



Shikaku — Free Sample

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HOW TO PLAY: SHIKAKU

Divide the grid into rectangles matching the numbers.

RULES

1. Divide the entire grid into non-overlapping rectangles.
2. Each rectangle must contain exactly one number.
3. That number equals the area (width x height) of its rectangle.
4. Every cell must belong to exactly one rectangle.

PUZZLE

	2		
		4	
4			2
		4	

→

SOLUTION

	2		
		4	
4			2
		4	

PRO TIP

Numbers that can only form one rectangle shape are your starting point. For example, a 2 must be 1x2 or 2x1. A prime number like 3 can only be 1x3 or 3x1.

COMMON MISTAKES

- Creating rectangles that overlap or leave gaps.
- Forgetting that every cell must belong to exactly one rectangle.

PUZZLE #1

Easy

2				2	2
2	2	3	3		
				2	
			3	3	
	6	3			3

PUZZLE #2

Easy

2		2			2
	6				
	6				
3					3
2		2		2	
6					

2	5	5				
		3			2	
						5
3		4				6
2		3			2	
2		2				3

				5			
			5				
		9			5		
5				5			
	5		5		3	3	
							3
		5			3		
							3



ANSWERS

Check Your Mastery!

#1

2				2	2
2	2	3	3		
				2	
			3	3	
	6	3			3

#2

2		2			2
	6				
	6				
3					3
2		2		2	
6					

#3

2	5	5				
		3			2	
						5
3		4				6
2		3			2	
2		2				3

#4

				5			
			5				
		9			5		
5				5			
	5		5		3	3	
							3
		5			3		
							3



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