

CUBE SUDOKU 3D

Sample Edition — 5 Illustrated Puzzles

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Diagram illustrating a 3D Cube Sudoku puzzle layout. The puzzle is represented by a central grid of 9x9 cells, with rows labeled A1 through A9 and columns labeled B1 through B9. The grid is divided into three 3x3 sub-grids, each containing a 3x3 sub-grid of 3x3 sub-grids. The central grid is surrounded by concentric dashed lines representing the 3D structure of the cube. The grid is divided into three 3x3 sub-grids, each containing a 3x3 sub-grid of 3x3 sub-grids. The central grid is surrounded by concentric dashed lines representing the 3D structure of the cube.

	B1	B2	B3	B4	B5	B6	B7	B8	B9
A1	9	5	3	6		8			1
A2	1	8		7	2	5	3		
A3		7		3		8		9	
A4							3	4	7
A5	7			8	3		9		
A6		4	7	1		6	2	8	
A7	7	2	1	5			8		
A8	6	8	1	3	9				
A9						7	4	1	6

A1	A2	A3	A4	A5	A6	A7	A8	A9
9	1				7	6		
7	5	6			1			
2			1	7		5		
		5	2		1	8		9
				7				4
4	7	9		5	8	2		
6	8				3	9	4	7
1	9	7	8		3	2		
	4	3	9	2		8		

A1	A2	A3	A4	A5	A6	A7	A8	A9
				4	5		8	
8		9	2				3	5
	7		9	3	4	2		
2	4				1	7		
9	1		7	2	4	5		
	6	5	3	1	8			
3	2	1			7			
4	7	6	1		9	8		2
		8	4		2	3		7

A1	A2	A3	A4	A5	A6	A7	A8	A9
9	5	3	6		8			1
1	8		7	2	5	3		
	7		3		8		9	
						3	4	7
7			8	3		9		
	4	7	1		6	2	8	
7	2	1	5			8		
6	8	1	3	9				
					7	4	1	6

A1	A2	A3	A4	A5	A6	A7	A8	A9
9	5	3	6		8			1
1	8		7	2	5	3		
	7		3		8		9	
						3	4	7
7			8	3		9		
	4	7	1		6	2	8	
7	2	1	5			8		
6	8	1	3	9				
					7	4	1	6

A1	A2	A3	A4	A5	A6	A7	A8	A9
9	5	3	6		8			1
1	8		7	2	5	3		
	7		3		8		9	
						3	4	7
7			8	3		9		
	4	7	1		6	2	8	
7	2	1	5			8		
6	8	1	3	9				
					7	4	1	6

A1	A2	A3	A4	A5	A6	A7	A8	A9
9	5	3	6		8			1
1	8		7	2	5	3		
	7		3		8		9	
						3	4	7
7			8	3		9		
	4	7	1		6	2	8	
7	2	1	5			8		
6	8	1	3	9				
					7	4	1	6

A1	A2	A3	A4	A5	A6	A7	A8	A9
9	5	3	6		8			1
1	8		7	2	5	3		
	7		3		8		9	
						3	4	7
7			8	3		9		
	4	7	1		6	2	8	
7	2	1	5			8		
6	8	1	3	9				
					7	4	1	6

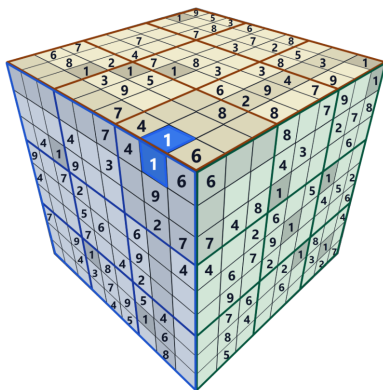
A1	A2	A3	A4	A5	A6	A7	A8	A9
9	5	3	6		8			1
1	8		7	2	5	3		
	7		3		8		9	
						3	4	7
7			8	3		9		
	4	7	1		6	2	8	
7	2	1	5			8		
6	8	1	3	9				
					7	4	1	6

