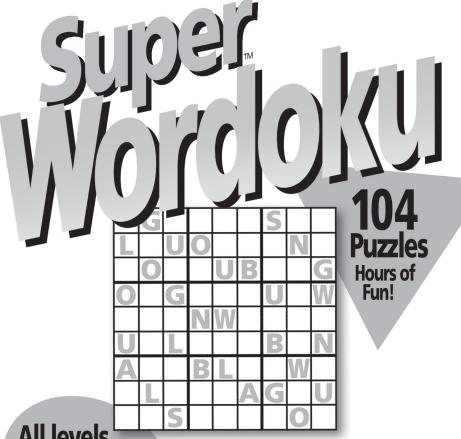
## **Puzzle Fun for Word Lovers!**



All levels of puzzles!

**Ages 9-99** 

- A New Twist on Sudoku
  - Learn Strategies and Solutions
  - Find the Hidden Words

James E. Riley, PhD





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ISBN-13: 978-1-59647-117-7

Cover design: David Fischer Text design: Doug Goewey

Printed in the United States of America

#### Dedication

This book is dedicated to Ben, Chris, Josh, and Sam, who were students in Class 6 at Bishop Perrin School, Whitton, England. Their enthusiasm for Sudoku puzzles inspired me to put together this book.

—James E. Riley

### **About Wordoku**

*Wordoku* is a twist on Sudoku number-placing puzzles. Instead of using numbers, Wordoku puzzles use letters. Just like solving a Sudoku puzzle, solving a Wordoku puzzle requires logic and will improve your brain power and reasoning skills. These skills come in handy for all problem solving you might be asked to do.

Sudoku puzzles started in Japan. The Japanese language does not lend itself to crossword puzzles because the language uses complex characters to form words rather than an alphabet. Sudoku number puzzles were created to challenge Japanese readers as crosswords challenge those with alphabet languages.

Wordoku puzzles are a bit more challenging than traditional Sudoku puzzles. They are perfect for Sudoku and crossword puzzle lovers alike! When solving a puzzle, always use a pencil with a good eraser.

This book includes solutions in the back. Do not use them for hints if you become stuck. It is better to set the puzzle aside for awhile and return to it later with a fresh mind. When you have solved the puzzle correctly, the solution is obvious because all the letter-placement rules are evident.

#### The Puzzle

A Wordoku puzzle contains nine 3x3 squares inside a 9x9 square. See the example below. The eighty-one small squares are called *cells*. The 3x3 squares are called, sensibly enough, *squares*. A horizontal line of nine cells is called a *row*. A vertical line of nine cells is called a *column*. The entire 9x9 square is called the *puzzle*.

#### **LONGBAUWS** S G U N 0 L U В 0 G 0 G U W N W U L В N W Α В L L Α G U S 0

The rules of the game are simple. Namely, place each of the nine letters of the puzzle's anagram clue into each square, row, and column. When you've solved the puzzle, a hidden word will be revealed in one of the puzzle's columns or rows. Below is the solution for the puzzle.

**LONGBAUWS** 

W	G	В	L	Α	N	S	U	0
L	Α	U	0	G	S	W	N	В
S	0	N	W	U	В	Α	L	G
0	N	G	Α	В	L	U	S	W
В	S	Α	N	W	U	0	G	L
U	W	L	G	S	0	В	Α	N
Α	U	0	В	L	G	Ν	W	S
N	L	W	S	0	Α	G	В	U
G	В	S	U	N	W	L	0	Α

### **Solving Strategies**

Wordoku puzzles are solved by using logical thought. Guessing will not help. In fact, guessing can hinder finding the solution. This section provides you with strategies for solving Wordoku puzzles.

You're going to solve the following Wordoku puzzle using various Sudoku strategies. As you work through the strategies, you will replace the shaded numbers in each cell with the correct letters.

**THALYPING** 

19				7	N	Р	Н	Α
Н	N		Ι	Α		22	23	L
18	L	1				21	2	8
N		L			I	G	16	Υ
Υ	I			G		17	L	Т
Α	3	Н	L	9	20	N	10	Р
4		6				5	Υ	15
Т				Р	Υ	11	G	N
G	Н	Υ	Τ			12	13	14

#### Starting Out—Find the Lone Letter

Every Wordoku puzzle contains blank cells that can be determined logically by examining the known cell letters. Consider the upper left square of our sample puzzle. That square is missing an A. Because the top two rows of the puzzle already contain As, the cell 18 or 1 must contain an A. However the column containing cell 18 already contains an A. Thus cell 1 must contain the A for this square. Write an A in cell 1.

Using this method, you will see that cell 2 is N, cell 3 is G, and cell 4 is L. Use this procedure to determine the letters for cells 5, 6, 7, 8, 9, and 10. Write the letters in the proper cells.

#### Going Deeper—Find the Doubles

Cells 16 and 17 are now the only unknowns in the right middle square. The only two letters not listed in that square are A and H, except you do not know which is which. These pairs are known as *doubles*.

In this case 16 is in a column with an H. Thus, 16 is not H. It must then be A. 17 is H. Cells 18 and 19 are also doubles. Try to determine their letters.

#### Stepping It Up—Explore the Possibilities

You will reach a point where you have no more obvious choices. Now examine all the cells. That is, select a square, row, or column and write in all possible choices for each cell. Consider the lower right square. Cell 11 could be A or L. I is not a possibility because there is already an I in column 8 and we know the I for the upper right square must be in column 7. Cell 12 could be A or L. 13 can only be P.

14 could be I. 15 could be H or I. Write these letters lightly in the appropriate cells. Cell 14 is I because that is the only choice. Cell 15 cannot be I, so 15 must be H. This leaves 11 and 12 as the doubles A and L. Examine all the cells in the upper right square and determine the letters for cells 21, 22, and 23.

#### Complete the Squares, Rows, and Columns

When any square, row, or column has only one or two unknown letters, you can often determine them easily. The sixth row has only one unknown cell, 20, which must be T. You should now be able to complete the second row also.

#### When All Else Fails—Guess

Generally, guessing will not help. However, when all else fails—guess. But guess smart. Select a cell with only two unknowns. Select one of the possible choices and circle it. Continue working the puzzle, circling each placement. If you have made a good guess, you will move toward a correct solution.

If you make an incorrect guess, you will most likely see an error. That is, the same letter will appear twice in the same square, row, or column. Erase all the circled letters and proceed with the "correct" guess. Guessing is not needed in our puzzle.

Continue using the techniques discussed here to complete the solution to the puzzle, which appears below. You may peek at the solution just this once.

THAIVDING

						ΙПΑ	LIP	ING
Ι	Υ	Т	G	L	N	Р	Н	Α
Н	N	G	I	Α	Р	Υ	Т	L
Р	L	Α	Υ	Т	Н	I	N	G
N	Т	L	Р	Н	Ι	G	Α	Υ
Υ	I	Р	N	G	Α	Н	L	Т
Α	G	Н	L	Υ	Т	Ν	I	Р
L	Р	N	Α	Ι	G	Т	Υ	Н
Т	Α	I	Н	Р	Υ	L	G	N
G	Н	Υ	Т	N	L	Α	Р	I

Now try a few and see if you can stop puzzling!

1

# **SCITELUFA**

	L					Ε		
S	С	Е		Α		L	F	
	F		L		E		U	С
		С	U		Т	I		
	S			Ι			Т	
		U	S		F	С		L
С	Ε		I		Α		L	
	Ι	Α		Т		U	С	F
		S	F				I	

Time:	Hidden Word: