

別墅Life



CAPITAL PARADISE COMMUNITY

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A collage of various mechanical and geometric objects, including a metallic sphere, a maze-like ring, a chess piece, a knot, a cross-shaped metal piece, a brass block, a green handle, and a complex metal structure, all set against a white background with a red border.

THE MOST COOL "ADULT TOY" IN THE WORLD

北京凯莱物业管理有限公司
BEIJING GLORIA PROPERTIES MANAGEMENT LTD.



The Most Cool
“Adult Toy”
in the World

Metal Puzzle—Unknown Collecting for Minority

全球最Cool的“成人玩具”

魔金Puzzle——鲜为人知的小众收藏

文/阿虞



悉尼飞北京，过安检时，澳大利亚警察惊异地看着我的行李。

“What's this?” 因为安检显示屏上出现了一个又一个“奇异”的金属造型……

“It's Puzzle.”我答道。“What? 请打开，我们要检查！”哈哈，我就知道会遭受这样的待遇，我拉开行李箱，一件件精美的“魔金难题”出现在他的面前。“wow!!!”他甚至还叫来了一位警花，“So beautiful!”

其实，在看到实物之前，即便是老外，也没有多少人知道魔金Puzzle到底是什么，但似乎这正是我收藏Puzzle的一个好理由。

最具潜力的收藏品——Puzzle

Puzzle一词在英语中有难题、拼图的含义，我们常见的华容道、七巧板、九连环、鹿角扣、M扣大都属于Puzzle“难题”。一般人会简单地把Puzzle归入智力玩具，或者是成人智力玩具的范畴。

但事实上，如果把近7年来在全世界兴起的Puzzle“难题”简单看作玩具，显然忽视了其在推进人类几何学、逻辑学等方面的重要作用。

当仔细查阅自2000年前后在赫尔辛基、慕尼黑、比萨、东京、芝加哥与安特卫普等地的世界难题大赛的网上卷宗时，我惊讶地发现，当今世界难题大赛的作品与其间蕴含的智慧，已经远远超出了一般意义上成人玩具的范畴。

并且Puzzle“难题”似乎不同于一般意义上的“拼图”，Puzzle“难题”更侧重几何机械结构的拼装组合与拆解。每一件作品不仅仅是一个超级的智力难题，更是一件非常Cool的“智慧艺术品”。

事实上，收藏“难题”远比收藏其他物品更有价值和意义。一是发行量极小，有的全球限量仅1~30个。二是购买价格并不高，一般量产的“难题”也多半只有30~100美元，有的Puzzle“难题”甚至是设计者自己亲自动手手工打造的，价格在300~600美元左右，显然比那些瓶瓶罐罐或斑驳的旧物更有独特的艺术与实际意义。三是一些“难题”的设计者年逾古稀，有的甚至接近百岁，其作品的收藏升值潜力巨大。

影响世界的智者——Puzzle大师

当爱因斯坦热衷于玩“中国十字”（孔明锁）的时候，或许没有人能想到后来的人们会将Puzzle的设计大师与Leonardo da Vinci（达·芬奇）、祖冲之、爱因斯坦等并列为影响人类的100位智者。

自2001年，随着IPP世界难题设计大会的第一次举行，越来越多的Puzzle设计大师被人们所认识与推崇，其中有三位被公认为世界最顶级的Puzzle设计大师。





Serhiy Grabarchuk



Oskar van Deventer

Serhiy Grabarchuk

Serhiy Grabarchuk was born in Ukraine in 1958. He enjoyed high reputation in "world puzzle" and won several IPP competitions prizes. Serhiy Grabarchuk, "puzzle creator", the only puzzle designer was elected with Leonardo da Vinci, Archimedes, Zhu Chongzhi, Chen Jingrun and other masters as 100 most outstanding people who promoted the development of human's intelligence. He is the best mechanical puzzle designer.

Oskar van Deventer

Oskar van Deventer was born on September 14, 1966 in the Netherlands. He likes to wear something on his neck but it is not necklace or flower circle, it is his puzzle work named "CHAIN" which is most difficult puzzle in the world. Just like Serhiy Grabarchuk, he has won a lot of IPP Competition prizes.

