

中国财富塔尖人群的生活方式

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VillasLife

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# CAN YOUR KID SOLVE THE RUBIK'S CUBE?

你的孩子会还原魔方吗



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# CAN YOUR KID SOLVE THE RUBIK'S CUBE?

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## 42 你的孩子会还原魔方吗



# Can Your Kid Solve the Rubik's Cube?

Help Your Kid Become  
an Intellectual Whiz



Can your kid solve the puzzles? How many Rubik's Cubes have you given him or her as gifts?

Maybe you don't see this as a big deal...

It's said that no more than four people in 500 in the world can solve the Rubik's Cube;

It's also said that some math teachers cannot do the Rubik's Cube

It's said that playing with the Rubik's Cube helps kids become more focused, smarter and more self-confident;

It's said that playing with Rubik's Cube can foster patience in kids and make them more logical and thoughtful.

It's said that a ten year old kid can master a trick in no time if he or she is taught the solution of the Cube.

It's said that a parent who can solve the Rubik's Cube will be considered the coolest and easiest to communicate with, in the world. Perhaps, some of you are now preparing to throw this magazine away after reading these words.

Wait! Now the writer of this article is happy to share his expertise in the tricks and knowledge of the Rubik's Cube. That is, if you are eager to learn. For registration, send your email to: [amnews007@gmail.com](mailto:amnews007@gmail.com)

你的孩子会还原魔方吗? 你送给过你的孩子几种魔方?

或许你会觉得这不是什么大不了的事情

据说, 全世界500个人里能还原魔方的一般不超过4个人

据说, 有些学校的数学老师都不会还原魔方

据说, 魔方能让孩子变得更专注、聪明与自信

据说, 魔方能培养孩子耐心、逻辑思维、全局观念

据说, 只要方法得当一个10岁的孩子能很快学会还原魔方

据说, 据说, 一个能学习还原魔方的父母会成为最酷、最善于与孩子沟通的父母

据说, 有些爸妈看到这段文字马上就把杂志藏起来或者扔出窗外.....

(且慢, 本文的作者愿意免费教授还原魔方的方法, 只要你愿意学。)

报名 E-mail: [amnews007@gmail.com](mailto:amnews007@gmail.com)



# 你的孩子 会还原魔方吗

如何帮助孩子成为智力贵族运动的佼佼者



Remember the scene from the movie "The Pursuit of Happiness", where Will Smith is playing with a Cube? The Cube movement made a strong comeback worldwide in 2003. Many new variations have emerged since then. However, it still remains an intellectual sport for the privileged few until this day because of its complexity compared to traditional board games. So, how does one become an expert with the Cube? With that question in mind, VillasLife interviewed Danjon Chen, a former world champion of Blindfolded Cube Solving and Representative of the World Cube Association.

"Colorful, entertaining, educational—everything you wanted to know about Rubik's Cube!"

Introduction by  
Erno Rubik

# The Cube

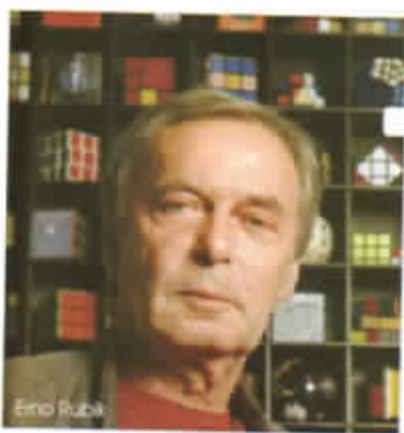
The Ultimate Guide  
to the World's  
Bestselling Puzzle

Secrets  
Stories  
Solutions



Jerry Blum  
World Champion / New York  
Times Bestselling Author

还记得《当幸福来敲门》(The Pursuit of Happiness)中威尔·史密斯(Will Smith)转魔方的情景吗? 2003年以来, 魔方运动正在全世界范围内强势回潮, 许多新品种的魔方不断出现, 但因为魔方的还原是一件容易的事情, 与传统的棋牌游戏相比, 魔方至今仍然是少数人的智力贵族运动, 如何成为这项运动的高手, 本刊特约前世界盲拧冠军、世界魔方协会中国代表陈丹阳先生为您解答。



In spring of 1974, while Erno Rubik was teaching in the Budapest College of Applied Arts in Hungary, he had an idea. He wanted to devise a working model to help students better understand three-dimensional geometry.

