

Sudoku

5x5

Welcome to Sudoku 5x5™ our quicker, compact version of the popular number logic puzzle. We've shrunk the conventional 9 x 9 Sudoku grid to a smaller 5 x 5 size, making the game easier to master while maintaining the depth of the original game.

Contents

- 48 Multi-level Challenges ranging from easy ("Beginner") to hard ("Expert")
- 25 Magnetic Number Tokens
- Self-contained Travel Box with Magnetic Game Play Surface
- Instructions
- Solutions

Object

The object of Sudoku 5x5™ is to place a numbered token on every empty square so that each row, column, and colored region contains all five numbers from 1 to 5—without any numbers repeating.

How To Play

Choose a challenge card and place it on the surface marked "PLACE CHALLENGE CARD HERE". You will notice that each card contains a combination of pre-printed numbers and blank squares. The numbers are hints for solving that challenge.

Next, place a like-colored number token on each pre-printed number. Then, continue solving the challenge by placing the remaining tokens in matching colored regions, keeping in mind the objective: each row, column, and region must contain the numbers one through five (not necessarily in sequential order).



Completed
row



Completed
column



Completed
region

Tips

- Use logic and deduction. There's always at least one square where it is obvious that only one number will work.
- Be certain of each move. There is only one solution to each challenge and mistakes will lead you off track.

Need Help?

The challenge solutions are at the end of this booklet.

Benefits of Playing Sudoku 5x5™

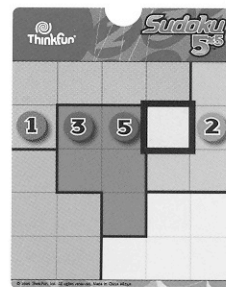
All puzzles build problem-solving skills. Sudoku 5x5™ is especially good for developing:

- **Pattern Recognition.** The ability to identify missing elements from a set. Improves comprehension of sets, patterns, and numbers.
- **Spatial Thinking.** The ability to keep track of how objects are related in space. Will improve mathematics, art, and engineering skills.
- **Logical Reasoning.** The ability to follow a chain of logical deductions. Useful in mastering mathematics, science, and writing.
- **Communication.** Played with other people, Sudoku 5x5™ also develops the ability to organize and communicate mathematical reasoning precisely and persuasively.
- **Problem-Solving Strategies.**

Strategies for Solving Sudoku 5x5™ Challenges.

Last Square.

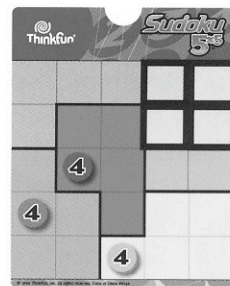
This is the simplest strategy. If there is only one empty square in a row, then it must contain the one missing number.



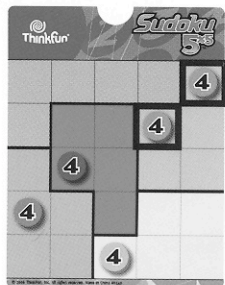
For example, the green square above must contain a 4, because the row already contains 1, 2, 3, and 5. Of course the same reasoning applies to columns and regions. This strategy is most useful near the end of a game, when most squares are filled in.

Last Number.

Instead of looking at a particular square or row, sometimes it's better to look at a particular number pattern, like the 4's on the board to the right.



The last two 4's must appear in the highlighted squares in only one of two following possibilities:



NO! You cannot have two 4's in the same color region.



YES! There now a 4 in both the purple region and in the green region.

History of Sudoku

American Howard Garns invented a game he called Number Place in 1979. The Japanese puzzle group Nikoli picked up the game in 1984, improved it, and renamed it Sudoku. In 2004 retired New Zealand judge Wayne Gould brought Sudoku to the “London Times”, where it quickly spread to other newspapers. Now Sudoku is played worldwide.



About the Inventor

Scott Kim is a versatile and prolific designer of mathematical and visual puzzles. He is also the creator of ThinkFun's® Railroad Rush Hour® game.

ThinkFun® in the Classroom

Our Game Night program—embraced by schools around the country—combines successful PTO, PTA and other school-support fund-raising with teacher-recognized value in building essential thinking skills through play. To learn how your school can raise money, learn, AND have fun all in one evening with the ThinkFun® Game Night Program™, visit www.ThinkFun.com.

About ThinkFun®

ThinkFun® is the leading creator of mind challenging games. Since 1985, the company has produced award winning games such as Rush Hour®, TIPOVER®, River Crossing®, and Aha! Brainteaser Classics™.

Kids and adults alike look to ThinkFun® to create hands-on, thought-provoking games that provide hours of fun-filled challenges. ThinkFun® is committed to high-quality, innovative games that help people of all ages develop thinking skills through play. To learn more, please visit www.ThinkFun.com.