Oskar van Deventer is an extraordinary puzzle inventor with biggest amount and best-quality puzzle works. He has created 400 puzzles and won a lot IPP Competition prizes since 2001. In 2006 and 2007 IPP, he was elected as the chief judge. Another puzzle master Akio Yamamoto gave high praise to Oskar's works which are perfect combinations of mathematics intelligence and human's entertaining genes.

Akio Yamamoto

Akio Yamamoto was born in 1962 in Shimane of Japan. He was living in Taiwan for several years. The famous "Love Series" and "Sea Series" puzzle are all his works. However his most representable work is not "Love Series" but "Radix". He also uses RADIX as LOGO in his website. RADIX is created based on figure "9" shape. Akio Yamamoto widened the diameter of the metal and narrowed the diameter of "9", then added a small figure "8" unit as "handcuffs" on it. This puzzle won Grand Prize in the IPP 25.

Compared to the western puzzle designer's style of using edges and angles, Akio Yamamoto's achievements on dealing with the relationship of curves and spaces is quite incomparable. Although he learned a lot from former great designers, we still find out the distinctive eastern features in his works of starfish and Radix.

We can not deny that the contributions of Oskar Van Deventer, Serhiy Grabarchuk and Akio Yamamoto lead the puzzle world to a new stage. We will not limit ourselves to a few puzzles of 18 or 19 century. The modern design of the puzzle are compared favourably with the classics. Especially in recent years people pay more attention to the puzzle.



Coaster



Chain

Serhiy Grabarchuk

塞尔赫里·格拉巴切克 (Serhiy Grabarchuk) 1958年生于乌克兰，他在“世界难题”界享有极高的声望，在国际“难题”大赛上多次获得大奖。

塞尔赫里·格拉巴切克也是迄今为止唯一与Leonardo da Vinci (达·芬奇)、阿基米德、祖冲之、陈景润一起被列为推动人类智慧发展的100位杰出人士的“解环难题设计”者，Serhiy Grabarchuk被誉为一个最佳的机械难题发明者。

Oskar van Deventer

奥斯卡·万·戴维特 (Oskar van Deventer) 1966年9月14日生于荷兰。注意，奥斯卡脖子上的既不是花环也不是项链，而是他的杰作——目前，世界“难题”排行第一的Chain。

与塞尔赫里·格拉巴切克一样，奥斯卡·万·戴维特获得过多项难题设计大奖。

奥斯卡·万·戴维特“硬几何”流派的代表级人物，也是目前世界上产量最多、质量最高的“难题设计”大师。迄今为止，奥斯卡·万·戴维特共设计了超过400种“难题”。由于他在2001年开始的IPP“难题设计大赛”中多次获得大奖，在2006年、2007年“世界难题设计大赛”中，奥斯卡·万·戴维特均作为第一评委出席。同为Puzzle设计大师的Akio Yamamoto认为奥斯卡·万·戴维特的作品是数学智慧与人性的游戏娱乐因素的完美结合，令人叫绝。

Akio Yamamoto

Akio Yamamoto 1962年出生于日本岛根县，曾经在台湾居住，著名的爱情系列“难题”与海洋系列“难题”均出自Akio Yamamoto之手。

但Akio Yamamoto最有代表性的作品不是他的爱情系列“难题”，而是Radix，他的个人主页上也是以这个“难题”为标识的。事实上，Radix是在9

字扣的基础上演化而来的，但Akio Yamamoto在加大了金属直径，缩小了9字环的直径的同时，又在两个9字环上加套了一个小小的8字“手铐”。Radix获得IPP25“世界难题大赛”金奖。

与西方直棱直角的“硬几何”设计不同，Akio Yamamoto对不规则的曲面造型与空间关系的理解达到了前人没有的高度，尽管他的设计仍然是站在前人作品上的创新。可以说从海星和鱼到“Radix”，Akio Yamamoto的不规则曲面造型“难题”设计带有明显的东方色彩。

