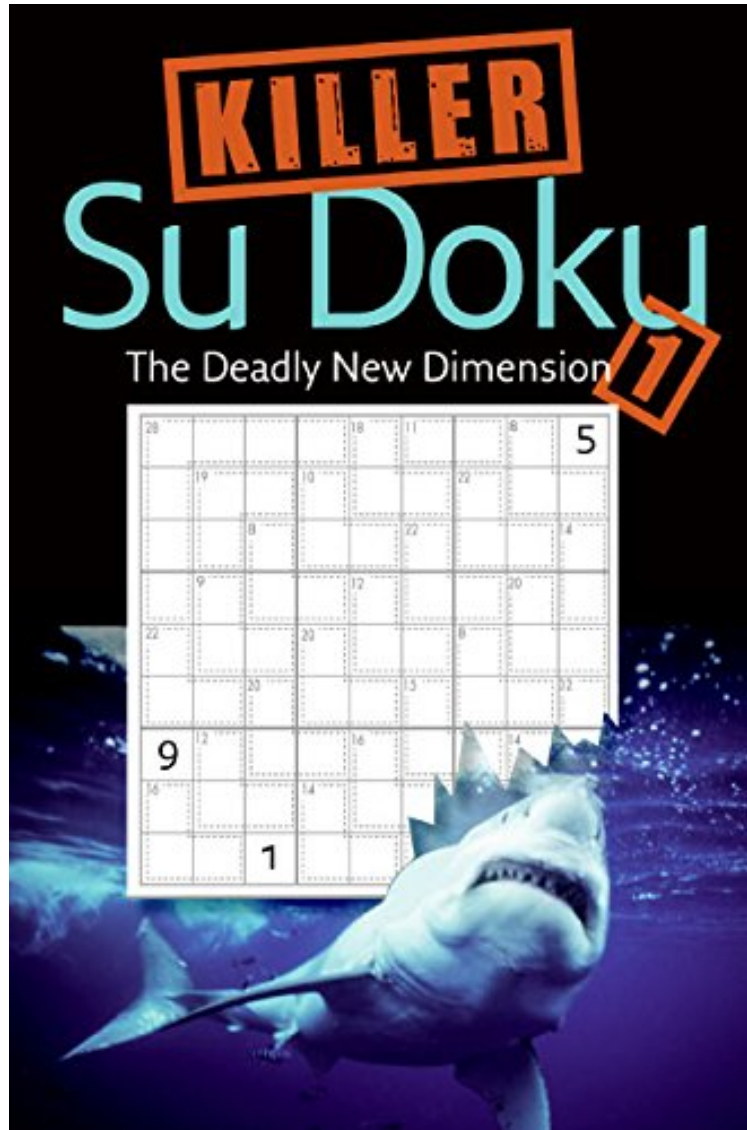


[Pdf free] Killer Sudoku 1: The Deadly New Dimension

Killer Sudoku 1: The Deadly New Dimension

Collins UK Staff

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#132761 in Books Collins Uk Staff 2006-01-24 2006-01-24Original language:EnglishPDF # 1 8.00 x .47 x 5.311, .35 #File Name: 0061126470208 pagesKiller Su Doku 1 The Deadly New Dimension | File size: 59.Mb

Collins UK Staff : Killer Sudoku 1: The Deadly New Dimension before purchasing it in order to gage whether or not it would be worth my time, and all praised Killer Sudoku 1: The Deadly New Dimension:

26 of 27 people found the following review helpful. a Good Collection of PuzzlesBy BaRoLA ManI was hoping to be the first person to review this one, but it appears I'm a couple of days late. When I bought it, I was unsure about whether it'd be good or not because there were no reviews.ON KILLER SUDOKU:I had first encountered Killer

Sudoku in Will Shortz's Favorite Sudoku variations. I liked it so much I wanted to get more. It may seem like Killer Sudoku is just some cheap knock off of the original, but I'd say it's what the original should have been. In fact, it'll probably make you bored of the original like it has for me. Killer Sudoku is so much more complex, and gives you a lot of opportunities to apply logic that don't exist in the original. It gets to the point in the original that to make them the most difficult, the puzzle solver must resort to the chore of possibility testing to figure it out. In Killer Sudoku there's a lot of tricks you can do involving the sum regions, and that keeps it interesting. Although regular Sudoku has numbers, it doesn't work with numerical values (the numbers could be replaced with letters or even meaningless symbols and you'd still be able to figure it out). In Killer Sudoku the numerical values are crucial to figuring out the puzzles; most of them give you no starting numbers and only give you sum regions instead.

ON THIS BOOK: One of the first things I noticed was the Sudoku borders are in **BOLD BLACK** and that makes them easy to see. In Will Shortz's book with Killer Sudoku, the borders were lighter and less noticeable, and I'd sometimes lose track of which 3x3 square I was in. What the first reviewer said about difficulty is mostly true. It roughly gets more difficult from puzzle 1 to 110, but I've found hard ones sooner than they should be and I found a lot of easy ones later than they should be. In fact, I found that the whole "Deadly" section wasn't any harder than the previous section. I really don't know how they came up with the goal times for these. For a few of them I finished in less than half as much of the goal time. For others I used much more than the goal time. I found puzzles 78 and 98 to be the two most difficult ones. Puzzle 78 has a number in a certain area that looks valid, but really it isn't if you look further. Without finding it, I don't think you can make progress. Puzzle 98 involved a sum region trick I had never needed to use before. It took me forever to think of it. I'm very certain you can't go on without figuring it out.

1 of 1 people found the following review helpful. Very Good By Kimberly L. Ellis Joshua Koppel and B.B. Trammell have good reviews. I like the size of the book the puzzles. It is one puzzle per page. The guidelines provided for solving the puzzles are very basic. If you are already doing killer sudoku, they will not be much help. It is easy to see the outline of each grid (solid black lines) sum region (dotted black lines). There are times listed for each puzzle. Pay no attention to the times unless, of course, you beat them. I gave four not five stars for the lack of guidelines. All in all, a very good book.

0 of 0 people found the following review helpful. Good Puzzles. By Maria Thayer They get harder as you go through the book. But I think they are all doable. This lets you learn and practice on the easier ones and gradually add skills. Relaxing distraction.

Just when you thought it was safe to pick up a pencil Killer Sudoku is based on the original Sudoku grid, with the same rules and numbers 1 to 9 but with an added deadly twist. This time there is an element of arithmetic involved and there are few, if any, clues. The aim is to not only complete every row, column, and cube so that it contains the digits 1 to 9, but to also fill in the outlined cubes so they add up to the same number. Hints to solve the puzzle are hidden in the joined squares where only one combination of numbers applies. In the case of joined squares, if the printed number is 3, it should be 1 and 2 that go into the squares. Likewise, in the case of three joined squares, if the printed number is 6, the only combination possible is 1, 2, and 3. To add one final fiendish level, each puzzle also has a time worked out by its Japanese creators so you can try to beat the clock.