Erno Rubik devised a 3x3x3 cube of 26 cubies, with each face being able to rotate independently. This cube can easily demonstrate various movements of spatial rotation. However, to professor Rubik's surprise, this teaching tool

1974年春天, 匈牙利布达佩斯应用艺术学院 (Budapest College of Applied Arts) 的建筑学教授鲁比克 (Erno Rubik) 萌生了一个有趣的念头, 他想设计一个教学工具来帮助学生直观地理解空间几何的各种转动。

鲁比克制作一个由26个小方块组成的, 各个面能随意转动的 3x3x3 的立方体。这样的立方体可以很方便地演示各种空间转动。但出乎鲁比克教授意料的是这个教具连他自己都很难还原。鲁比克决定将它制作成一种玩具。

魔方被公认为人类有史以来最伟大的智力玩具。一个打乱魔方可以形成约4325多万万亿种变化 ( $4.3 \times 10^{19}$ )。如果我们将不同花式的魔方排成一排, 可以从地球一直排到250光年外的遥远星空。如果一秒转3下魔方, 不计重复, 需要转4542亿年, 才可以转出魔方所有的变化, 这个数字是目前估算宇宙年龄的大约30倍。

魔方于1980年开始风靡世界, 并多次成为世界数学大会上的热门话题。魔方成为一个著名的新词汇, 渐渗透到政治漫画、评论、音乐与影等多元文化与艺术之中, 进而成了一种智慧与难题的新文化象征。

然而, 由于普通人很难还原魔方, 自1982年起, 在美国率先掀起了反魔方运动, 一些不会还原魔方的保守人士宣传砸烂魔方。2003年随着世界魔方协会 (World Cube Association, WCA) 的成立与互联网的传播, 魔方在全球范围内再度回潮, 世界各地都涌现出大量的新式魔方与一大批爱好者。

鲁比克教授回忆30多年前的往事时说: “我一生做过2个最重要的决定, 一是发明了魔方, 二是决定与全世界的人分享我的作品。魔方无论何变化, 都始终通过一个节点相连为一体, 真正吸引我的地方不是魔方本身, 而是数以亿计的魔方与数以亿计的人之间的关系。”





It's said that more than 400 million Rubik's Cubes have been sold worldwide so far

was difficult to solve, even for himself. That's when he came up with an idea to make it into a toy.

The Rubik's Cube has been considered as the most powerful puzzle in the mankind. A normal (3x3x3) Rubik's Cube can have 43,252,003,274,489,856,000 different positions. To put this into perspective, if every permutation of a Rubik's Cube was lined up end to end, it would stretch out approximately 250 light years.

The Rubik's Cube mania began worldwide in 1980. Since then, it has been a hot topic for mathematics. Today the Rubik's Cube has become a household word and has been used as a metaphor in political, educational, and economic contexts as well as in numerous cartoons. It also represents a new culture of intelligence and puzzles. However, with most people still having trouble solving the Rubik's Cube, a Rubik's Cube backlash first began in the U.S. around 1982. Some conservatives, who couldn't solve the puzzle claimed

to "smash the Cube" at the time. With the founding of the World Cube Association (WCA) in 2003 along with the popularization of the Internet, the Rubik's Cube seems to have found its second life in the world. Many amazing new puzzles were again being designed and fabricated, followed by many new fans.

As Erno Rubik recollects his stories with the Cube, he says, "Time has shown that two decisions I made over 30 years ago were the right ones. The first



was to create the Rubik's Cube. The second decision was to share the results with the world. The Cube remains a single unit, despite its many transformations. What is really interesting for me is not my Cube as an object, but its relationship with the user and especially millions of cubes with millions of users."

Today the Rubik's Cube has been used as a metaphor in political, educational, and economic contexts as well as in numerous cartoons.



## World Cube Association WCA

The World Cube Association governs competition for all puzzles labeled as Rubik's puzzles, and all other puzzles that are played by twisting the sides, so-called 'twisty puzzles'. The goal of the World Cube Association is to have more competition in more countries with more people and more fun, under fair conditions. The spirit of the World Cube Association is that people from all over the world have fun together in a friendly atmosphere, help each other and behave sportsmanlike. Current member countries include: China, Canada, Denmark, Hong Kong SAR, Japan, South Korean, Philippines, Poland, Sweden, and the U.S.A.

世界魔方协会 (World Cube Association, WCA) 成立于2003年, 主要致力于举办魔方竞速比赛。现有会员是: 中国、加拿大、丹麦、香港、日本、韩国、菲律宾、波兰、瑞典、美国。世界魔方协会的宗旨是让更多的人与国家参与到魔方的比赛中, 让来自世界各地的人们在友好与公平的气氛中相互交流学习魔方的乐趣。

## Websites About the Rubik's Cube 有关魔方的重要网站

World Cube Association 世界魔方协会  
<http://www.worldcubeassociation.org>

Rob's Puzzle Page 谜题收藏家Rob的网站  
<http://home.comcast.net/~stegmann/rearrangement.htm>

Twisty puzzles community 著名的魔方论坛  
<http://www.twistypuzzles.com>



## Ten Most Memorable Cube Masters 十位令人难忘的魔方人

Erno Rubik 厄尔诺·鲁比克



厄尔诺·鲁比克出生于1944年7月13日，匈牙利发明家、雕刻家和建筑学教授。1974年他发明了著名的机械益智玩具-魔方(Rubik's Cube)。据统计，魔方在全球共售出了4亿多个。鲁比克平时不喜欢抛头露面，拒绝采访，这位发明家一直生活在布达佩斯，经营着拥有魔方商标的鲁比克工作室。

Erno Rubik, born July 13, 1944, is a Hungarian inventor, sculptor and professor of architecture. He is best known for the invention of mechanical puzzles-Rubik's Cube in 1974. It's said that more than 400 million cubes have been sold worldwide. Erno Rubik is known to be an introvert, barely accessible and hard to contact or to get hold of for autographs. He has spent all his life in Hungary. Even until today, he's still managing and leading the Rubik Studio in Hungary.

