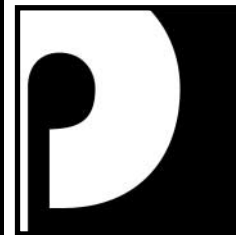


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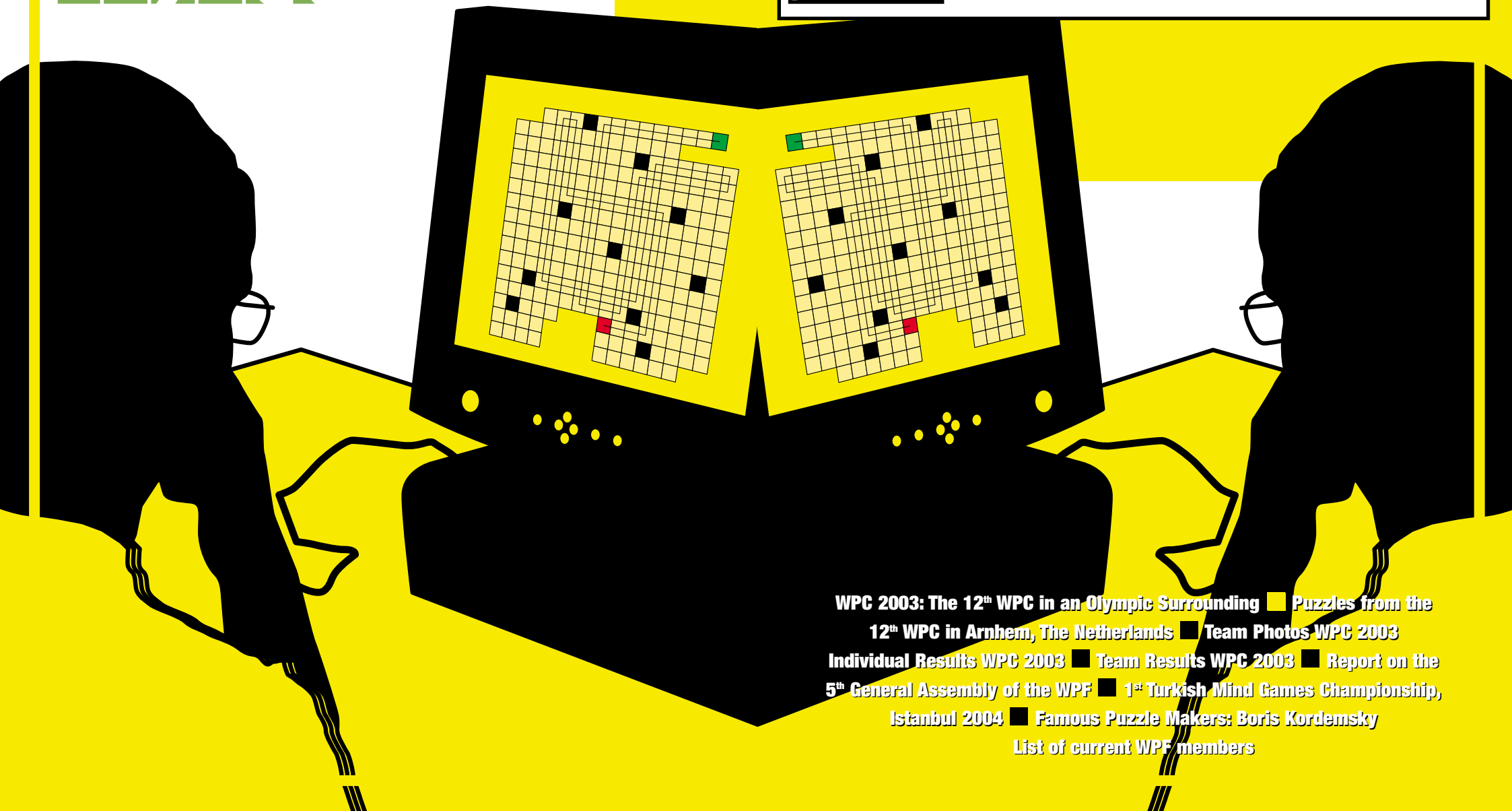


THE WORLD PUZZLE



NEWSLETTER 9

Official publication of the World Puzzle Federation



WPC 2003: The 12th WPC in an Olympic Surrounding ■ **Puzzles from the 12th WPC in Arnhem, The Netherlands** ■ **Team Photos WPC 2003** ■ **Individual Results WPC 2003** ■ **Team Results WPC 2003** ■ **Report on the 5th General Assembly of the WPF** ■ **1st Turkish Mind Games Championship, Istanbul 2004** ■ **Famous Puzzle Makers: Boris Kordemsky**
List of current WPF members

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The WORLD PUZZLE NEWSLETTER

Official publication of the World Puzzle Federation

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World Puzzle Federation

The World Puzzle Federation is an association of legal bodies with an interest in puzzles. Only one member per country can belong to the WPF. The WPF follows the Olympic standard in what constitutes a country. Information on present members and criteria for membership can be found in the members section on pages 28-29 of this issue.

Goals of the World Puzzle Federation are:

- to provide the means for an international exchange of puzzle ideas
- to stimulate innovations in the field of puzzles
- to supervise the annual World Puzzle Championship (WPC) and other puzzle activities
- to foster friendship among puzzle enthusiasts world-wide

Chairman: **Will Shortz** (USA)

General Secretary: **Peter Ritmeester** (The Netherlands)

The WORLD PUZZLE NEWSLETTER 9

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Editorial

As usual, this newsletter prominently features the last WPC, which was the 2003 event in the sports center Papendal in Arnhem, the Netherlands. The hosts were Rob Geensen and his staff from Puzzelsport, and because they organized a great championship before in 1996, expectations were high.

We were not disappointed: preparations were impeccable, Papendal was a great place to be, a lot of effort was given to make it a social event, and most important, the puzzles were great. There were innovations as before, this year for example, solving a puzzle in front of a computer.

Another great thing about this WPC was that not only were there playoffs again as in Oulu, but they were further extended with quarterfinals and semifinals. And all on a wonderfully designed stage. You can read more about the tournament on pages 2 - 19.

Besides overseeing the yearly WPC, one of the goals of the World Puzzle Federation is to exchange puzzle ideas and stimulate innovation in the field of puzzles. The WPC championships play an important role in this. Member countries need to select a team, so inspired by the WPC's, national puzzle tournaments have come into existence, like the annual Hungarian 24-Hour Puzzle Marathon reported on in Newsletter 8.

Because WPF members are entitled to publish WPC puzzles for free in their own magazines, they do so. As a result, all over the world more WPC-like puzzles are being offered to the general puzzle audience than would have been the case otherwise. Over the past years entire magazines were created dedicated to WPC-like puzzles. The Dutch magazine Breinbrekers for instance was the direct result of the first WPC in 1992 in New York.

Another example is the Turkish magazine Akil Oyunlari (Mind Games), started by Ferhat Çalapkulu and other Turkish WPC competitors. This new Turkish magazine also organized its own puzzle tournament, which you can read about on pages 20 - 23.

Finally, Will Shortz, assisted by Serhiy Grabarchuk of Ukraine, wrote another great story, this time on the famous puzzle editor and designer Boris Kordemsky (1907 - 1999).

The articles in this issue are accompanied by many puzzles of high quality and originality.

Good puzzling!

Peter Ritmeester
Editor and WPF General Secretary

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Derek Kisman from Canada solving a puzzle on screen

WPC 2003: The 12th WPC in an Olympic Surrounding

The decision was taken by the congress during the WPC 2001 in Brno: The Netherlands would be the host and organizer of the 2003 championship. 24 months seems a long time, but we can tell you – we needed every one of them.



Soon after the decision we started our preparations. "We" means: Rob Geensen, Hans Eendebak, Jan Lam, and the team from Prince Productions, the agency that had also helped us organize the WPC in Utrecht in 1996. As many of you will remember, that was the championship with the first screen test and a team competition round in a hall where a games fair was taking place.

Our main goal was to make the 2003 WPC a social event. Everyone and everything under one roof. As few bus trips as possible. Time and space to meet old friends and make new ones. Reasonable prices for drinks. We wanted to stimulate activities that can be done without speaking each other's languages: games, chess, table tennis, football, farmer's bridge. With this in mind we started to look for a location where all that could be realized.

