

History of Sudoku

Modern generations marvel at the intelligence and creativity displayed by ancient civilizations. The great pyramids of ancient Egypt are the perfect example of incredible design and unmitigated human accomplishment. In ancient times, people were dependant on their minds to create, solve and entertain. Today, most people turn their minds off and turn on the TV or radio when it's time to be entertained.

Every once in a while, when media gets dull and our minds need sharpening, people will turn to riddles and brain twisters. It's how we explore our thought processes, and how we develop our creativity. Without puzzles and riddles, our brains become stagnant. Humans innately love and need activities that twist the mind and form new ideas.

Some of our most enduring games and puzzles were based on the ideas of ancient peoples, with changes and innovations applied along the way. Beautiful in its simplicity yet intoxicatingly challenging, Sudoku is one of the games that may well have existed since the ancient times. The history of Sudoku is as interesting as the puzzle itself.

The word "Sudoku" is another name for "number place". Derived from the Japanese language, "Sudoku" refers to a logic-based placement. A type of puzzle game, in other words. The first Sudoku puzzle was published in 1979, in a US magazine. The puzzle traveled to Japan, where it exploded with popularity. If translated into English phrases, the name "Sudoku" would actually be "the digits must remain single". The name has gathered various manners of pronunciation in different countries, but the basic standards of the game have not been altered.

The puzzle enhances your critical thinking. It forces you to utilize the arithmetic relationship between numbers that are not relevant with each other. There are also basic rules to follow when solving a Sudoku puzzle.

Retired architect and freelance puzzle constructor Howard Garns created Sudoku while in his late 70s. Mr. Garns created puzzles for a living, so he knew the tricks to creating a great puzzle. The idea for Sudoku was derived from that of Euler's "Latin Square" puzzle. Howard Garns took the ancient game and altered it by adding a "third dimension". In the Sudoku version, Garns also provided the player with a partially completed grid that required the solver to complete the rest of the blank grids.

The history of Sudoku took another twist in Japan. After Howard Garns introduced the first Sudoku puzzle in a U. S. magazine, a person named Nikoli in Japan picked it up. While Mr. Garns had his own English name for the puzzle, Nikoli gave it the Japanese name Sudoku.

Originally, Sudoku was played manually in Japanese and American publications. In 1989, Loadstar Publishing introduced a computerized version, followed by another version by Apple. Sudoku had been fashioned partly with attributes from another popular 1980's puzzle, the Rubik's Cube.

In the year 1997, the popularity of Sudoku in the media had reached overwhelming heights. A Hong Kong judge named Wayne Gould became so engulphed by the game, he

developed his own computerized version of Sudoku.

Nationwide, newspapers would print the puzzles and sell out quickly. World media acknowledged Sudoku as the "fastest growing puzzle in the world". By 2005, Sudoku was at the peak of its popularity.

The history of Sudoku is as interesting as the puzzle itself, with ancient roots, modern influences and an ocean crossing to reach its full popularity. Fans of Sudoku should toast Mr. Howard Garns for bringing endless hours of puzzling pleasure to their lives.