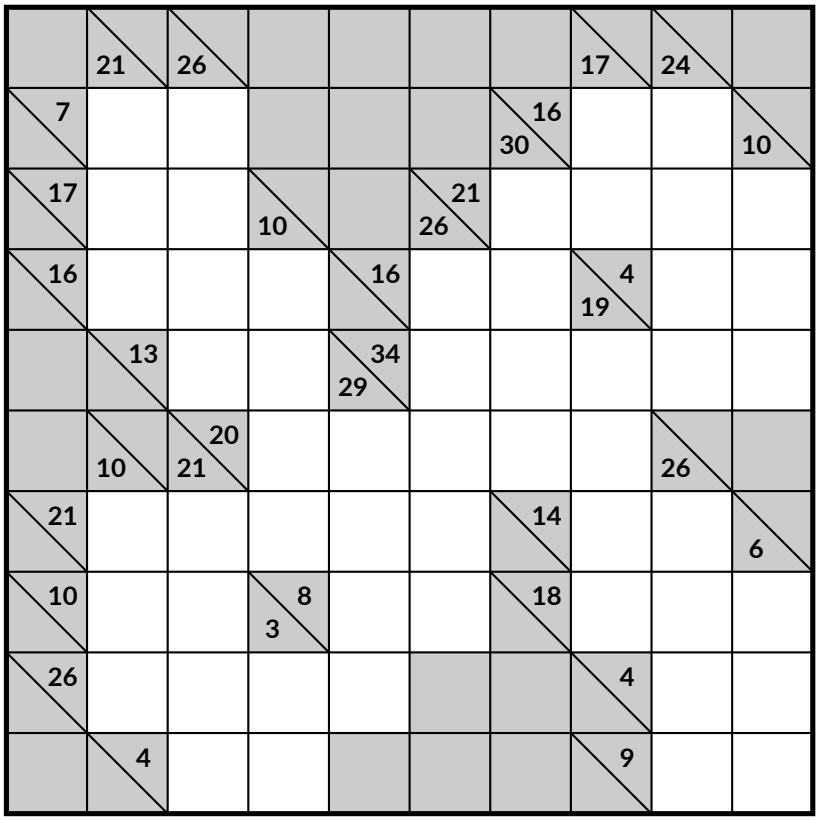
KAKURO CROSS SUMS PUZZLE BOOK

Large Print Kakuro

100 Easy to Expert Cross Sums Puzzles, One Big Puzzle per Page, with Solutions



Harper Lane

Sample pages

Large Print Kakuro

100 Easy to Expert Cross Sums Puzzles, One Big Puzzle per Page, with Solutions

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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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Solutions 114

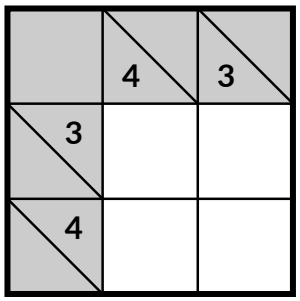
Puzzle Log 139

Sample pages

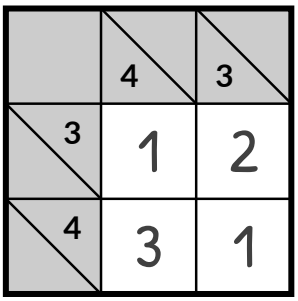
How to Play

Kakuro (also called cross sums) is a crossword made of numbers. Fill every white square with a digit from 1 to 9 so that each run of white squares adds up to its clue.

- ✓ A run is a line of white squares, across or down, between two shaded squares (or the edge of the grid).
- ✓ The number in the upper right of a shaded square is an across clue: the squares to its right add up to it.
- ✓ The number in the lower left is a down clue: the squares below it add up to it.
- ✓ A digit can never appear twice in the same run. Digits may repeat elsewhere in the grid.



The clues: 3 and 4 across, 4 and 3 down.



Solved: every run adds up to its clue.