Papendal

We traveled all over the country (good thing it isn't that big...) and came up with lots of ideas. We saw holiday camps, where every team could be housed in its own bungalow, up to fancy hotels at the seaside or in the middle of the woods. But nothing could meet our standards. They lacked sufficient infrastructure (big enough halls with the necessary technical equipment and catering facilities; enough rooms) or the prices were sky-high.

After some time Hans came up with the idea of Papendal near Arnhem, the national sportscenter

▲ Between puzzles, Papendal offered many ways to relax. For instance miniature golf and outdoor chess. Behind the black pieces here is judge, puzzle constructor and former Dutch team member Delia Keetman.



▲ In orange, left to right: Rob Geensen, Jan Lam and Hans Eendebak. Co-organizer Olaf Aardse is keeping an eye on things.

ter and the home of the Dutch Olympic movement. That turned out to be the place we had been looking for. It offered the facilities we needed, a very professional staff, our own grand café and all located in beautiful surroundings.

Of course we also wanted to make it a fair language- and culture-neutral competition, a championship to be enjoyed and remembered by the participants, with familiar puzzles but also space for experiments. On the next pages you will find more about that aspect. Publishing the instruction booklet on the Internet, the weakest link, the computer game and a new play-off surely represented what we hoped would be the highlights of the competition.

Money

As with all organizers of WPC's, our big worry was how to finance the event. The initial budget we made up was about a quarter of a million euros. 50,000 euros was the expected income from participation fees, so 200,000 euros still had to be found. And as all organizers know, it is a hell of a job to find sponsors. At the end of the day Sanoma Uitgevers, the publisher of Puzzelsport, was willing to be the main sponsor. Other sponsors contributed on a much smaller scale or gave discounts on the services they delivered. A major complication was that 2002 and 2003 were difficult years for publishing companies so there was much pressure to cut the costs.

Only two months before the start of the WPC the main sponsor suggested that we limit the championship to two days instead of five... but this threat was neutralized. In the final stage of preparations we had to cut 50,000 euros off the

"Papendal near Arnhem, the national sportscenter and home of the Dutch Olympic movement"

budget to make the show go on.

Of course other priorities we set out were to get as many countries to participate as possible and, of course, to generate as much publicity as possible.

Communications

Our expectation that using e-mail would be a blessing in contacting potential participants proved wrong. In fact it turned out to be a complication. In 1996 most of the communication went by snail mail, so it was slow but simple. This time things kept changing until the start of the competition. Teams were not sure if they could



come. The number of guests kept changing. Questions about the location, the food, the money...

In total 1600 e-mails were exchanged until the last day, which made it difficult to plan the event properly. But let us not scare future organizers; after all it all worked out well. And even though not every team could be present, contacts have been made with potential new participants for the future.

In terms of public relations and publicity we were very successful. Interest in the event was probably stimulated by the choice of the location: Papendal makes everyone think of top sport. And of course there was the participation of Niels Roest as a defending world champion, which drew the attention of the media.

We were thrilled to be on the national television news four times on that Saturday (at 6, 8, 10 and 12 p.m.). Another television program broadcasted an impression of the championship earlier that week. All the national newspapers

▲ Very Important People: the judges! Not all of them are in this picture, left to right: Patricia Glasbeek, Annemarie Mokadmi, Marieke Quant, Marja Kremer, Yvonne Kamman, Ingrid Oostendorp

and a lot of local ones reported with articles and pictures. And the championship was mentioned in at least twenty different radio programs.

As time progressed there were quiet months as well. The preparations became more specific: How do we keep control over food and drinks; how to organize the happy hours; transportation from the airport and back (we decided not to use buses; it saved money and it avoided whole teams having to wait for hours in the airport); what about the excursions (not too far!) and the farewell party.

Working as an experienced team because we had done the 1996 WPC and the annual Dutch championships proved to be a huge advantage. In fact we look back on a pretty relaxed championship — even the organizers had time to enjoy it themselves.

Of course lots of things went wrong. Just to mention a few:

- Sanoma Uitgevers started implementing a new system for financial control and turned out not to be able to send out the bills for the participation fee in time and in a proper way. We won't go into the details. And thank you, yes, most of the money is received by now... we think....
- We ordered vegetarian meals for those who asked for it. But they looked so appetizing that we could have ordered four times as many. Thanks to the Papendal staff, this was soon fixed.
- Jan spent hours completing the EU and UN teams. Until the first competition day we were unsure who would be present. Some visitors changed their minds about participating in a team at the last minute. But thanks to others



▲ The traditional soccer match. Champion Ulrich Voigt is standing, second from the right.

(like Peter Ritmeester and Nick Baxter) those problems were solved too.

- Half an hour before the start of the farewell party there turned out to be technical problems. No light, no sound. Everyone was waiting outside the entrance to the hall. Panic. But thanks to the improvisational talent of the technical people (and the kitchen staff) we doubt that the visitors figured out there were problems.
- And shall we mention the lack of Internet connections? No, let's not. One of the nice things about a World Puzzle Championship is that there will be a next one. And there must always be room for improvement. ■

Puzzles from the 12th WPC in Arnhem, The Netherlands

We hope this sampling of puzzles will give you a good impression of the overall championship. The puzzles presented here have been picked not only because they were innovative but because we introduced some new formats in the different puzzle parts. They are the result of many hours of preparation, trying different formats and innovating and testing new puzzles over the last two years.

Over the past few years the organizers have tried to alter the format of the championship in order to make it more spectacular and enjoyable for the audience. (Where's the fun in watching 100 puzzlers taking an exam of logic puzzles?) We saw the introduction of the play-off in 2000 (with a follow-up in 2002) and in 1996 the screen test was introduced (which made a comeback in 2001).

The team manipulative puzzles are fun for spectators to watch. Still, too many parts of the championship have the character of an exam. Our main goal was to add more action to the different puzzle parts so that they were more enjoyable for spectators and television, and on the other hand you still want the best puzzler to win the championship. We think we made a very good effort in reaching that goal.

Part 1

In the past few years we saw the revival of some puzzles used in earlier championships. We dedicated a whole round to this revival and since this was the 12th WPC we named the first part "The Dirty Dozen." This individual round, which lasted one hour, featured one puzzle type from each of the previous championships and a puzzle that would reappear in this year's edition.



◀ And the winners are, left to right: Wei-Hwa Huang (second, USA), Ulrich Voigt (first, Germany) and Roger Barkan (third, USA)

would give you points toward your score for this part. You could score a maximum of 100 points according to the following table: 1 solved = 5 points, 2 solved = 10 points, 3 = 15, 4 = 20, 5 = 30, 6 = 40, 7 = 50, 8 = 60, 9 = 80 and all 10 solved = 100 points.

Part 4

This part was originally designed as a team effort, but in the end we decided we had enough team puzzles already. And because this one was too nice to skip we used it as the puzzle for the first individual bonus round. The Medley, as this part was called, lasted 25 minutes and consisted of one four-step puzzle. In order to solve puzzle two you needed to solve puzzle one first. The solution of the first puzzle gave valuable information vital to solving the second puzzle. To solve the third puzzle you needed the solution of the second puzzle, and in order to solve the last step, the third puzzle had to be solved first. Bonuses were given to the five fastest solvers.

FOUR IN A ROW, STEPHAN JAGER

A game of four in a row is played between two players. Four in a row means four connected X's or O's horizontally, vertically or diagonally. Normally, when a player has 'four in a row', the game ends. Not this time: the players continue playing until the grid is full. That means that there must be 32 X's and 32 O's in the grid. The player with 'X' has scored 'four in a row' (and not more) exactly once, the player with 'O' didn't succeed. The blue numbers left and above the grid indicate the number of X's in that row or column, the black numbers right and under the grid indicate the number of series in that row or column. (For example, 3 can mean XXXOXXX).

	6	2	5	4	6	3	3	3	
4									5
3									3
4									5
5									4
3									6
6	O								4
3									6
4									4
	5	5	6	4	5	5	6	6	

1-12, HANS EENDEBAK

Place the numbers 1-12 so that the sum of the numbers on a straight line comes to 21.