A1	A2	A3	A4	A5	A6	A7	A8	A9
9	5	3	6		8			1
1	8		7	2	5	3		
	7		3		8		9	
						3	4	7
7			8	3		9		
	4	7	1		6	2	8	
7	2	1	5			8		
6	8	1	3	9				
					7	4	1	6

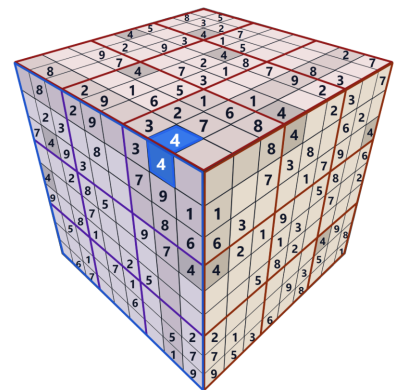
A1	A2	A3	A4	A5	A6	A7	A8	A9
9	5	3	6		8			1
1	8		7	2	5	3		
	7		3		8		9	
						3	4	7
7			8	3		9		
	4	7	1		6	2	8	
7	2	1	5			8		
6	8	1	3	9				
					7	4	1	6

A1	A2	A3	A4	A5	A6	A7	A8	A9
9	5	3	6		8			1
1	8		7	2	5	3		
	7		3		8		9	
						3	4	7
7			8	3		9		
	4	7	1		6	2	8	
7	2	1	5			8		
6	8	1	3	9				
					7	4	1	6

A1	A2	A3	A4	A5	A6	A7	A8	A9
9	5	3	6		8			1
1	8		7	2	5	3		
	7		3		8		9	
						3	4	7
7			8	3		9		
	4	7	1		6	2	8	
7	2	1	5			8		
6	8	1	3	9				
					7	4	1	6



TOP · FRONT · RIGHT



BOTTOM · BACK · LEFT

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Cube Sudoku 3D — Sample Edition • Version 1.0

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Printing guide (important for the best result):

- Print at actual size (100 % scale). The pages are US Letter size (216 × 279 mm).
- On A4 paper (210 × 297 mm) the whole page prints; only about 3 mm of empty margin is lost at each side. If your printer shrinks the page to fit, that is fine too: the puzzles get only 3 % smaller.
- Paper recommendation: standard 80–100 g/m² (20–24 lb) white paper.
- Optimized for both crisp black-and-white laser printing and high-resolution color inkjet printing.

Difficulty Progression in Cube Sudoku:

- Easy – block scanning is enough: find the one cell in a block where a number fits. Relaxed puzzles for getting used to shared edges and corners.
- ■ □□ Medium – still no pencil marks, but you must also scan rows and columns and spot cells with a single remaining candidate.
- ■ ■ □ Hard – pencil marks at two or more points: pointing, claiming (locked candidates) and naked pairs.
- ■ ■ ■ Extra Hard – full pencil marks and advanced patterns at several points: hidden pairs, triples, X-wing, XY-wing and XYZ-wing.

Support & Feedback:

For inquiries, feedback, or school/group puzzle packages, contact support@cubesudoku.com or visit <https://cubesudoku.com>.

The story of sudoku

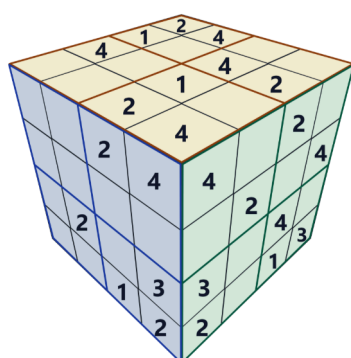
On 13 November 2004, The Times in London printed a letter from a reader who had been so absorbed in the paper's new number puzzle that he missed his stop on the Underground. The Times had started printing the puzzle only the day before. Within months, people all over the world were solving sudoku. Its story, however, began neither in London nor in Japan.

