



HELP FILE



Welcome to the **Classic Kakuro Help File**.

Classic Kakuro is essentially a numeric crossword puzzle with one hitch. In every answer set, no number can be duplicated and only the numbers 1-9 may be used.

Click on any link on the left to jump to that page and learn more about the program.

Setting Up A New Puzzle

Select “New Puzzle” from the main menu or at the top of the game board page. Set the options that you would like to play with from the resulting screen. Classic Kakuro lets you choose the level of difficulty, the method of error checking, timer setting, and the design theme.

Level of Difficulty: Choose from Easy, Medium, Hard or Impossible puzzles.

Grid Size: Choose from 6x6, 8x8 or 10x10

Error Checking: The program defaults to displaying errors only when you ask. Classic Sudoku offers the ability to show incorrect entries as you type. This can be a great learning aid as you first begin tackling Kakuro puzzles.

Timer Setting: You can have the timer running as you play, set it to display your time only after you’ve solved the puzzle, or not have a timer at all.

Themes: Select from 5 different themes each time you play a new puzzle.

How To Play A Puzzle

Each Kakuro puzzle consists of a playing area of filled and empty cells similar to a crossword puzzle. The “Clue Cells” contain a diagonal slash from the top left to the bottom right with numbers in them. The number in the top right corner is the ‘across’ clue and the one in the bottom left is the ‘down’ clue. A Kakuro board contains many clue cells, each of which can have an ‘across’ clue, a ‘down’ clue, or both. The ‘clue’ cells contain a diagonal slash from top left to bottom right. ‘Across’ clues are in the upper right of the clue cell and ‘down’ clues are in the lower left of a clue cell.

The object is to place numbers from 1-9 into the white cells to total the clue associated with them. However no digit can be duplicated in an entry.

Once a puzzle is loaded on the game board, the timer is running. To enter your selection for any given square, click on the middle of the box and type in the number.

Classic Kakuro also allows you to ‘pencil in’ notes on possible numbers for each box. To use this feature, click at the top of the square and you can enter up to 6 numbers in each square. These will be displayed smaller in the top quarter of the square in a light gray color. These numbers are ignored by the program, but allow you to keep track if your game and number placement.

Any number – entry or note – can be deleted by highlighting it with your mouse and backspacing or typing over it.

The example below illustrates an ‘across’ clue with 3 blank cells to the right. The 3 blank cells make up the answer to the clue. In this case, the three cells must add up to a total of 10 – the clue.



Because Kakuro’s basic rules restrict your answer set to digits from 1-9 and do not allow for duplicate numbers in any answer, possible number combinations for this clue are:

$$\begin{aligned} &1 + 2 + 7 \\ &1 + 3 + 6 \\ &1 + 4 + 5 \\ &2 + 3 + 5 \end{aligned}$$

Now let's see what happens when this answer intersects with another. Here there is a 'down' clue of 16 with two cells below it.

	16		
10			

	16		
	9		
10	7	1 2	1 2

In this case, we know that the only possible digits that can solve the down clue are 7 + 9. Because of this, we know that the shared cell must contain a 7, the only digit that can be used for both clues.

Using techniques like this, you will work your way through the puzzle until it is complete.

Solving Strategies And Techniques

Although guessing is always an option, there are many techniques that can help you solve Kakuro puzzles.

How do you go about solving them? Most puzzles can be conquered using one of these six techniques:

- Fewest Combinations
- Lone Square
- Common Numbers
- Penciling-In
- Learn Unique Combinations
- Locked Values

Fewest Combinations

One approach to a Kakuro puzzle is to look for the cells with the fewest possible combinations. Typically, runs of two cells or clues with low numbers - such as 3 or 4 - are good candidates because a clue of 3 can only use 1, 2 and a clue of 4 can only use 1, 3 (2 and 2 is not possible because of the no-repeat rule).

			16	11
		12		
		6		
10	5			
15				
9				

In the sample grid to the left, you will note that there is a 5 in row three. A 5 has only a few combinations: 2, 3 and 1, 4, so that could be a good place to start.