CRACK IT ON, DELIA KEETMAN

Put all the given 'words' into the two grids. Each area should contain exactly one letter.

ANOUS
ASAOL
AUENO
BAIFO
BAIRA
BALAS
BLNUR
BNIBL
FARBL
FINRA
INRAF
IRAOU

IRSLF
LANIS
LFAOL
LORAN
NAOSL
NOLIF
NSOLI
RLANA
RLFUS
RNOEA
ROAFA
ULOAS

Part 2
Two hours of individual puzzling that featured 18 assorted puzzles, most of them well known to the puzzler. This is what you would call the exam part: pick the puzzles you like most and solve as many as possible.

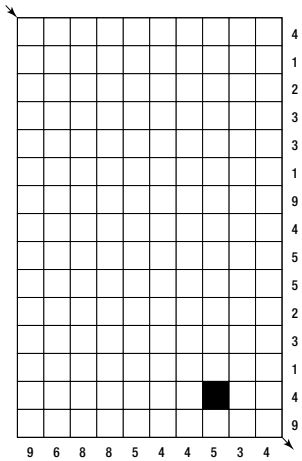
Part 3
This part lasted 30 minutes and consisted of 10 smaller puzzles. This individual part used a progressive scoring method. We copied this from the championship in Brno two years earlier. It didn't matter which puzzles you would solve, only the number of solved puzzles

Part 10

This 30-minute long individual bonus round featured four puzzles of the same type but of increasing difficulty. The fastest five solvers would receive a bonus. The puzzle printed here is the last and most difficult one!

MEANDER, HANS EENDEBAK

Locate the route, starting in the upper left square and finishing right down under. The route meanders horizontally or vertically, and the numbers outside the grid indicate the total of occupied squares in that row or column. A black square means that the route cannot cross that square.



◀ The competition room

“It's always fun to watch a bunch of grownups playing with tiny pieces of paper...”

Part 11

This team puzzle was the second optimizer. The goal was to fill a grid with pieces of paper of different shapes and colors. These pieces of paper would represent houses, shops, streets and green strips. It's always fun to watch a bunch of grownups playing with tiny pieces of paper, so this was entertaining for the spectators.

▼ Team The Netherlands putting the pieces together...



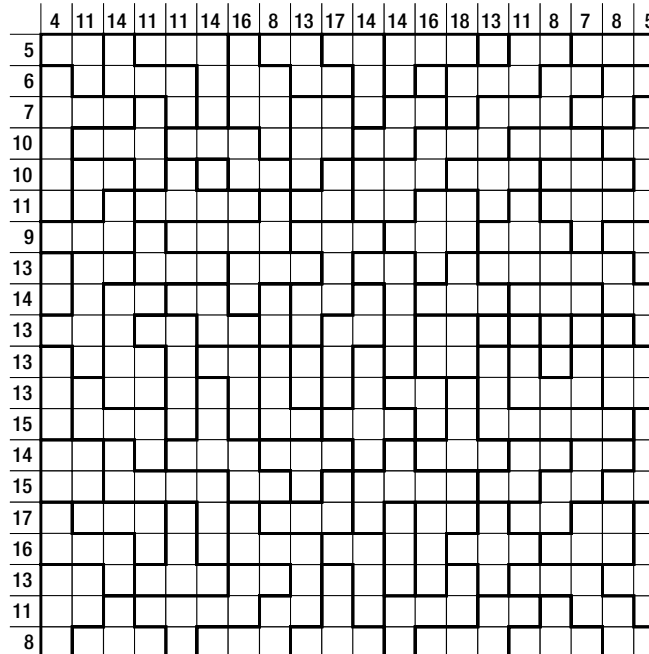
Part 12

This team part was called “the weakest link” and consisted of just two puzzles. The first an individual, the second a team puzzle. In the four corners of the room one member of each team would make the first puzzle. By solving this puzzle he would win a quarter of the team puzzle.

This team puzzle was constructed in such a way that all four members needed to finish the individual puzzle in order to get all the information to solve the team puzzle. So you see why this round was called the weakest link. We had to apply the “another five minutes” rule again. Because of what we saw the other day (in part 5) we maximized the number that an extra five minutes could be called to six.

Again our estimate was too low: not the initial 45 minutes but even 75 minutes was too short for most teams to solve all the puzzles. In the end only Belgium and The Netherlands solved the team puzzle.

THE WEAKEST LINK, HANS EENDEBAK



The figures outside the grid indicate the number of colored squares in that row or column. The squares in black edged shapes must either all be colored or all remain empty.



▲ The semi-finals.
Left to right: Michael Ley (Germany), Ulrich Voigt (Germany), Wei-Hwa Huang (USA) and Roger Barkan (USA)

“...the 30 minutes were again extended to the maximum of 45 minutes, with only team USA solving all the cubes in that amount of time”

Part 13

A one-puzzle individual bonus round. This was the last individual round before the finals. So for some puzzlers this was their last chance to get a spot among the best eight puzzlers of this championship.

Part 14

The last team puzzle. Form five cubes from the 40 blocks given. These cubes were nastier than they looked. Most teams tried the trial and error strategy. But because the most difficult cubes could be solved easier by using pure logic, the 30 minutes were again extended to the maximum of (in this case) 45 minutes, with only team USA solving all the cubes in that amount of time.

▼ Japan working on the cubes...



Part 15

The best eight individual puzzlers qualified for the quarterfinals. Head to head, on stage with three large puzzles (printed on white boards). In the quarterfinals, number 1 puzzler competed against number 8, 2 against 7, 3 against 4, and 5 against 6.

The fastest of each quarterfinal (not necessarily the four fastest overall) qualified for the semis. Here the same procedure: head to head on stage and three large puzzles. The winners of the semis qualified for the final and as we hoped, the two best individuals before the final, Ulrich Voigt and Wei-Hwa Huang, played the final.

Ulrich won despite the fact that one of the puzzles, the “number crossword including zero,” had multiple solutions, which was not intended. When the finalists were solving this puzzle we noticed that Ulrich had another solution than the one on our sheet. But rapidly we were able to recognize this alternate solution and recrown Ulrich as the best puzzler of the 12th WPC! Wei-Hwa Huang, the losing finalist, finished second. Roger Barkan, who performed better than Michael Ley, the other losing semi-finalist before the finals, also ended up on the podium.

ABC, HANS EENDEBAK

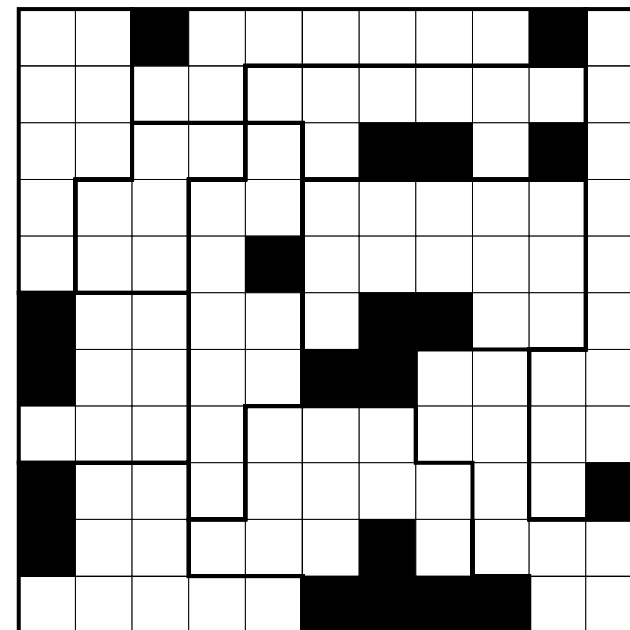
The letters A to Z all have different values 1~26. De numbers beside the names are equal to the sum of the value of the letters in that name.

AL PACINO	(28,66)	KATE WINSLET	(56,107)
ANDY GARCIA	(38,51)	KEVIN BACON	(82,36)
ANTHONY QUINN	(77,50)	MATT DAMON	(47,52)
BRAD PITT	(45,67)	MICHAEL J FOX	(98,J,46)
DARYL HANNAH	(66,78)	RICHARD GERE	(103,53)
DON JOHNSON	(39,90)	ROB LOWE	(28,70)
HARRISON FORD	(99,71)	SEAN PENN	(39,57)
HUGH GRANT	(59,50)	TOM CRUISE	(33,73)
JODIE FOSTER	(85,91)	TONY DANZA	(38,55)
JOE PESCI	(51,64)		

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

STAR BATTLE, HANS EENDEBAK

Place two stars, the size of one square, in each column, each row and each black-edged part of the grid. The stars do not touch each other, not even diagonally.