In May 1979, the American magazine Dell Pencil Puzzles and Word Games printed a puzzle called Number Place. According to the research of Will Shortz, the crossword editor of The New York Times, it was created by Howard Garns, a retired architect from Indiana. The magazine did not print his name with the puzzle, and Garns died in 1989, long before his idea became famous.

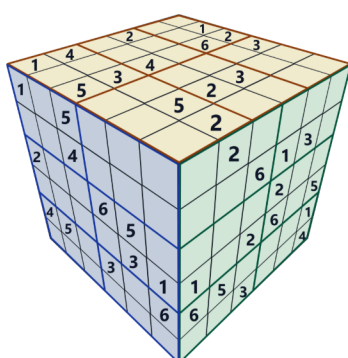
In 1984, the publisher Nikoli brought the puzzle to Japan under the playful name Sūji wa dokushin ni kagiru, roughly "the numbers must stay single": dokushin also means an unmarried person. The short form Sudoku, "single number", caught on so well that the whole world uses it today. In 1986, Nikoli introduced the convention of arranging the printed clues symmetrically.

The man who took sudoku to the rest of the world was Wayne Gould, a New Zealander who had served as a judge in Hong Kong. He came across a sudoku book in Tokyo in 1997 and, for fun, spent six years writing a program that could create new puzzles. He offered them to newspapers free of charge; once The Times began printing them in November 2004, papers around the world followed. By March 2006, the first World Sudoku Championship was held in Lucca, Italy. It was won by Jana Tylová from the Czech Republic.

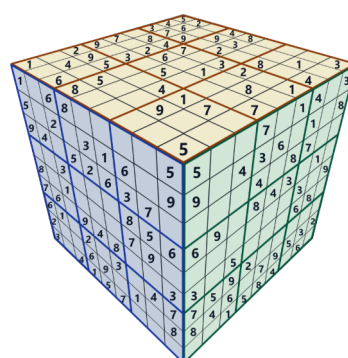
Once sudoku filled the newspapers, puzzle makers began to take it into three dimensions. The Daily Telegraph printed a three-dimensional sudoku as early as May 2005, and many games have borne the name since: cubes stacked from layers, twisty puzzles in the style of Rubik's Cube, and puzzles on three or all six faces of a cube. Each has its own rules, which is why ours are explained on the next pages.



4 × 4



6 × 6



9 × 9

Part 1: Sudoku from the beginning

Sudoku is a logic puzzle with numbers. Write one number in each empty cell. Some numbers are already printed: these are your starting clues and must not be changed. Your goal is to fill the whole grid while obeying all three rules below.

No arithmetic is needed. The numbers are simply symbols and may appear in any order. What matters is where a number may or may not be repeated.

All three rules apply together

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

1. Row

A row runs from left to right. It contains every allowed number exactly once.

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

2. Column

A column runs from top to bottom. It too contains every allowed number exactly once.

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

3. Block

A block is enclosed by thick lines. It too contains every allowed number exactly once.

The same rules, three sizes

These are correctly completed example grids. The grey area marks one whole block. Check any row, any column and the grey block: each contains all the numbers for that grid size, with no repeats.

4 × 4

1	2	3	4
3	4	1	2
2	3	4	1
4	1	2	3

Numbers 1 to 4

Block 2 × 2

6 × 6

1	2	3	4	5	6
4	5	6	1	2	3
2	3	4	5	6	1
5	6	1	2	3	4
3	4	5	6	1	2
6	1	2	3	4	5

Numbers 1 to 6

Block 2 × 3

9 × 9

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

Numbers 1 to 9

Block 3 × 3

In a 6×6 grid, a block has 2 rows and 3 columns: 6 cells, not a 3×3 square. In a 9×9 grid, each block has 3 rows and 3 columns: 9 cells.