Péter Sebestény 皮特·萨本斯特尼

匈牙利数学家。1980年，他发明了4×4×4魔方。从此，魔方向更多样化与更高的级别发展。萨本斯特尼本来可以用自己的名字命名4×4×4魔方，但最后他为了表达自己对厄尔诺·鲁比克的敬意与感谢，将4×4×4魔方命名为“鲁比克的复仇”。

Péter Sebestény, a mathematician from Budapest, Hungary, invented the 4×4×4 Cube in 1980. He has made it possible for the Cube to take on more varied and complex forms. Sebestény first planned to name the 4×4×4 cube the "Sebestény's Cube", but later decided to let it be a "Rubik's Cube" out of the respect and gratitude for Erno Rubik. The 4×4×4 cube was finally named "Rubik's Revenge Cube" when it was introduced onto the Market.



Katsuhiko Okamoto 冈本胜彦

日本魔方设计师，著名的Void Cube(空心魔方)就是他设计的。此外，他还设计了1×3×3魔方、Master Skewb(大师斜转)魔方等。

Katsuhiko Okamoto, Japanese puzzle designer, who invented the famous Void Cube. Besides, he has also succeeded in creating a 1×3×3 cube and Master Skewb.



Tony Fisher 托尼·费舍尔

魔方改造与魔方设计大师，著名的Golden Cube(金魔方)就出自托尼·费舍尔。托尼·费舍尔的制作激发了更多的人加入到魔方设计与改造(MOD)中来。

Tony Fisher was the first person ever to take a twisty puzzle and change it into something new. That famous Golden Cube is Tony Fisher's design. Tony has inspired many people to join in the design and reformation of the Cube.

Tom van der Zanden 汤姆·詹德

荷兰谜题设计师，他设计了许多被认为是不可思议的魔方，如Curvy Copter(花椰菜升机魔方)、Dino Skewb(恐龙斜转魔方)、Compy Skewb，以及令人惊叹的Dino 3×3×3(三阶加扭蛋全切魔方)。

Tom Van Der Zanden is a puzzle designer from the Netherlands. He has designed many unbelievable puzzles such as the Curvy Copter, the Dino Skewb, the Compy Skewband, and the astounding Dino 3×3×3 cube.

David Singmaster 大卫·辛格马斯特

1939年生于美国，英国伦敦南岸大学的数学教授。他第一个将魔方引进美国，并推荐给美国与英国的科学界与媒体。

他是史上最功不可没的魔方推广人。他率先计算出魔方的变化值，并发明了用“R、L、U、D、F、B”等字母做符号记录魔方的还原方法。最著名的魔方书《The Cube》的作者。他还是机械谜题与谜题书籍的收藏家以及计算机史学家。



David Breyer Singmaster, born in 1939, USA, is a retired professor of mathematics at London South Bank University, England, UK. He is the first one who brought the Cube to the U.K. and introduced them to the science and media in the U.S. and the U.K. He is also famous for his solution to the Rubik's Cube by his "FLUBRD" notation, which was collected in his book *The Cube*, and his huge personal collection of mechanical puzzles and books of brain teasers. He is also interested in the history of computers.

Oskar van Deventer 奥斯卡·万·戴维特



奥斯卡1966年9月14日出生于荷兰，是目前世界上产量最多质量最高的“难题设计”大师。IPP“难题设计大赛”评委。他设计了许多魔方类的Puzzle，如著名的17×17×17魔方、马赛克魔方、齿轮魔方。

Oskar van Deventer, a puzzle designer, who lives in Leidschendam, the Netherlands. Born in 1966, he started puzzle designing at the age of 12. Now more than thirty years later he has made hundreds of puzzle designs. Famous puzzles like the 17×17×17 cube the Mosaic Cube and the Gear Cube all come from his hands.



# Jessica Fridrich 杰西卡·弗雷德里奇



杰西卡·弗雷德里奇是密码学、电力电气、数字图像处理领域的专家，纽约州立大学宾汉姆顿大学(Binghamton University, State University of New York)教授。她同时是世界上最快的、使用最广泛的魔方解法——Fridrich Method (又称Fridrich System, CFOP法)的发明人。CFOP法使得世界魔方速拧最好成绩突破了20秒大关，世界上最顶尖的一批高手几乎都是使用Fridrich发明的CFOP法。

Jessica Fridrich specializes in data hiding applications in digital imagery, including steganography and steganalysis, forensic analysis of digital images (sensor fingerprints), and advanced image processing. Her earlier research interests were in chaotic nonlinear dynamical systems and dynamical systems modeling and encryption. She works with a team of graduate students at Binghamton University, State University of New York. Jessica Fridrich is the inventor of the most commonly used method for speed-solving the Rubik's Cube, better known as speed-cubing, Fridrich Method, or Fridrich System.

