



# *The* **WORLD PUZZLE**

## *newsletter*

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*Dear puzzle friends,*

*We all share the pride and the delight of having completed, at last, one of the most profound revolutions in the history of puzzle culture: the World Puzzle Federation.*

*On a puzzling planet, you may start building a house also from the chimney. On a planet of global puzzling, you have to begin with the roof, because of the tower of Babylon which is lurking underneath. And that's what we have done.*

*But let us not forget that there still is a lot to dig at the foundation, while the walls are not even yet designed.*

*The puzzle culture, as recommended not only by its enormous potential, but also by our own efforts during a long decade, undoubtedly deserves a grand coronation. But it's also obvious that it will succeed only if we finish the scaffolding in time.*

*This means: national federations, supplementary competitions at all levels, a coherent repertoire of genres, specialists, rules, mechanisms, and a much, much wider active public.*

*Because - just a roof is never enough.*

*Ovidiu Sperlea*

**The 8th  
World Puzzle  
Championship,  
Budapest,  
Hungary,  
October 6-11,  
1999:**



## THE RED ACORN PUZZLE

by John Wetmiller, Canada

Looking back upon fond memories is a lot of fun. More so when the memories are of new and grand experiences. I look back upon my experiences as part of Team Canada at the 8th World Puzzle Championships last October and I have to chuckle. It was new, it was grand, and it was definitely fun.

There was certainly a lot of stress beforehand for Team Canada though. Qualifying for the team was straightforward: we just piggybacked on the US Qualifying puzzle and we received good results from across the country. But then several of the top finishers withdrew one after another after fundraising efforts fell flat against the cost of sending a team across the ocean. We were left scrambling, but we managed to field a solid team, including a former World Puzzle Champion.

Still it had been four years since Canada had fielded a team for the championships, and this trip would mark my first personal international foray, (representing my country even)

## WORLD PUZZLE newsletter 5

Official publication of the  
World Puzzle Federation

Chairman: **Wil Short (USA)** • General Secretary: **Peter Ritmeester (Netherlands)**  
Newtonstraat 93 hs, 1098 HC Amsterdam, The Netherlands, tel.&fax: +31.20.6634434,  
WPF@ritmeester.domain.nl, www.worldpuzzle.org

• Editor: **Ovidiu Sperlea** • Assistance: **Austinian Popa, Dan Neaga** • Printed at SC "Kotoniemi Timp" SRL,  
str.De Mijloc nr.104A, 2200 Braşov, Romania • Photos: **Rob Goeman (Netherlands)**, **Serhiy Grabarchuk**  
(Ukraine), **BOE (Hungary)**, **Cristea Ionelă (Romania)** • Co-editor: **Peter Ritmeester**

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"Rebus Labryinth" Puzzle Agency • Schubertstr.7, 74321 Bietigheim-Bissingen, Germany; tel.&fax  
+49.7142.31517 • str.M.Sabovancu nr.3, 2200 Braşov, Romania; tel.&fax +40.68.411454. • labryinth@rebus.de



*The "Puzzle Star" remains for another year across the Atlantic. The World Champions in the Budapest teams contest - Wei-Hwa Huang, Zack Butler, Ron Osher, Peter Gordon - together with team captain Nick Baxter, guru Will Shortz, and three illustrious supporters*

so I was getting pretty anxious by the time October rolled around. On the plane from Toronto to Berlin it was becoming obvious that the most perplexing puzzle wasn't going to involve pathfinding or wordcrossing, or even pencil and paper. But, instead figuring out what it means to be a Canadian competitor in a worldwide (fun) event.

From Berlin we switched planes and winged to Vienna, then swapped into rail transport for the remaining distance to Budapest. The train ride introduced me to my first real sense of Europe. You see, in North America the ratio of land mass to occupying countries is incredibly large, whereas in Europe there is less real estate divided up among more interests. It definitely caught my attention that armed guards were requiring me to produce my passport several times during the train ride.

Budapest confronted me with more amazing sights, right from stepping off the train at the station on day one. The architecture, the cafes, the countryside, everything that was packed in

the guided tours for the competitors was impressive and I drank it all in. I wish drinking and eating had been as simple to appreciate. I'm pretty finicky even at home about food, (ask some of my teammates, they'll tell you), and I just couldn't adjust to a more worldly palette. C'est la vie, I guess.

Still, the meat and potatoes of the trip was the event and not the gorgeous sights. And given I was neither a former world champ nor the top qualifier on the team I felt I couldn't afford to overly engross myself in the night lights reflecting off the river. So, within the charming hotel procured by the organizers, the time came to buckle down and mark up a series of puzzle pages. Alternatively classic (battleships), fiendish (the giant octopus), elegant (hirosimono), and playful (mixed 3d jigsaws), the organizers put on an excellent parade of logic and spatial reasoning.

Meeting the rest of the world, (or at least many of their puzzling teams), was a great experience too. I discussed lateral thinking and

*Silver medalists of the 8th World Puzzle Championship were, both across and down, the "Flying Dutchman" of team captain Hans Eendebak and eminence Rob Geerson: Niels Roest, Jeroen Meersma, Tim Peters and Paul Jacobs.*



Meeting the rest of the world, (or at least many of their puzzling teams), was a great experience too. I discussed lateral thinking and beer with the German team. I laughed with Czech and Turkish players over rummy matchstick problems. I commiserated with several Dutch members over the rigors of being tall, (at 6'4" I still had to look up at them). I took on

*The Canadians ...*



*The clever (Robert Babilou, Pavel Kalhouš, Petr Nepochov, and Petr Fejchová) and the wise (team captain Vítězslav Kouřelka). The puzzle enthusiasts from the Czech Republic in their natural environment: the victory rostrum.*

WPC99 champ Wei-Hwa Huang (USA) and event organizer György Istvan (also a former Team Hungary member) in some heated pin-ball and held my own. I unloaded a ton of card games upon anyone who wanted to play, with some games I haven't even thought about in years. To my regret though, I didn't really had the time to squeeze in some recreational Table Tennis when our captain, (Dutch puzzlemaster Peter Ritmeester), put out a challenge across the membership.

Team Canada was very fortunate to obtain Peter Ritmeester's services as captain when we couldn't produce a solid local puzzler to fill the role. In fact, his involvement in guiding our largely novice team through the event was invaluable, (although had we fully listened to his advice on the last team puzzle on the last day we probably would have actually solved it and earned perhaps a top 10 finish, but, that's another story). Furthermore, as the appointed General Secretary of a nascent guiding body for the championships, our team got firsthand insight into the future of the WPC, and maybe, just maybe, therein lies a germ of a solution to the perplexing red acorn puzzle. How can we, the Canadian Team, define and grow a consistent national representation in this championships and events like it? Canada as a country isn't alone in this task. Even the World Puzzle Federation is just starting to learn how to better persuade the world to come out and play. What will be necessary to get this puzzling acorn to grow into a maple leaf in New York (WPC 2000), Brno (WPC 2001), and beyond?