For example, 3, 1, 4, 2 is a valid row in a 4×4 grid. The row 3, 1, 4, 3 is invalid: 3 is repeated and 2 is missing. Numbers may repeat in different rows as long as the column and block rules are also satisfied.

Part 1: How to find your first number

Choose an empty cell and inspect its row, column and block. A number already present in any of these regions cannot go in that cell. The remaining possibilities are called candidates. If only one remains, you can safely write it in.

1	?		4
3	4	1	2
2	3	4	1
4	1	2	3

4×4: use the column to decide

1. The first row contains 1 and 4. Its two empty cells need 2 and 3, but the row alone does not tell us where.
2. The second column already contains 4, 3 and 1. The only missing number from 1 to 4 is 2.
3. Write 2 in ?. It does not repeat in the top-left block. The other empty cell in the row must then be 3.

1	?	3	4		6
4	5	6	1	2	3
2	3	4	5	6	1
5	6	1	2	3	4
3	4	5	6	1	2
6	1	2	3	4	5

6×6: look inside the rectangular block

1. The grey top-left block has 2 rows and 3 columns. It contains 1, 3, 4, 5 and 6.
2. Only 2 is missing from the numbers 1 to 6. The block's only empty cell is ?.
3. Write 2 in ?; it is absent from both its row and column. The other empty cell in the first row then needs 5.

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

9×9: the same method in a larger grid

1. The grey middle 3×3 block contains 5, 6, 7 / 8, ?, 1 / 2, 3, 4. Only 9 is missing from 1 to 9.
2. The fifth row still needs 5 and 9. The fifth column already contains 5, so 5 cannot go in ?.
3. Write 9 in ?. Then fill the empty cell at the start of the fifth row with 5.

When you get stuck

Start with a row, column or block with few empty cells. If a cell has several candidates, pencil them in and try another region. Check them again after every placement. Harder puzzles also require other logical techniques; do not guess just because the next move is not obvious.

These examples teach ordinary 2D Sudoku. The next page adds shared edges and corners: the faces in Cube Sudoku are not independent.

Part 2: Sudoku on six faces

Each face is a sudoku: every row, column and block contains each allowed number exactly once. The faces are also joined. A cell on a shared edge belongs to two faces and a corner cell to three, and every appearance of such a cell holds the same number.

Six faces, one puzzle

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

One face: the selected cell with its row, column and block

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

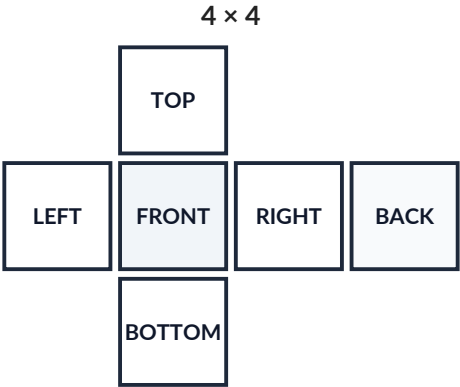
An edge: the same cell on two faces

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

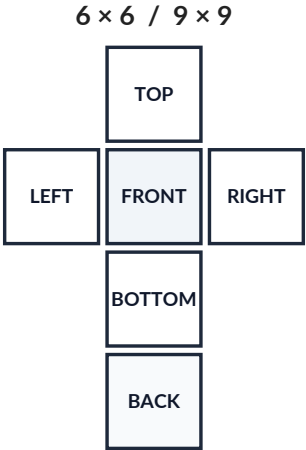
A corner: the same cell on three faces

So you are not solving six separate sudokus but one cube. A number you write on one face often opens the next step on its neighbour. On paper, you solve the same cube unfolded into a net.

The cube unfolded on paper



BACK is to the right of RIGHT.