Team Photos WPC 2003

We counted 110 people here. Who is missing? And who was so busy that even during this photo session he was making phone calls?



Individual Results before final round

k and Name	Team Pts.	Rank and Name	Team Pts.	Rank and Name	Team Pts.	Rank and Name	Team Pts.
Ulrich Voigt	GER 1195	17 Todd Geldon	USA 665	32 Koji Mochizuki	JAP 555	48 Nick Gardner	UK 440
Wei-Hwa Huang	USA 1035	18 Michal Borny	POL 655	33 Alex Samsom	NLD 550	49 Hüsni Süncar	TUR 435
Roger Barkan	USA 985	19 David McNeill	UK 650	34 Grzegorz Ignaciuk	POL 535	50 Sanda Reic-Tomas	CRO 435
Niels Roest	NLD 935	20 Denis Auroux	FRA 645	35 Marcos Marin-Galiano	GER 530	51 Andreas Bolota	ROM 425
Michael Ley	GER 925	21 Bram de Laet	NLD 635	36 Philippe Niederkorn	BEL 520	52 Dalibor Grdan	CRO 425
Sébastien Leroy	BEL 830	22 László Osvalt	HUN 625	37 Stefan Gašpár	SVK 515	53 Sergiy Fishelyev	UKR 425
Shinichi Aoki	JAP 820	23 Karen Andrien	CAN 625	38 Petr Vejchoda	CZE 485	54 Luka Pavicic	CRO 425
Zoltán Horváth	HUN 795	24 Tomasz Krajewski	POL 620	39 Goran Vodopija	CRO 480	55 Guy van Hooveld	UN2 420
Pál Madarassy	HUN 785	25 Byron Calver	CAN 620	40 Kamer Alyanakyayn	TUR 465	56 Zafer Say	UN2 415
Jana Tylova	CZE 780	26 Jean-Christophe Novelli	FRA 610	41 Deyan Razsdarov	BUL 460	57 Michal Karwanski	POL 390
Bart Leemans	BEL 775			42 Marian Kraus	GER 460	58 Nick Deller	UK 390
Derek Kisman	CAN 760	27 Claude Desset	BEL 610	43 Olga Leotieva	RUS 455	59 Martial Hue	FRA 385
Georgiy Kassabli	UKR 755	28 Maarten Löffler	NLD 605	44 Sergiy Podshyvalov	UKR 455	60 Alan O'Donnell	NLD 350
Yuhei Kusui	JAP 720	29 David Savitt	CAN 605	45 Metýn Orsel	TUR 450	61 Prem Swaroop	UN1 350
Petr Nepovim	CZE 695	30 Jun Ito	JAP 570	46 Andrei Bogdanov	RUS 445	62 Alexey Oleshov	RUS 345
Robert Babilon	CZE 695	31 György István	HUN 560	47 Úmyt Abacioldu	TUR 445	63 Juha Hyvönen	EU 345

Individual Results after final round

Rank and Name	Team	Rank and Name	Team
1 Ulrich Voigt	GER	5 Niels Roest	NLD
2 Wei-Hwa Huang	USA	6 Sébastien Leroy	BEL
3 Roger Barkan	USA	7 Shinichi Aoki	JAP
4 Michael Ley	GER	8 Zoltán Horváth	HUN

Team Results

Team	Points	Team	Points	Team	Points
1 Germany	3967	8 Czech Republic	3293	15 Russia	2052
2 USA	3886	9 Poland	2729	16 Slovakia	2016
3 The Netherlands	3859	10 Ukraine	2690	17 Bulgaria	1817
4 Belgium	3699	11 France	2504	18 Romania	1704
5 Hungary	3512	12 Turkey	2401	19 United Nations 1	1534
6 Japan	3495	13 United Kingdom	2385	20 United Nations 2	1130
7 Canada	3455	14 Croatia	2355	21 European Union	965



Czech Republic

From left to right: Robert Babilon, Petr Nepovim, Zdenek Vodicka (captain), Petr Vejchoda and Jana Tylova



Japan

From left to right: Koji Yamasaki (guest), Ms. Yumiko Doi (captain), Shinichi Aoki, Ms. Yuka Noyama (guest), Yuhei Kusui, Jun Ito, Charles Worthen (interpreter), Koji Mochizuki, Tetsuya Nishio (guest)



Germany

From left to right: Andrea Ruessmann (guest), Marcos Marin-Galiano, Marian Kraus (in front), Wolfram Kiesel (guest), Bettina Rothaermel (captain), Ulrich Voigt and Michael Ley



Russia

From left to right: Irina Novichkova (captain), Michail Kuznetsov, Alexei Oleshov, Olga Leontieva and Andrey Bogdanov



Turkey

Front, left to right: Metin Orsel, Nevzat Erkmen (captain), Kamer Alyanakyon. Rear: Ümit Abacioglu, Hüsnü Sincar



UN1

From left to right: Alahari Anil Kumar (India), Prem Swaroop (India), Yuka Noyama (Japan), Hendrik Hardeman (captain, Denmark/India), Felix Maldonado (Peru)



Ukraine

From left to right: Petro Grabarchuk, Sergiy Podshyvalov, Serhiy Grabarchuk (captain), Sergiy Fishelyev, Georgiy Kassabli



Romania

Front, left to right: Hunor Daday, Steian-Radu Cacuci, Andreas Bolota. Rear: István Prezensky, Emeric Lorincz (captain).



Poland

From left to right: Michal Karwanski, Michal Borny, Tomasz Krajewski and Grzegorz "McGregor" Ignaciuk



Slovakia

From left to right: Anton Hudák, Ján Farkaš (captain), Milan Chudy, Štefan Gašpár, Blanka Lehotská



United Kingdom

From left to right: Trevor Truran (captain), Nick Deller, Nick Gardner



EU

From left to right: Xhehel Selmani (Kosovo), Zijadin Hasani (Kosovo), Erja Gullstén (captain, Finland), Eeva Teräsvoori (Finland) and Juha Hyvönen (Finland)



Canada

From left to right: John Wetmiller (captain), Jael Emberly (guest), Karen Adrien, David Savitt, Derek Kisman, and Byron Calver



Hungary

From left to right: László Osvait, György István, Zoltán Horváth, Pál Madarassy, Zoltán Erős (captain)



Belgium

From left to right: Sébastien Leroy, Guy Van Hooveld (captain), Claude Desset, Philippe Niederkorn and Bart Leemans



USA

Front, left to right: Todd Geldon, Michael Miller, Wei-Hwa Huang, Roger Barkan. Rear: Nancy Schuster (Newsletter Copy Editor), Will Shortz (WPF Chairman), Nick Baxter (captain), Helene Hovanec (guest), Stanley Newman (guest)



The Netherlands

From left to right: Bram de Laat, Maarten Löffler, Paul Jacobs (captain), Alex Samsom, Niels Roest



France

Front, from left to right: Jean-Christophe Novelli, Martial Hue, Laurent Demonet. Rear: Michel Criton (captain), Denis Aurooux,



Croatia

Front, left to right: Goran Vodopija, Dalibor Grdjan, Sanda Reic-



UN2

From left to right: Zafer Say (Turkey), Jael Emberley (Canada), Michael Riemann (Austria)



The organizers

Front, left to right: Delia Keetman, Henk van der Feest, Tim Peeters, Rob Geensen. Rear: Hans Eandebak, Olaf



Bulgaria

From left to right: Artur Kirkoryan, Deyan Razaedov, Iliana Tzvetkova (captain), Petar Ivanov and Konstantin Halachev

Report on the 5th General Assembly of the WPF

Arnhem, The Netherlands. October 16-17 2003

The meeting was called to order by chairman Will Shortz (USA) on October 16 at 14:20. Board members present were Peter Ritmeester, general secretary (Netherlands); Rob Geensen, treasurer (Netherlands); Erja Gullstén (Finland); and Will Shortz. Vitezslav Koudelka (Czech Republic) was absent.

