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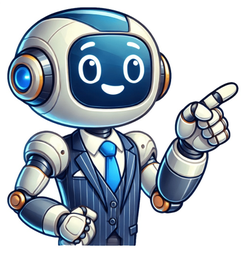

Logic-based number-placement puzzles have been around for over a century, with early versions appearing in French newspapers like La France and Le Siècle. These puzzles were initially called "carré magique diabolique" and consisted of a partially completed grid where players had to use numbers 1-9 without repetition to complete the rows, columns, and subsquares. The modern version of Sudoku, as we know it today, was likely designed by Howard Garns, an American architect who first published his creation in 1979 under the name "Number Place." However, it wasn't until Nikoli's Maki Kaji introduced the puzzle to Japan in 1984 that it gained widespread popularity. Kaji renamed the game "Sudoku," which roughly translates to "single number" or "one occurrence." The name stuck, and the puzzle quickly spread globally. In the early 2000s, a computer program created by Hong Kong judge Wayne Gould enabled rapid production of unique puzzles, further increasing their popularity in newspapers worldwide. Despite its global reach, Sudoku's origins are shrouded in mystery, with Garns' contribution remaining unclear due to his passing before the puzzle's international acclaim. Nevertheless, the game continues to captivate solvers, offering a refreshing blend of logic and strategy that has stood the test of time.sudoku is a registered trademark in Japan[11] and the puzzle is generally referred to as Number Place (ナンバープレース, Nanbāpurēsu) or, more informally, a shortening of the two words, Num(ber) Pla(ce) (ナンプレ, Nanpure). In 1986, Nikoli introduced two innovations: the number of givens was restricted to no more than 32, and puzzles became "symmetrical" (meaning the givens were distributed in rotationally symmetric cells). It is now published in mainstream Japanese periodicals, such as the Asahi Shimbun. In 1997, Hong Kong judge Wayne Gould saw a partly completed puzzle in a Japanese bookshop. Over six years, he developed a computer program to produce unique puzzles rapidly.[5] The first newspaper outside of Japan to publish a Sudoku puzzle was The Conway Daily Sun (New Hampshire), which published a puzzle by Gould in September 2004.[12][13] Gould pitched the idea of publishing Sudoku puzzles to newspapers, offering the puzzles for free in exchange for the newspapers' attributing them to him and linking to his website for solutions and other puzzles. Knowing that British newspapers have a long history of publishing crosswords and other puzzles, he promoted Sudoku to The Times in Britain, which launched it on November 12, 2004 (calling it Su Doku). The first letter to The Times regarding Su Doku was published the following day on November 13 from Ian Payn of Brentford, complaining that the puzzle had caused him to miss his stop on the tube.[14] Sudoku puzzles rapidly spread to other newspapers as a regular feature.[5][15] The rapid rise of Sudoku in Britain from relative obscurity to a front-page feature in national newspapers attracted commentary in the media and parody (such as when The Guardian's G2 section advertised itself as the first newspaper supplement with a Sudoku grid on every page).[16] Recognizing the different psychological appeals of easy and difficult puzzles, The Times introduced both, side by side, on June 20, 2005. From July 2005, Channel 4 included a daily Sudoku game in their teletext service. On August 2, the BBC's program guide Radio Times featured a weekly Super Sudoku with a 16×16 grid. The world's first live TV Sudoku show, held on July 1, 2005, was presented by Carol Vorderman. Nine teams of nine players (with one celebrity in each team) representing geographical regions competed to solve a puzzle. Each player had a hand-held device for entering numbers corresponding to answers for four cells. Phil Kollin of Winchelsea, England, was the series grand prize winner, taking home over £23,000 over a series of games. The audience at home was in a separate interactive competition, which was won by Hannah Withey of Cheshire. Later in 2005, the BBC launched SUDO-Q, a game show that combined Sudoku with general knowledge. However, it used only 4×4 and 6×6 puzzles. Four seasons were produced before the show ended in 2007. A Sudoku competition at SM City Baliuag An annual World Sudoku Championship series has been organized by the World Puzzle Federation since 2006, except in 2020 and 2021 during the COVID-19 pandemic. In 2006, a Sudoku website published a tribute song by Australian songwriter Peter Levy, but the song download was later removed due to heavy traffic. The Japanese Embassy nominated the song for an award, and Levy claimed he was in discussions with Sony in Japan to release the song as a single.