Where to start

- ✓ Look for sums that can only be made one way. Two squares that add up to 3 must hold 1 and 2; three squares that add up to 24 must hold 7, 8 and 9.
- ✓ Where an across run and a down run cross, the square can only hold a digit that both runs allow.
- ✓ When a run has one empty square left, subtract the digits already in it from the clue.
- ✓ Pencil in the possible digits when you are unsure. The table on page 6 lists every way to make each clue.

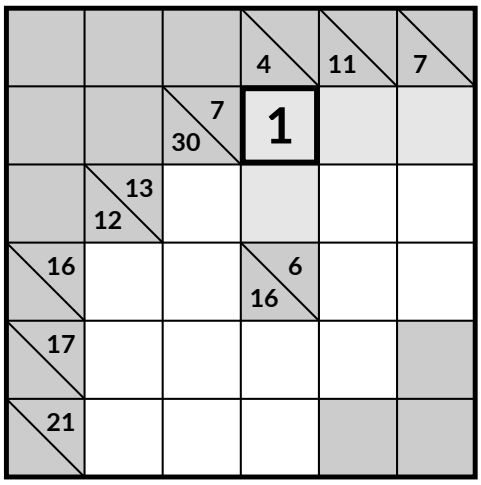
Every puzzle has exactly one solution, and you can always find it by logic, without guessing. The solutions start on page 114.

Sample pages

A Worked Example

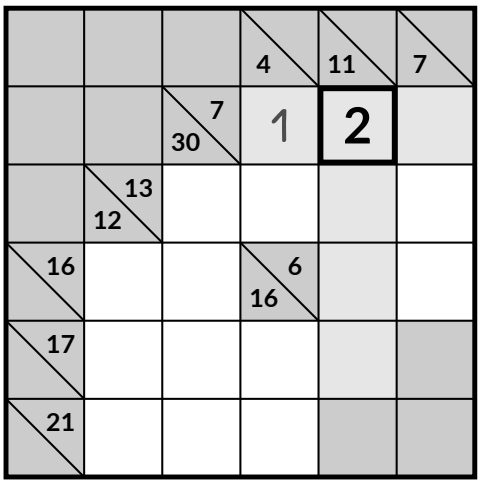
Here are the first moves on a small puzzle. In each step the two shaded runs give the answer for the outlined square.

Step 1



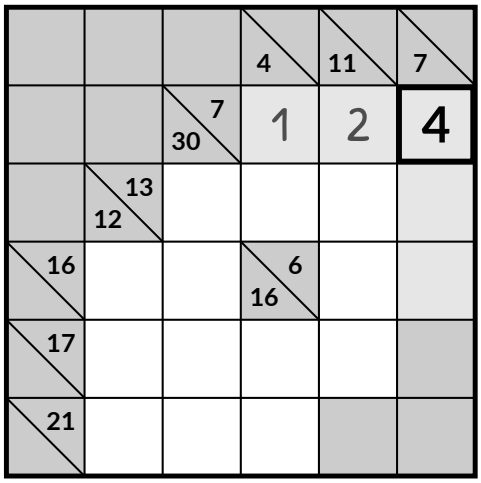
The 7 across has 3 squares: 7 can only be 1 + 2 + 4. The 4 down has 2 squares: 4 can only be 1 + 3. The only digit both allow is 1.

Step 2



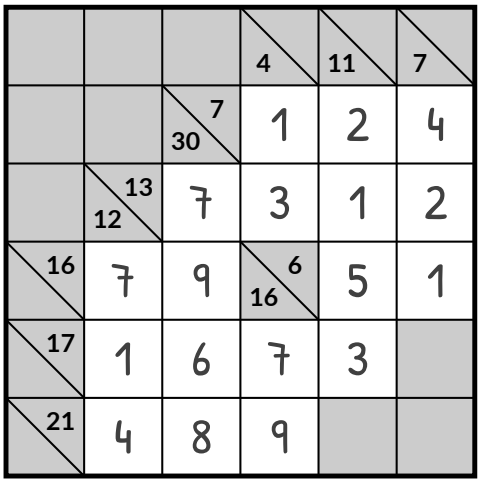
The 7 across has 3 squares, and 1 is already in: it can be 1 + 2 + 4, so this square is 2 or 4. The 11 down has 4 squares: 11 can only be 1 + 2 + 3 + 5. The only digit both allow is 2.