# Danjon Chen 陈丹阳

中国科协会员，世界魔方协会中国代表，智力公益活动志愿者，《The Cube》中文版译者。2007年12月三阶盲拧(蒙着眼睛的情况下还原三阶魔方)项目世界排名第一。

Danjon Chen is a member of science and squirrels. Representative of the World Cube Association in China, intellectual welfare volunteers, and the translator for The Cube in the Chinese version. He's ranked number one for Blindfolded Solving for the 3x3x3 Cube by the World Cube Association in December 2007 to January 2008. His best performance then was 55 seconds and the current one is 41.16 seconds.



# Feliks Zemdegs 菲利克斯·曾姆丹格斯



菲利克斯·曾姆丹格斯1995年12月20日出生于澳大利亚墨尔本，被誉为魔方天才。他赢得了2阶、4阶、5阶速拧，3阶盲拧和3阶单拧等项目的冠军。2011年6月25日，菲利克斯创造了5.66s的三阶速拧纪录！他是全世界三阶速拧唯一进入6s的人。当问到成功的秘诀时，他总是笑着回答：“不断地练习”。

Feliks Zemdegs, born on 20 December, 1995 in Melbourne, is an Australian Rubik's Cube speedsolver. He bought his first cube in April 2008 inspired by speed cubing videos and tutorials on Youtube. The first unofficial time he recorded was an average of 19.73 seconds on June 14, 2008. He won the first competition he attended, the New Zealand Championships (July 2009) with an average of 13.74 seconds in the final round. He also won 2x2, 4x4, 5x5, 3x3 Blindfolded, and 3x3 One-Handed. On June 25, 2011, he twice broke his own record of 3x3x3 cube speed solving at Melbourne Winter Open 2011, and finally the record was updated to 5.66s. He's the first to enter bring the game below the 6 second mark. When asked about the secret of his success, Feliks Zemdegs smiled and replied: "turn, turn, and turn!"

# Top Ten Fun Cubes 十种最好玩的魔方

## 四阶魔方 4x4x4 Cube

Designed by Peter Sebesteny

没有了恒定不变的单一中心块，四阶魔方打乱之后还原的难度超出了一般人的想象，再加上四阶魔方会出现三阶魔方不可能出现的几种特殊情况，四阶魔方比三阶魔方更耐人玩味。这或许就是为什么4x4x4魔方又叫“鲁比克的复仇(Rubik's Revenge Cube)”。

The Rubik's Revenge (also known as the Master Cube) is the 4x4x4 version of the Rubik's Cube. Unlike the original puzzle (and the 5x5x5 Cube), it has no fixed facets: the centre facets (four per face) are free to move to different positions, which makes it even harder to solve. That's how it got the name 'the Rubik's Revenge'.



## 艾克斯斯魔方 Axis Cube

Designed by Adam G. Cowan



## 五层金字塔魔方 Professor Pyraminx

Designed by Timur Evchikov



## 花瓣直升机魔方 Curvy Copter

Designed by Tom van der Zanden



## 扇形魔方 Square-1(Sq-1)

Designed by Karel Hiler and Vojtech Kocik

## 大师斜转魔方 Master Skewb

Designed by Katsuhiko Okamoto



## 337魔方 3x3x7 Cube

Designed by Adam G. Cowan

## 粽子魔方 Mastermorphix

Designed by Adam G. Cowan

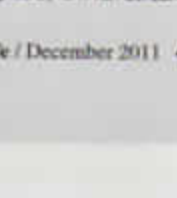


## 齿轮魔方 Gear Cube

Designed by Oskar van Deventer

## 雷诺全切魔方 Dino 3x3x3

Designed by Tom van der Zanden



# Champion & Intellectual Welfare Volunteer

An Exclusive Interview with Danjon Chen,  
Representative for the World Cube Association

独家专访 世界魔方协会中国代表 陈丹阳

## 从冠军到公益智力志愿者

采访撰文/阿虞 (AM) 摄影/杨子宸 翻译/冯菲菲

Interviewed and written by AM Photographed by Yang Zichen Translated by Kathy Feng



科学从来不是枯燥，人类的每一次文明的进步都闪烁着智慧与科技的光芒。

"Science is never boring, every civilization and all human progress shines with the light of wisdom, science and technology."

"我完全没有想到，有一天我的名字会与马丁·加德纳（Martin Gardner）、厄尔诺·鲁比克（Erno Rubik）联系在一起……" 10岁那年，第一次从爷爷手里接过魔方的陈丹阳，或许不会想到，魔方会怎样改变他的一生。

一提起魔方，世界魔方协会中国代表陈丹阳的眼中总是闪烁着明亮的光芒，并充满了感激。

### 一个冠军的诞生

因为变化多端，以及还原的方法复杂，据说在全世界每500个人里很难找到4个会还原魔方的人。从小就能还原魔方的陈丹阳，像许多人一样，似乎并没有因此让自己的生活发生什么太大的改变。

上大学后陈丹阳魔方还原的速度不断提升，思维敏捷、动作娴熟的魔方还原让他在大学里赢得了不少羡慕的目光，2005年陈丹阳去广州读硕士，广州当年是中国魔方爱好者最多的地方，这使得陈丹阳受到了极大鼓舞，陈丹阳发现当时盲拧魔方全世界在3分钟之内的只有6-7个人，世界纪录为1分55秒多。