			16	11
		12		
		6		
10	5			
15	2	4		
9	8	1		

If you determine that 4 and 1 go in the cells under the 5, then you can easily figure that to the left of the 1, an 8 is the only value which can add up to the 9 in the left cell of row five.

By placing the 8 there, you can determine that the only value possible above the 8 is a 2... since you must add up to the 10 in row three.

Lone Square (Lone Cell)

An empty cell that has its surrounding cells completed can easily be solved. You simply add together the values and then subtract that total from the clue. The difference is the answer for that square.

9	4		3	
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In this example, the empty cell must be 2, since $9 - (4+3) = 2$

Common Numbers (Cross Referencing or Unique Intersects)

At each crossover between runs (intersecting squares), look for a potential shared value. Find two intersecting runs and determine the possible number combinations for each. Any value that appears in combinations for both runs is a potential candidate for the cell where the runs intersect.



In this example, the down clue is “21” which has three 3-digit combinations ($4+8+9$, $5+7+9$, and $6+7+8$). The across clue is “7” and has only one 3-digit combination ($1+2+4$). The only common number between the sets of combinations is 4; therefore the crossover, or intersecting, square is 4.

Penciling-In

As you work your way through a puzzle, you will find cells that you know can contain a limited number of possible digits. Making small notes of these numbers in the cell is known as “penciling-in”.

As you use the process of elimination working the puzzle, you can determine the correct answer. This software allows you to make these notes in the top of each cell. These penciled-in numbers are ignored by the program, but are invaluable to finding the solution.

		12	10
	12	345	6789
9			
6	123	2345	1234
13	678	4567	

Learn Unique Combinations

It is helpful to learn the combinations of valid digits that can be used to make up each number.

This is especially true in cases that have only a single set of numbers for a given clue and number of cells. For instance, a clue of 3 in a run of 2 cells can only use 1, 2. Review the list of these unique numbers.

Clue	# of Cells	Only Combination Possible
3	2	1,2
4	2	1,3
16	2	7,9
17	2	8,9
6	3	1,2,3
7	3	1,2,4
23	3	6,8,9
24	3	7,8,9
10	4	1,2,3,4
11	4	1,2,3,5
29	4	5,7,8,9
30	4	6,7,8,9
15	5	1,2,3,4,5
16	5	1,2,3,4,6
34	5	4,6,7,8,9
35	5	5,6,7,8,9
21	6	1,2,3,4,5,6
22	6	1,2,3,4,5,7
38	6	3,5,6,7,8,9
39	6	4,5,6,7,8,9
28	7	1,2,3,4,5,6,7
29	7	1,2,3,4,5,6,8
41	7	2,4,5,6,7,8,9
42	7	3,4,5,6,7,8,9
Any	8	All numbers other than (45 - clue number)
45	9	all numbers

In Kakuro, if there are 8 cells to an answer, every number from 1-9 is used with the exception of the one made by $45 - (\text{the clue number})$. For example, if the clue is 38 and there were 8 spaces in the answer, then the numbers 1,2,3,4,5,6,8,9 would be used. 7 is excluded because $45 - 38 = 7$.

Locked Values

A locked value is a number that fits in only one cell. After reducing the number of possible combinations for an answer set down to one, you know that these values have to fit somewhere in that set. All you need to do is “lock in” exactly where each goes.

Study this puzzle:

			16	27			6	3	
		15	9	8		3	1	2	
		16	7	9	16	14	4	5	1
			17		7				
			23		9				

The bottom row contains a clue of 23 with a three-cell answer. This has only one possible answer: 6, 8, 9. The 9 is already placed, so we only need to determine where the 6 and 8 belong.

			16	27			6	3	
		15	9	8		3	1	2	
		16	7	9	16	14	4	5	1
			17		7				
			23	6	9	8			

A strict rule in Kakuro is that you cannot use a number twice in a row/column. Therefore the 8 cannot be placed in bottom row because there is already an 8 in corresponding column. This means that the 6 is placed before the 9 and the 8 is placed after the 9.