Step 3



The 7 across already has 1 + 2 = 3, so its last square is 7 - 3 = 4.

The solution



Keep going the same way until every square is filled. Here is the finished grid: every run adds up to its clue, and no run repeats a digit.

Sample pages

Sum Combinations

Every way to make each clue with different digits (the runs in this book are 2 to 7 squares long). Bold lines can be made only one way: they are the best places to start.

2 SQUARES

3 12
4 13
5 23 14
6 24 15
7 34 25 16
8 35 26 17
9 45 36 27 18
10 46 37 28 19
11 56 47 38 29
12 57 48 39
13 67 58 49
14 68 59
15 78 69
16 79
17 89

3 SQUARES

6 123
7 124
8 134 125
9 234 135 126
10 235 145 136 127
11 245 236 146 137 128
12 345 246 156 237 147 138 129
13 346 256 247 157 238 148 139
14 356 347 257 167 248 158 239 149
15 456 357 267 348 258 168 249 159
16 457 367 358 268 178 349 259 169
17 467 458 368 278 359 269 179
18 567 468 378 459 369 279 189
19 568 478 469 379 289
20 578 569 479 389
21 678 579 489
22 679 589
23 689
24 789

4 SQUARES

10 1234
11 1235
12 1245 1236
13 1345 1246 1237
14 2345 1346 1256 1247 1238
15 2346 1356 1347 1257 1248 1239
16 2356 1456 2347 1357 1267 1348 1258 1249
17 2456 2357 1457 1367 2348 1358 1268 1349 1259
18 3456 2457 2367 1467 2358 1458 1368 1278 2349 1359 1269
19 3457 2467 1567 2458 2368 1468 1378 2359 1459 1369 1279
20 3467 2567 3458 2468 1568 2378 1478 2459 2369 1469 1379 1289
21 3567 3468 2568 2478 1578 3459 2469 1569 2379 1479 1389
22 4567 3568 3478 2578 1678 3469 2569 2479 1579 2389 1489
23 4568 3578 2678 3569 3479 2579 1679 2489 1589
24 4578 3678 4569 3579 2679 3489 2589 1689
25 4678 4579 3679 3589 2689 1789
26 5678 4679 4589 3689 2789
27 5679 4689 3789
28 5689 4789
29 5789
30 6789

5 SQUARES

15 12345
16 12346
17 12356 12347
18 12456 12357 12348
19 13456 12457 12367 12358 12349
20 23456 13457 12467 12458 12368 12359
21 23457 13467 12567 13458 12468 12378 12459 12369
22 23467 13567 23458 13468 12568 12478 13459 12469 12379
23 23567 14567 23468 13568 13478 12578 23459 13469 12569 12479 12389
24 24567 23568 14568 23478 13578 12678 23469 13569 13479 12579 12489

Sample pages

25 34567 24568 23578 14578 13678 23569 14569 23479 13579 12679 13489 12589
26 34568 24578 23678 14678 24569 23579 14579 13679 23489 13589 12689
27 34578 24678 15678 34569 24579 23679 14679 23589 14589 13689 12789
28 34678 25678 34579 24679 15679 24589 23689 14689 13789
29 35678 34679 25679 34589 24689 15689 23789 14789
30 45678 35679 34689 25689 24789 15789
31 45679 35689 34789 25789 16789
32 45689 35789 26789
33 45789 36789
34 **46789**
35 **56789**