事实上，奥斯卡·万·戴维特、塞尔赫里·格拉巴切克、Akio Yamamoto的出现也将世界“难题”推进了一个高速发展的新时期，人们不再仅仅依赖于18、19世纪以来的那些先人留下来的为数不多的几款经典“难题”，现在的“难题”完全可以与古人的媲美，甚至后来居上。在西方，特别是近年来，人们对“智力难题”的重视与日俱增。



Amour



Cast W-U



Radix



Ring

美与智慧的象征——魔金Puzzle



在Puzzle中有一个特别的分支，就是全金属的“难题”——魔金。十九世纪欧洲贵族中流行的“难题”就是与一般的木质“难题”不同的金属“难题”。但后来因战乱等多方面原因逐渐被人们遗忘，有的几乎到了失传的地步。

后来由于Jerry Slocum等一些Puzzle收藏大家的收藏与研究，才让一些失传的Puzzle得以复活。二十世纪七十年代以来，欧洲及日本一些公司开始专门生产制造魔金（金属Puzzle）。

在西方，人们把Puzzle“难题”的设计看得非常重要，因为Puzzle不仅启迪智慧，更是美的化身。特别是那些设计独特造型精巧的魔金Puzzle，有的像精美的首饰，有的像骑士的盔甲，有的像后现代的建筑……

“这简直就是奇迹！”我的一位在中央美院任教的朋友对魔金Puzzle的设计造型惊叹不已，“真的是太美了，这几乎是美术设计人员无法设计出来的，因为我们无法想象其中如此复杂的几何结构与空间变化，何况这还是世界级的几何‘难题’。Puzzle的每一件作品都那样的奇美，每一件都值得永远地把玩与收藏……”

但在大多数人的观念中，Puzzle“难题”只是小孩子的玩具，“小儿科”没什么了不起，玩玩而已，没有多少家长会真正认真地重视这件事情，这不能不说是一种悲哀。

如今，Puzzle“难题”不仅仅



余俊雄

在全世界拥有越来越多爱好者、设计者、研究者，更涌现出一些专门的收藏家，如著名的Jerry Slocum和Edward Hordern等。

Akio Yamamoto在接受笔者独家专访时表示：数学、认知科学、工学、美术等学科的一部分都是与Puzzle研究很接近的领域，从事puzzle相关研究的人可能有几万人。其实中国的Puzzle起源非常早，“九连环”就是源于战国策中的玉连环，可惜现在中国收藏与研究Puzzle的人与欧美、日本相比，少之甚少。

北京玩具协会益智玩具委员会主任余俊雄老先生一直希望我加入协会，能为中国的Puzzle做些事情，我觉得成为中国的“难题收藏者与研究者”是义不容辞的事情。同时我也希望能与有同样爱好的朋友一起建立一个“世界难题博物馆”。

我知道这很难，但或许，生命本身就是一道谜题，有许多令人瞩目的惊奇，让我们不断地去接受挑战，然后会心地微笑，并继续发现……

被低估的 Puzzle



自2001年首次世界“难题”大赛以来，“难题收藏”作为一项新的收藏类别，正得到越来越多有识之士的青睐。

为此，《别墅Life》独家专访了世界顶级的Puzzle设计大师Oskar van Deventer、Akio Yamamoto、George Miller和Rocky Chiaro。

《别墅Life》：几位大师是什么时候喜欢上Puzzle的？

Oskar van Deventer（奥斯卡·万·戴维特）：我是从1978年开始的，当时我看了一本书——《Puzzles of the World》，我首先拷贝了书中几乎所有的Puzzle，然后开始了自己的设计。

Akio Yamamoto：我在学生时代，主要研究美术，特别是雕刻艺术。我逐渐发现仅仅塑造自己看到的事物不能满足我的创作欲望，就开始做一些用手触摸可以娱乐欣赏的作品。

但是，要让别人触摸欣赏，需要“提出疑问”。比如说“能拆下来吗”、“能理解吗”、“能组装起来吗”……在不知不觉中，造型就变成了Puzzle，也就是我的第一个作品“Amour”的雏形。从设计到发表我一般需要2年的时间，1997年前后是我