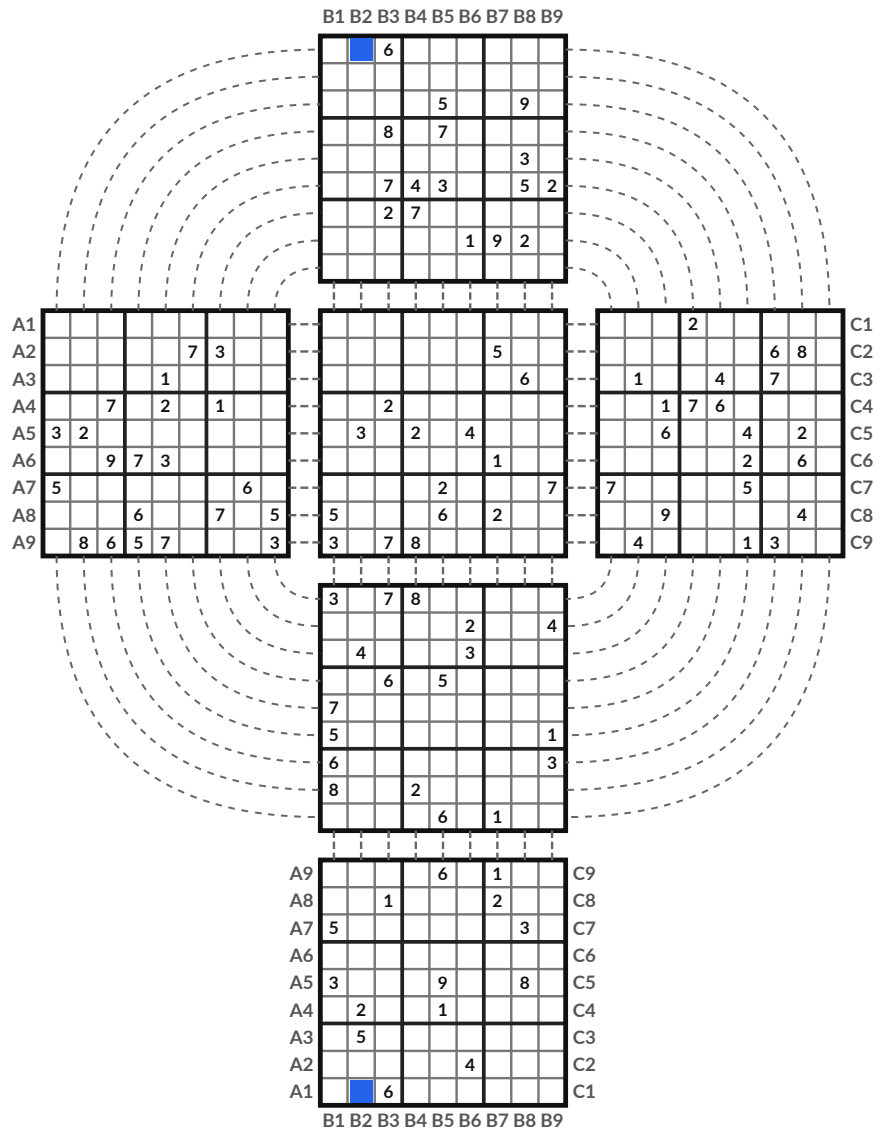


BACK is below BOTTOM.

Part 2: Reading a puzzle page

A dashed line or curve joins two appearances of the same cell. Follow it to see where a row or column continues on the neighbouring face.

Tags A1, A2...; B1, B2...; C1, C2... mark cells on distant edges and continue up to the grid size. Each tag appears twice in the net. The two highlighted cells beside B2 show the same cell of the cube, so they must contain the same number.



When you fill an edge or corner cell, copy the number to every other appearance of that cell. Then check the row, column and block on each face it touches.



Play in the app too

Every puzzle has a QR code in its top right corner. Scan it with your phone and the same cube opens in the game at play.cubesudoku.com – on a phone, a tablet or a computer.