The WPF member countries present were: Bulgaria, Croatia, Czech Republic, Finland, France, Germany, Hungary*, India, Japan, Korea, Netherlands, Romania*, Russia*, Slovakia, Turkey, Ukraine, United Kingdom*, and United States (* = nonvoting, pending payment of dues). A representative from nonmember country Canada was also present. Member country Argentina was absent. The meeting was held in three sessions over two days.

Will opened the meeting by welcoming the participants. The delegates introduced themselves and identified the organizations they represent.

The minutes of the 4th General Assembly of the WPF (Oulu, Finland), as printed in the World Puzzle Newsletter #8 (pages 16-19), were approved.

Will reminded those present that only WPF members who had paid the 2002-03 dues were permitted to vote at the meeting and to reprint the 2003 World Puzzle Championship puzzles at home.

Reports

- Rob reported on the 2003 WPC, including extensive media coverage of the event.
- Will reported that two new members, India and Peru, had been approved by the board for WPF membership – although Peru had not yet paid the dues. Hendrik Hardeman (India) spoke about his goal to increase interest in WPC-style puzzles in India.
- Rob handed out a report on the WPF finances. For the period from July 1, 2002, to June 30, 2003, the WPF had receipts of 8,783.20 euros and expenses of 3,968.37 euros, leaving a balance on June 30 of 10,108.16 euros.

For the period from July 1 to October 10, 2003, the WPF had receipts of 11,463.35 euros and expenses of 5,759.47 euros, leaving a current balance of 15,812.04 euros.

Rob mentioned that the design and printing costs of WPF Newsletter #8 were not yet shown on the expense report.

Peter said he will talk with Ján Farkas (Slovakia) about printing the next newsletter in Slovakia in order to reduce its cost.

- Will asked for puzzle-related articles and other contributions for the next newsletter. The deadline was set as December 15, although material at any time would be welcome. Articles do not need to be in polished English; they will be copyedited by an English speaker and, upon request, returned to the author for approval.

Promotion and Sponsorship

- On behalf of the board, Will reported that Google, the Internet search company, which sponsors the U.S. team at the WPC, had also expressed interest in sponsoring the WPC itself. The board will pursue discussions with Google and other potential sponsors. Any sponsorship agreement that is made will be binding on WPC hosts from 2005 onward.

Will said the board will decide in general terms how any sponsorship money is to be spent. The primary goal will be to increase WPC participation by subsidizing the travel and attendance expenses of competitors from less wealthy countries.

Meanwhile, the board will also facili-



▲ The beautiful Hotel Palota, in Miskolc, Hungary, which the 2005 WPC organizers have tentatively chosen as the site of the championship.

tate discussions for 2004 WPC sponsorship between Google and organizer Valter Kvalic (Croatia).

- On behalf of the board, Will reported that the New York Times Syndicate had expressed interest in syndicating a weekly feature of WPC-style puzzles to newspapers around the world, with the WPF's endorsement. This could result in publicity and a modest amount of money for the WPF. Any developments will be reported on the WPF website.

- In the absence of Vitezslav Koudelka, it was not known how much progress he had made during the past year on producing a brochure to promote the WPC/WPF. Stanley Newman (USA) offered to help him. Peter said he would check with Vitezslav.

Hendrik suggested that the WPF produce a CD-ROM rather than a brochure.

- Valter said he would make strong efforts to attract countries near Croatia that are not present at this year's WPC to attend next year's.

Helene Hovanec (USA) offered to help write to other countries. She will work with Valter to do this.

Puzzlers' Survey

Peter handed out a report on the results of a survey of 2002 WPC competitors on what they liked and didn't like about the WPC. It is summarized in WPF Newsletter #8 (pages 22-23). The full report will be posted on the WPF website.

Peter said he would do a new survey on the 2003 WPC. Bettina Rothaermel (Germany) offered to help him compile the results.

WPC Puzzle Guidelines

Peter handed out a reprint of the "Puzzle Guidelines for the World Puzzle Championship" and an article on "What Is Fair?," as they appeared in the WPF Newsletter #2 (1997, pages 14-15).

This sparked a discussion on the guideline that "general knowledge" puzzles can account for up to 10% of WPC scoring; also that "geographical questions ... are proper subjects for the competition" and that other "tests of knowledge" are acceptable, "if ... used with ... caution."

Based on comments from past competitors, the board made a motion that "Puzzles testing general knowledge are not allowed in the WPC."

Valter said that if a WPC round contains more puzzles than any solver can do, then having a small percentage of the puzzles test geographical knowledge,



Serhiy Grabarchuk (Ukraine) said that in the list of puzzle guidelines, the category “mechanical puzzles” would be better worded as “manipulative puzzles.” Will agreed. Nick Baxter (USA) suggested that this change in wording be made in the next printing.

Will mentioned that, following the WPF rules, the board will name a neutral person or panel of persons to review the 2004 WPC puzzles and rules before the championship for adherence to the standards of fairness.

Crossword Puzzles

On behalf of the board, Will asked for volunteers to form a committee on ways to incorporate crossword puzzles in the

for example, should not be a problem.

Peter said that including such puzzles is still inherently unfair, because it limits the options of the solvers who lack the relevant knowledge. He said the WPC should be a test of solving skills, not knowledge.

John Wetmiller (Canada) said he would like the WPC puzzles to be as inclusive as possible.

Nevzat Erkmén (Turkey) said the WPC’s puzzles should embrace as much of life as possible.

Hendrik said he would like the WPC to include types of puzzles not on the approved list – not necessarily for points, but rather for fun and/or experimentation.

After all discussion, the motion passed 8-2.

The board also moved that “Puzzles that reward knowledge of English or any other language represented at the WPC are not allowed.” Thus, crisscross and word search puzzles used in the WPC would have to be in a neutral language, and if a logical puzzle has a final answer that spells a word, that word should not be in English or another non-neutral language. This passed 10-0.

Will pointed out that the rules still allow puzzles to use the Roman alphabet, with which it is assumed all competitors are familiar. Also, the puzzle instructions are to be in English, which is the official language of the WPC.

Hendrik said he would like a catalog of all past WPC puzzles in order to help new competitors. For example, not everyone is necessarily familiar with Battleships or other puzzles frequently used in the WPC.

▲ Most of the WPF board, left to right: Rob Geensen (treasurer), Will Shortz (chairman), Peter Rittmeester (general secretary) and Erja Gullstén. Erja stepped down at the end of her term, and in her place Hüsnü Sincar from Turkey was elected.

▼ Part of the assembly. The empty chair at the front right belongs to Rob Geensen, who is taking this picture. Often Rob tried to be in two places at once, in his dual roles as WPF treasurer and WPC host.



“...the board made a motion that puzzles testing general knowledge are not allowed in the WPC”

WPF’s activities – not in the main competition, but as separate events or in the newsletter. He said the goal would be to make the WPF more useful and relevant to members.

The volunteers were Hendrik (India), Valter (Croatia), Nevzat (Turkey), György Istvan (Hungary), and Tim Preston (United Kingdom).

When ready, their proposals will be posted on the WPF website for discussion.

Membership Fee for 2004-05

On behalf of the board, Rob proposed that the WPF membership fee for 2004-05 be 250 euros. As in the past, members from wealthier countries are encouraged to pay more. However, there will be no exceptions made with a lowered amount.

The motion passed 10-0.

Site Selection for the 2005 WPC

Peter reported he had received two offers to host the 2005 WPC (from Bulgaria and India) by the deadline for offers before

this year’s WPC. As Hungary had subsequently expressed an interest, though, a motion was made to open the discussion to other offers. This passed 10-0.

Three offers were made. Each presenter was given five minutes to provide details.

György renewed his offer from last year to host the 2005 WPC in Miskolc, Hungary’s third-largest city, located in the northeast of the country, at the same hotel where a recent World Chess Championship was held. The event would include a crossword tournament in the evening, open to all WPC participants, including captains and guests. Hungary’s 6th annual 24-Hour Puzzle Championship would be held immedi-

ately before or after the WPC, and would be open to all WPC participants for a modest extra fee.