集中开展创作活动的时期。那时我辞去了设计公司的工作，有很多时间可以进行创作。虽然数量比较多，但我觉得每个作品的水平并不太高。

George Miller（乔治·米勒）：我想我一直都很喜欢Puzzle。第一份关于Puzzle的回忆，是在我还是个小男孩的时候，拆卸了一个木桶形状的日本木质Puzzle。当我把它还原回去的时候，感觉非常奇妙。接着我又拆了我的机械闹钟，这一次我没有能够把闹钟组装到一起，但是它内部那复杂的机械结构却深深地吸引了我。十年前退休时我就决定把生命中的智慧都献给Puzzle事业。

Rocky Chiaro（洛克·凯洛）：我对Puzzle的兴趣并不是从Puzzle本身开始的，而是源于机械工作。1950年，那时二十几岁的我还是个驻珍珠港的美国海军。当对着相互分散的8

个立方体障碍物进行机械训练时，我意识到，用一个类似于大别针的东西，就能把其中的7个立方体连接在一起。海军退役后，我去了美国Pueblo Colorado的一个金属制造厂当了一名机械操作员。1995年，我退休了，就打算把我的机械操作能力当成一种爱好，就像当初热爱机械工作那样。一次偶然的机会我接到了Jerry Slocum关于杂志广告的电话。他想要我的Puzzle——那是我心血来潮在一篇文章中写到的，由8个立方体构成的Puzzle。而且他答应出50美元，更令我惊讶的是，他另外又预定了4个，还问我这个Puzzle的名字。我给这个Puzzle取名“Perplexity”，多少有点模仿“Plexiglas”。所以，我现在是个Puzzle制造者。

《别墅Life》：一些人认识不到Puzzle的价值，认为它只是玩具而已，现代Puzzle对人们的价值与意义是什么？

Rocky Chiaro：我想人们应该把他们生活中的每一部分都看做是一个有待解决的Puzzle。那一定是一种美好的感觉。生活不是一个简单的Puzzle。我们怎样才能懂得生活的本质？又应该从哪里懂得？那是一个可以托在手中，慢慢讲解的Puzzle，它可以很好地培养你的耐心。

Oskar van Deventer：Puzzle有助于锻炼人们的演绎推理能力和前瞻性思维。

Akio Yamamoto：从大众文化的角度讲，日本的普及程度在世界

上也是少见的。但是，社会上普遍认为Puzzle仅仅是可以“锻炼大脑”的玩具，这是一种浅显的理解。作为文化的认同在日本还不成熟，与欧美相比，收藏家非常少。

George Miller：你问到了一个非常严肃的问题，对此我有着强烈的个人情感，所以请允许我最后回答这个问题。

《别墅Life》：您最喜欢的Puzzle是什么？

George Miller：这是一个很容易回答的问题，同时也是一个很难回答的问题。首先我想说的是，一个好的Puzzle，一个伟大的Puzzle有着很多特性。一个好的Puzzle一定是难以拆解的，但是也不能太难。为了一个Puzzle花了大量的金钱，那么就应该从中得到享受。花五秒钟解开一个Puzzle，带给你的是短暂而鲜活的享受感。花费三个月解开一个Puzzle只能带来挫折感。而借助于电脑解开Puzzle只会毒害你拆解Puzzle的经验与快感。

一个好的Puzzle应当恰到好处，而不是纯粹的难以拆解；它应该展示出富有创意的拆解过程和机械结构；一个好的Puzzle拿在手里，光滑、温

暖而舒适，让你感觉很惬意；每一次的拆解对你来说都是一种挑战；它总有一个主题，就像在讲述一个故事，而Puzzle的名字刚好与主题相符合，并且很容易记忆；一个好的Puzzle由很少的部件组成，至多不超过12个部分。一个伟大的Puzzle除了具备以上的特性之外，还有着某种特殊的魔力。有一个叫做Cast Loop的Puzzle是芬兰Puzzle设计师Vesa Timonen为女朋友制作的，以此展示他的爱意。Cast Loop是一个很简单的Puzzle，仅由两个完全相同的组件构成，而且可以缠绕成一个环状。

实际上，我最喜欢的Puzzle一直都在不断改变。每天晚上只有把正在拆解的Puzzle放在床头，我才能安然入睡。

Oskar van Deventer：我17岁的时候设计了Matchboxes，现在我42岁了。任何人都可以在几分钟之内组装起这个Puzzle，而解开它的过程则更有趣。