One of my favourite musical artists once mused that inside every turning leaf is the pattern of an elder tree. Thus with the tree planted in Budapest in October the pattern for future growth and fan is set, and I look forward once again to my next new experience. Looking back at my experiences at the 8th WPC I have to laugh. Most of all at our very embarrassing team photo. For the record, that's Peter in the middle, Paul and Eric on the left, David (without arms) on the right, and I'll leave out the name of the tall fellow doing the stormtrooper pose. His identity I leave as a final puzzle to you ...

## TEAMS RESULTS

1	USA	18746	( 1)
2	Netherlands	18058	( 4)
3	Czech Republic (1)	16843	( 5)
4	Germany	16225	( 6)
5	Japan	14959	( 2)
6	Poland	14065	(10)
7	Hungary	13879	( 3)
8	Turkey	13826	( 7)
9	Romania	12991	( 9)
10	Slovakia	12130	( -)
	Slovenia	12130	( -)
12	Russia & Ukraine	11996	(11)
13	Canada	11827	( -)
14	Czech Republic (2)	11381	( -)
15	Croatia	9614	(11)
16	UN - 1	9387	( -)
17	Finland	9106	(12)
18	UN - 2	7540	( -)

## INDIVIDUAL SCORES (TOP 25)

1	Wei-Hwa Huang	USA	4478	( 1)
2	Zack Butler	USA	4125	( 3)
3	Niels Roest	NED	4079	( 6)
4	Robert Babilon	CZE	4076	( 7)
5	Yuuki Fuchigami	JPN	3946	( -)
6	Pavel Kalhous	CZE	3866	(11)
7	Michael Ley	GER	3738	( 4)
8	László Orvakt	HUN	3567	( -)
9	Jeroen Meuwisse	NED	3529	(15)
10	Tim Peeters	NED	3472	( -)
11	Ron Osher	USA	3391	(12)
12	Paul Jacobs	NED	3278	( -)
13	Krzysztof Ligienza	POL	3240	(20)
14	Miklós Máczy	HUN	3209	(10)
15	Petr Nepovim	CZE	3173	(17)
16	Andreas Bolotă	ROM	3096	(25)
17	John Wetmiller	CND	3001	( -)
18	Gábor Szilbe	UN-1	2985	( -)
19	Milan Chudy	SLO	2863	( -)
20	Grzegorz Ignaciuk	POL	2847	( -)
21	Güray Erus	TUR	2818	( -)
22	Dániel Csereklyei	HUN	2811	( -)
23	Jan Farkas	SLO	2775	( -)
24	Eiji Shimojima	JPN	2769	( -)
25	Hüsnü Sincar	TUR	2758	( -)

(1999)

# REPORT ON THE 1st GENERAL ASSEMBLY OF THE WORLD PUZZLE FEDERATION

Budapest, October 6-8, 1999

The meeting was called to order by the chairwoman of the captains' meeting, Helene Hovanec (USA), at 17:10 on October 6, 1999. After expressing thanks to György Istvan and all the organizers of the 1999 WPC, as well as Ovidiu Șperlea (Romania) for the World Puzzle Newsletter #4, she turned the meeting over to Will Shortz, the chairman of the board of the World Puzzle Federation. Several sessions were held over the course of three days. Attendees. The countries represented were: Croatia, Czech Republic, Finland, Germany, Hungary, Japan, Netherlands, Poland, Romania, Slovakia, Turkey, Ukraine, United States, and Yugoslavia/Kosovo. Also, Canada and Slovenia, which were not represented at the meeting, took part in the competition.

**Board report** On behalf of fellow board members Andreas Franz (Germany), Rob Goensen (Netherlands), Vitezslav Koudelka (Czech Republic), and Peter Ritmeester (Netherlands), Will Shortz reported on the work of the executive board over the previous 12 months. Working by e-mail, the group prepared a set of basic statutes for the WPF. These statutes (following a form for international organizations under Dutch law) were registered in Utrecht on May 19, 1999. Upon registration, Rob and Peter opened bank accounts for the WPF. The board met in person in Hoofddorp, Netherlands, on August 3-4 to revise and finalize the statutes to be presented at the general assembly in October.

**Statutes** The WPF statutes, as printed in World Puzzle Newsletter #4, were summarized point by point. Ovidiu Șperlea, in absentia, proposed amending line 3 of the object of the organization to say: "to supervise the annual World Puzzle Championship (WPC) and other puzzle activities." The proposal passed 12-0. Regarding the number of board members (14.1), Serhiy Grabarchuk (Ukraine) recommended having backup board members in case the number were ever to drop below three. It was pointed out that if the board ever dropped to a dangerously low number, a special assembly could be held under statute 19.5 to elect more members. Also regarding 14.1, Adam Somera (Poland) wondered if a maximum number of board members should be specified. Vitezslav replied that since the future size of the federation could not be predicted, the size of the board should not be restricted. In the final vote, the statutes passed as amended 12-0.

**Membership** All countries present, with the possible exception of Hungary, expressed their intention to join the World Puzzle Federation - pending the setting of the annual membership fee. Each country identified its representative body. György Istvan (Hungary) proposed that after 2002 only noncommercial organizations be allowed to be members of the WPF. The motion was defeated 12-1.

**Membership fee** There was discussion of the annual membership fee - whether each member should pay a flat amount or rather should the fee vary according to the member country's GNP. The proposal to pay a flat amount passed 19-1. It was proposed that the membership fee for 2000 be 500 euros; members capable of paying more would be encouraged to do so, and members not capable of paying that amount would be able to apply to the board for a reduction. (Factors to be considered in reducing a member's fee would be the wealth of the member's country, the commercial or noncommercial nature of the member's organization, the member's contribution to the federation, and the federation's general welfare.) The 2000 fee would also cover the remainder of 1999. The proposal passed 12-0.

**Finances** Rob Geensen presented a current financial statement for the WPF and a tentative budget for the year 2000.

**Sponsorship** Peter Ritmeester reported on the board's discussions with Tom Kremer of Seven Towns (licenser of the Rubik's trademark) regarding the general question of sponsorship for the WPF. Peter said that it is still too early to seek major sponsorship -that more members are needed first, and the federation needs to be established on a more solid basis - but that there is great potential in this area in the future.

**Logo** Rob Geensen proposed an open competition to create a WPF logo. The criteria are as follows: It should be simple and strong, it should capture the essence of WPF-style puzzles, and it should be reproducible in various sizes and tones. Entries may consist of either raw ideas or finished art and should be submitted to Peter Ritmeester by December 31, 1999. The winner's prize is to be determined later.

**Other WPF activities** Peter spoke about Ovidiu Sperlea's proposal for intercity puzzle competitions and other WPF activities. He said the board's feeling is that it is too early to promote these now, as they would require great time and effort, and the WPF is fully occupied already; but there is hope for these in the future. Meanwhile, anyone who is interested in pursuing such activities independently should contact Ovidiu or any member of the board.

