

'Su' means number and 'Duko' means single. The game of Sudoku has many similarities with the game of life. Sudoku is a puzzle game designed for a single player, much like a crossword puzzle. The puzzle itself is nothing more than a grid of little boxes called 'cells'. They are stacked nine high and nine wide, making 81 cells in total. The roots of the Sudoku puzzle are in Switzerland. Leonhard Euler created 'carré latin' in the 18th century which is similar to a Sudoku puzzle. The first real Sudoku was published in 1979 and was invented by Howard Garns, an American architect. The real world wide popularity started in Japan in 1986 where it was published and given the name Sudoku by Nikoli.

In life, too, you start with a given set of notions and then work from there on. In Sudoku, you need to follow a set of rules to build up the grid, filling each row, column and box with numbers ranging from one to nine, so much like in life where you have to go on your way without hurting anyone else. Respect every number (person), and things would be fine.

While playing, you never think of the end (the result); you just keep working on the numbers and the final result (fruits of action) comes on its own. Extremely difficult puzzles may take hours. Similarly, to achieve the desired results in life, may also take years. The game of Sudoku and the game of life are best played in calm but in a focused state.

Everything has to go together in a Sudoku grid: the rows, columns and squares. Exactly as in life. Your duties towards your family, teachers, society and country, all go on simultaneously. In Sudoku, the arrangement of the given numbers is symmetrical. This is instructive in life, on how to maintain steadfast faith, poise and equanimity despite situations when everything turns topsy-turvy.

There is a subtle difference between the two, as well. Make a mistake and you can erase it and begin all over again in Sudoku. Not so in life. You can learn a lesson through it, and avoid making the same mistake in future. What most people don't know is that Sudoku is not a mathematical game. It requires absolutely no arithmetic skills, but it does require logical reasoning. As you learn to arrange the numbers correctly, your logical thinking skills improve.

Choose the correct alternatives :

Q.1. A game of Sudoku puzzle has _____ cells.

- (A) 80 (B) 81
(C) 82 (D) 83

Q.2. Sudoku puzzle gained worldwide popularity first in _____.

- (A) Switzerland (B) America
(C) Japan (D) India

Q.3. The first real Sudoku was published in _____.

- (A) 1979 (B) 1986
(C) 18th century (D) 19th century

Q.4. The game of Sudoku is much _____ to the game of life.

- (A) different (B) similar
(C) dissimilar (D) opposite

Q.5. Which one of the following is false about the Sudoku puzzle?

- (A) The game has a grid of little boxes called cells
(B) Its root are in America
(C) A set of rules should be followed to move ahead in the puzzle
(D) The rows, columns and squares – all should go together while playing the game.

Q.6. The number in the boxes range from _____.

- (A) one to nine (B) three to nine
(C) one to six (D) one to ten

Q.7. The game of Sudoku can best be played in _____ state.

- (A) nervous (B) inattentive
(C) leisure (D) focused

Q.8. Our duties towards our _____ should go on simultaneously.

- (A) teachers, family, country (B) family, society, teachers
(C) family, teachers, society, country (D) teachers, society, country

Q.9. What is meant by 'instructive' ? (Para 4)

- (A) difficult (B) sad
(C) informative (D) admiring

Q.10. What is meant by 'equanimity' ? (Para 4)

(A) obsession

(B) self-control

(C) symmetry

(D) None of the above

Q.11. Find the word opposite in meaning to 'obvious' . (Para 5)

(A) erase

(B) lesson

(C) subtle

(D) avoid

Q.12. Find the word opposite in meaning to 'ruffled' . (Para 3)

(A) calm

(B) action

(C) desired

(D) focused