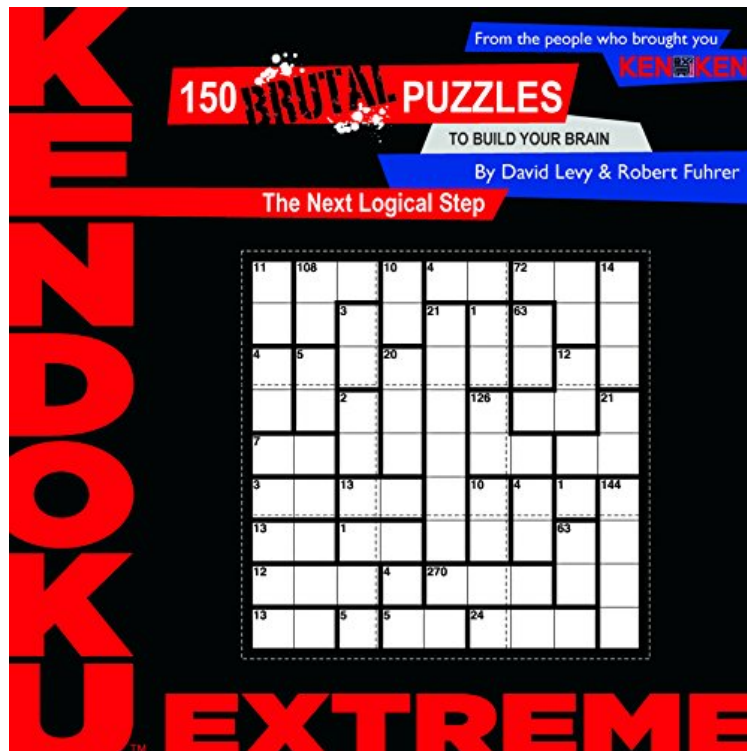


(Free pdf) Kendoku: Extreme: 150 Brutal Puzzles to Build Your Brain

Kendoku: Extreme: 150 Brutal Puzzles to Build Your Brain

David Levy, Robert Fuhrer

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David Levy, Robert Fuhrer : Kendoku: Extreme: 150 Brutal Puzzles to Build Your Brain before purchasing it in order to gauge whether or not it would be worth my time, and all praised Kendoku: Extreme: 150 Brutal Puzzles to Build Your Brain:

1 of 1 people found the following review helpful. Makes you feel smart, even if your notBy D. LAMMDo it. Didn't believe. Now I do. The symbol free puzzles are "the next logical step". Even if the are only twenty of them. The other puzzles take a lot of "scratch" to complete, having very few "gimmies". Less Multipliers, and more mystery addition clusters. Makes you feel smart, even if your not.2 of 2 people found the following review helpful. Good alternative to Kenken for those who need a changeBy Fredrik MI have always suspected that the folks who made look-alikes with successful products were part of a cottage industry that would take games like SUDOKU and KENKEN, add a couple of letters to the established brand names, put some odd and artificial twists to the rules and publish it as their own, "better than" version of Sudoku or Kenken. My initial review was written from that point of view.This is not the case here. The authors here have world-wide ownership of Kenken and can change it and sell it as much as they want. With that they became people I welcomed into my favorite game: Kenken. They attempted to broaden it, possibly making it attractive for people who have gotten tired of "old" Kenken or just started out on a Kenken-based game.The authors were successful with one of their additions; removing the operations sign (+, -, X, /) from the upper left corner of the cage (inside which goes your answer.) That adds complexity, since you have to solve for each of the applicable operations. Introduced at the proper level in your learning progress, that is a good addition.They were not as successful

with their introduction of a smaller game inside the main game. The smaller is a 3X3 and can thus only be used in a 6X6 and 9X9 game. You are to solve each of these 3X3's in addition to solving for the whole game. Since Kenken rules say that there is only one valid solution for the entire game, this MUST mean that you can disregard the 3X3's and solve the whole game like any classic Kenken game. All the 3X3's, by definition will have to be correct to live within the one solution rule. Thus the 3X3's don't add to the difficulty level of the game. It can, however be used as an aid in solving the overall game. You now have one more relationship equation to use in addition to the Row and Column view of the numbers. This book is useful and likely entertaining and challenging for "senior" Kenken players and an OK start for beginners (I like the authors' tutorials better than the standard one used by Will Shortz in his Kenken publications.) That said, for me, as a multi-year veteran of multiple Kenken games per day; nothing beats the simple elegance of Tetsuya Miyamoto's original Kenken. When will our schools start using this as their key building block to make their students "numerically literate"; the numbers equivalent of knowing and working with letters to quickly see what words and sentences they are "painting." After all, Miyamoto invented this game to help the students have fun with learning and working with numbers. 9 of 9 people found the following review helpful. Kenduko is easier than KenKen or Sudoku. By Different Than Most. Kenduko is described as the next logical step. Yes. It is both genuine KenKen and genuine Sudoku combined, but it is not more difficult than either. With Sudoku, your only clue to what belongs where is positioning, however, in addition to horizontal and vertical, you also have the 3x3 grids to help you. With KenKen, you have arithmetic processes to tell you what number belongs in what square, and you also have positioning, but only horizontal and vertical. Now with Kenduko, both methods of solving the puzzle are combined. There are arithmetic processes, horizontal and vertical positioning, as well as 3x3 grids. With extra clues, it seems to be easier to solve the puzzles, not more difficult.

Hot on the heels of the first two volumes, Kendoku: Extreme shows that when it comes to mind-bendingly difficult logic/arithmetic puzzles, too much is never enough! Combining the logic of Sudoku with the math play of KenKen, Kendoku's rules are simple enough: The puzzles, either 6x6 or 9x9, look like Killer Sudoku games but in addition to numbers, players also must contend with math operators (+ -) within fences on the puzzle. The total at the top left of the fenced area is arrived at by using the operator on all the numbers within the fenced area. The solution is a valid Sudoku solution. But unlike in Killer Sudoku, in Kendoku numbers are allowed to be repeated within a fenced area as long as the result doesn't break the rules for a valid Sudoku.