**Review of WPC puzzles** Beginning in 2000 the WPC puzzles must be checked for fairness before the championship by a person or persons named by the board. For 2000 the checkers, provisionally, will be Adam Sumera and a Japanese puzzler to be named by "Puzzler" magazine. Under existing rules, appeals on WPC puzzles and scoring are to be made to the captains' panel. Peter Ritmeester proposed that in the future, appeals should be made to a special appeals committee elected by the WPF general assembly. It was decided that such committees will be named in the future, if needed.

**Electronic newsletter** Andreas Franz proposed that, in view of the limited WPF budget, the WPF should not pay for a printed newsletter in the future, and instead have a continually changing electronic publication available on the Internet. This proposal passed 7-2. (Because this proposal was not listed on the assembly's printed agenda, though, as required by the rules, the vote was not binding, and funding may be sought to continue the printed newsletter.)

**Rules** After discussion and debate, the proposed rules for the WPF [as printed on pages 8-9] were accepted 12-0.

**Puzzlemaker's award** No entries were submitted in the "puzzle of the year" competition announced at previous WPC's, so the award was dropped.

**Future WPC's** On behalf of the 2000 WPC/USA committee, Helene Hovanec discussed plans for the 9th WPC, tentatively to be held in Stamford, Connecticut, from October 11-16. Teams were to be notified of the final date and site within one to two months. Vitezslav Kouckilka presented a proposal for the 2001 WPC to be held in Marzenbad, Czech Republic. His offer was unanimously accepted. There was discussion of future WPC's in St. Petersburg (Russia), and Bratislava (Slovakia).



*"General puzzle assembly"*

# RULES AND REGULATIONS



*Copies of  
THE WORLD  
PUZZLE  
FEDERATION  
STATUTES*

*can be ordered from  
the "World Puzzle  
Newsletter".*

## 1. World Puzzle Federation (WPF)

1-1 The official bodies of the WPF are:

- General assembly (the WPF's main decision-making body);
- Board of directors;
- Committees (as named by the general assembly);
- Captains' panel (to deal only with technical issues of an ongoing WPC).

1-2 The members/officers of the first board of directors are:

<i>Will Shortz</i> (USA)	- Chairman
<i>Hvezslav Koudeřka</i> (CZE.)	- Vice-chairman
<i>Andreas Franz</i> (GER)	- Vice-chairman
<i>Rob Geenen</i> (NED)	- Treasurer
<i>Peter Ritmeester</i> (NED)	- Secretary (also general secretary of the WPF)

1-3 The general secretary is a paid position; the board members are not paid.

1-4 Board members, who are individuals and not members of the WPF, are not entitled to vote, unless they are also the representatives of a member-country.

1-5 The agenda of a general assembly will be prepared by the secretary and determined by the board.

## 2. Membership

2-1 The minimum annual membership fee will be 500 euro's. Exceptions can be made by the board.

The benefits of membership include:

- Right to use the WPF logo;
- Right to publish WPF puzzles (beginning in 2000) in the member's home country, including those from WPC's and qualifying tournaments of other WPF members;
- Right to send a team to the World Puzzle Championship;
- Right to vote on WPF matters during a general assembly.

2-3

The criteria for WPF membership are:

- Conducting open, national qualifying tournaments to select members of a WPC team;
- Promoting and publicizing these tournaments;
- Encouraging quality and innovation in puzzling;
- Representing the interests of the WPF in the member's country.

Membership can be possible without meeting these criteria, but only as long as there are no applicants from the same country meeting all these criteria.

2-4

If a country is already represented in the WPF and a second group would also like to represent that country, the board will first encourage the two groups to work together. If that is not possible, then the second group should apply for membership in writing, explaining why it would be a better representative for the country than the existing member. The board should study the proposal and make a decision, carefully considering the criteria outlined above.

2-5

The WPF will follow International Olympic Committee criteria in deciding which countries are eligible to be admitted to membership and to compete in the WPC.

2-6

Personal memberships will also be available to individuals. The fee will be 50 euro's/year. The benefits of personal membership include:

- Subscription to the WPF newsletter;
- Right to visit all parts of the WPF website and to participate in on-line activities;
- Right to participate in the WPC if the person's country is not already represented by a team.



### 3. World Puzzle Championship (WPC)

3-1 Bidders for future WPC's are encouraged to discuss their bids with the board before presentation to the general assembly. The WPF assembly should always vote on sites two years in advance.

3-2 The criteria for hosting a WPC include:

- Agreeing to create the puzzles according to the approved rules of variety and fairness;
- Ensuring that the rules of the competition and the scoring system are clear to all competitors before the event begins;
- Ensuring that the judging is subject to review and challenge;
- Making the cost of the event no more than \$400/person (for the first five people from a country);
- Providing good puzzles, decent hotel and food, and a competition site that's quiet and well-lit.

3-3 WPC puzzles will be checked beforehand for fairness by a person named by the board. The puzzle checker should receive the puzzles at least 30 days before the start of the WPC. (Some flexibility, though, should be given for last-minute puzzles.) During the competition, challenges to either the puzzles or the scoring may be made to the captains' panel.

3-4 WPC's shall be held somewhere in the period September - November.

3-5 Individuals who are active in the WPF and who contribute to its success should have to pay only the lowest amount to attend the WPC. (Any higher rate should apply only to non-essential guests.)



*The international puzzle parliament*

### 4. Finances

4-1 The WPF has at least two accounts:

- One account managed by the Treasurer. This account in general manages all income, such as membership fees, sponsor money, royalties etcetera.
- One account managed by the General Secretary. This account will be used for managing the WPF-office. It will get its money from the account managed by the Treasurer.

4-2 Finances will be checked and reported on as described in the statutes.

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## HOW TO BECOME A CHAMP

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More and more team organizers hold national qualifying tests to select their team members. The teams chosen in this way tend to do well in the championship. The U.S.A., Czech Republic, Netherlands, Japan, Germany, and Hungary - all of whom had qualifying tests in 1999 - finished near the top in the WPC itself.

Planning and conducting a qualifying test, though, takes a lot of time and money, which not every team organizer has. So this year I was pleased to invite puzzlers from all over the



The U.S. held its second annual on-line WPC qualifying test on Saturday, June 17. Nick Baxter commissioned and prepared the puzzles, as he did in 1999. For the first time, though, the test was open to puzzle solvers throughout the world.

The event started at 13:00 New York time on the website of our host, [PuzzleTime.com](http://PuzzleTime.com). The 22 puzzles ranged from traditional varieties (like "Cross Sums," "Battleships," "Crisscross," and "Paint by Numbers") to several brand-new types. The instructions to the puzzles were presented 24 hours before the test began. The diagrams and art, however, were encoded in a PDF file, which could not be opened without a secret password, which was revealed on the [PuzzleTime](http://PuzzleTime.com) website precisely at 13:00. Solvers had 2-1/2 hours to solve as many of the challenges as they could and e-mail their answers to us for judging. More than 600 solvers from 31 countries took part (somewhat fewer actually submitted answers).