这一年的寒假，陈丹阳在自己的家乡唐山仅仅半个月就蒙眼还原进入了3分钟，这是普通人睁着眼睛都达不到的速度。2006年10月时，世界纪录为1分28秒，但陈丹阳自信自己已经是世界上盲拧魔方最快的人了，因为他自己练习时已经超越了世界纪录10秒多。这令他兴奋不已，要创造新的纪录，陈丹阳需要的只是一场世界魔方协会官方认可的正式比赛。

因为学业的原因，陈丹阳未能参加2007年10月的广州魔方赛，2007年12月机会终于来临，北京公开赛上陈

丹阳以1分10秒81的绝对优势创造了新的世界纪录。

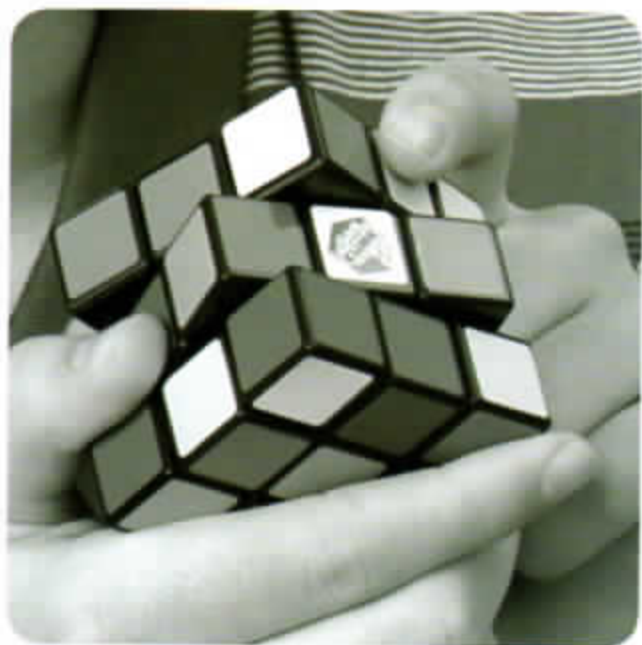
还原时要蒙着眼睛，盲拧的体系和速度还原不一样。陈丹阳说：“空间想像力对练习盲拧很重要，拧的过程中如果错一步，绝大多数的时候就无法修正了。”令人惊奇的是陈丹阳仅仅使用的是最普遍的还原方法，而不是大多数世界高手采用的CFOP法。（他个人盲拧也是用CFOP，纪录是16.26秒。）

陈丹阳认为练习盲拧可以改变自己的性格，增强人的自信。“练盲拧必须非常专注，表演时要保证不出任何差错，这需要有极强的自信。另外，空间思维能力在练习的过程当中会得到很大的提高。每个人都有可能成为世界冠军，只要你有信心与毅力，不断练习，不断挑战自我。”

### 公益智力志愿者

2008年热心在中国推广魔方运动的美国人柯吉（Chris Krueger）请陈丹阳出任世界魔方协会（WCA）中国代表。

“我的角色从此转变了。”陈丹阳说：“世界魔方协会作为一个非营



“其实生活正如还原魔方，无论多复杂的事物，只要善于思考，耐心去寻找它的规律，都会变得简单，但最关键的还是，你是否勇于去——尝试。”

利性组织，我的主要职责是魔方在中国的推广和官方比赛的组织与认证。我为魔方爱好者们服务，组织各种活动，而不是自己参赛。”

北京的魔方活动也因陈丹阳的努力走在了世界的前列。北京开展的一些比赛，如粽子魔方的比赛，使得世界魔方协会的官方比赛增设了相应的新分类。

在陈丹阳的带动下，许多魔方高手都成为了CCTV与各大型文化活动的特约嘉宾。与单纯地做魔方选手不同，他的工作更多地是一种志愿者行为。在越来越多的人开始注重公益环保的时候，或许人文环保与公益智力更需要有人来担当。

陈丹阳不仅热心于各项魔方推广与比赛活动，更注重智力文化的普及。“魔方不应该只是肌肉运动，而对速度之外的无限风光视而不见。”2010年陈丹阳翻译的《魔方宝典》(The Cube)成为了魔方文化在中国普及与推广的里程碑。

有付出就有回报，短短四五年间，魔方在中国的发展迅速超越了之前的20年，国内参与者达到几千人。此前，广东是中国魔方运动发展较早的地方，参与的人一直比较多，香港与台湾也有不少爱好者，但中国其他地方的爱好者相对较少。如今北京、上海、南京等地的爱好者也迅速多了起来，涌现出许多高手，爱好者不只是进行魔方速拧、盲拧甚至脚拧的比赛，许多人开始收藏各种各样的魔方，而一些人甚至开始自己动手制作设计与发明新的魔方。

陈丹阳在中国推广魔方的工作成绩是前所未有的。事实上，智力公益工作在全球都是一个非常新的课题，陈丹阳在中国推广魔方的工作也是所有在华公益智力志愿者中最为卓有成效的。