6 SQUARES

21 **123456**
22 **123457**
23 123467 123458
24 123567 123468 123459
25 124567 123568 123478 123469
26 134567 124568 123578 123569 123479
27 234567 134568 124578 123678 124569 123579 123489
28 234568 134578 124678 134569 124579 123679 123589
29 234578 134678 125678 234569 134579 124679 124589 123689
30 234678 135678 234579 134679 125679 134589 124689 123789
31 235678 145678 234679 135679 234589 134689 125689 124789
32 245678 235679 145679 234689 135689 134789 125789
33 345678 245679 235689 145689 234789 135789 126789
34 345679 245689 235789 145789 136789
35 345689 245789 236789 146789
36 345789 246789 156789
37 346789 256789
38 **356789**
39 **456789**

7 SQUARES

28 **1234567**
29 **1234568**
30 1234578 1234569
31 1234678 1234579
32 1235678 1234679 1234589
33 1245678 1235679 1234689
34 1345678 1245679 1235689 1234789
35 2345678 1345679 1245689 1235789
36 2345679 1345689 1245789 1236789
37 2345689 1345789 1246789
38 2345789 1346789 1256789
39 2346789 1356789
40 2356789 1456789
41 **2456789**
42 **3456789**

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 level is set by the hardest step a puzzle needs and by the size of the grid, so a Hard puzzle really is harder than a Medium one. A second, separate program then confirmed that every puzzle has exactly one solution.

★☆☆☆ **Easy**	**Puzzles 1–25 · 8 x 8 grid · 30–37 squares**	Unique sums and crossing runs
★★☆☆ **Medium**	**Puzzles 26–50 · 10 x 10 grid · 48–58 squares**	Needs combination elimination
★★★☆ **Hard**	**Puzzles 51–75 · 12 x 12 grid · 71–88 squares**	Needs combination elimination
★★★★ **Expert**	**Puzzles 76–100 · 14 x 14 grid · 99–119 squares**	Needs a short what-if chain

Solving techniques you will use

Unique sums

Some clues can be made only one way. In two squares: 3 = 1 + 2, 4 = 1 + 3, 16 = 7 + 9, 17 = 8 + 9. In three squares: 6 = 1 + 2 + 3, 7 = 1 + 2 + 4, 23 = 6 + 8 + 9, 24 = 7 + 8 + 9. In four squares: 10, 11, 29 and 30. The bold lines of the sum combinations table list them all.

Crossing runs

Every white square sits in one across run and one down run. Write down the digits each run allows; the square can only hold a digit that is in both lists. When only one is left, that is the answer. When a run has one empty square left, subtract the digits already in it from the clue.

Sample pages

Combination elimination

Pencil in the candidates, then test each combination of a clue against them. Two squares that add up to 10 can be 1 + 9, 2 + 8, 3 + 7 or 4 + 6; if neither square can hold 1 or 9, the 1 + 9 combination is out, and so are its digits. The same idea finds pairs: if two squares of a run can only be 2 or 5, no other square in that run can be 2 or 5.

What if (short chains)

When nothing else works, pick a square with only two or three candidates and ask "what if it were this one?" Follow the easy steps that would follow. If they lead to a run that cannot add up, that candidate is wrong and can be crossed out. Every Expert puzzle needs this at least once; the chains are short, and it is never a guess.

More solving tips

- ✓ Start with the short runs: two squares with a small or a big clue usually have very few combinations.
- ✓ Keep the sum combinations table open next to the puzzle, and tick off the combinations you rule out.
- ✓ Write candidates small in the corners of a square, and erase them as soon as a digit is placed.
- ✓ When you finish a run, add it up once more: a slip found early saves a lot of erasing later.
- ✓ Stuck? Look for a run where one digit is needed by every combination, and find the only square that can take it.

