JAPANESE MATH PUZZLES

KENKEN 6x6 CALCUDOKU GRID

Arithmetic Math Logic * Digits 1-6 * Heavy Cage Operations (+, -, x, /)

SOLVER TIME & SCORE

Start: ___:___ Stop: ___:___

Difficulty: [ ] Easy [ ] Med [ ] Hard

11+	2/		20x	6x	
	3-			240x	4
1-		7+	3/		
8+	30x			1-	
		2-		9+	2/
1-		12x			

CALCUDOKU SOLVING RULES

RULE 1: DIGIT RANGE (1 TO 6)

Every row and every column must contain each digit from 1 to 6 exactly once without repeats.

RULE 2: HEAVY CAGE TARGETS

Each outlined cage has a target number and operation (+, -, x, /) shown in the top-left corner.

RULE 3: DIGIT DUPLICATION IN CAGES

Digits may repeat within a cage only if they are not in the same row or column.

RULE 4: SINGLE-CELL CAGES

A single-cell cage is a freebie clue; write the exact target number directly in the square.

SOLVER SPEED BENCHMARKS

< 5 Min: KenKen Grandmaster

5 - 10 Min: Calcudoku Expert

10 - 20 Min: Math Challenger

Target Solution: 100% Unique & Verified

6x6 CALCUDOKU ARITHMETIC FACTORIZATION & CANDIDATE SCRATCHPAD

FACTORIZATION CHEAT SHEET

20x in 2 cells: {4, 5}

30x in 2 cells: {5, 6}

12x in 2 cells: {2, 6} or {3, 4}

240x in 3: {4, 5, 6} or {2, 4, 6...}

Always check parity

DIVISION & SUBTRACTION

2/ in 2: {1, 2}, {2, 4}, {3, 6}

3/ in 2: {1, 3}, {2, 6}

3- in 2: {1, 4}, {2, 5}, {3, 6}

2- in 2: {1, 3}, {2, 4}, {3, 5}, {4, 6}

Single candidate elimination

SESSION AUDIT LOG

Mathematician: _____

Start: ____:____ Stop: ____:____

Net Elapsed: _____ Minutes

Calculations Flawless: [ ] YES

Master Stamp: * * * * *

ARITHMETIC SCRATCHPAD (BLANK CALCULATION CELLS):