《别墅Life》：您最欣赏谁的Puzzle作品？

Akio Yamamoto：因为参加IPP，所以会收集一些别人的Puzzle。但我不是收藏家，没有对作品做过系统的整理。我喜欢很多人的作品。如





Oskar and some of his designs

果要特别指出的话，那就是奥斯卡·万·戴维特。他达到了数学智慧的顶峰，并且融合了人性的游戏娱乐因素，非常完美。

George Miller: 虽然我制作Puzzle作品，也出售Puzzle(www.Puzzlepalace.com)，但是我主要的兴趣还是在于制作Puzzle模型。我从大约90位Puzzle设计师那里收集设计方案，然后为他们制作出Puzzle模型，并让他们亲自检验。有些设计师会设计出非常复杂的Puzzle，并把设计方案发给我。有时我制作的Puzzle会一次性地完美呈现出来，但更多情况下，我们不得不制作若干个模型。直到出现那个刚好合适的Puzzle。谁是我喜欢的设计师？你可以去我的网站上看，他的Puzzle作品卖得最多。（这当然是奥斯卡，编者注）

Rocky Chiaro: 我最欣赏的是在设计之中不断提出难题的Puzzle设计师。

Oskar van Deventer: 我最欣赏以下几位设计师：

Akio Yamamoto: 他发展了其他任何人都无法创造出来的有机Puzzle。

Vesa Timonen: 他提出了一流的、基本的Puzzle机制。

George Miller: 他找到了最后润色我的设计的奇妙方法。

《别墅Life》：您是否接受中国读者订购您的作品，或者通过代理在中国销售？

Rocky Chiaro: 我很希望中国读者购买我的Puzzle作品，也同意他们经过允许后成为我作品的代理商。你可以在这个网站上看到我的作品：www.brassPuzzlesbyrock.com

Akio Yamamoto: 我在台湾居住过一段时间，其实中国的Puzzle起源非常早，很感谢您在中国宣传Puzzle和Puzzle的作者。我知道中国有“九连环”（源于战国策中的玉连环）和“七巧板”（清朝的Puzzle），都是古典Puzzle的宝库。但遗憾的是现在都不清楚中国是否还有人研究古典Puzzle。

George Miller: 我真诚邀请《别墅Life》所有的读者浏览我的网站，去看所有吸引你的Puzzle作品。我也会运送Puzzle到中国。完全由我制作的Puzzle一次只能销售一件。一些由昂贵材料和昂贵机械制成的Puzzle卖得也比较贵，这些我可以在50—100件的范围内成批量的销售。如果一个公司申请得到Puzzle的制造、运输以及

销售的许可，这种情况下，Puzzle设计师是享有特许权的。我很高兴看到我制作的Puzzle模型成为市场上成批量的商品。这意味着更多的人享受到内心平静所带来的智慧挑战的惬意。

现在回到第二个问题：

让我们将一件艺术品，比如说一幅画，与一个Puzzle进行比较。一幅好画带来视觉享受；一个好的Puzzle带来的不仅是视觉享受，更有折解的乐趣。画一幅好画可能花费几个月的时间；创建一个好的Puzzle将花费几年的时间去设计、制作、检验和生产。一幅好画需要有合适的比例；一个好的Puzzle必须有超乎完美的比例，否则就无法拆解与拼装。而一幅画不会涉及到这些问题，因为它不包含智力因素，也不包括内在的数学分析。一幅好的画能卖1万美元；而一个好的Puzzle仅卖10美元。谁是最大的傻瓜？艺术品收藏者还是Puzzle收藏者？所以，我深切地感到Puzzle的价值被我们的社会低估了，而工艺品则被高估了。

感谢你让我表达了我的想法，抒发了我的情感。感谢你让Puzzle的世界介绍给你的读者们。

“Puzzle中的智慧”专题讲座

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Puzzles

are Under-appreciated

By Peng Yue

Nowadays, collecting puzzle is more valuable and meaningful than other collecting. First, small amount go on sale, sometimes only 30 puzzles available all over the world. Second, the price is affordable and not very high. Generally 30 to 100 dollars for the puzzle by mould production, and for the puzzle hand-made by designer is around 300 to 600 dollars. Compared to those antiquated old things, it has more unique value and practical meaning. Therefore Villa Life had an exclusively interview with the famous Puzzle designers in the world, including Oskar van Deventer, Akio Yamamoto, George Miller and Rocky Chiaro.

