

Hidoku (sometimes known as Hidato or King's Journey) is a puzzle in which a path must be found from 1 to N where N is the grid size. Consecutive numbers must be placed in cells that touch by an edge or corner.

Some solvers will mark the path, some solvers will mark the numbers into each cell. Either way, you are unlikely to build your path from 1 to N, and are likely to place parts of the path in at a time and join it up as you go.

Here is an example showing some basic techniques.

25		7		19
9	12		6	
1				
		4	14	

I tend to find that the nicest start is where you can find numbers that are two apart and see where the middle number fits. We have 4 and 6 with two options for the 5, 7 and 9 with just one option for the 8 and 12 and 14 with just one option for the 13. We can place the ones with just one option.

25	8	7		19
9	12		6	
1		13		
		4	14	

In this case, it only leaves one option for the 5, so we can place that too.

25	8	7		19
9	12		6	
1		13	5	
		4	14	

Now we have to look at numbers that can only travel in one direction. The 9 only had one empty touching cell, so that has to be 10, and then 10 and 12 only have one shared empty touching cell, so

that is 11. We have to think a little more carefully for the 14. The 15 can go into one of two cells, but if it goes in the marked cell below, then the corner cell has no other cells to connect to, so that won't make a path. Corners of the grid can be quite restricted and good places to look for path connections.

25	8	7		19
9	12	11	6	
1	10	13	5	15?
		4	14	

Therefore the 15 has to go in the corner, and the path to 19 can only go as shown.

25	8	7	18	19
9	12	11	6	17
1	10	13	5	16
		4	14	15

The empty cells can now only go in one way and we can complete the puzzle.

24	23	22	21	20
25	8	7	18	19
9	12	11	6	17
1	10	13	5	16
2	3	4	14	15