You can also type the code printed below each puzzle: in the game, choose New game and paste it into the code field.

In the PDF edition, just click the QR code or the code.

Part 3: Scanning rows and columns

Medium puzzles still need no pencil marks, but scanning blocks is no longer enough: look for a number along rows and columns too, and watch for cells with a single remaining candidate. On the cube, a row or column along an edge belongs to two faces at once.

			7					
7								
	5			1	9	7	2	
								7
		7						

A row: where does 7 go?

Row 5 has five empty cells. The circled 7s rule out columns 1, 3, 4 and 9, so the 7 of this row can only be in column 7. Scan columns in the same way.

5		2						
	7							
4		3		8		1		6
		9						

The last candidate

Row 3, column 3 and the top-left block together contain 1, 2, 4, 5, 6, 7, 8 and 9. The marked cell has a single option left: 3. For an edge or corner cell, check the rows, columns and blocks of every face it belongs to.

Part 4: Pencil marks and locked candidates

Hard puzzles stall at some points: no cell has a single possible number. Then pencil in the candidates – small numbers that could still go in a cell. Each number has its own place in the cell: 1 at the top left, 5 in the middle, 9 at the bottom right. After you place a number on an edge or corner cell, erase it from the candidates in every affected row, column and block on each face.

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

Pointing (a block points at a row)

In the top-left block, the 5 can only go in row 2: the block's part of row 1 is full and row 3 already contains a 5. The 5 of row 2 therefore lies inside this block, so cross 5 out of the rest of row 2.

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

Claiming (a row claims a block)

In row 5, 3 fits only into two cells of the middle block. That block's 3 must therefore be in row 5: cross 3 out of the block's other cells.

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

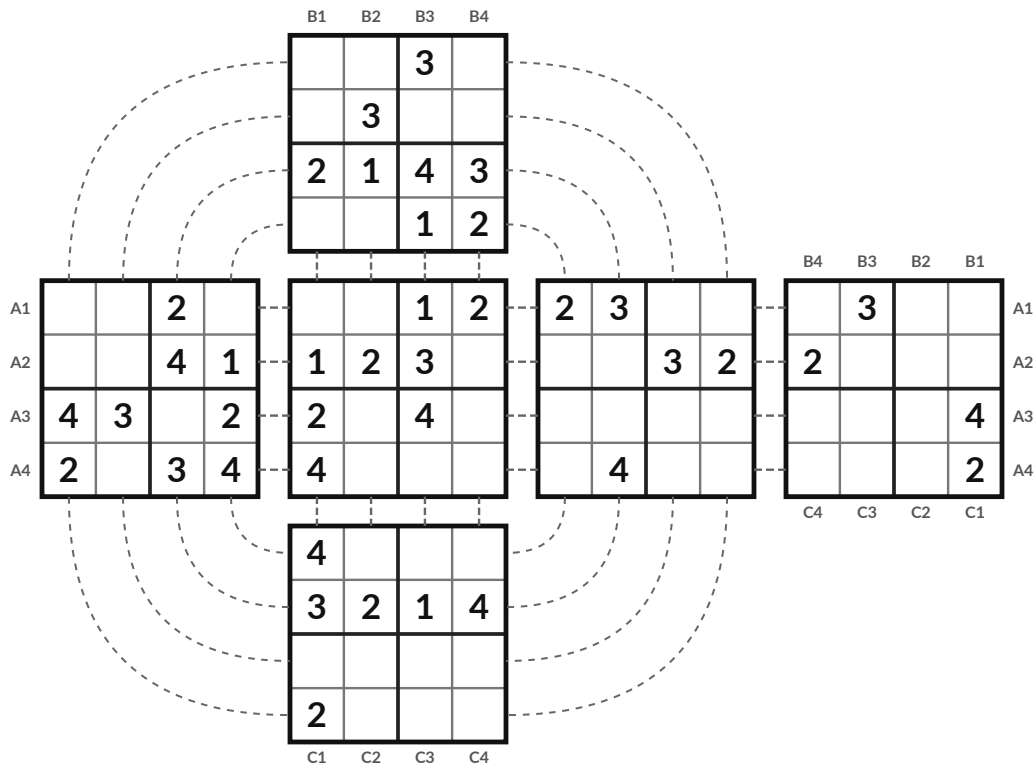
Naked pair

Two cells of row 7 can hold only 4 or 7. They share these two digits between them, so cross 4 and 7 out of the rest of the row.

