Printable Sudoku Cheat Sheet

Start with the easiest move you can find. Use pages 2–4 for the diagrams, or select a technique to open its full lesson.

Getting started

1. Full House	The last empty square in a row, column, or box.
2. Hidden Single	The only place a number fits.
3. Naked Single	The only number a square can take.

Building up

4. Pointing	A box sends a number down one line.
5. Claiming	A line keeps a number inside one box.
6. Naked Pair	Two squares, the same two numbers.
7. Hidden Pair	Two numbers that fit in only two squares.

Advanced

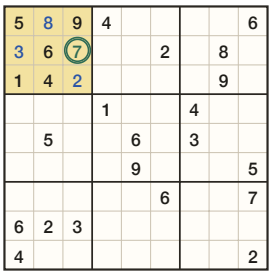
8. Naked Triple	Three squares share three numbers.
9. Hidden Triple	Three numbers that fit in only three squares.
10. X-Wing	Two lines pin a number to four corners.
11. Skyscraper	Two lines, two spots each, one end lined up.
12. 2-String Kite	A row and a column tied together by one box.
13. Empty Rectangle	A box’s spots on a cross, plus one two-spot line.
14. Swordfish	Three rows pin a number to three columns.
15. Y-Wing	Three squares, one conclusion.

Expert

16. XYZ-Wing	A three-number square and two partners.
17. W-Wing	Two matching squares and one linking number.
18. Unique Rectangle	One answer means no swappable rectangles.
19. Simple Coloring	Link the pairs. One group must be right.
20. X-Chain	Follow one number’s two-spot links end to end.
21. XY-Chain	Follow two-number squares end to end.

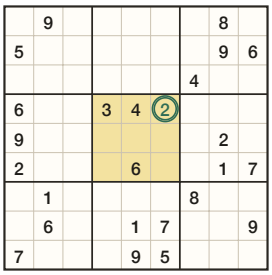
Technique diagrams · 1–7

1. Full House



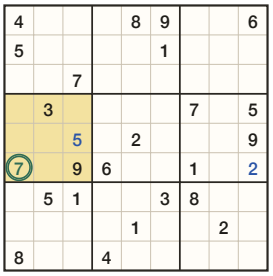
A row, column, or box with only one empty square gets the one missing number.

2. Hidden Single



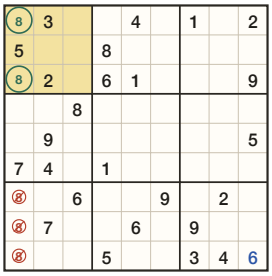
A number that fits in only one square of a row, column, or box goes there.

3. Naked Single



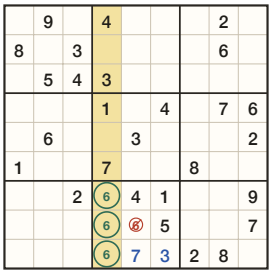
A square that can only take one number gets that number.

4. Pointing



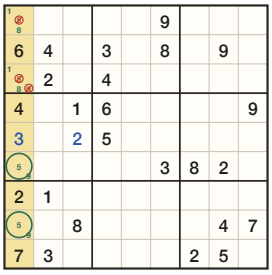
If a number in a box is limited to one row or column, it can’t appear elsewhere in that line.

5. Claiming



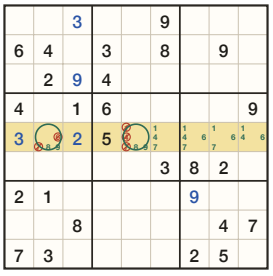
If a number in a row or column is limited to one box, it can’t appear elsewhere in that box.

6. Naked Pair



Two squares in a row, column, or box that share the same two candidates own those numbers.

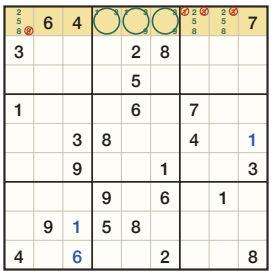
7. Hidden Pair



Two numbers that fit in only the same two squares of a row, column, or box claim those squares.

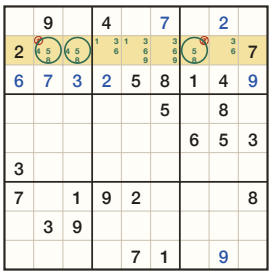
Technique diagrams · 8–14

8. Naked Triple



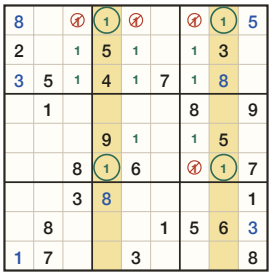
Three squares in a row, column, or box limited to the same three numbers own those numbers.