[17] Sudoku software is very popular on PCs, websites, and mobile phones. It comes with many distributions of Linux. The software has also been released on video game consoles, such as the Nintendo DS, PlayStation Portable, the Game Boy Advance, Xbox Live Arcade, the Nook e-book reader, Kindle Fire tablet, several iPod models, and the iPhone. Many Nokia phones also had Sudoku. In fact, just two weeks after Apple Inc. debuted the online App Store within its iTunes Store on July 11, 2008, nearly 30 different Sudoku games were already in it, created by various ========== Sudoku variants have emerged for various devices and platforms, including iPhone and iPod Touch. Web browser users can also access Sudoku games, and the puzzles are available on multiple gaming, cellphone, and computer platforms. In June 2008, a trial in Australia was halted when jurors were found to be playing Sudoku instead of listening to evidence.[18] A nonomino or jigsaw Sudoku is commonly used, but other variations exist, such as grids with different regions and shapes. Sudoku is a puzzle that has become increasingly popular worldwide, with various forms and variants emerging over time. The puzzle's history dates back to the late 19th century, but its modern version originated in Japan. The basic rules of Sudoku are straightforward: fill in numbers from 1 to 9 in a 9x9 grid, divided into nine 3x3 sub-grids or "regions." Each row, column, and region must contain each number only once. The puzzle's solver is challenged to figure out the correct placement of these numbers. Solving Sudoku puzzles has been found to have cognitive benefits, including improved memory, concentration, and logical reasoning skills. Taking Sudoku Seriously by Jason Rosenhouse et al. is a book review of various aspects of Sudoku that was published in The Wall Street Journal on June 29 - July 2, 2012. ========== The article discusses the mathematical aspects and history of Sudoku, including its origins and evolution over time. It also touches upon some of the more obscure and interesting facts about Sudoku, such as the "36 Cube" puzzle that was invented by Dr. Derrick Niederman.The 36 Cube was not solved until Gaston Tarry created an comprehensive proof in 1901. The Euler's 36 Officer problem is a cognitive challenge that can be attempted mentally or on paper, whereas the 36 Cube is a mechanical puzzle played on a manufactured grid. This requires abstract thinking and special insight. However, the 36 Cube differs subtly from the 36 Officer problem, as two of its pieces are uniquely fitting to specific parts of the base differently than other pieces of the same height. With this modification, there are actually 96 possible solutions to the puzzle. The 36 Cube - ASTRA Best Toy for Kids List - 2009 The 36 Cube - Parents' Choice Gold Award - 2009 iParenting Media Awards Best Products of 2009[1] ^ //www.thinkfun.com/Awards.aspx?PageNo=AWARDS Retrieved from " 3 The following pages link to 36 Cube External tools (link count transclusion count sorted list) · See help page for transcluding these entries Showing 9 items. View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Sudoku (links | edit) 36 cube (redirect page) (links | edit) Mutually orthogonal Latin squares (links | edit) Derrick Niederman (links | edit) ThinkFun (links | edit) User:AlexNewArtBot/ReferencesSearchResult/archive32 (links | edit) Wikipedia:Reference desk/Archives/Mathematics/2013 March 18 (links | edit) Cube 36 (redirect page) (links | edit) Talk:36 Cube (transclusion) (links | edit) User:Jbeer42/Books/Discrete Mathematics (links | edit) User:Kaartic/sandbox (links | edit) User:DancingGrumpyCat/working-sandbox (links | edit) User:Qwerfjkl/sandbox/WebArchive URLs (links | edit) Wikipedia:Typo Team/moss/Archive (links | edit) View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500) Retrieved from " WhatLinksHere/36_Cube" Easy Sudoku is a game that requires fewer numbers than medium or hard ones, making it suitable for beginners and those new to the game. It's an excellent way to develop intelligence and was supposedly invented in 1970 by Dell's puzzler in New York, published in his journal "Mathematical Puzzles and Logical Problems". The game gained popularity in Japan, where the name was coined, and later became a web-based game in 2004. Playing Easy Sudoku daily can improve concentration and attention, making it particularly useful for older adults to maintain their mental abilities. To play beginner Sudoku puzzles, the goal is to fill cells with numbers from 1 to 9, following specific rules: each row, column, and small square must contain only one digit. The level of difficulty depends on how many digits are already indicated in the cells. Easy web Sudoku offers various features, including hints, data correction, note-taking, and a pause button for convenient play.Sudoku has become one of the most popular games for passing time since its modern origins in the 70s, despite having a history dating back to 1783. With infinite games available online, it's virtually impossible to get