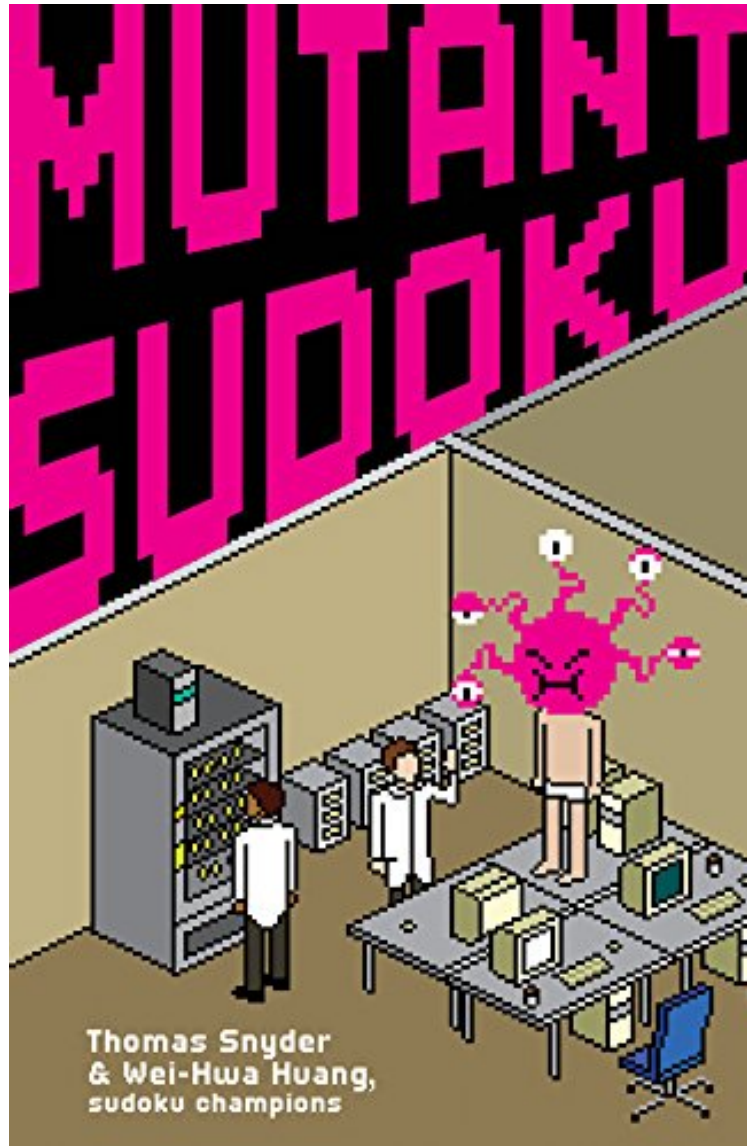


[FREE] Mutant Sudoku

Mutant Sudoku

Thomas Snyder, Wei-Hwa Huang
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Thomas Snyder, Wei-Hwa Huang : Mutant Sudoku before purchasing it in order to gage whether or not it would be worth my time, and all praised Mutant Sudoku:

17 of 17 people found the following review helpful. Awesome book for those burned out on regular SudokuBy Lou WainwrightHere's my story, I suspect some of you might find it familiar. When I first discovered Sudoku about 4 years ago I loved it. For about 1.5 years I did a Sudoku almost every day, hard puzzles during the week and very hard puzzles on the weekend. But then I burned out on it - just too much of the same ol' same ol'. About a year ago I started