Sample pages

EASY



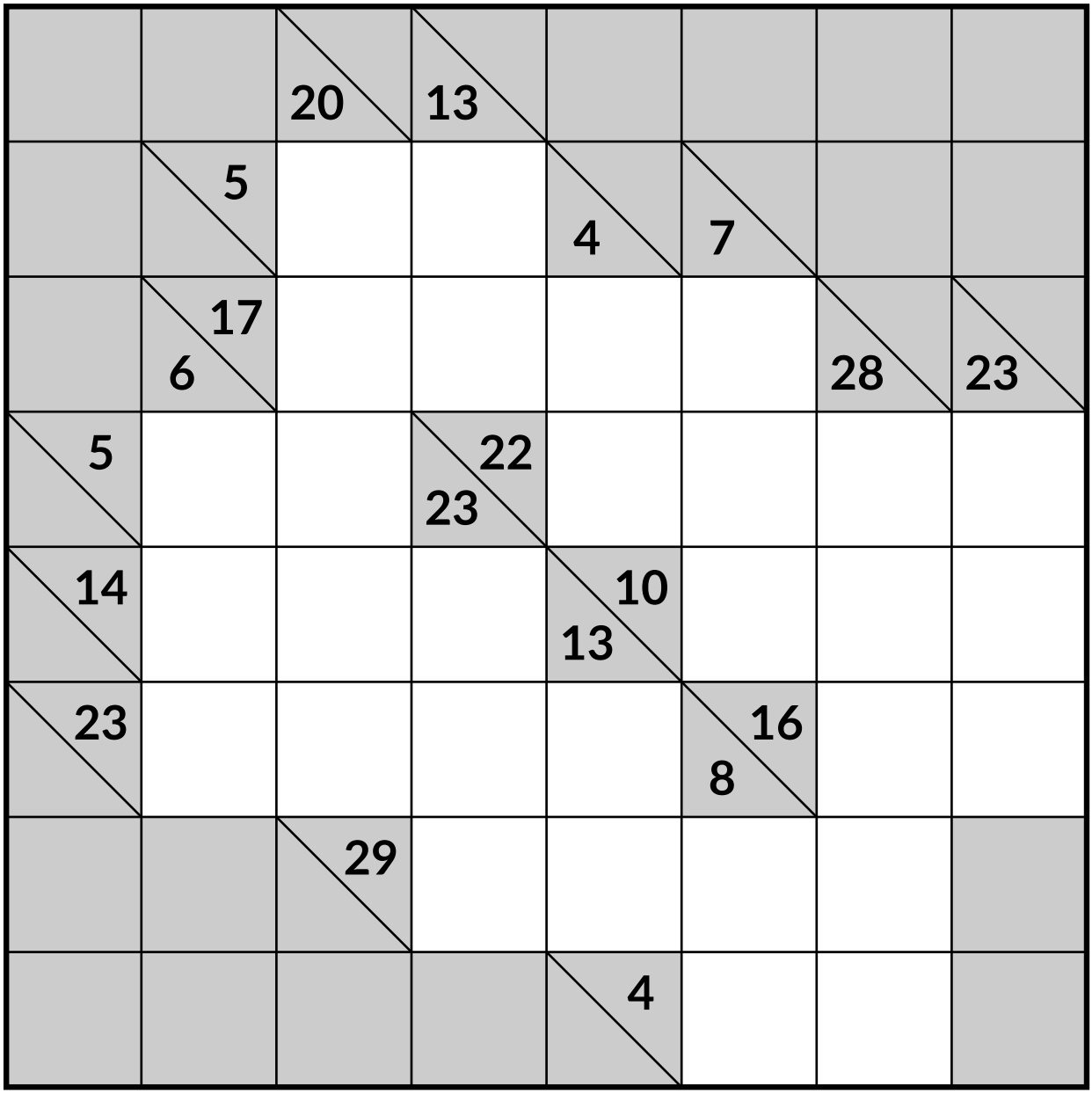
Puzzles 1 to 25

Every puzzle can be solved with unique sums and crossing runs.