bored. At 247 Sudoku, you can play directly in your browser without any cost. Simply hitting "Play" will start a game that can take anywhere from under a minute to half an hour depending on your skill level. A typical Sudoku grid consists of nine big squares with each square having a mini 3x3 grid of nine total boxes, making 81 boxes in total. The aim is to fill every box with a number using the numbers 1-9 throughout the grid, ensuring that every column and row also has these numbers in them. You can't repeat numbers in squares or columns/rows, and the sequence should be unique for each square, column, and row. Using 247 Sudoku: Strategies for Success ========== Select any empty square on the grid and fill it with a number from your chosen tile. To identify where numbers already exist, click on them to highlight all instances of the same number. This feature is helpful in determining where to make your next move. To aid in guessing, switch to note-taking mode by clicking the pencil icon. In this mode, you can place numbers around the grid without actually filling them in. This allows you to test your ideas before committing to a solution. Game Settings The game instructions will be displayed at the start of every game unless you turn them off in the settings. To disable this feature, click on the settings icon in the top left corner and toggle "Show Instructions" off. You can also adjust other settings, such as Board Animations or Allow Errors, to suit your playing style. Allowing errors means that you won't incur time penalties for incorrect moves. However, this setting will flag any repeated numbers in rows, columns, or squares, helping you avoid mistakes and correct them quickly. Key Strategies & Rules The fundamental concept of Sudoku is simple: fill a 9x9 grid with the numbers 1-9, ensuring each row, column, and section contains each number only once. To succeed, follow these strategies: Highlight Numbers to Avoid Repetitions Highlighting numbers can help you identify where they already exist on the grid. By clicking on a desired number, all instances of that number will be highlighted in green. This feature allows you to quickly assess which numbers are available for placement and make informed decisions about your next move. For example, if multiple 5's are highlighted in one section, you can eliminate those numbers from consideration in other sections. Never Guess - Use Process of Elimination Instead of making educated guesses, use the process of elimination to narrow down possible solutions. By analyzing the grid and identifying which numbers can or cannot be placed in certain sections, you can increase your chances of solving the puzzle efficiently. By following these strategies and utilizing the game's features, you'll improve your chances of success and become a skilled Sudoku player.Using Process of Elimination to Master Sudoku ========== The key to solving Sudoku lies not in making guesses but in employing a systematic approach called process of elimination. This technique helps figure out where numbers should be placed by systematically ruling out possibilities. By applying the process of elimination, you'll uncover the correct placement of numbers on the grid, unlike relying solely on guesswork. For instance, when placing the number 5 between the 3 and 2 in a specific square, it opens up a new possibility for another 5 to appear elsewhere on the grid. By analyzing which options are available and making informed decisions based on those options, you'll solve Sudoku puzzles efficiently. Moreover, once a number is placed, other numbers become more apparent as to where they can or cannot be positioned due to relationships established in their respective cells and rows. It becomes easier to place subsequent numbers with this approach, ultimately reducing time taken to complete the puzzle. A good practice is using note-taking features available on some Sudoku solvers when faced with uncertainty about possible placements of a number within a given cell space or when trying out potential new positions for an existing number already placed elsewhere in the grid. This technique allows for systematic consideration and exploration of possibilities until all numbers have been successfully placed, helping improve overall accuracy and speed. It's also advisable to prioritize finding the easiest solutions first by focusing on areas where initial placements are most clearly indicated by other numbers already present within rows or columns, thereby significantly simplifying progress towards completing a puzzle.looking forward to testin your sudoku skills at 247 sudoku. you can compete against others and see how fast you can solve the grid. we have a daily challenge that you're automatically entered into when you play a game. the idea is simple: finish the grid as quicky as posibble and check where your time lands on our daily leaderboard. it's