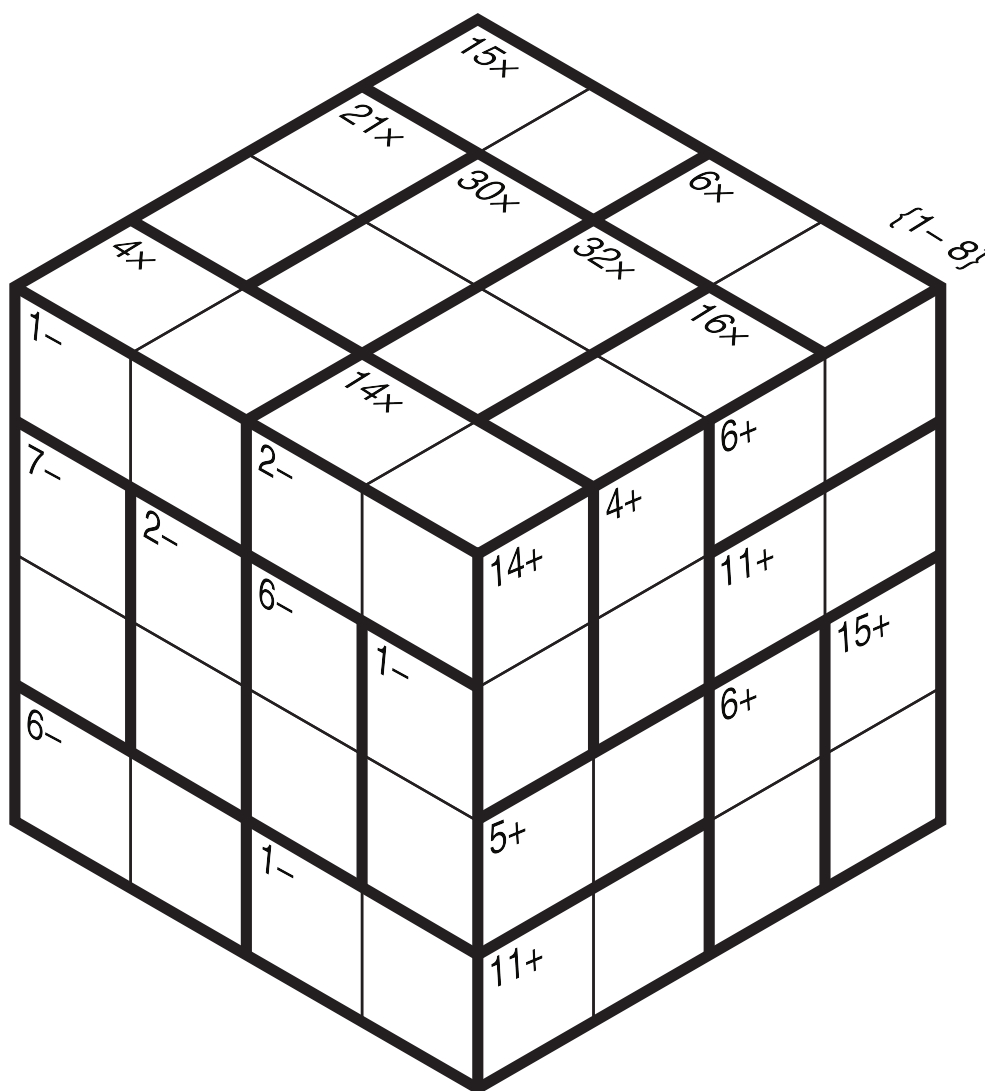# TomTom (Isometric) by Serkan Yürekli

Rules: Standard TomTom rules, using the integers 1-8. The "rows" in this puzzle pass through opposite parallel sides of each quadrilateral; in other words, the rows bend across the surface of the apparent cube to travel in a "straight" line.

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Faces