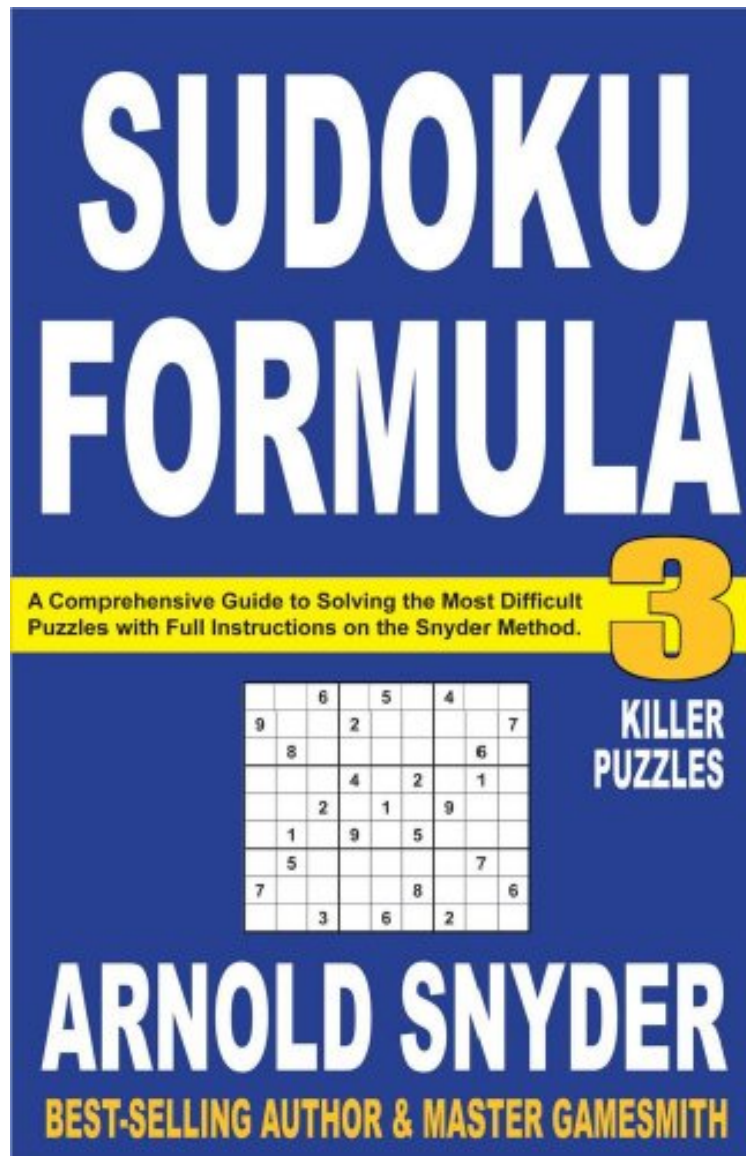


## Sudoku Formula 3

*Arnold Snyder*

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**Arnold Snyder : Sudoku Formula 3** before purchasing it in order to gage whether or not it would be worth my time, and all praised Sudoku Formula 3:

2 of 2 people found the following review helpful. Improving your Sudoku skills By GERRYFERRET This book, number 3 in a series of books written to enhance your Sudoku skills, is good. Well explained with a host of examples for practice. My main problem is not with this book, per se, or the other books individually, but with the series. There is too much repetition. It would be better to have one book, with different sections. The costs of Books 2 and 3 do not

really justify the gains because of the amount of repetition. Further, the repetition does not go far enough to help you avoid having to purchase the earlier books. So, the marketing strategies are good for the author and publisher but not so good for the consumer. One book, many sections is my preference. 1 of 1 people found the following review helpful. Much like 2 By Liz Tudor While I really liked Sudoku Formula 2, I did not like 3. For one thing, it repeated a lot of what was said in 2. For another, the puzzles often required you "guess". I know he says it is not guessing, it is "impossible forces", but I think it is guessing I do not like solving a puzzle that way. I would not recommend. 1 of 1 people found the following review helpful. Handy reference book By M M C More than met my expectations. Explanations of how to solve difficult puzzles are clear, not always concise, but well worth reading in small doses.

Unlike the masses of puzzles-only books, or books that only briefly show how to solve Sudoku, this is the first in-depth look for both casual and expert daily players that shows how to unlock the most difficult puzzles and provide greater enjoyment and results. Sudoku Formula 3 has more than 100 pages worth of puzzles including easy-to-follow move-by-move solution examples. Snyder explains simple techniques for discovering patterns like x-wings, swordfish, slipknots, and cycles, that unlock the most difficult expert-level puzzles quickly and easily, plus 200 new brain workouts. Snyder shows players solutions to conquer the puzzles using the same approach that has made him a bestseller in the field of gaming.

About the Author Arnold Snyder, a gaming hall-of-famer, best-selling author, and master gamesmith, is a Sudoku expert, inventor, and designer of puzzles for all levels of player. He has been writing about gaming for over three decades and is the best-selling author of more than ten books. Snyder is revered by millions of players who have enjoyed greater results and fulfillment from his easy-to-follow advice.