The U.S. winner was Alan Lemm, 30, an airplane parts salesman from Woodland Hills,

### U.S. QUALIFYING REPORT 2000

by Will Shortz, USA

California. He scored 220 points, and will join Wei-Hwa Huang, Zack Butler, and Ron Osler from the 1999 U.S. team. The next best 25 Americans received runner-up prizes of puzzles from Binary Arts and books from Ransom House, two of the event's sponsors.

The test was also used to select the Canadian team, under the direction of new team captain David Samuel. The top four Canadian solvers scored from 140 to 170 points. John Wetmiller, from the 1999 Canadian team, finished second with 165. In addition, the event was an official test to select some or all of the team members from India, Israel, and Great Britain - and was a preliminary qualifying round in Hungary. In Hungary, captain György István gathered the Hungarian contestants together in a room in Budapest (19:00 local time). He printed out the test, made copies of it, and gave it to the group to solve the old-fashioned way - on paper! The top solver was Miklos Moczy, with 220 points. Solvers from countries not on the "official" list were free to play the test for fun. The best independent scores came from Petr Groselj, of Slovenia (190 points); Alfredo Ivankov, of Croatia (170); and Rafal Brys, of Poland (155). Overall the test seemed to be a big success, which solvers enjoyed. Virtually no mechanical problems were reported - and those few problems were on the solvers' end (printers breaking down, players failing to follow instructions, etc.).

The U.S. plans to hold its third on-line WPC test next spring, and we welcome the participation from any country that would like to take part. Meanwhile, the 2000 test is still available

One of the most valuable and spectacular national puzzle championships takes place every year in Japan. Organized by the diligent editorial staff of the Tokyo "Puzdler" magazine, it promotes onto the world puzzle scene not only genera-

## NEWS FROM

ration after generation of brilliant competitors, but also rousing new puzzles and puzzle genres.

The next "Newsletter" edition will host a complex photographic excursion into the universe of Japanese puzzle sport. It will be joined by puzzle commentaries, studies and news from all over the world, once again censored this time by the abundance of documents and echoes from the 8th World Puzzle Championship, Budapest, 1999. Correspondences are expected at the known address.



## HOT LINES

*(continued from page 24)*

- ROMANIA** ● Cristina Ionitã, str.Morii 75, 2200 Beãsoev; tel./fax +40.68.411454; ● Ovidiu Sperlea, Schubart-Str.7, 74321 Bietigheim-Bissingen, Germany, tel./fax +49.7142.31517, labyrinth@z.zgs.de
- RUSSIA** ● Olga Leontyeva, 9360.g236@g23.relcom.ru ● Vladimir Dubrovsky, Kremenchugskaya 11, 121357 Moscow, dubr@aesc.msu.ru
- SLOVAKIA** ● Sona Jánolíková, Concedis Trading spol s.r.o., P.O.Box 177, 81499 Bratislava; tel.+42.7.361667, +42.7.366047
- SLOVENIA** ● Boštjan Kuzman, blok 14, soba 206, pp 4262, 1001 Ljubljana
- SWITZERLAND** ● Mark Stenzler, Am Pfisterhoeltli 18, 8606 Greifensee
- TURKEY** ● Nevzat Erkmen, P.K.7 Levni, 80622 Istanbul, tel.+90.212.2931040, fax +90.212.2454102, nerkmen@turk.net; ● Özgün Olguner, Emek 8. Cadde, (Biskek Caddesi), 14/4 Ankara
- UKRAINE** ● Irene Kiryatskaya, 6 Krasnykh Kaznok Avenue, 04073 Kyiv; ● Serhiy Grabarchuk, 15/100 F.Tikhiv Str., 294005 Uzhgorod, tel./fax 380.31.2226176, serhiy-g@knapty.uzhgorod.ua; ● Yuriy Charachenko, 72/38 Turgenevskaya Str., 254050 Kyiv
- USA** ● Will Shortz, 55 Great Oak Lane, Pleasantville NY 10570, tel./fax +1.914.7699128, wshortz@aol.com; ● Helene Hovanec, 801 Berkshire Drive, Princeton, N.J. 08540, tel.+1.732.2749848, fax +1.732.2741855, helenehov@aol.com ● Nick Baxter, nick@baxterweb.com
- YUGOSLAVIA** ● Miroslav Živković, ul.Boska Duričića br.5/12, 35000 Jagodina, tel.+381.35.227243; ● Zijadin Hasani, Puzdler's Association "Ndre Mjeda", rr.Buna II/13, 38250 Gjilan, Kosovo, tel.+381.280.207435

## YOUR INVITATION -

# THE 9th WORLD PUZZLE CHAMPIONSHIP

by Will Shortz, USA



On behalf of the 2000 World Puzzle Championship organizing committee, I would like to invite you to the 9th WPC. It will be held October 11-16 at the Stamford Marriott Hotel, in Stamford, Connecticut, USA -- about 35 miles northeast of New York City.

The Stamford Marriott has a long tradition in American puzzling, as it has been the site of the annual American Crossword Puzzle Tournament since 1978.

This year's WPC promises to be an especially noteworthy one, as we expect at least several new countries to take part. Also, the championship will end with an exciting new playoff round for the top competitors, which everyone in the audience can watch.

The cost of attendance is \$400/person (4 competitors + a captain; extra guests somewhat more). As usual, this covers all expenses, including a room (shared by 2 people), meals, sightseeing, the competition itself, and transportation to and from the airport.

For a single room, the cost will be somewhat higher - \$660/person. For a room shared by 3 people, the cost will be just \$325/person. For a room shared by 4 people, the cost will be even less (please inquire).

The Stamford Marriott is a deluxe hotel with spacious rooms, large beds, and extra cots on request, so 3 or 4 people can be comfortably accommodated in one room.

There is also a health club, swimming pool, sauna, and rooftop running track, plus fine shopping nearby.

Payment is due (at the address below) by September 10. For teams that would like to arrive before October 11 or stay later than October 16, we will be happy to make hotel reser-

### THE SCHEDULE OF THE 9th WORLD PUZZLE CHAMPIONSHIP:

**Oct. 11 (Wed.):** • Arrival all day (you will be met at the airport and brought to the hotel). The three New York-area airports are J.F.K., LaGuardia, and Newark • Welcome dinner and party (with introductions) in the evening.

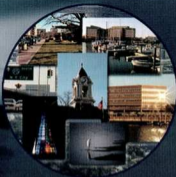
**Oct. 12 (Thur.):** • Puzzle instructions in the morning • Trip by bus to New York City • Sightseeing all afternoon • Dinner and party in the evening • Return to the hotel.

**Oct. 13 (Fri.):** • Competition in the morning and afternoon • Free time or optional program in the evening.

**Oct. 14 (Sat.):** • Competition continues in the morning and afternoon • Free time or optional program in the evening.

**Oct. 15 (Sun.):** • Championship playoff among the top contestants in the morning, with giant puzzles on stand-up boards for all to watch (to be covered live on the Internet) • Awards ceremony • Bus trip to the Katonah Museum of Art in the afternoon to view the opening of a major exhibition on "Puzzles" • Farewell dinner and party outdoors in the evening.