Villa Life: When did you begin to be fond of Puzzle?

Oskar van Deventer: 1978, when reading the book *Puzzles of the World*. I first made copies of almost all puzzles in the book. Then I started designing.

Akio Yamamoto: At the time when I was a student, I majored in art research, especially the carving art. I gradually found that I could not be satisfied by carving the things that I could see, then I began to invent something more entertaining by hand-touch. However, if you want others to appreciate and touch your works, you have to "raise the questions". For example, "can it be disassembled?", "Can people understand?", "Can it be assembled together?"..... Unconsciously, the model becomes a puzzle, which is the embryonic form of my first work "Amour".

It normally takes two years from design to deliver the works. Before and after 1997 I concentrated on creation. At that time I resigned from a design company, and then I had enough time to do my inventions. Although I created a lot, I thought the level of each work was not very high.

George Miller: I guess I have always been fond of puzzles. My first recollection is as a little boy taking apart a Japanese wooden puzzle in the shape of a barrel. I felt good when I put the puzzle back together. I then took apart my wind-up clock. I was not successful in putting the clock back together, but, was really impressed with the inner mechanism. I retired from

work about 10 years ago and decided to devote the intellectual side of my life to puzzles.

Rocky Chiaro: My interest in puzzle did not start out as an interest in Puzzles but an interest in Machine work. In 1950 at 20 years of age in the US Navy I was practicing machine 8 blocks in to one cube which would not stay together. Later I realized that a pin would catch 7 of the cubes and hold it together. After leaving the Navy I went to work at a steel mill in Pueblo Colorado U.S.A as a machinist. After retiring in 1995 I wanted to use my machining ability as a hobby as I love machine work. By chance I answered an AD in a magazine from Jerry Slocum. He wanted puzzles so on a whim I wrote that I wanted \$50.00 for my 8 block cube. He answered with a \$50.00 Check and to my surprise he ordered 4 more of them, and wanted



The Connectivity puzzle/sculpture
This was the first
outdoor puzzle/sculpture created.

Oskar van Deventer
Connectivity
augustus 2005



Robert Reid and George Miller

to know the name of the puzzle. I named the puzzle Perplexity as I did make some copies of Plexiglas. So now I am a Puzzle maker.

Villa Life: Some persons regard Puzzle as a kind of toy, and can't realize the value of Puzzle. In the case, what do you think about the value of Puzzle for people?

Rocky Chiaro: I think that people should think of almost every part of their lives as a puzzle to solve. And it should be fun. Life is not a simple puzzle. How do we get this? Or how to get there? A puzzle that you can hold in your hand can teach patience.

Oskar van Deventer: Puzzles help people with deductive reasoning,

thinking ahead.

Akio Yamamoto: From the perspective of popular culture, the penetration of the puzzle in Japan is rare in the world. However most people still consider the puzzle only as a tool of "brain training", which is a slight understanding. People still need to be more mature in appreciating the puzzle as a culture. Compared with Europe and the United States, Japanese collectors are fewer.

George Miller: Well, you have hit upon a very serious subject. I have strong feelings about this question and shall answer this question last.

Villa Life: What is your most favorite Puzzle?

George Miller: This is an easy question

to ask, and a difficult question to answer. I should first say that there are characteristics of a good puzzle and a great puzzle. To be good, a puzzle must be difficult to solve, but not too difficult. If you spend a lot of money for a puzzle, you should get a lot of enjoyment from the puzzle. Solving a puzzle in 5 seconds brings only short-lived enjoyment. Spending 3 months to solve a puzzle will only bring frustration. Having to resort to a computer to solve the puzzle pollutes the puzzle-solving experience. So, a good puzzle should hit the "sweet spot" as far as difficulty. A good puzzle should demonstrate some new or novel process or mechanism. It should easily fit in your hands. It should feel warm and smooth in your hands. It should be a challenge each time you pick it up. It should have a theme, for example, tell a story. The name of the puzzle should fit the theme and be easy to remember. It should have very few pieces—certainly no more than 12 pieces. A great puzzle is a good puzzle that has some special magic. Such a great puzzle is one sold by Hanayama called Cast Loop.