Iliana Zvetkova (Bulgaria) offered to host the 2005 WPC in Borovec, Bulgaria, a mountain resort about 60 kilometers south-southeast of Sofia. It would be organized by Bulgarian Mensa, with the help of puzzlers at the University of Sofia.

Hendrik offered to host the 2005 WPC in Kochi, in southern India, on the coast of the Arabian Sea. The championship would be held at a four-star hotel. The puzzles would be created by puzzlers from India as well as other countries that haven’t yet hosted a WPC. He would try to get participation from countries throughout Asia (including China), the Persian Gulf states, and Australia.

After questions and discussion, a vote was conducted by secret ballot. The results: Hungary – 5, Bulgaria – 4, India – 2.

Election of a Board Member

One person, Hüsnü Sincar (Turkey), had been nominated by the deadline to fill the board position being vacated by Erja. He spoke about himself and his goal to make the WPC better known. He was elected 8-1.

Erja was applauded for her service on the board for the past three years.

Will reminded members that two board positions will be electable in 2004.

A person may nominate himself or someone else.

Statement from the 2004 WPC Organizers

Valter Kvalic announced plans for next year’s WPC, to be held October 12-17 at the Hotel Ambassador, in Opatija, a resort town in Croatia, on the Adriatic Sea. It will be sponsored by Feniks magazine. Attendees will be provided round-trip transportation to the hotel from either the Zagreb airport or the train station in Rijeka. Other nearby major airports are Trieste and Venice, Italy. The price will be no higher than in 2003.

News

Nick reported on the recent world Rubik’s games championships and suggested that their organization might be a worthwhile contact for the WPF in the future.

Closing

On behalf of the WPF, Will thanked Rob and his colleagues for an exceptionally fine WPC – in its site, puzzles, organization, time provided for socializing and playing games, and the innovation of providing the instruction booklet a week before the event. Members enthusiastically concurred.

There being no further business, the meeting was adjourned on October 17 at 14:45. ■

▼ Miskolc, Hungary’s third-largest city, located in the northeast of the country, will be the host of the WPC 2005



1st Turkish Mind Games Championship, Istanbul 2004

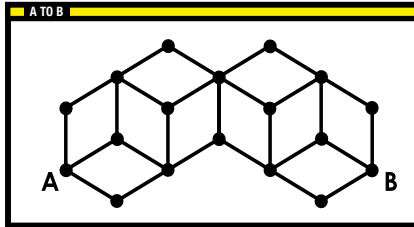
The prominent puzzle magazine in Turkey, AKIL OYUNLARI (MIND GAMES) premiered in April 2003 and features logical and mathematical games. To celebrate its first birthday, and for our desire to have a puzzle event with quality, we decided to start the annual Mind Games Championship.

Qualification puzzle

It's not difficult to publicize this event when you're already a monthly magazine. A qualifying test of 10 puzzles was given in our March 2004 issue and published on the Internet. Much to our surprise, there were only 90 participants submitting answers; 70 qualified accordingly.

A to B

How many ways are there from A to B? You cannot pass through a dot more than once within a way.

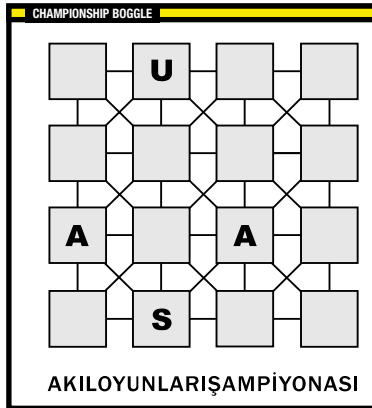


The Competition

Although it was just a one-day contest, the championship on April 25th 2004 had almost every kind of puzzle, including optimizations, mechanical puzzles and even a screen test, taking a total of 5.5 hours.

Part 1: Championship Boggle

Place letters into the empty squares to read the given phrase (which means MINDGAMESCHAMPIONSHIP). The letters in the phrase must be read in order by traveling from letter to consecutive letter horizontally, vertically or diagonally. The S and Ş are to be considered as two different letters.

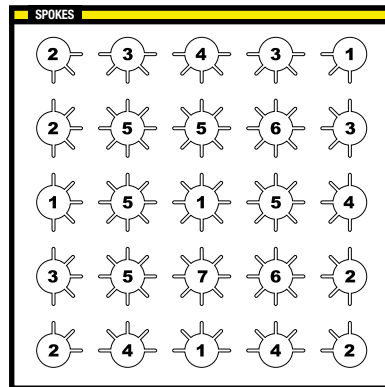


Part 1 - Marathon I

It's traditional to start with a long and multi-puzzled part, what we call the marathon. In a 2-hour time period competitors tried to solve 20 puzzles, some of which were new and some very hard. Most of the competitors were not familiar with these kinds of puzzles, so it probably came as a shock to start with them so early as 10:00 in the morning.

Spokes

Draw lines between circles so that each number tells the number of lines connected to that circle. Lines cannot cross.



Part 2 - Optimizations

It is not a puzzle competition if you don't have optimization puzzles. There were 3 puzzles with a 20-minute time limit. One of them was a "Design a Puzzle" puzzle. It's a new kind of optimizer I'm beginning to like, maybe because I'm running out of ideas.

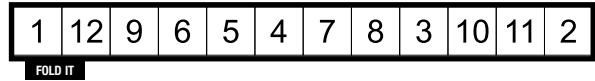
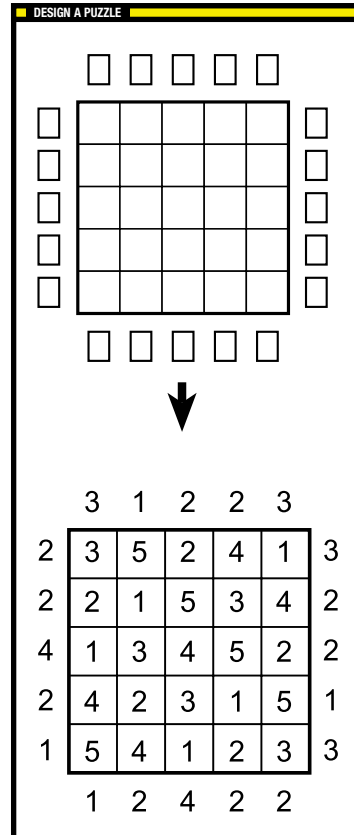
Design a Puzzle

In a 5x5 Skyscrapers puzzle, you have to locate buildings with heights from 1 to 5 in each row and each column of the grid once. There are hints outside the grid, and each hint represents the number of buildings seen from that side.

Design a Skyscrapers puzzle with a unique answer and minimize the total of the values of the hints. Solution of this puzzle should be the same as the one at the right.



▲ Early in the morning. The competitors were still fresh, eager and expecting to solve everything...



Part 3 - Mechanical I

Yes, there was more than one mechanical part. This one contained some folding puzzles, a puzzle with transparent pieces, and a rolling block puzzle with a wooden block. On second thought, you could say it wasn't actually mechanical, but manipulative. Even competitors without much experience seemed to manage well in this part.

Fold It

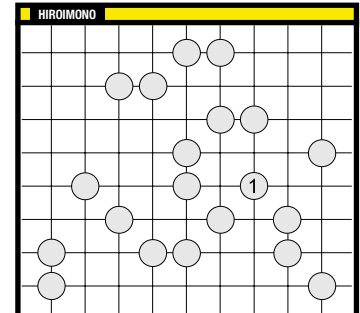
Picture the given strip with the same numbers on both sides. Fold it along the lines so that from top to bottom the numbers read consecutively 1 to 12.

Part 4 - Marathon II

This was the opening of the afternoon session of the championship. Ten relatively hard puzzles in 75 minutes. All puzzles were the puzzles to be published in the May 2004 issue of the magazine. This is another good feature of being a puzzle magazine. One puzzle was "No Instruction," another idea Ferhat is beginning to like, so no instruction is needed - surprisingly. He so liked it that there is a column of his about in the magazine.

Hiroimono

Start with stone 1, travel horizontally or vertically, and number the stones as you go along until you pick up all of them. You can only turn when you pick up a stone but can not make a U-turn. You must pick up each stone that you come across.