**Oct. 16 (Mon.):** • Departure all day.



ventions for you at the Stamford Marriott or anywhere else you'd like in the New York area.

#### The 2000 WPC organizing committee:

- Helene Hovanec (helenchov@aol.com) - Hostess
- Nick Baxter (nick@baxterweb.com) - Competition director
- Nancy Schuster (nanschus@aol.com) - Communications director
- Will Shortz (wshortz@aol.com) - Director

If you have any questions, please contact Nancy Schuster at the e-mail address above, or write: World Puzzle Championship, 55 Great Oak Lane, Pleasantville, NY 10570. Telephone/fax: +1-914-769-9128. Updates to the program will be made periodically at the WPC/USA website ([www.puzzles-usa.org](http://www.puzzles-usa.org)).

We eagerly look forward to welcoming you to the United States - both old friends and new - and providing you with a lively, fun, and memorable championship!

## STAMFORD?

*Stamford, first settled in 1641, is Connecticut's fourth largest city by population. It was named the Town of Stamford in 1642 and was admitted to Connecticut in October, 1662. In 1893 the City of Stamford, comprising the central portion of the Town of Stamford, was incorporated. Thereafter, the City of Stamford became a composite part of the Town of Stamford resulting in two separate governments. ■ On April 15, 1949 the Town and City were consolidated and named the City of Stamford. Stamford covers an area of 39.9 square miles located on Long Island Sound between Greenwich to the west and New Canaan and Darien to the east. The 1995 estimated population of the City was 107,199. ■ The City is about one hour from New York City by rail or highway transportation. It is on the main line of Metro North Commuter Railroad, Amtrak and Conrail, which provide daily passenger and freight service. It is served by interstate, intrastate, and local bus lines. The Connecticut Turnpike, I-95, the Boston Post Road (U.S. Route 1), and the Merritt Parkway, traverse the City. ■ Stamford is a center for major international corporate headquarters, the major retail trade center of Fairfield County, yet it maintains its suburban character and residential areas. Through sound urban program planning the center City has strengthened its retail core, increased its housing and cultural facilities and attracted major office development. It is also an important residential suburb in one of the highest per capita income areas of the United States. (Encarta)*

## PUZZLING IN UKRAINE

by Serhiy Grabarchuk

People in Ukraine like to solve puzzles very much — all the different kinds of puzzles and riddles that we can find, even the ones from old Ukrainian fairy tales.

There was a long period when puzzling in Ukraine took very specific forms. Puzzle periodicals did not exist at all. We could find only the few kinds of puzzles that were officially permitted, and then in only strongly ideologically controlled magazines. For the most part, puzzles were published in collections borrowed from foreign sources, but there were original puzzles, too. Almost all puzzle books were best-sellers.

It was in 1991 that Ukraine became an independent state. Since then many new puzzle periodicals have appeared and disappeared, but some of them have been financially successful.

Today at newsstands in Ukraine you can find several dozen magazines with crosswords of different kinds, as well as many special newspapers and books containing a wide variety of puzzles, word games, and puzzle contests. Almost every newspaper and magazine has a crossword or puzzle column. Although many of these features are somewhat primitive, there are several puzzle periodicals that are outstanding in both appearance and contents.

Perhaps the best Ukrainian periodicals that publish different kinds of puzzles are two monthly magazines, "Class" and "Classroom Games," and a weekly puzzle newspaper called "Crosswords & Puzzles." "Class" and "Classroom Games" are high-quality periodicals for children, featuring many nice articles on games, variety puzzles, optical illusions, origami, etc.

The newspaper "Crosswords & Puzzles" follows the main world trends in puzzling. Its staff is very professional and produces original and high-quality material. This newspaper



## PUZZLES & LIFE

*When Ovidiu asked me to write an article for the Newsletter about my puzzle life, I could not find in it nothing what is more interesting to our puzzle community than... puzzles themselves.*

*Certainly, I can say that I was born 42 years ago in a country and empire that do not exist anymore. And now I live not only in new Ukraine, but in a totally new world as well.*

*And I may say that I am creating, investing, making, solving, collecting, researching puzzles from my very young ages - it is more than 30 years. Undoubtedly I must say that my family - my wife and two sons - helps me in all my puzzling.*

*But the main thing that I want to say is that I am happy to live in our world puzzle community, attend different puzzle events all around the World, and meet old and new friends again and again. And this is the most valuable part of my puzzle life.*

*Perhaps some of you will know the puzzles I want to show here, but these are from my best finds. Please enjoy them! Happy Puzzling!*

Serhiy Grabarchuk

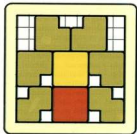
■ **THE SHOE.** Divide this shoe with two matchsticks into two parts of the same area.



■ **THE YELLOW CUBE PUZZLE.** Each of the six identical cubes has one yellow side. Using all the six cubes form a cube with six yellow sides. This yellow cube must be stable even if you don't touch or hold it, i.e. when you leave it on a flat surface it doesn't come apart. In other words, the whole shape must be self-holding.



■ **THE BEETLE PUZZLE.** Exchange the two colored squares on Beetle's back. You may move pieces within the tray by sliding only, and with no turning, rotating or lifting.



supports the Ukrainian puzzle team and provides a wonderful collection of new puzzles each week (which is great for training). It reports news of puzzle events in Ukraine and the world. It helps bring Ukrainian puzzlers together, and promotes the World Puzzle Championship very actively.

One of Ukraine's interesting attributes is that Ukrainian society is bilingual. Two languages — Ukrainian and Russian — are spoken here, and that is why you will find Ukraine puzzle periodicals in both Ukrainian and Russian.

Each year Ukrainian and Russian puzzlers organize a traditional puzzle tournament. About three dozen different, original (and mostly very difficult) puzzles are proposed for this tournament; half of them are from Ukraine, and half from Russia.

The Ukrainian Puzzle Championship, directed by Yuri Churachenko, is also held each year. We also have the Ukrainian puzzle club, Uniclub, which brings together many Ukrainian puzzlers. The Ukrainian puzzle movement is a part of the world puzzle movement; every year Ukraine makes a great effort to be an active member of all World Puzzle Championship affairs.

Which puzzle type is the most popular in Ukraine now? Undoubtedly, Paint by Numbers. It is a curious fact that in Ukraine these puzzles have a common (and slightly strange) name: Japanese Crosswords.

**SOLUTION OF THE BEETLE PUZZLE:**  
 R1.5, 1R1.5, 3, 5, R, Y, 1, 2, 4, 6, Y, 1, 2, 3, 5, R, 1, 2, R, 5, 3, R, SR2D1, 3, R, 6L1U1L1U1L1U1, 4, 6, R, 3, 5U1L2, 4, 6, R, 4, 2, 1, 5, 2, 1, Y, 6, R, 4, 1, 2, 3, 1, 2, R, 4, 2R1.5, 1R1.5. (53 moves, solution by Bernhard Wiczorke).

