

3) The first KenKen

Here is the first KenKen that Miyamoto created for his students.

1. In a 4×4 grid, you can only use the numbers 1, 2, 3, or 4.
2. No numbers may repeat in any row or column. (Every allowable number must appear in every row and column.)
3. Each “cage” (region bounded by a heavy border) contains a “target number” and usually an arithmetic operation. You must fill that cage with numbers (in any order) that reach the target using the specified arithmetic operation.

6			7
8	7	5	
	7		

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