This puzzle was designed by puzzle designer Vesa Timonen of Finland for his girl friend. It was his attempt to show his love for his friend. It is very simple, only two identical pieces that can be entwined as a single circle. Actually, my favorite puzzle changes. Every night I have a puzzle on my bed stand which I work on solving as I start to go to sleep.

Oskar van Deventer: Matchboxes. I designed this when I was 17 years old (I am now 42). It is a puzzle that anyone can build in a few minutes and it is much fun to solve.

Villa Life: Who do you appreciate most about the Puzzle designer?

Akio Yamamoto: Because of

the participation in the IPP, I collect a number of other inventors' puzzles. But I am not a collector; I haven't done the systematic work on it. I like a lot of inventors' works. If I point out someone particularly, Oskar Van Deventer is the one. His works reach the pinnacle of mathematical wisdom. They are perfect combinations of mathematics intelligence and human's entertaining genes.

George Miller: Although I make puzzles and sell puzzles (www.puzzlepalace.com) my main interest is in prototyping puzzles. I take in puzzle designs from about 90 designers and make prototypes for them to hold and examine in their own hands. What amazes me is that some of these designers design very complex puzzles in their heads and send me the design. Sometimes the prototype I build works perfectly the first time. More than likely we have to make several prototypes before we get it just right. If you want to know who my favorite designers are you can go to my website and see which designer has the most puzzles for sale.

Rocky Chiaro: I appreciate the presentation of the problem in the design.

Oskar van Deventer: I admire the following designers most.
-Akio Yamamoto for developing organic puzzle designs that no one else could create.
-Vesa Timonen for coming up with very elegant basic puzzle mechanisms.
-George Miller for finding fantastic finishing touches to designs of mine.

Villa Life: The last, I want to know whether you accept that Chinese readers buy your works and sale your works act as an agent or not.

Rocky Chiaro: I do very much accept that Chinese readers buy my works and with permission act as an agent

to sell my works. You can view them at www.brasspuzzlesbyrocky.com

Akio Yamamoto: I have been living in Taiwan for a period of time. Actually China has very long history of the puzzle. Thank you for promoting puzzle works and inventors in China. I know that the nine-ring puzzle is originated from "jade rings" of Warring States and "Tangram" (the puzzle of Qing Dynasty), which are the treasures of the puzzle world. It is regrettable that I don't know whether there are still some people researching on the classical puzzle in China.

George Miller: I certainly would invite all of your readers to go to my website and see if any of the puzzles appeal to them. I do ship puzzles to China. The puzzles for sale are all made by me just one at a time. Some are made using expensive materials and expensive machines and are therefore expensive to purchase. I can sell wholesale in quantities between 50 and 100. In several cases a company has wanted to license the right to manufacture,

Rocky Chiaro



Cast Loop

distribute and sell a puzzle. In this case, the puzzle designer gets a royalty. I am very happy when one of the puzzles I prototyped becomes a mass marketed item. This means more people can enjoy the sweet intellectual challenge that brings peace of mind.

Back to question 2:

Let us compare a piece of art, say a painting, to a puzzle. A good painting will be pleasant to look at. A good puzzle will be pleasant to look at and to hold. A good painting will take months to paint. A good puzzle will take years to design and build and test and manufacture. A good painting will have good proportions. A good puzzle must have perfect proportions or else it won't work. A painting does not work. It has no intellectual content. It has no inherent mathematical analysis. A good painting will sell for \$10,000. A good puzzle will sell for \$10. Who is the bigger fool? The art collector or the puzzle collector? I obviously feel that puzzles are under-appreciated by our society and art is over-appreciated. Thank you for letting me express my thoughts and feelings. Thank you for bringing the world of puzzles to your readers.