*The notations for this solution: 1. A single digit or letter means that the indicated piece slides to the vacant cell by a distance of a size of a single piece. 2. A single digit followed by a combination of letters (R, L, U, D) and numbers (1, 1.5, 2) shows a single move of the indicated piece. The letters R, L, U, D mean right, left, up and down, respectively. The numbers show the number (or some part) of small unit squares on the bottom of the puzzle tray.*

Psychology has been the debtor of puzzles' world for more than 3000 years since its existence probably can be thanked to a puzzle. This puzzle is the famous enigma of the sphinx. According to the earliest written documentation went done to posterity, 'Philosophers at Dinner' (*Deipnosophistae*) by Athenaeus, the enigma of sphinx read as follows: "There are a two-, three-, and four-legged reality, its name being simply *one*. The more legs he uses for walking the promptness of its parts is the smallest." Nowadays we quote this enigma in a more modern way like: "In the morning it walks on four legs, in the afternoon on two, in the evening on three – what is this?"

### THE PSYCHOLOGY OF PUZZLE SOLVING

(a small evening talk)

by László MÉRŐ, Hungary

When the sphinx settled down on a rock near the walls of Thebes, he put this question to the Theban and said that he would only be willing to make off if somebody solved the puzzle. Meanwhile his choking breath infected the air all over the county and those who were trying to solve the riddle unsuccessfully were eaten up. According to other sources he even required to get the most beautiful fifty girls of Thebes every year.

It could actually happen that the sphinx did not exist at all, or was nothing else than an enormous descending storm cloud: people screened the man-headed and lion-bodied creature in this, and they smell the storm breath being so suffocating. Even if the sphinx was not a real creature, the enigma was definitely a true one, and the developed legend shows that a great significance was given to it at that time. Whereas the riddle is not particularly difficult, at least Oedipus solved it easily: "Listen to my word, sphinx! The creature you are talking about is the man. He crawls on four legs when he is an infant, his third leg is a walking staff when he is old, and he moves the slowest when he crawls."

Today it seems almost incredible how this simple enigma could have been so difficult that an Oedipus was necessary to solve it; and that it could give the sphinx such power over the city of Thebes for so long. There have been much more difficult enigmas among the riddles of that time – so what is the particular secret of the sphinx's enigma?

Pronouncing / is an ancient taboo, which was perhaps first broken by Oedipus when he solved the riddle of the sphinx. However, if we realize that the solution of this innocent and – from the aspect of "puzzle-ology" – totally fair puzzle an ancient taboo had to be done away with, then everything becomes understandable. Although Oedipus did not have to pronounce the forbidden word – he had only to say, "It is man" – nonetheless, the taboo so restricted the thinking of the citizens of Thebes that despite their motivation to solve the riddle, they could not find the solution. It was necessary to overstride their limitation of thinking to solve the puzzle, to think upon what man is, what I am, so to unbar the way of the formation of psychology. To reach this, it was needed a genial puzzle maker (the sphinx?) as well as a clever and bald enough puzzle solver: Oedipus.

The offspring of Oedipus have been still grappling with the secrets of human soul. They call themselves psychologists, and they dare say certain mysterious, enigmatic words still considered taboo somewhere deep on our breast, for example 'unconscious' or 'passion'. The puzzle 'what is man' has still not been resolved, it is possible that we will never be able to solve it at all. However, psychology created many thoughts and concepts during the past few thousand years, which promoted a general interest and in the light of them, it may be worth saying a few words on the phenomenon of puzzle solving.





*Whatever the charts of a world (juggle) championship may proclaim, the real universal is: I in that field should be... me!*

*At least, that's my sincere and modest conclusion after solving all puzzles from "Szuperrejtvények", a technical and sentimental potpourri from the 1999 WPC, recently published by its admirable host as a Hungarian book and an English CD-ROM.*

*And it's by far not the only significant puzzle anthology published lately on the meridians of our Planet X. Please notice also the Occasian volume of "World-Class Puzzles", edited in the USA by Will Shortz and Nick Baxter, or the splendid "Pencil" WPC-treasure due to the Japanese comrades.*

*And please notice also that the Hungarians sold 64% of their edition in the very first two months! So much is certain: I light competition!*

*John Gurni Smart, Puzgland*

### Puzzle and intelligence

Since the IQ tests have become widespread during the past 60-70 years, it is disputed what they really measure, whether they measure anything at all. On the one hand, these tests are very successful since they predict well the field to which somebody will be suitable for. On the other hand, if we proceeded from the content of the tests, it would be justly disputable whether they really measure any kind of intelligence. In order to answer this question, let us make acquaintance with the method of compiling an intelligence test.

Let us imagine the following survey: a group of people or persons knowing closely each other (e.g. at a workplace, in a school or in a sport club) is asked to evaluate the intelligence of their mates. There is no explanation or suggestion of the meaning of the word 'intelligence' in this request. It is interesting that - in spite of this - the judgements are surprisingly concurrent: they deem nearly the same mates intelligent to a paramount, large, medium, less or marginal extent. This survey has been undertaken in very different groups, and there has almost always been a high

unanimity of judgements. According to this, a notion of intelligence exists in the head of the people without any explanation, which is taken up nearly equally, or, at least others are judged fairly unanimously based on this notion. On the other hand, if the members of the group are also asked on the basis of what they made their conclusions, then this considerable mutual understanding practically completely disappeared: different people give totally different explanations such as that he thinks logically, he knows a lot of things, he feels great empathy with other's problems, etc.

So a great puzzle had been given to the psychological researchers: which can that common thing be in people's mind on basis of they are able to make such unanimous opinions in such a way that not in the least they agree on what basis they have even made their decisions.

The way of solving this puzzle was the following: the researchers collected thousands of problems, of which it could be suspected that they somehow needed intellectual faculty and mind to be solved. The problems were of all sorts and very occasional, from linguistic and mathematical exercises through cultural and memory ones up to jigsaw mosaic puzzles.

## THE PSYCHOLOGY OF PUZZLE SOLVING

Afterwards all these problems were put to the members of the group. With full knowledge of the answers, the researchers sought out those exercises in whose case of selection the total score of the chosen exercises shows in the best possible way the degree of intelligence that the members of the group judged somebody. Out of the huge amount of starting exercises a few dozens had only remained - whether the researchers had kept more or less, the total result would have indicated less better the judgements about the

subjects. But these dozens indicated it with a surprising accuracy.