### 爱上趣味科学史

陈丹阳并没有满足现在的一切，目前博士在读的他更对趣味科学史产生了浓厚的兴趣。

2010年翻译《魔方宝典》(The Cube)给陈丹阳的触动很大，书中翔实、生动而有趣的故事与史料，以及魔方等智力玩具展现的伟人的智慧与巨大的文化魅力，让陈丹阳，也让每一个《魔方宝典》(The Cube)的读者被深深地吸引。

厄尔诺·鲁比克亲自为《魔方宝典》(The Cube)作序，世界趣味数学泰斗美国人马丁·加德纳、《纽约时报》专栏编辑填字大师威尔·肖茨均为《魔方宝典》(The Cube)写了推荐语；The Cube作者杰瑞·斯洛克姆(Jerry Slocum)更是特意为中文

版写了序。由杰瑞·斯洛克姆(Jerry Slocum)、大卫·辛格马斯特(David Singmaster)、黄玮华(Wei-Hwa Huang)、迪特尔·杰哈德(Dieter Gebhardt)、吉尔特·希林斯(Geert Hellings)共同编著的《魔方宝典》(The Cube)几乎囊括了世界上最知名的魔方人物。

“即使你从未领略过魔方的迷人之处，也会被书中引人入胜的历史故事与叹为观止的图片所深深吸引。”正如马丁·加德纳所评价的那样，趣味科学的魅力不仅感召着这位年轻的中国博士，更给陈丹阳带来了不小的成就感。“我完全没有想到，有一天我的名字会与马丁·加德纳、厄尔诺·鲁比克联系在一起……”

陈丹阳说，目前世界各国做趣味科学史研究的人非常少，但趣味科学所包含的人类知识、智慧与乐趣却非常丰富，完全可以用宝藏来形容。

从七巧板、鲁班锁、华容道、九连环到15滑块(Fifteen puzzle)，再到魔方与各式各样的智力难题玩具(Puzzle)以及它们背后的发明故事早已成为了人类文明与智慧最璀璨的结晶。这或许就是为什么，魔方的发明人厄尔诺·鲁比克能与阿基米德、张衡、牛顿及爱因斯坦并列成为人类历史上100位智者之一。

陈丹阳如今的博士研究方向是科学史，可以说是魔方改变了他的一生，他觉得现在的学生非常幸福，有那么多的人在研究魔方。教授魔方的课程、不断有新的魔方被设计与发明出来，魔方作为一项智力新运动正在全球掀起新的高潮。

最近几年，北京正在成为世界上玩魔方者最多的地方，看似不起眼的小小的魔方却能在人们手中玩出那么多的精彩，陈丹阳说：“其实生活正如还原魔方，无论多复杂的事物，只要善于思考，耐心去寻找它的规律，都会变得简单，但最关键的还是，你是否勇于去——尝试。”

### 陈丹阳给家长的建议

1. 不要担心孩子玩魔方会耽误学习，这只能让您的孩子更聪明更自信。
2. 建议家长与孩子一起学习魔方，这是孩子交流的一个非常好的机会。
3. 不要给孩子太大的比赛压力，魔方运动是玩具，享受它的快乐才重要。

### Recommendations to Parents

1. Play with the Rubik's Cube will not delay your child's studies because, if anything, it can only make your child smarter and more self-confident.
2. Parents should play the Rubik's Cube together with their children as it provides an excellent opportunity to communicate with them.
3. Do not pressure your children too much regarding competition. The Rubik's Cube is more of a toy than a sport, so enjoy it.



When he was 10 year old, Danjon Chen got his first Rubik's Cube from his grandfather. It never occurred to him at the time, but that moment changed his life forever. "Never could I have expected that one day my name would be linked with puzzle masters like Martin Gardner and Erno Rubik". Whenever Danjon Chen hears the name Rubik's Cube, his eyes shine with bright light, and his heart fills with gratitude.

### A Champion is Born

It's said that no more than four people in 500 in the world can solve the Rubik's Cube with its complex and changing transformations. Danjon Chen was able to restore a Rubik's Cube at an early age, but like many other kids who also can, this didn't change his life much at all.

Danjon Chen has continued to progress in his solution skills, and the fact that he can quickly and skillfully restore the Rubik's Cube has won him lots of respect and admiration in college. In 2005, Danjon Chen went to Guangzhou to study for his Masters. Guangzhou, at that time, was the place where most of China's Cube enthusiasts met and mingled. This encouraged him greatly. He soon discovered that only six or seven people in the world could blind solve the cube in 3 minutes. The world record for this is 1.55 minutes.

During this year's winter break, Danjon Chen went back to his hometown where he spent merely half a month practicing to blindfold solve the Rubik's Cube in 3 minutes. For an average person this cannot be achieved even with their eyes wide-open. The world record for blindfold solving in October 2006 was one minute and 28 seconds, but Danjon Chen was confident that he was fastest blindfolded solver in the world. He was confident because he has surpassed the world record by 10 seconds many times during his

"Our life is like solving a Rubik's Cube, regardless of how complex it gets, you will always be able to solve it as long as you're patient enough to figure it out and search for its laws, but the key is if you dare to try."

practices. This excited him enormously as he knew that now all that was left to do to create his own world record was to attend a competition held by the World Cube Association.

