

# Sudoku Guide

## The Goal

Sudoku is a logic puzzle played on a  $9 \times 9$  grid. Fill the empty cells so that each row, each column, and each  $3 \times 3$  box contains the digits 1–9 once.

## How to Make Progress

Most puzzles begin with singles—a cell that can only be one number. Next come hidden singles, where a number has only one possible home within a row, column, or box. After every placement, take a moment to clean up: remove that digit from the candidates around it.

## Intersections

When a number inside a  $3 \times 3$  box is forced into one row (or one column), it cannot appear elsewhere along that line outside the box. This simple idea is one of the fastest ways to open a grid.

## Difficulty (What Changes)

Easy puzzles offer steady footholds. Medium puzzles ask you to track candidates more carefully. Hard puzzles require patience and deeper logic—still solvable without guessing.

## How This Book Works

Puzzles appear first, solutions in the back, in the same order. Puzzle pages are stamped P1...P100, and the matching solutions are stamped S1...S100. Solutions are printed two per page.

# **How to Use This Book**

## **A Simple Rhythm**

Settle in, scan calmly, and keep your pencil light. Sudoku rewards patience more than speed.

## **If You Get Stuck**

Step away from the area you've been staring at and scan a different box. Re-check for hidden singles. Then look again for intersections—many puzzles unlock right after a single new placement.

## **Notes Pages**

Use the notes pages to track candidates, test ideas, or record a partial grid. A few clean notes often save a lot of backtracking.

## **A Quick Reminder**

There is always a logical next step. If you feel you are guessing, slow down and re-scan the grid—something small has usually been missed.

# Sudoku Variations

## The Rules

### Classic Sudoku

Fill the grid so that each row, each column, and each  $3 \times 3$  box contains the digits 1-9 once.

### Diagonal Sudoku (X)

Classic rules apply. In addition, both main diagonals must contain the digits 1-9 once.

### Hyper Sudoku (Windoku)

Classic rules apply. In addition to the usual  $3 \times 3$  boxes, there are four extra regions. Each extra region must contain the digits 1-9 once.

### A Note on Variations

Each variation adds a single, elegant constraint. Once you remember to apply it after every placement, the puzzle begins to “tighten” in satisfying ways.

## **In Future Books**

This book is one part of a growing library. Future volumes explore additional Sudoku variations and themed collections—some focused on a single constraint, others blending several for variety.

Each volume introduces its featured rules clearly before the puzzles begin, so you can settle in quickly and simply enjoy the logic.

## **One Promise**

If a rule is not described in this book, it won't appear in the puzzles here.

## **Try Online Variations**

Scan the QR code to try new Sudoku variations online before choosing your next Sapiver Press book.



P1

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

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

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

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

P5

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

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