a fun way to make sudoku more competetive - and give yourself somethin to aim for. celebratin freedom on the 4th of july with 4th of july sudoku! whoever you are, whether you're an online sudoku expert or just startin out, all are welcome. we have hundreds of free online sudoku games for every skill level. from easy to hard, and even expert - this player friendly site will bring out the sudoku star in you! 4th of july sudoku is as easy as 1,2,3...and 4,5,6,7,8, and 9! it's all about fillin in the blank squares with numbers so that every 3x3 box has the numbers from 1 to 9 exactly once. no guesswork involved - just pure logic. you can click on an open tile and place the correct number into it by selectin one from the 4th of july stars to left and right of the board, or typin the number on your keyboard. but be aware, if you enter the wrong answer into the sudoku game, time will be added. so dont take any chances! whether you're a beginner or an expert, this online sudoku game is for you. it's called 4th of july sudoku easy - and its designed to be super easy. theres usually multiple answers to be found on the sudoku board at all times, so you'll never run out of options. the objective is simple: fill the entire sudoku grid with the numbers 1 through 9. but each row, column, and 3x3 box must have the numbers 1 through 9 only once. just click on an open spot within the sudoko game that you wish to fill...and choose the number from the stars or your keyboard. be sure of your sudoku answer before you select a number, or else! so why not beat the summer heat and exercise your brain instead? 4th of july sudoku easy is available online - and on your mobile devices too!To tackle Hard 4th of July Sudoku without getting stumped, a keen eye for patterns is crucial. The game involves completing a 9x9 grid with the numbers one through nine in each row, column, and three-by-three box without repeating any digit within these areas. While it's simple to grasp the basics, as you progress, finding unique combinations becomes increasingly challenging. If you're new to Sudoku but not afraid of a challenge, this game is an excellent starting point. Mastering basic logic and understanding how to use hints effectively will significantly enhance your chances of success. The game includes features like pencil marks that allow you to temporarily mark numbers as possibilities, helping you narrow down options. Those who have previously mastered Easy 4th of July Sudoku from 24/7 Games may find Medium a more engaging experience due to the reduced number of obvious answers. However, it still relies on logical reasoning to fill in the grid without repeating any numbers within each row, column, or three-by-three section. Ultimately, as you improve your skills, you'll be ready for more complex Sudoku challenges. Even if you don't reach the top level, playing these games regularly can significantly boost your problem-solving abilities. The variety of puzzles ensures that you'll never get bored, always looking forward to the next challenge. Looking forin to seeevryone atthe meetingtomorrowanddiscussing ourstrategiis with4thofJulySudokul! In theUnitedStateofSudoku, itdoesnotmattherwhatlevelofonlineSudokyoupreferrallarewelcome. 4thofJulySudokihasonlinegamesforanylevelforexperts. ThereisaSudokoeasy,Sudokomedium,Sudokohard,andSudokexpert! Thisplayerfriendly4thofJuliysudokusitwillbringoutthesudokastarinou! 4thofJulySudokisaseasyas12345,6789! Themagicnumberinthisstrategygameisthe9. Sudokolpuzzlesconsistofan9x9squaregridividedinto3x3boxes.Whilesomeofthesquaresineach3x3boxalreadyhavenumbers,theobjectisfillintheremainingblanksquareswithnumbers sothatevery3x3boxcontainsthenumbersfrom1to9exactlyonce. 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Simplyclickon an empty square within the board and then click on the bee with the number you would like to play. Another fun insect feature on Spring Sudoku.com is the butterfly hint pencil to the bottom left of the sudoku board. Click on the sudoku hint pencil to enable this useful feature!you need to think twice before placing a number it will increase your time for every wrong answer click on the already placed number to highlight all numbers inside the puzzle you need to complete the game in under 5 minutes to get 3 stars easy expert sudoku is going to require advanced technique and logic to solve this game is only for experienced players who enjoy complex games and outside the box thinking you need to use notes and advanced techniques like x-wing to win sudoku you play by filling in the numbers one through nine in each row column and 3x3 box once complete all the numbers to win but note that there are multiple spaces where the answer is not immediately obvious you will need complex ways of solving like discovering patterns on your board no guessing is required just stick to logic

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