Danjon Chen failed to attend the Guangzhou Rubik's Cube Competition in October 2007, because of academic reasons. He managed to take part in the Beijing Open in December 2007 and established a new world record of 1 minute and 10.81 seconds.

"The way and speed you use to solve the Cube when blindfolded is quite different from all the others," Danjon Chen told us. "Spatial imagination plays an important role when you practice in blindfolded solving. One mistake can lead to the final failure most times." What really surprise us, however, is that rather than using the popular CFOP method as other experts might, Danjon Chen chose to follow the common solution. (His best blindfolded record is 16.26 seconds using the CFOP method.)

Danjon Chen thinks practicing blindfolded solving can help shape a person's character, and build his or her confidence. "It requires you to be attentive and focused with each step; when you perform for people you need to have confidence. It works to reduce mistakes. What's more, blindfolded solving increases your ability in spatial thinking. With enough dedication and confidence everyone can become a world champion."

## Intellectual Welfare Volunteer

In 2008, Chris Krueger invited Danjon Chen to be the representative of the World Cube Association in Beijing, where he was then promoting the Cube movement in China.

"My role has changed since then," Danjon Chen said. "As a representative for the non-profit organization World Cube Association, my main responsibilities center on the promotion of the Rubik's Cube in China and the organization and certification of

the official competition. My task is to provide service to cube enthusiasts and organize various activities, rather than to participate in the games myself."

With Danjon Chen's efforts, the activities of the Rubik's Cube in Beijing were in the forefront of the world. Competitions carried out in Beijing such as Mastermorphix are not even included in the World Cube Association official competition category yet.

Led by Danjon Chen, many cube experts in China have been invited as special guests by CCTV and other major cultural events. Different from simply being a cube player, Danjon Chen's work is more of a voluntary act out of his love for the Rubik's Cube. As more and more people began to pay attention to public environmental welfare, perhaps intellectual welfare also calls for some attention.

Danjon Chen is not only active in the promotion of the Cube and its competitions, he is also concerned with the popularization of intellectual culture in China. As he pointed it out in the interview, "the Rubik's Cube is more than just a muscle or speed sport. Unfortunately, people often turn a blind eye to its other qualities." In 2010, Danjon finished translating *The Cube*, today it has become a milestone in the popularization and promotion of the Rubik's Cube in China.

No pain, no gain. The Rubik's Cube movement has seen rapid development in China over the last four to five years. Its domestic players have reached thousands in China. Previously, Guangdong was the seedbed for the Rubik's Cube in the earlier stages. There are also fans in Hong Kong and Taiwan as well, but there are relatively fewer fans in other parts of China. Today, the number of Cube fans in Beijing, Shanghai, Nanjing and other places in China quickly began to rise as many Cube experts have emerged. In fact, not just Cube fans take part in various competitions, as many people

have begun to collect the Rubik's Cube and some have even started to design and invent new Cubes on their own.

Danjon Chen's achievements to promote the Rubik's Cube in China are unprecedented. As a matter of fact, intellectual welfare work still remains a new issue to all. Danjon Chen's work with the intellectual welfare in China has by far proven to be the most striking and effective.

## Fell in love with the history of science

Danjon Chen didn't stop with his achievements. He has developed a strong interest in the history of science while working on his PhD.

Translation of *The Cube* has greatly influenced Danjon Chen. The interesting informative stories and histories of the Rubik's Cube and other puzzles in the book along with the amazing human wisdom and the great charm of its culture, appeals greatly to Danjon Chen and his readers.

Erno Rubik himself wrote an introduction to *The Cube*. Martin Gardner, former "Mathematical Games" columnist for *Scientific American*, and Will Shortz, Puzzlemaster at NPR and crossword editor for *The New York Times* both wrote recommendations for the book. *The Cube* author Jerry Slocum has specifically written a preface for the Chinese version. Jerry Slocum, Don Singmaster, Wei-Hwa Huang, Dietrich Gebhardt, Geert Helling's co-edited and compiled *The Cube*. It basically includes all the world's most famous Cube masters.

"Even if you've never struggled with Rubik's addictive cube, you'll find it hard to stop reading Jerry's fascinating history and relishing its marvelous pictures". Just as Martin Gardner commented on the book, the charm of mathematical games not only appeals to this young Chinese doctor, it also brought him a strong sense of accomplishment. "I would have ne-



expected my name would be associated with masters like Martin Gardner or Erno Rubik one day..."

Danjon Chen told us that only a few people today work on the history of science. What others don't know is that this studies in fact deserve the name "treasure" as it contains abundant information of human knowledge, wisdom, and the fun of learning.

From Tangram, Burr, Klotski (a Chinese sliding block puzzle), nine interlinks to The 15 puzzle, to the Rubik's Cube and other puzzles together with their stories, have become the most spectacular wisdom of human civilization. Perhaps

that could better explain the reason why Erno Rubik, the inventor of Rubik's Cube will likely be listed together with Archimedes, Zhang Heng (a celebrated astronomer of ancient China), Newton and Einstein as the top 100 wise man in human history.

