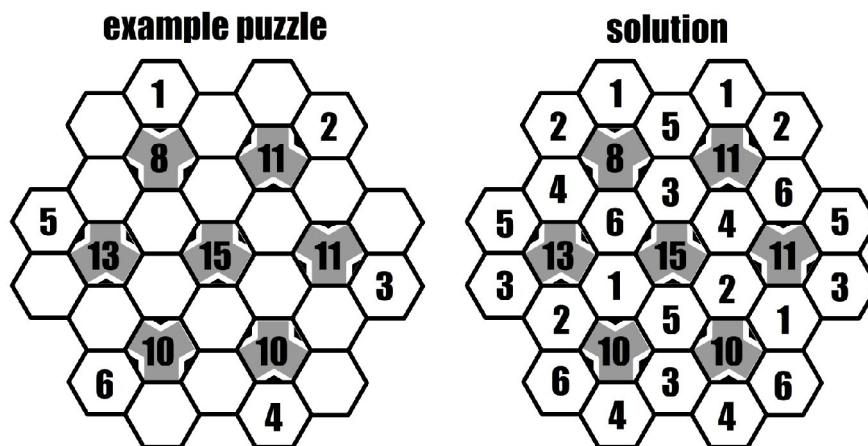*Kuruko* is a new sudoku-like puzzle comprised of 31 hexagons, 7 Gray and 24 white. Each gray hexagon is surrounded by six white hexagons, three of which "point" to the gray hexagon. There is a number in each gray hexagon. This number is the sum of the three numbers in the three white hexagons that point to it. The objective is to fill in all of the empty white hexagons.
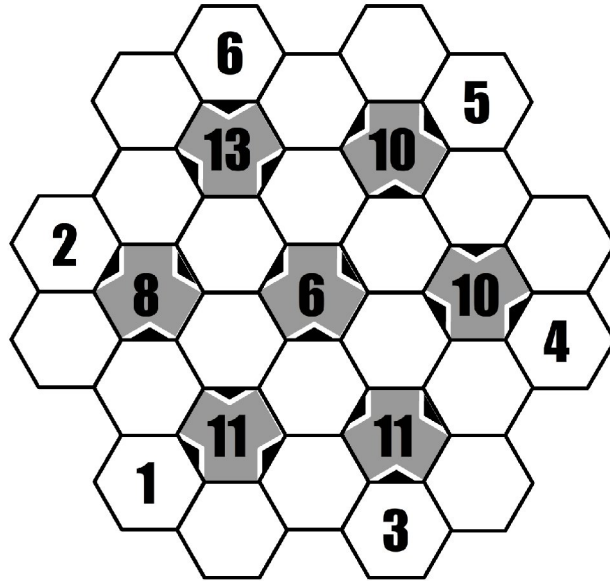
In order solve a *Kuruko* Puzzle, you need to place a number (1 through 6) in each empty hexagon following these simple rules:

1. The number in each gray hexagon is the sum of the three numbers pointing to it in the white hexagons
2. Each gray hexagon is surrounded by the numbers 1 through 6 once and only once in each of the six surrounding hexagons

Here's an example *Kuruko* Puzzle

puzzle 1

puzzle 2