

N u m b e r g a m e

# KAKURO

A MODERN CHALLENGE GAME  
GIVE YOU FUN ANYTIME ANYWHERE.



ST691  
KAKURO

### FEATURES:

- 3 different levels patterns: 5x5; 8x8; 10x10
- Direct key input
- 9 LCD contrast level adjustable
- Hints and answer features provided
- 5 minutes auto power off
- 2 x AAA batteries are used (not included)

# Kakuro

A **KAKURO** consists of a playing area of filled and empty cells similar to a crossword puzzle. Some black cells contain a diagonal slash from top left to right with numbers in them, called "the clues". A number in the top right corner relates to an "across" clue and one in the bottom left a "down" clue.

The object of a **KAKURO** is to insert digits from 1-9 into the white cells to total the clue associated with it. However no digit can be duplicated in an entry. For example the total 6 you could have 1 & 5, 2 & 4, but not 3 & 3. Sounds simple? Be warned it gets hard and is as addictive as **SUDOKU**.



ST780 KAKURO

Info:	ST691	ST780
<b>PACKING</b>	Clamshell	Clamshell
	0.075CBM/carton G.W./N.W.: 10/9kgs(ctn)	0.124CBM/carton G.W./N.W.: 11/10kgs(ctn)
	54x29x47.5cm/ctn 24(inner)/48(outer) pcs	87.5x29.7x46.6cm/ctn 24(inner)/48(outer) pcs