Due to this a very important instrument fell into the hands of the researchers: it was possible to examine what were those common characteristics of the exercises that remained and jointly can predict the concept of intelligence existing in people's mind. Let us keep an eye on the fact that actually it was not the researchers but the process itself, the method for solving the initial puzzle that compiled the test. Knowing this, all those questions that debate whether the test has anything to do with any kind of intelligence become totally meaningless. It has *only* to do with the concept of intelligence existing in



GAMES MAGAZINE & TIMES BOOKS

### THE FIRST WORLD PUZZLE TEAM CHAMPIONSHIP

NEW YORK CITY • 25-30 JUNE 1992

**WPC  
LOGO  
CHRONICLE  
1992-1999**

in black and white



4th  
WORLD PUZZLE  
CHAMPIONSHIP  
& CONGRESS

POJANE BRANCO  
ROMANIA  
OCTOBER 25-27  
1997



people's mind without any special explanation.

Henceforth, the researchers started to analyse what is common in the exercises that had remained in the test. It is more accurate to say: those, which wanted to remain in test during the strong filtering process. So the following definition for intelligence was taking shape: *the intelligence is the ability of orientation in the given cultural and human environment.*

The important thing from the point of view of our present theme is: in intelligence tests obtained in this way mainly the puzzle-like questions survived, questions with regard to real knowledge or mobilising other special skills mostly dropped out. This shows that people consider each other's intelligence mainly by the

puzzle-solving skill, even if they do not really know that they make opinion according to this.

Though the puzzles themselves have not too much to do with the real life, the results indicate that puzzle solving develops and improves such skills that *indirectly* determine our intelligence, namely the orientation skill we need in our everyday life.

### Thinking is fun

Since in the 60-70 years past the use of intelligence tests has become widespread, books like "Know your own intelligence" are continuously appearing. These books usually contain puzzles like the book you are holding in your hand at the moment, but totally different kinds of puzzles. Those puzzles were brought to the surface by researches based on the above mentioned methods and they are really suitable for somebody to get a picture with their help about how intelligent he is, considered by people in his surroundings.

By all means, this is a very useful knowledge about ourselves because in this kind of cases not even our best friend will be honest. On the other hand, only a few people find this kind of books entertaining. There is no wonder: after all, a measuring instrument is at stake, and who would expect from a chemist's scales to be at the same time an exciting and an entertaining object?

On the other hand, puzzle solving can also be a source of pleasure. Otherwise hardly would be sold puzzle magazines in a great number of copies from week to week. Indeed the secret of puzzle magazines' success is something totally different than of IQ books. The latter are saleable because through them we can get information about ourselves. And the puzzle magazines because they are amusing and delight us.

Among psychologists there is a saying that starts to become a commonplace, namely that our most erotic organ is our brain. Thinking is fun. This is strengthened by physiological examinations: during successful problem solving similar positive physiological symptoms are observed as in the case of physical joy. The comparison is, however, much deeper than that.



## THE PSYCHOLOGY OF PUZZLE SOLVING

Climbing a hill is a pleasure for many people, but only for a few people is a pleasure to climb the Himalayas - this is for the majority of us a torture, which cannot even be compensated by the joy of final outcome. The same is the situation with thinking: for lots of people it is a pleasure up to a certain level, but excessive mental gymnastics gives a fun for only a few of us. The psychologists have demonstrated that the greatest satisfaction is usually provided by solving tasks of a medium or difficult level, but not of too difficult level. In the case of too easy or too complicated problems, the effort for doing the puzzle is not in proportion to the joy obtained. It is interesting that this is true not only for the too difficult but also for the really easy ones: they need only a small effort, but they are not worth even so much.

Of course, what counts as medium or difficult but not too difficult for somebody depends on the person's skills and experience. That is why we have edited this book in such a way that the most puzzles appear in three diverse level versions - it can happen that at the beginning the easy ones please somebody (they are still not too easy - after all, we are talking about a world puzzle championship!), but as he does progress, the more difficult puzzles will become of a higher rewarding value.

There is another similarity between puzzle solving and physical joy: both of them can easily become a passion - right because they are good things and sources of pleasure. The most important thing to know even about drugs is: *they are good*. The surest way of not being an addict is if we know: we refrain ourselves from something good. We do this because we also know that their long-distance effects do not worth the temporary pleasure aroused by them. If it is concealed or denied that drugs are good, somebody will easily get addicted, since once he/she tried it, he/she would definitely experience

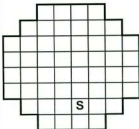
Place all the given words into the grid. The words are separated by a continuous thick line, starting from and ending in the border of the grid. Find a hidden solution according to the hint "the key is closed". There must not be two neighbouring squares within one word not crossed by another word.

Example:

- 2: AR, AT, CM, CR, ER, RO, VI; ■ 3: DON, ETA, RAD, RAY, RIO; ■ 5: KEVIN, MARIO.



Key: **KEY**.



- 2: DO, OU, FA, SZ, TO; ■ 3: ALE, ALL, BAR, CAL, IDO, IKE, LON, NON, ORO, RAN; ■ 4: BALL, BIKO, CATO, DADA, ENZO, ETON, OMAR, TITO; ■ 5: AMOUR, ITALO; ■ 6: ALASKA, KIMONO, PALOMA.

Put all the given words into the grid so that each area contains exactly one letter.

ANAS  
ARAR  
CALO  
CANO  
GLAM  
CRAS  
LARA  
LARS  
MORA  
OSSA



that drugs are good, somebody will easily get addicted, since once he/she tried it, he/she would definitely experience that drugs is a well of happiness and he/she was told a lie. Why should he believe then those things he was told about its harms? Fortunately, puzzle solving is a relatively harmless drug because it has no long-distance destructive effect.

We have collected those puzzle types in this book which have proved to be *the most addictive*. This is the biggest difference between the puzzles you can find here and the puzzles of IQ-tests. It is possible, even certain, that these puzzles do not measure with such accuracy the general intelligence like those, however, they are much suitable for being sources of pleasure, even till the border of passion, or even beyond.

### Gender differences

In the results of intelligence tests there are no gender differences appearing. Due to the foregoing knowledge, this means that people have developed a concept of intelligence according to which no one of genders is more intelligent than the other. Men like to make fun of women's intelligence, but the obtained results show that they do not think it seriously in their hearts. On the other hand, during the detailed analysis of intelligence tests it came out that in the case of some parts there are differences between the genders. Women prefer those exercises that usually need verbal, more accurate oral expressive skills and understanding, while exercises requiring spatial, geometric orientation or the more abstract ones favour men. This fact reveals at the puzzles of this present book, too. According to our researches the puzzles titled as "Paint it black!" or "Balance" are preferred by men, while women are better at solving puzzles like "Scrabble puzzle" or "Crack it on!".

Women are generally less efficiency-orientated than men. It does not mean that women's achievement is poorer, no, they just attribute less importance to the aspects of accurately measurable things. This can be one of the factors why there are only a few women among the participants of the championship.

