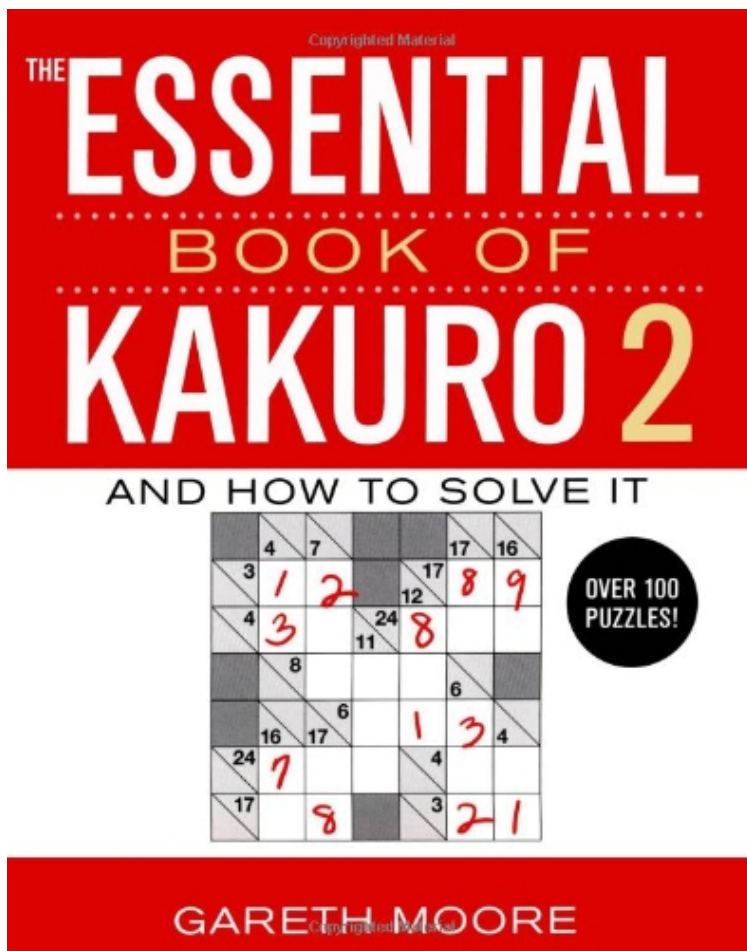


The Essential Book of Kakuro 2

Gareth Moore

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Gareth Moore : The Essential Book of Kakuro 2 before purchasing it in order to gage whether or not it would be worth my time, and all praised The Essential Book of Kakuro 2:

0 of 0 people found the following review helpful. too easyBy William F. Brown, authorIt might be good for someone new to kakuro, but I was very disappointed. It was way to easy someone with experience doing kakuro. If it had said easy on the front cover I would have known not to buy it.1 of 1 people found the following review helpful.

DisappointingBy JoThe first book was a great introduction to Kakuro. I really appreciated the charts.I expected this book to be harder. The puzzles were not very challenging at all. This is an introductory book to Kakuro.2 of 2 people found the following review helpful. Kakuro by Gareth MooreBy MBW66Good basic book of Kakuro similar to first one by this author. Adds more complete table of clue runs of numbers up to series of 8. Top level five is not very hard. A good starter book.

Kakuro is a Japanese game of logic -- and the next big puzzle craze to sweep the world since Su Doku. Like Su Doku,

Kakuro is played on grids of varying sizes, using the numbers 1 to 9 and, like Su Doku, Kakuro is absorbing, addictive and utterly compelling. Combining numbers and logic, and with the interconnectedness of a crossword puzzle, this is a game for everyone -- all you need is the ability to add two numbers together. Like the first volume in this series, *The Essential Book of Kakuro 2* contains full instructions to the game, along with hints, tips and invaluable number-combination tables, as well as more than 100 original puzzles for beginners to experts (and their solutions). If you like Su Doku, then you are certain to fall under the spell of the endlessly diverting, uniquely challenging Kakuro!

About the Author Gareth Moore holds a Ph.D. from Cambridge University in the field of machine intelligence. The author of *The Essential Book of Kakuro*, *The Essential Book of Kakuro 2*, and *The Essential Book of Japanese Puzzles*, he lives in London, England. Excerpt. Reprinted by permission. All rights reserved.

How to Play Kakuro
Kakuro involves placing the numbers 1 to 9 into a square grid in the same way that letters are placed into a crossword. Unlike a crossword, however, the clues are given within the grid. The aim is to make each "run" of horizontal or vertical squares add up to the total printed at the start of that run. You can't, however, repeat a number within the answer to a clue -- that is, within a run -- in the same way that Su Doku also forbids this. In fact, if you're good at Su Doku then some of the tactics used to complete those puzzles will also help with solving Kakuro.

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