	7	8
18	19			5		
	21	45	44	42	40	
	22	47				37
	25	29		31	33	
27		49				35

Fill in 1 to 49 · Diagonals allowed

Sample pages

Puzzle 5 ★☆☆☆ EASY

Time: _____

22		6	7			
21	23	19		4		11
		1		3	13	40
	17		2			39
	27			49		42
32	31	28	48			45
		35				



Fill in 1 to 49 · Diagonals allowed

Sample pages