Sample pages

Puzzle 1 ★☆☆☆ EASY

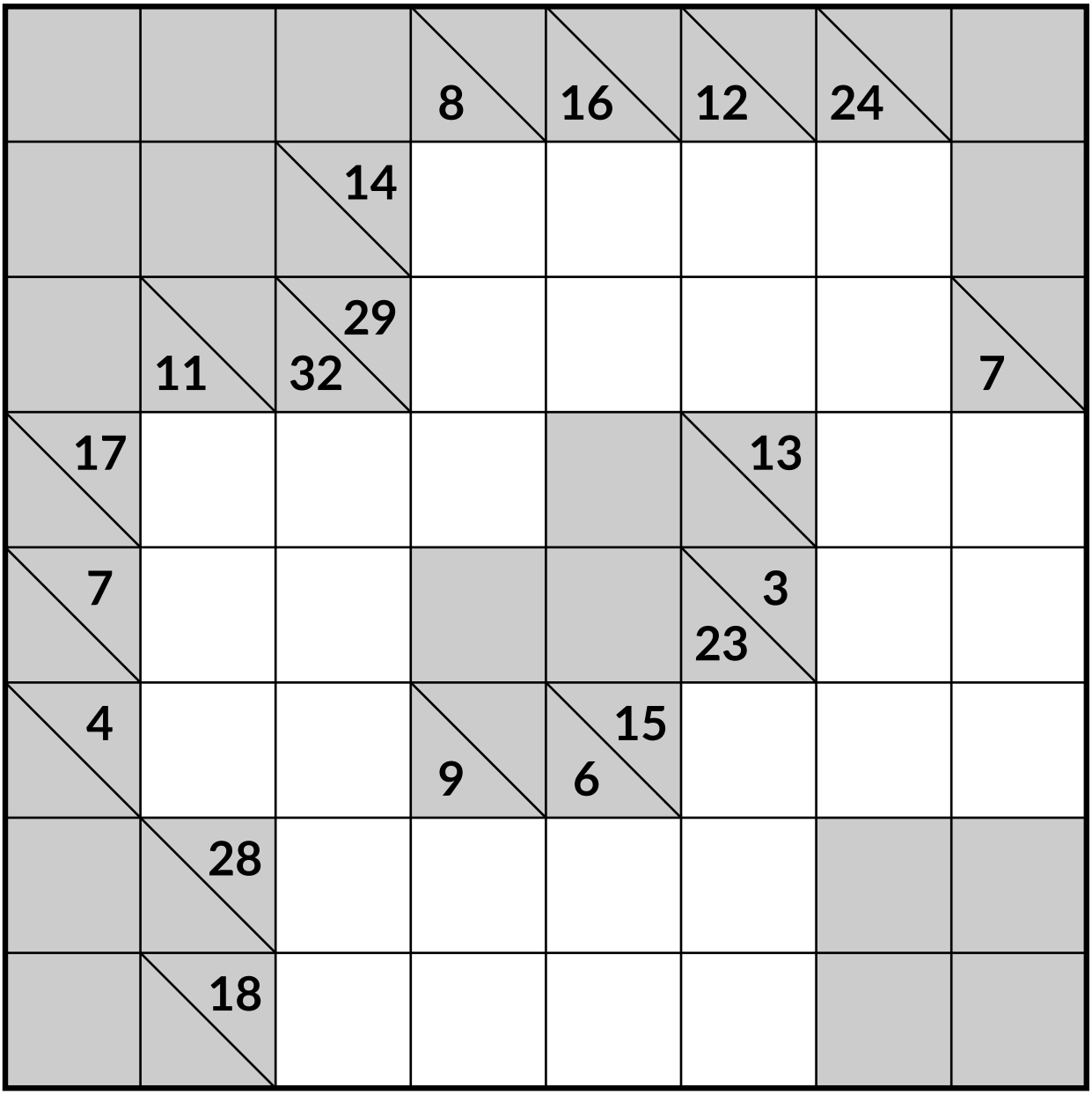
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Sample pages

