

Time

M C H D H E E C M O N T H  
 E I U N D P A C L C R M C  
 I E L A A O D R M H U A E  
 C O C L C C L I D E O N N  
 N E O L E H D N O A H I T  
 D C H R O N O G R A P H E  
 H H K T I C N T O A O D N  
 E H D G E K K I H T Y N N  
 D R H H S T E T U A G O I  
 I T A G D A U E D M L C A  
 L A I D N U S N W K O E L  
 H C T A W C I E I E T S O  
 L E O S R A E Y I M A I E

CENTENNIAL  
 CHRONOGRAPH  
 CLOCK  
 DAY  
 DECADE  
 EON

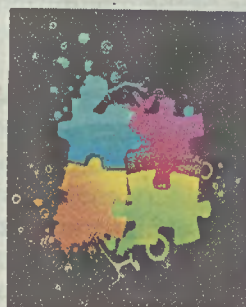
ERA  
 EPOCH  
 HOUR  
 MIDNIGHT  
 MILLENNIUM  
 MINUTE

MONTH  
 SECOND  
 SUNDIAL  
 WATCH  
 WEEK  
 YEAR

The rules to play Sudoku are quite simple. Fill in the blanks so that each row, each column, and each of the nine 3x3 grids contain one instance of each of the numbers 1 through 9.

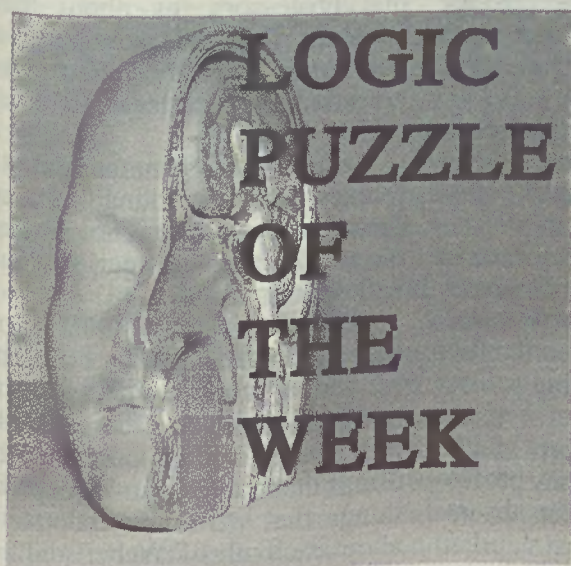
Good Luck!

	9	3		5	2			
4			3					6
	5		8					
	2			8	3		6	4
		7	4		9	2		
3	4		5	2			1	
					5		7	
9					8			2
			2	6		3	4	



Puzzle answers published in the  
**Comics, Etc**  
 online section weekly at

[thebluebanner.net](http://thebluebanner.net)



Philosopher's Clock

One absentminded ancient philosopher forgot to wind up his only clock in the house. He had no radio, TV, telephone, internet, or any other means for telling time. So he traveled on foot to his friend's place few miles down the straight desert road. He stayed at his friend's house for the night and when he came back home, he knew how to set his clock. How did he know?