No Instruction - by Ferhat Çalapkulu
There is no instruction (except this) for this puzzle. Analyze the given example, understand the rules and solve the puzzle.

NO INSTRUCTION

example:

2	4	3	2
X	X	O	O
O	O	X	O
O	X	X	O
O	O	O	X
1	2	2	1

2	3	3	2	3	4
3					3
6					3
3					5
5					3
4					2
5					2
5	2	2	4	2	3



▲ 10 finalists and some other competitors after the prize-giving ceremony. In the front row the designers, left to right: Ümit Abacıoğlu, Cihan Altay (also editor of the magazine), Ferhat Çalapkulu and Hüsnü Sincar (also WPF board member). At the far right is Tunay Ece, co-owner with Ferhat of Oyunevi, the company producing the magazine.

“Now was the perfect time to meet new puzzle lovers and some potential team members too”

Part 5 - Screen Test
In Turkey, WPC-type puzzles are less popular than brain teasers. The Screen Test was a good opportunity to squeeze some brain teasers into the championship. 15 of them passed through the screen in 10 minutes.

Geometrics - by Ferhat Çalapkulu

GEOMETRICS

10 9 28 40 36 ?

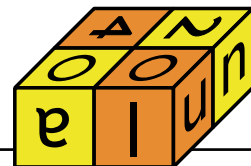
Part 6 - 4 Operations
“Logical and Mathematical Games” is the subtitle of our magazine. Having a pure mathematical part seemed enough to please mathematics lovers. There was a puzzle for each operation, and a final puzzle of 10 equations to be solved in half an hour.

Subtraction - by Ferhat Çalapkulu
In the subtraction problem below all digits from 0 to 9 have been used once. Some parts of the digits are shown. Find the original problem.

SUBTRACTION

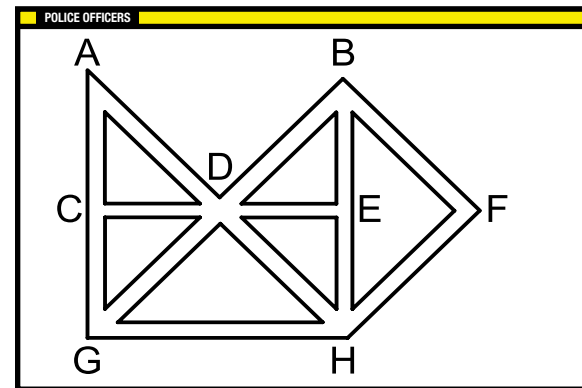
0 1 2 3 4 5 6 7 8 9

Part 7 - Mechanical II
The last puzzle of the championship consisted of four wooden blocks with one letter on each face. The aim was to form a 2x2 square with them and read “akil” (no dot on i) on one face, “2004” on the other, and “oyunlari” (no dot on i) on the sides either clockwise or counter-clockwise. The catch was, of course, the similarity of letters u-n, and letter o with digit 0, not to mention the symmetrical behavior of some other letters. Apparently 20 minutes was too much time and all competitors but three solved the puzzles. Fortunately, there were bonuses.



Final Part
After the first seven parts, the top 10 competitors were taken to a final part where the first had 30 minutes, the tenth 20 minutes, and the rest proportionately, based on their scores, to solve 10 puzzles. Puzzles were hung on the walls and some other places. Winner was Hasan Yurtoglu, followed by Nuri Yilmaz and Kahraman Gündüz.

Police Officers - by Cihan Altay
The map below shows the street locations of a city. Position three police officers so that any point on any street can be seen by at least one officer.



◀ Nuri Yilmaz (2nd), Hasan Yurtoglu (1st), Kahraman Gündüz (3rd).



▲ The winner was given a trophy of three glass pieces which, when ordered correctly and looked at from a certain angle with one eye, shows the championship logo.

Tic-Tac-Toe for 3 - by Ferhat Çalapkulu:
In a Tic-Tac-Toe game of three players, the aim is to form a line of three same letters, either X's or O's, horizontally, vertically or diagonally. In the game, players alternately place letters X and O. First player starts with X, second places an O, third X, first O and so on until one of them wins. In the ongoing game below, what move should the first player make to guarantee a win?

TIC-TAC-TOE for 3

				X
				X
O				

Now was the perfect time to meet new puzzle lovers and some potential team members too. After all, as mentioned above, WPC-type puzzles are not widely known in our country and we did a good job introducing them with this competition. Hopefully numbers will grow and thousands will participate. Let's start with next year. ■

Famous Puzzlemakers: Boris Kordemsky

Boris Kordemsky (1907-99), a Russian teacher and popularizer of recreational mathematics, is probably the best-selling author of nonword puzzle books in the history of the world. Just one of his books, *Matematicheskaya Smekalka (or, Mathematical Quick-Wits)*, sold more than a million copies in the Soviet Union/Russia alone, and it has been translated into many languages. By exciting millions of people in mathematical problems over five decades, he influenced generations of solvers both at home and abroad.



▶ Boris Kordemsky with a table full of manipulative puzzles.

By profession Kordemsky taught math in Moscow at high schools, a university, and a military academy. For many years he wrote for *Mathematics in School* magazine, in which his column "Entertaining Page" was very popular (and useful) among both teachers and students. His math and puzzle columns also appeared in *Science and Life*, *Quantum*, and *Young Technician*.

Martin Gardner, first published in 1972), and others.

Mathematical Quick-Wits is a giant (500+ pages) collection of math puzzles of many kinds – magic squares, cryptarithms, dissections and other geometrical challenges, puzzles with dice and dominoes, matchstick problems, algebraic problems, and assorted brain-teasers. Gardner called it "marvelously varied." Knowledgeable solvers recognized some of the puzzles as the original inventions of the American Sam Loyd, the British Henry E. Dudeney, the Belgian Maurice Kraitchik, and others. But undoubtedly a significant number of the puzzles were new.

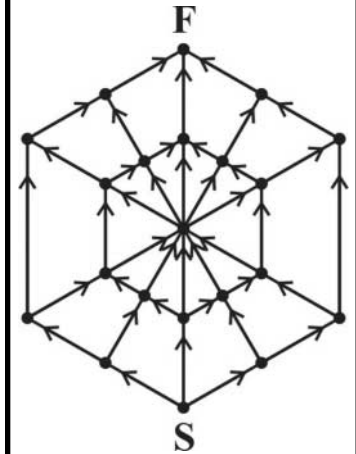
Educational aim

While the book was hugely entertaining, its purpose was mainly didactic. In the introduction Kordemsky said: "All materials in this book are devoted to the educational aim – to spur creative thinking, to further perfection of mathematical knowledge ..."

Besides the above, Kordemsky was the author of one other great work of puzzles – *Matematicheskiye Zavlekalki (or, Mathematical Charmers)*, published posthumously in 2000. It is a sort of pre-

SPIDER'S MAZE

A spider sits at the bottom (point S) of its web, while a fly sits at the top (F). How many different ways can the spider reach the fly by moving along the web's lines -- but only in the directions indicated by the arrows?



"Mathematical Quick-Wits is a giant collection of math puzzles of many kinds. Gardner called it 'marvelously varied.'"

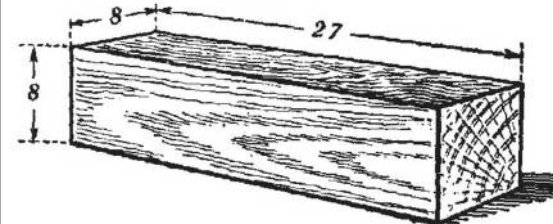
ROSES

	R				
	R	E	R		
	S	O	S	O	
	O	S	O	S	
		E		E	
R				E	

Divide the square grid into four equal (and congruent) parts so that each part contains exactly one each of the letters R, O, S, and E.

