Abstract
The presentation will begin with a light-hearted, general overview of Sudoku puzzles, including the basic concepts, origins, what makes a puzzle good, variations, the role of computers, and a summary of the most popular solution methods.

The second part of the presentation will cover solution methods in some depth, ranging from easy to advanced. The aim of this part is to provide attendees with the tools to solve most puzzles by hand, armed only with coloured pencils, an eraser, and superhuman patience and determination; but without resort to guesswork or a computer.

The presentation does not require background knowledge of any sort, certainly not any mathematics; but relies on step-by-step logic, which will be illustrated throughout with practical illustrations from actual puzzles.

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