doing Sudoku again, and enjoyed it, but after a few puzzles I'd stop for a month or so. Then I got Mutant Sudoku last month, and I'm back to doing a puzzle almost every day. Even better, I'm having as much fun as I did four years ago. There are 10 distinctly different types of puzzles, all recognizably Sudoku, but all with twists and turns that stretch your brain in new ways. Some examples are: Outside Sudoku - a standard 9 by 9 grid, but the starting numbers are on the outside of the grid; Tile Sudoku - where instead of 3x3 inner grids, you have patterns like a tiled floor, so the boxes aren't all the same size little squares; 3D Sudoku - where the grid is projected onto the outside of a geometric solid (very tough). Each of these new types includes at least a dozen or more puzzles, starting from easy and going to well beyond my capabilities. Then there is a section at the end called Chimeric Sudoku where these different types are mixed in mysterious (and terrifying) ways. This little book has greatly exceeded my expectations. I'm stunned to discover how expandable the basic principles of Sudoku are, and I look forward to going a long, long time before saying "Same ol', same ol'" again.

9 of 9 people found the following review helpful. Best Sudoku book available. By Ed Pegg Jr. I became a popular columnist because of an article I wrote called Sudoku Variations, which republished the first Number Place puzzle ever made, by Howard Garns. That, I got from Will Shortz. All the rest of the many variants were sent to me by Wei-Hwa Huang, the author of the book here. Wei-Hwa is the best logic puzzle solver in the world, is a top notch programmer, and knows more about logic puzzles than anyone. His collection is enormous, and world-encompassing. With all of that skill, he makes *excellent* puzzles. After solving tens of thousands of them, he's got a really good knack for what makes a good challenge. I've got a few hundred sudoku books. It's hard to find "good" ones. But this little book has more depth, more variety, and better challenges than any twenty of the others combined. He's good enough that he was picked by the US Sudoku Championship to make the puzzles for that event. I've seen glimpses of his next book, and that will be similarly spectacular.

2 of 2 people found the following review helpful. Putting the excitement back in Sudoku. By bobthatsme. When I first began solving Sudoku puzzles, I really enjoyed figuring out the logical tactics through which the puzzle can be solved by the process of elimination. After a while, however, solving most puzzles came to be a rote application of the techniques I'd mastered, while a few of the most extremely difficult ones required techniques that had become too complicated to enjoy or else required strategic guessing which I prefer to avoid. Ordinary Sudoku is still a pleasant challenge for me, but nowhere near as fun as when I first started. In Mutant Sudoku, mutations (i.e. variations) create new logical constraints which must be used in addition to the existing constraints to solve each puzzle. Having to figure out new tactics and strategies for each mutation brings back the excitement I had when I was first introduced to Sudoku. There are a total of 11 mutations and a final section where mutations are combined. Within each mutation, interesting variations in appearance testify to the hand-made nature of the puzzles. The puzzles in each section typically start out small and relatively easy, then grow larger and more difficult. Even the easy puzzles, however, can be a challenge until you figure out how to make use of the new logical constraints. The overall difficulty level also tends to increase as you progress through the book so that the final variations provide serious challenges throughout. No matter how difficult, however, logical elimination and perseverance still get you to the solution for any of the puzzles. My favorite was the Consecutive Sudoku, which forces you to simultaneously apply both the new logic of the mutation with the ones already existing, while also providing variations in appearance that force you to explore different tactics for solving the puzzles. In the most challenging of this mutation, you have a puzzle which does not allow for any adjacent cells to contain consecutive numbers. Among the other mutations are those with cells that occupy more than one row or column, regions which are either missing a number or have a duplicate, and puzzles which bend around 3-D shapes. The least interesting mutation, the Extra Space Sudoku, added visual clutter which made it more difficult to line things up but didn't otherwise significantly alter the standard Sudoku experience. Fortunately, almost all of the mutations are closer to the best of them than the worst, which leaves no doubt that this book deserves a 5-star rating.

Run for cover, because Mutant Sudoku is on the loose! Thomas Snyder and Wei-Hwa Huang are both U.S. Sudoku Champions, and they'll have you filling in grids of all shapes and sizes, testing parts of your logical mind that have never been tested before. You will marvel at the ingenuity within these pages, and after experiencing the power of these Mutant Sudoku, normal 9 x 9 puzzles will never seem the same again.