Saving And Printing A Puzzle

Saving A Puzzle

You can save a puzzle in progress with all of your current entries by selecting “Save Puzzle” at the top of the game board.

On the resulting page, enter a name for your puzzle and select the button next to the slot where you would like it saved. If you select a slot with a puzzle already stored in it, the new puzzle will replace the previously saved puzzle.

To later retrieve a puzzle you have previously saved, select “Open Saved Puzzle” from the main menu or “Open Saved” at the top of the game board. From the list, choose the puzzle you wish to play.

Printing A Puzzle

If you want to print your puzzle and take it with you, select “Print Puzzle” at the top of the game board. Your computer’s print function box will appear. The program will print the puzzle in its current state, including any answers and/or notes you have entered.

Game Options

Undo

Selecting “Undo” will undo the last action you performed. If you entered an answer, it will erase it. If you entered a note, the note will disappear. The game has one level of undo.

Hints

Classic Kakuro provides two helpful hints if you get stuck.

Flash Me – Selecting this option will flash the completed puzzle on the screen for a split second. When it flashes off, your puzzle will return to the screen.

Show Errors – Selecting this option will turn any incorrect entered numbers from blue to red. As you replace these, newly entered numbers will be in blue again. If you would like to change all the numbers back to blue, you can select ‘Flash Me’.

Reset Puzzle

Selecting “Reset Puzzle” will erase all of your current answers and notes, reset the timer and let you start the same puzzle over. There is an intermediate screen that asks you to confirm that you want to proceed with the reset.

Surrender

You can select “Surrender” when you want to stop playing the puzzle and see the answers.

Main

The “Main” button at the bottom of the game board takes you to the Main Menu of the program. From there, you can start a new puzzle, open a saved puzzle, read strategies and more.

Exit

The “Exit” button at the bottom of the game board quits Classic Kakuro completely.

SUPPORT INFORMATION

System Requirements

Windows 2000 / ME / XP / Vista

Pentium 233MHz or faster

256MB RAM or higher

70MB free hard drive space

DirectX compatible video and sound cards

CD-ROM / Mouse / Keyboard / Printer (optional)

Installing Classic Kakuro on your PC

1. Insert the Classic Kakuro CD into your CD-ROM drive
2. If your computer is configured to detect a newly inserted CD, the Autorun menu will appear. If the Autorun menu does not appear after a few moments, click on the Start button, then select Run, and type D:\setup.exe (where D is the letter of your CD-ROM drive). If you are not sure of your CD-ROM drive's letter, double-click on the "My Computer" icon.
3. Click on the Install option, and follow the onscreen instructions for installation and setup.
4. Upon successful completion of the install, you can launch the program either from the Classic Kakuro icon on your desktop OR by going to Start/Programs/On Hand Software/Classic Kakuro

Customer Support

The quickest way to find an answer to your question is to click on this link:

<http://www.onhandsoftware.com/Support2.html>

This will take you immediately to the On Hand Software support site where we have posted the most frequently asked questions (FAQ's) and help files. There are also some patches to programs that you can download. In a minute or two you can often find the answer you are seeking.

However if you don't find an answer to your specific question there, we have also included a Support Form so that you can tell us which operating system and computer you are using, as well as including your question.

This form provides us with a more complete picture of the technical specs (computer brand, operating system) that we need to analyze and respond to your question. You'll find the form at the bottom of the support page.

We hope that you will quickly and easily find the information that you need on the support site or by using the product form.

REPORTING BUGS

If you find a bug in our software, it would be helpful if you reported the bug to us via email to info@onhandsoftware.com

To report a bug, please email us with BUG REPORT in the subject line. Please include the following information in your email:

- What operating system you are using
- The software name and version # from the CD (ie PC103-01)
- The error message
- A brief description of what you were doing when the error appeared (ie did it happen upon launching of the game, or on a specific game level)
- Your name and email address so we can contact you when the bug is fixed.

When reporting bugs, detailed emails are necessary so we have a written record of the information our programmers will need to fix the problem.