The most beautiful example for this kind of gender difference was found when we were examining the solvers of "Soccer Match on the Puzzlefield" puzzles. (This kind of puzzle can only be enjoyed on your mother tongue like the traditional crosswords. This is why puzzles of this type were not included at the championship – and therefore they are also missing from this book.) In this type of crosswords, the grid is a priori filled by letters and the solutions of the definitions have to be found on the straight – they could go any directions on the field. Sometimes a word ends in the goal, at such times a goal was scored. The solution of the puzzle is the final score of the match. This kind of puzzle is equally popular among men and women, so there is no gender difference in the aspect of popularity. But there is another kind of difference: Men usually decide at the beginning of solving which team are going to support and they are noticeably happy if the chosen team scores a goal or they are angry if it gets one. This aspect of puzzle usually fails to move women: they solve the puzzles with pleasure and point out the final result without cheering for any of the teams.

Men prefer those puzzles in which it can always be known that during solving there is always an unambiguous next step and if you find all of them you are guaranteed to reach the solution. Women rather rely on their intuition and they do not regret if unambiguous next steps cannot always be found in a puzzle. This fact underlies that puzzles like "Number crossword" or "Magic squares" are a bit more preferred by men, while " Battleship varia" or "Honey islands" are preferred rather by women.

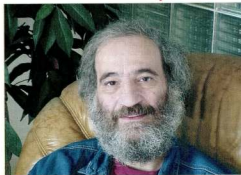
This difference in thinking is a rather strong gender difference, although in the habits of mind of most men we can find lots of features that are more characteristic for women, and vice versa. However, as the results of intelligence researches have pointed out, this is of no importance when we ask who can be considered more or less intelligent. It does not matter, whether you are clever in a way that is usually characteristic to men or in another way that is usually characteristic to women – the only thing that matters whether or not you are intelligent in any way.

## THE PSYCHOLOGY OF PUZZLE SOLVING

Puzzle solving challenges both ways of thinking. To find the solution, it is both necessary to be able to carry purely logical trains of thought to their end, and to have a good intuition with which one can intelligently

*László Mérió graduated in mathematics from the Eötvös Loránd University, Budapest, Hungary. In 1968, he won a third prize at the 10<sup>th</sup> International Mathematical Student Olympiad in Moscow.*

*From 1974 to 1984 he was a research fellow at the Computer and Automation Institute of the Hungarian Academy of Sciences. He took*



### GALLERY OF PUZZLING PROFILES

LÁSZLÓ  
MÉRŐ

guess the essence of the things. The secret of the best puzzle solvers is that they can flexibly alternate between these two types of cleverness. They can quickly guess a good starting point with their intuition, and then, with their consequent logic, they can strictly follow a purely logical path to find the solution. Furthermore, if the starting point found by intuition happens to lead to an impasse, they can flexibly change their mind, and find another intuitive starting point.

#### The puzzle and the unconscious

A good puzzle seems to be totally hopeless and insoluble at first sight. The reader of the present book will have the chance to experience this at most of the puzzles of this book (unless you are an extremely experienced puzzle solver). The same feature can also be experienced when we read through the definitions of the crossword puzzles. In general

*part in several "Artificial Intelligence" (AI) projects, especially on heuristic searching and computer vision. He has published a few technical papers in international magazines like Artificial Intelligence, IEEE PAMI, Computer Graphics and Image Processing, etc. He made his Ph.D. dissertation also on AI.*

we do not know the answers to 70-80% of the questions immediately, even in the case of those puzzles, which prove really easy after solving. As the solution is getting shaped, the squares get filled, so the answers come up in our mind one after the other, we usually cannot know where from. In case of well-constructed puzzles, puzzle solving is an unconscious activity. This is true for logical puzzles, too: we cannot give an account of why our look falls right at that place where the following step presents itself. We even do not know this if we had tried hard to find the possibility

*From 1984, he has been associate professor at the Department of Experimental Psychology of the Eötvös Loránd University, Budapest. Since then, his research topics are psychophysics, human decision processes, and the nature of human thought. He is the author of two textbooks and two science books; Moral Calculations, that has been published in 6 languages (in English by Springer New York in 1998), and Habits of Mind, which will be published in English in 2000.*

*In 1987 he founded the game software development company Intellobot, and directed the development of 8 computer games, 7 of them published by Sega of America (e.g., Ecco, the Dolphin I-II, Garfield Caught in the Act, The Magic School Bus). In 1996 he founded the game software development company Androsoft with Erno Rubik, the inventor of the Rubik's Cube, and Andras Czeller, a Hungarian businessman and investor. Androsoft has developed the game Rubik's Game, recently published by Hasbro Interactive, and has been developing and maintaining the official Rubik's website [www.rubika.com](http://www.rubika.com). Androsoft has also hosted the 8<sup>th</sup> World Puzzle Championship on the web in 1999.*

*Lazlo Mero was the author of many of the puzzles presented at the 8th World Puzzle Championship, Budapest, 1999. He was a member of the bronze-medal Hungarian puzzle solver team in 1997.*

of proceeding, moreover, generally the harder we try to find the next step, the less we know how we ultimately found the right way (and why had we not found it earlier).

Maybe this experience is the essence of puzzle solving. During solving, we are continuously facing the fact that there are many things we know although we do not know that we actually know all these things. We can feel with quite a relief, what a big, colourful and deep knowledge and systems of rules we control. It is symptomatic of this experience that one of the first masters of the computer

game puzzle called 'Rubik's Game' had to say for the world when he enlisted into the game's Hall of Fame in the Internet: "There is more intelligence in me than I thought."

The puzzle solving routine could give us a lead on managing the complex, problematic situations of life, on knowing that we have a very wide range of reserves and all these are mobilised unintendedly in a tough situation. Moreover, we also find that we could help our unconscious reserves by conscious thinking. Though these experiences are not conscious: the substance of the unconscious is that *we do not know about it*. If we could get aware of these mechanisms, it would not be unconscious any more, and it would not work in a way how unconscious should do: automatically and not disturbed by our reasoning (though possibly mobilised by it). The main attraction of puzzle solving is that we could acquire these experiences on the operating mechanisms of our unconscious with no risk, in a kind of game situation. Perhaps this is the reason for it can become a passion.

In the course of solving a really hard (but not *too* hard, namely: good) puzzle, we better ourselves the experience that we could be aware of how much we know about we do not know that we know. Moreover, we can get even deeper experiences. Such kind of knowledge, relations may emerge from the depth of our conscience on which we could even not know that we do not know that we know. And we disclose for those who did not find the latter sentence complicated enough, that science has also demonstrated that this sentence could be deepened further, any longer. In the course of solving a really good puzzle the different levels of our unconscious can be activated. We often do not even know what we know and what we do not know - but there is the solution there that we can certainly prove to be right, without using any misty unconscious processes.

Perhaps this is the substance of a really good puzzle: it is able to provide us with this everyday mystic experience by purely rational means in our rational world.

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*This essay and the puzzles from page 20 were presented at the 8th World Puzzle Championship and Congress, Budapest, 1999.*

## HOT LINES

- ARGENTINA** ● **Jaine Ponjachik**, Corrientes 1312-S', C1043 ABN, Buenos Aires, tel. +54.11.43747907, fax +54.11.43743829, ponjachik@sinectis.com.ar
- BELARUS** ● **Vladimir Yershov**, P.O.Box 146, Minsk-68 220068
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