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The Development Of Sudoku Puzzles

By Terry Solomon

Walk along the streets of most major cities worldwide and you'll be hard-pressed not to see at least a single person bent over sudoku puzzles. The puzzles are instant hits especially in Britain and the United States. Usually misconstrued as a Japanese creation, sudoku puzzles actually trace their origins from the Western world.

Sudoku puzzles are commonly associated with Leonhard Euler, a Swiss mathematical genius of the 18th century. He is credited to be the inventor of the magic squares, an atrocious 81-cell grid that can be filled with almost infinite varieties so that every column and every row contain the digits one to nine. Though the more popular and recent sudokus sport the same 1-9 rule and the 81-cell grid, the magic squares are not presented as puzzles. They are merely expressions of Euler's mathematical genius.

In the late 19th century, the French daily, Le Siecle, came up with something almost like sudokus. But, rather than using the single digits 1-9, the puzzle uses double-digit numbers to complete the puzzles. Following Le Siecle's footsteps, another French daily, La France, came up with its own puzzle version which uses the numbers 1-9. But despite the same rules, La France's puzzles did not divide the 81 cells into grids of nine boxes each. Notably, much like the sudoku puzzles, the solutions to La France's puzzles always had the numbers 1-9 in the areas where the sub-grids were supposed to be. However, unlike the daily sudokus, these puzzles were printed on a weekly basis until the strat of World War I.

Following the thread of its development, the present-day sudoku puzzles first gained audience in 1979. They were printed anonymously in Dell Magazines as puzzles in the collection "Dell Pencil Puzzles and Word Games". But instead of labeling the puzzles as sudokus, Dell put the puzzles under the heading, Number Place. Though the puzzles have an audience, they are not as popular nor widespread as today because of limited circulation. Recent investigation identified the author to be Howard Garns, a retired architect. Though the puzzles did not bear his name, a puzzle history investigator noted that publications that listed Garns's name as contributor always had a sudoku inside; meanwhile, issues without sudoku did not list Garns's name. The puzzle of the author's identity was finally solved.

>From the West, the development of sudokus shifted to the East when Nikoli first brought the puzzles to Japan in 1984. The tag sudoku actually stands for the basic puzzle rule: single digits only. Innovations were introduced to Garns's invention such as 32–digit clue restriction, and the rotational symmetry of the clues' positions. Sudoku puzzles received wide circulation in Japan with a number of dailies and magazines producing the puzzles. However, these puzzles were under a different name since the sudoku monicker was trademarked by Nikoli.

After extensive rounds among the world's leading dailies and magazines, the sudoku puzzles jumped onboard the computer ship. Programmers such as Loadstar Publishing published the first computer based sudoku game named DigiHunt. Soon, other programmers and devoted sudoku puzzle enthusiasts developed other programs such as sudoku puzzle generators, sudoku solvers, and now, in the era of cyberspace, online sudoku games. Truly, nothing can stop sudoku puzzles when it comes to expanding its audience.

For more valuable information on sudoku puzzles, please visit

<http://www.sudoku-puzzles.com>

Sudoku Puzzles Are Challenging – But They're Not Only For Math Majors

By Mary Murtha

Sudoku puzzles have reached legendary popularity over the past few years. If you play regularly, then you have a pretty good idea what makes this puzzle game so special. If you have never played before there is only one question to ask. Where have you been? Open your eyes and grab a pencil, because it is time to join the rest of civilization.

If you are looking to find information on Sudoku puzzles, do not fear. The Internet is an amazing source of information on Sudoku. If you log on to your favorite web search engine, enter in the phrase "Sudoku puzzles," click the search button and let the World Wide Web do the rest. Within seconds you will find millions upon millions of sources about Sudoku. Just to warn you, you will be shocked at the extent of the following this logical and challenging puzzle game has.

When you first encounter the Sudoku puzzle, try not to think about mathematics. Sudoku does not require any math skills. It is an exercise in logic and logic alone. When you see the numbers try to remember that you will not have to add, multiply, divide, subtract or take the square root of anything. Sudoku is all about reasoning and it can give your brain a pretty good workout. The average solving time for Sudoku Puzzles is between 10 and 30 minutes. Of course, seasoned professionals and Sudoku prodigies can whiz through them in no time.

There are nine 9 x 9 grids inside a box. Some of the spaces in the sudoku puzzle are filled in with clues and numbers. The point of the game is to use those numbers and clues to figure out how to fill in the empty spaces. It sounds pretty easy and in some cases the puzzles can be created to be fairly simple. But as you become more experienced you can test your concentration with more difficult puzzles.

The Development Of Sudoku Puzzles

If you start playing Sudoku puzzles you will learn pretty quickly why it is considered one of the most addictive puzzle games in history. Do not take my word for it, pick up a book or log onto one of the millions of web sites dedicated to this great and innovative puzzle game.

To learn more about the Sudoku Game

http://www.sudokudome.com/Articles/Sudoku_Game.php

and

Sudoku Puzzles

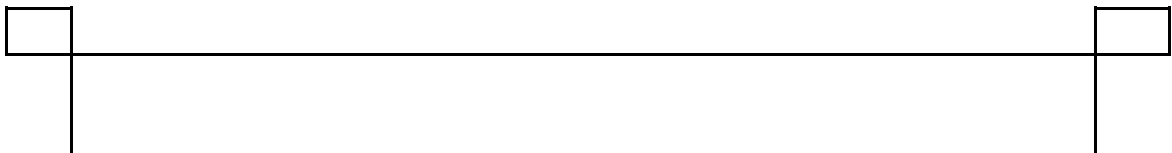
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