Puzzle 2 ★☆☆☆ EASY

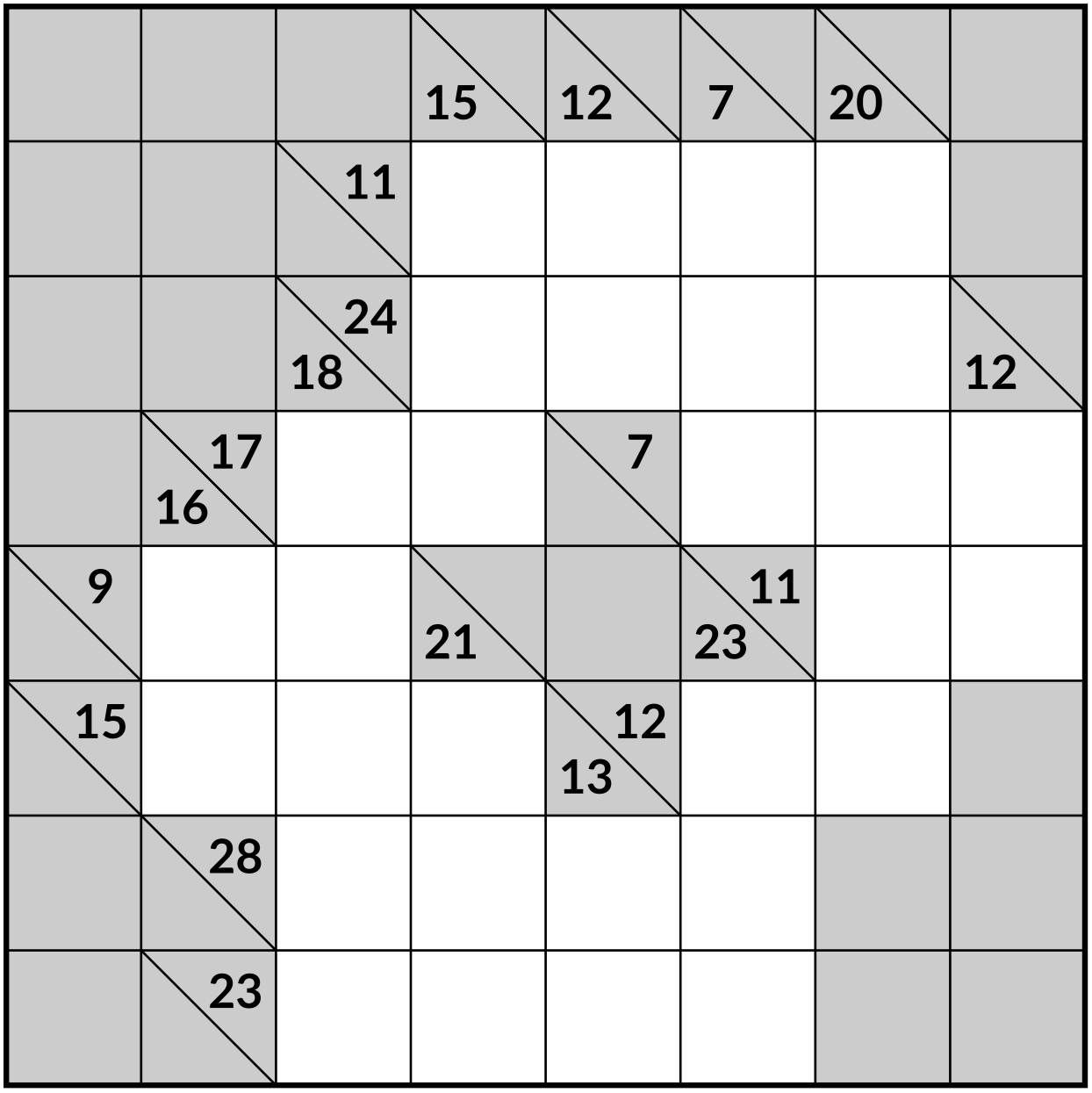
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Sample pages