On the cube the same works across edges: a row along an edge belongs to two faces, and a block on FRONT shares three cells with a block on TOP or LEFT. If a block's digit can only be in those shared cells, cross it out of the rest of the other block too.

Puzzle #1

■□□□ **Easy** 4 × 4 solution on page 15



Code: CS2-1-1-1518D5034BC639F94E3AF6DB6A918A1E-0 · play it at play.cubesudoku.com

Puzzle #2

Easy 6 × 6 solution on page 16



Diagram illustrating a 6x6 Sudoku puzzle layout with four 3x3 subgrids and their corresponding row and column labels.

Top Subgrid (Rows B1-B6, Columns B1-B6):

3				1	4
	3	1	5		6
5					
2			1	5	3
		3	4	6	

Left Subgrid (Rows A1-A6, Columns B1-B6):

3			5	2	
1		5			4
	3		4		
		6			
	1	2	3		

Right Subgrid (Rows C1-C6, Columns B1-B6):

	3		6		4
3					
			1		
	2		5		6
	6			2	1

Bottom Subgrid (Rows A1-A6, Columns B1-B6):

			1		6
3			2		
2	5				
1					2
				4	1

Bottom Subgrid (Rows A1-A6, Columns B1-B6):

				4	1
	1	4		2	6
	5		1		
	6				
1		6			
3				1	4

Row labels: A1, A2, A3, A4, A5, A6 (left and bottom); B1, B2, B3, B4, B5, B6 (top and bottom); C1, C2, C3, C4, C5, C6 (right).

Code: CS2-1-1-4BC1503D41EA544B8498EB9CD82C9A46-0 · play it at play.cubesudoku.com

Puzzle #3

Easy 9 × 9 solution on page 16



Diagram showing a 3D cube structure with 9x9 grids on its faces. The cube is oriented with the top face (B1-B9) and bottom face (B1-B9) visible. The side faces are labeled A1-A9 and C1-C9. Dashed lines indicate the cube's edges and the positions of the grids.

Top Face (B1-B9):

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

Front Face (A1-A9):

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

Right Face (C1-C9):

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

Back Face (B1-B9):

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

Bottom Face (A1-A9):

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

Code: CS2-1-1-B64D4F1C6D5262F397C13B006821A581-0 · play it at play.cubesudoku.com

Puzzle #4

■ ■ ■ ■ Medium 9 × 9 solution on page 16

[illegible]

Code: CS2-1-1-C55765E36623F65559D61BB393BD51E7-0 · play it at play.cubesudoku.com

Puzzle #5

■■■■ Hard 9 × 9 solution on page 16



B1 B2 B3 B4 B5 B6 B7 B8 B9

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

A1 A2 A3 A4 A5 A6 A7 A8 A9

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

C1 C2 C3 C4 C5 C6 C7 C8 C9

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

B1 B2 B3 B4 B5 B6 B7 B8 B9

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

A1 A2 A3 A4 A5 A6 A7 A8 A9

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

B1 B2 B3 B4 B5 B6 B7 B8 B9

C1 C2 C3 C4 C5 C6 C7 C8 C9

Code: CS2-1-1-2512867931A1A82CC8930C7CFEA8B133-0 · play it at play.cubesudoku.com

Grey numbers are the clues. The bold black numbers are the ones you had to find.