9. Hidden Triple



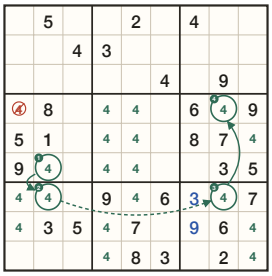
Three numbers that fit in only the same three squares of a row, column, or box claim those squares.

10. X-Wing



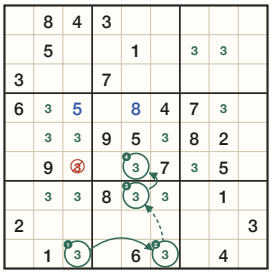
A number boxed into the same two columns in two rows can be crossed out elsewhere in those columns.

11. Skyscraper



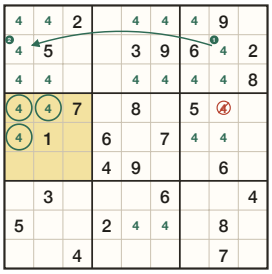
Two rows or two columns each have only two spots for a number, with one spot in each lined up; a square that sees both other spots can’t hold it.

12. 2-String Kite



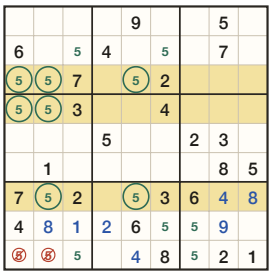
A row and a column each have only two spots for a number, with one spot from each in the same box; a square that sees both other spots can’t hold it.

13. Empty Rectangle



A box whose spots for a number lie on a cross, plus a row or column with only two spots, rules the number out of one square.

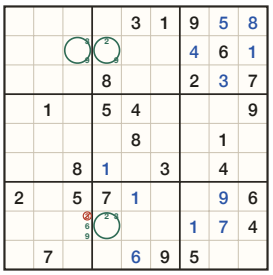
14. Swordfish



A number boxed into the same three columns in three rows can be crossed out elsewhere in those columns.

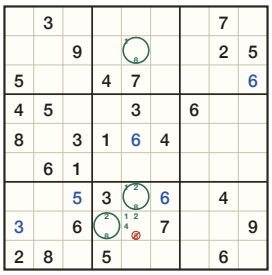
Technique diagrams · 15–21

15. Y-Wing



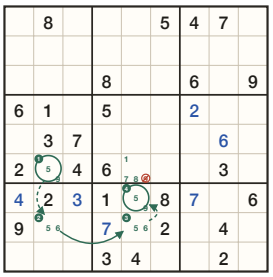
A two-number square and two partners it sees force a shared number into one partner.

16. XYZ-Wing



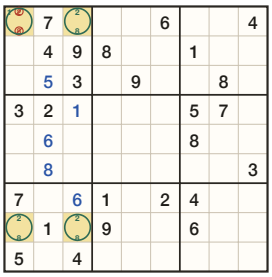
A three-number square and two partners it sees force a shared number into one of the three.

17. W-Wing



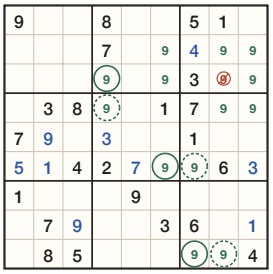
Two matching two-number squares, linked by a two-spot row, column, or box, force a number into one of them.

18. Unique Rectangle



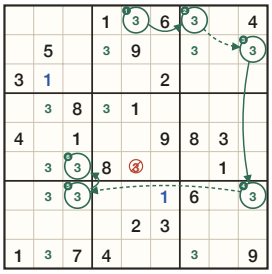
Four squares in two boxes can't be limited to the same two numbers, or the puzzle would have two answers.

19. Simple Coloring



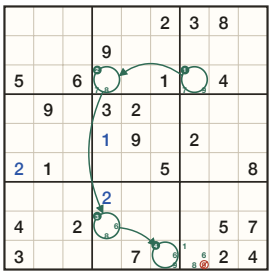
Link a number's two-spot pairs into solid and dashed groups; every square in one group holds that number.

20. X-Chain



A chain of one number's two-spot links forces that number into one of its two ends.

21. XY-Chain



A chain of two-number squares forces the same number into one of its two ends.