Puzzle 3 ★☆☆☆ EASY

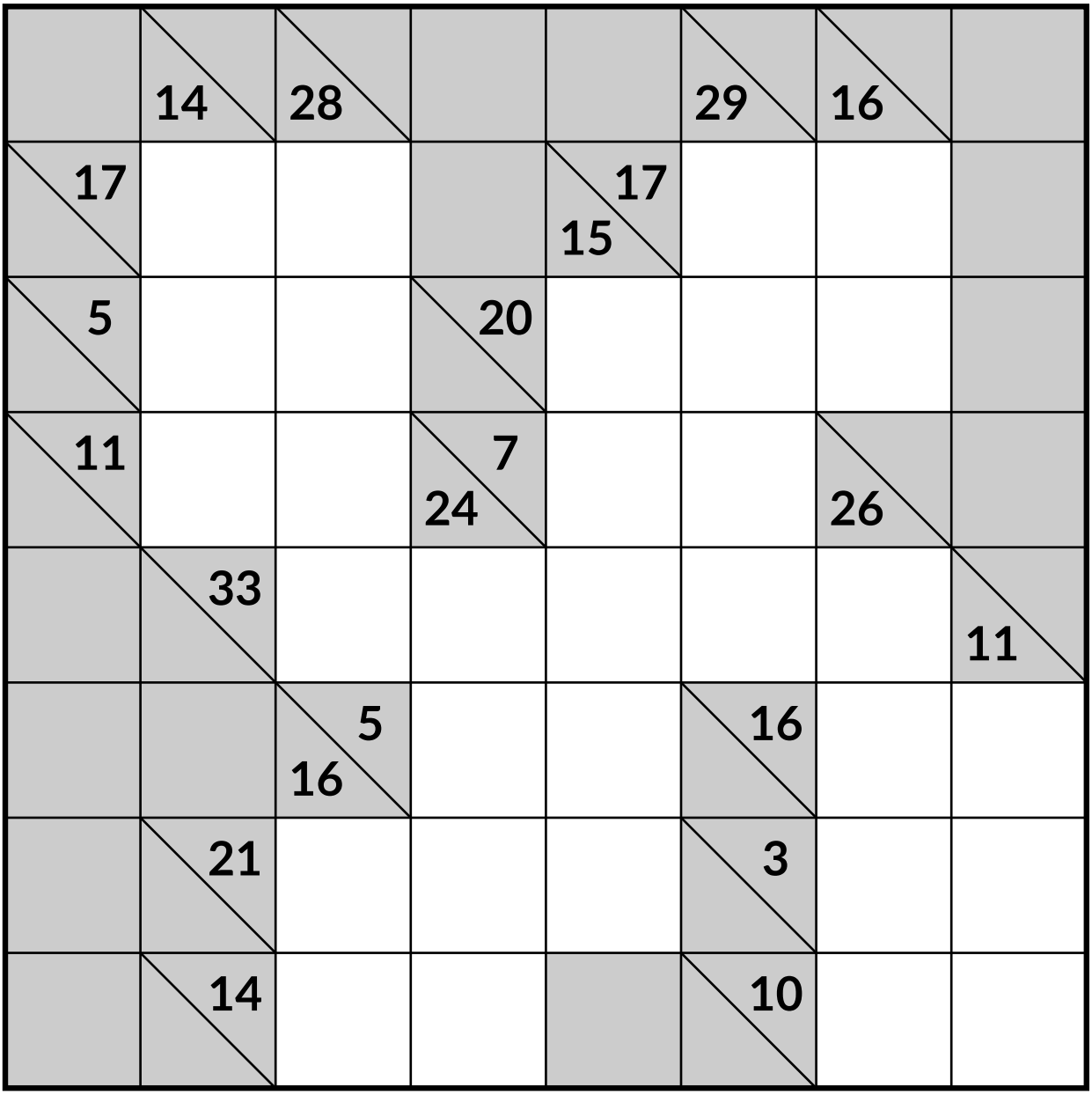
Time: _____



Sample pages

Puzzle 4 ★☆☆☆ EASY

Time: _____



Sample pages