1077-H1-367   **Robert W. Vallin*** (`robert.vallin@sru.edu`), Department of Mathematics, 200 Vincent Science Center, Slippery Rock, PA 16057. *Counting on KenKen Puzzles.* Preliminary report.

KenKen (or KenDoku) Puzzles first appeared in 2004, invented by Tetusya Miyamoto. These puzzles are like Sudoku puzzles, using an $n \times n$ grid and filling each row and column with the digits $1, 2, \ldots, n$, but with an extra, arithmetic, twist. An obvious question, with a non-obvious answer, is, "For n fixed, how many different KenKen Puzzles are there?" We will introduce these puzzles, look at their complexity, and make some assumptions to reduce the question to something answerable. (Received August 26, 2011)