Solution #1

puzzle on page 10

<table><tr><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>4</td><td>3</td><td>2</td><td>1</td></tr><tr><td>2</td><td>1</td><td>4</td><td>3</td></tr><tr><td>3</td><td>4</td><td>1</td><td>2</td></tr></table>				1	2	3	4	4	3	2	1	2	1	4	3	3	4	1	2	<table><tr><td>1</td><td>4</td><td>2</td><td>3</td></tr><tr><td>3</td><td>2</td><td>4</td><td>1</td></tr><tr><td>4</td><td>3</td><td>1</td><td>2</td></tr><tr><td>2</td><td>1</td><td>3</td><td>4</td></tr></table>				1	4	2	3	3	2	4	1	4	3	1	2	2	1	3	4	<table><tr><td>3</td><td>4</td><td>1</td><td>2</td></tr><tr><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>2</td><td>3</td><td>4</td><td>1</td></tr><tr><td>4</td><td>1</td><td>2</td><td>3</td></tr></table>				3	4	1	2	1	2	3	4	2	3	4	1	4	1	2	3	<table><tr><td>2</td><td>3</td><td>1</td><td>4</td></tr><tr><td>4</td><td>1</td><td>3</td><td>2</td></tr><tr><td>1</td><td>2</td><td>4</td><td>3</td></tr><tr><td>3</td><td>4</td><td>2</td><td>1</td></tr></table>				2	3	1	4	4	1	3	2	1	2	4	3	3	4	2	1	<table><tr><td>4</td><td>3</td><td>2</td><td>1</td></tr><tr><td>2</td><td>1</td><td>4</td><td>3</td></tr><tr><td>3</td><td>2</td><td>1</td><td>4</td></tr><tr><td>1</td><td>4</td><td>3</td><td>2</td></tr></table>				4	3	2	1	2	1	4	3	3	2	1	4	1	4	3	2
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2	3	4	1																																																																																																

Grey numbers are the clues. The bold black numbers are the ones you had to find.

Solution #2

puzzle on page 11

3	2	5	6	1	4
6	1	4	2	3	5
4	3	1	5	2	6
5	6	2	3	4	1
2	4	6	1	5	3
1	5	3	4	6	2

3	6	4	5	2	1
1	2	5	6	3	4
2	3	1	4	5	6
4	5	6	2	1	3
5	4	3	1	6	2
6	1	2	3	4	5

1	5	3	4	6	2
4	6	2	1	3	5
6	2	1	5	4	3
3	4	5	2	1	6
2	3	4	6	5	1
5	1	6	3	2	4

2	3	1	6	5	4
5	4	6	2	1	3
3	1	2	4	6	5
6	5	4	1	3	2
1	2	3	5	4	6
4	6	5	3	2	1

5	1	6	3	2	4
4	2	3	1	5	6
3	6	4	2	1	5
2	5	1	4	6	3
1	4	5	6	3	2
6	3	2	5	4	1

6	3	2	5	4	1
5	1	4	3	2	6
4	5	3	1	6	2
2	6	1	4	3	5
1	4	6	2	5	3
3	2	5	6	1	4

Solution #3

puzzle on page 12

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

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

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

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

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

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

Solution #4

puzzle on page 13

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

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

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

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

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

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

Solution #5

puzzle on page 14

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

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

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

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

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

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

Sources and further reading

The story of sudoku at the start of this book is based on these sources. They are also a good place to read more:

Jean-Paul Delahaye: The Science behind Sudoku. Scientific American 294 (6), 2006. doi.org/10.1038/scientificamerican0606-80

Nikoli: Sudoku – History. nikoli.co.jp/en/puzzles/sudoku

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World Sudoku Championship 2006, Lucca. wsc2006.com

Tiffany A. Lambert, Paula A. Whitlock: Generalizing Sudoku to three dimensions. Monte Carlo Methods and Applications 16 (3–4), 2010. doi.org/10.1515/mcma.2010.018

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