It's for his book *Mathematical Quick-Wits*, however, that Kordemsky is most famous. It first appeared in 1954 (not 1956, as is sometimes stated), just after the post-Stalin thaw in the Soviet Union, in an edition of 150,000 copies, which quickly sold out. A second edition in 1955 sold a similar number, as did a third edition in 1956. Altogether more than 10 editions have appeared in Russia to date, most recently in 2000. The book has been translated into Ukrainian, Bulgarian, Romanian, Hungarian, Czech, Polish, German, French, Chinese, Japanese, Korean, all the Baltic languages, English (under the title *The Moscow Puzzles*, edited by

THE WOODEN BEAM



A wooden beam, which is perfectly rectangular -- with edges 8, 8, and 27 centimeters, respectively -- is to be sawed into 4 parts out of which a cube can be made. How can this be done? As the old saying goes, one should draw first and saw later.

quel to his 1954 book, in that its puzzles are easier, and, apparently, more of them are original.

On these pages are four puzzles by Boris Kordemsky, selected from his various puzzle books, that we found particularly charming.

WITH BRACKETS' HELP

$$2 : 3 : 4 : 5 : 6 = 5$$

$$2 : 3 : 4 : 5 : 6 = 80$$

Each colon represents a division sign. Add enough brackets to each equation to make it correct.

Present and Future Members

Full membership

The World Puzzle Federation is an association of legal bodies with an interest in puzzles. Only one member per country can belong to the WPF. The WPF follows the Olympic standard in what constitutes a country. Below are the countries represented in the WPF and information on the legal bodies representing those countries. Most countries are represented by national puzzle federations, puzzle clubs or leading publishers of puzzle magazines.

Individual membership

Individuals can become individual members which entitles them to a subscription to this Newsletter and

to participating in the World Puzzle Championship (WPC) if:

- their country is not yet represented there, and if
- there are not more than four individual members from that country

In case there are more than four individual members from a country that is not yet a WPF member, the board of the WPF will decide who will participate.

Criteria for membership and the membership fee

Following is the relevant section from the WPF's *Rules and Regulations*. See also www.worldpuzzle.org/wpf/regulations.htm

2. Membership

2-1 The minimum annual membership fee will be 250 euros.

2-2 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 euros/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 online activities;
- Right to participate in the WPC if the person's country is not already represented by a national team

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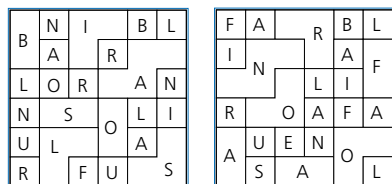
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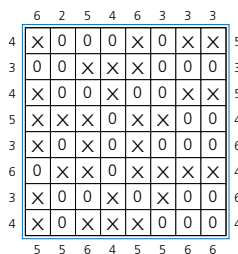
Solutions

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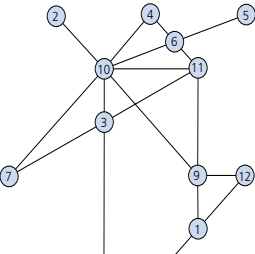
CRACK IT ON



FOUR IN A ROW



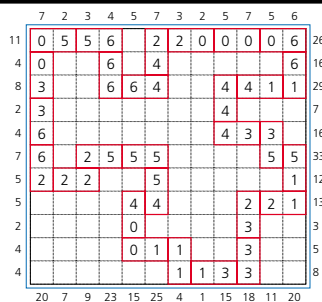
1-12



JAPANESE SUMS

6	25	20	12	2	6	8				
11	4	4	22	4	11	3	20	19	16	
16	9	29	21	19	16	27	3	19	20	
13	10	19	9	4	7	3	6	8	5	
13	14	10	6	7	9	5	3	4	2	1
22	5	6	1	3	8	4	5			
22	23	9	3	6	4	8	5	2	1	7
2	15	4	12	2	8	6	1	4	3	9
6	25	4	2	3	6	9	7			
10	20	4	9	1	5	7	8	4		
7	20	17	7	3	8	9	2	5	4	6
5	18	17	4	1	5	6	7	9	8	
13	20	11	5	8	7	4	9	3	6	2

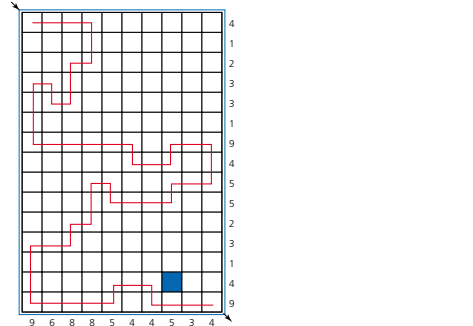
DOMINO LOOP



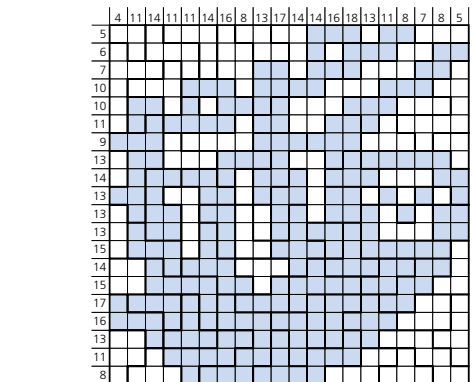
FROM H TO H

H G N R C B Q L J M E P F A D K H

MEANDER



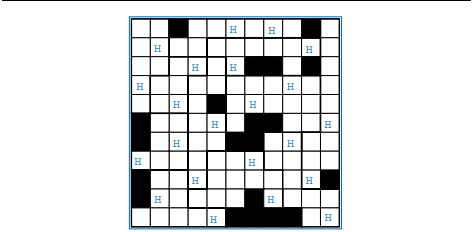
THE WEAKEST LINK



ABC

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
6 3 8 20 18 26 1 23 14 24 15 22 7 10 9 19 4 16 5 17 12 25 21 11 2 13

STAR BATTLE

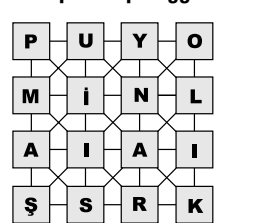


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A to B

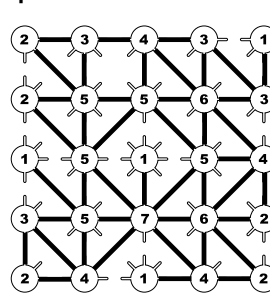
There are 276 ways from A to B.

Championship Boggle

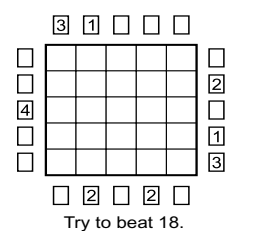


AKILOYUNLARIŞAMPIYONASI

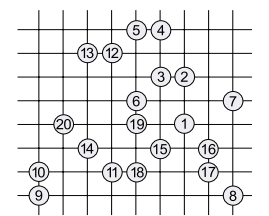
Spokes



Design a Puzzle



Hiroimono



Fold it

Start with folding 4-5-6-7 together and in order. Then fold the other numbers one by one.

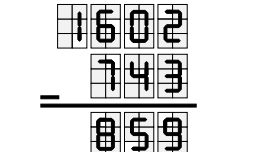
No Instruction

2	3	3	2	3	4	
3	X	X	O	O	X	3
6	X	O	X	O	X	3
3	X	O	X	X	X	5
5	X	O	O	X	O	3
4	X	O	O	X	O	2
5	O	X	O	X	O	2
5	2	2	4	2	3	

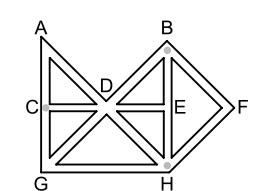
Geometrics

28
Multiply the number of sides of the shape by 2, 3, 4, ... in order. $4 \times 7 = 28$

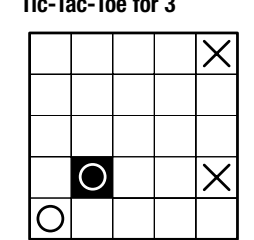
Subtraction



Police Officers

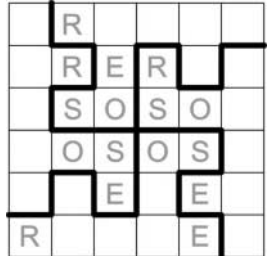


Tic-Tac-Toe for 3



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Roses



A Spider's Maze

There are 141 possible ways between the spider and the fly.

With Brackets' Help

The solutions are as follows:
 $(2 : 3) : (4 : 5 : 6) = 5$
 $2 : (3 : 4 : 5 : 6) = 80$

The wooden Beam