Danjon Chen PhD's research is on the history of science. It can be said that the Rubik's Cube has changed his whole life. He thinks today's Cube students are very lucky because so many people are currently studying the Rubik's Cube. It's easy to find training and new Cubes are being constantly designed and produced. There is a

new intellectual movement gathering momentum and is ready to be set off soon.

In recent years, Beijing has become a gathering place for most Rubik's Cube players. It amazes us that this seemingly insignificant little Cube can play out so many wonders in our hands. Danjon Chen said, "Our life is like solving a Rubik's Cube, regardless of how complex it gets, you will always be able to solve it as long as you're patient enough to figure it out and search for its laws, but the key is if you dare to try."



Official World  
Rubik's Cube Competition

## Speed Solving 速拧

Speedsolving, or speedcubing is the activity of solving a Rubik's Cube or related puzzle as quickly as possible. Speedcubing is the most popular activity among the international Rubik's Cube community. It requires lots of practice and memorizing of the different formulas on the players part. Speedcubing competition is tense but lots of fun to watch. 速拧是魔方运动中最为流行的竞技方式，指的是用最短的时间来复原一个被打乱的魔方。速拧赛需要参赛选手进行大量的手法练习与公式记忆，是魔方运动中最具竞技性和观赏性的项目。

## Blindfolded Solving 盲拧

Blindfolded Solving is the discipline of memorizing the positions of a puzzle then solving them without looking at the puzzle again. The times for these events must include both the memorization stage and the solving stage. Blindfolds are used to block a Cuber's vision during blind-solving. Blindfolded Solving improves a person's memory and increases his imagination. 盲拧就是玩家先观察魔方状态并进行记忆，记住复原步骤快速还原魔方。计时是从第一眼看到魔方开始的，也就是说记忆魔方的时间也算在总时间内。练习盲拧对提高一个人的记忆力及空间想象力很有帮助。

## Fewest Moves Solving 最少步还原

Fewest Moves Solving is an event where competitors attempt to solve a puzzle in as few moves as possible, starting from a given scramble. The best result today is 20 moves, but not everyone is up for this challenge. 将一个完全打乱的魔方用最少的步骤还原的比赛，目前记录的最少步骤为20步，但不是每一次都能转出这个数字。

## One-handed Solving 单手

Solving the Cube using a single hand. 用一只手还原魔方的比赛。

## Solving With Feet 脚拧

Solving the Cube with your feet. 用脚还原魔方的比赛。

God's Algorithm  
上帝之数

God's algorithm is a notion originating in discussions of ways to solve the Rubik's Cube puzzle. It refers to any algorithm which produces a solution having the fewest possible number of moves, the idea being that an omniscient being would know the optimal number of steps from any given configuration. An algorithm for finding optimal solutions for the Rubik's Cube was published in 1997 by Richard Korf. While it had been known since 1995 that 20 was a lower boundary of the number of moves for the solution in the worst case, it was proven in July, 2010 through extensive computer calculations that no configuration requires more than 20 moves. Thus 20 is a sharp upper boundary on the length of optimal solutions. This number is known as God's number.

将任意三阶魔方打乱后，最小还原步数究竟是多少？这一问题困扰了数学家长达三十多年，这个最小还原步数也被称为“上帝之数”。2010年7月，美国加利福尼亚州科学家利用超级计算机破解了这一谜团，他们证明任意组合的魔方都可以在20步之内还原。上帝之数=20







## How Many Children Can Solve the Rubik's Cube? 到底有多少人会还原魔方?

ISB约有1900学生  
京西约有1550学生  
德威约有1300学生  
英国学校约有1400学生  
新英才学校约有1800学生……  
我们将免费教授魔方的还原方法  
你也可以成为智力贵族运动的佼佼者

我们将在2012年举办一次国际学校之间的魔方比赛。  
你如果从现在开始学习，也许你就可以是学校魔方队的成员了。

International School of Beijing has 1900 students  
Western Academy of Beijing has 1550 students  
Dulwich College Beijing has 1300 students  
British School of Beijing has 1400 students  
Beijing New Talent Academy has 1800 students  
We are giving free lessons on the tricks and knowledge of the Rubik's Cube  
You can also stand out among the intellectual aristocrats

We are going to hold a Rubik's Cube competition among international schools  
in 2012. If you decide to learn, start now. Soon you will become a team member  
of the Rubik's Cube in school.

最好的魔方书：《魔方宝典》[the Cube的中文版]

五位世界魔方大师将分享他们的魔方研究，教授魔方的历史、潮流、数学与文化。数百幅珍贵的图片，以及独特的还原教程，包括3阶、2阶、4阶、5阶，以及最新出品的6阶和7阶。这是公认有关魔方最权威的一本书。

作者：(美)杰夫·布洛姆等  
翻译：陈丹阳 王德(校译)  
出版：辽宁科学技术出版社  
ISBN: 9787538163674



### Fun Facts on the Best Records of the Rubik's Cube 有趣的魔方之最

#### Youngest Rubik's Cube Solver 最小的还原者

Chinese girl Xie Enxi (born in March 21, 2003), 3 years and 125 days old, is the youngest Rubik's Cube solver. This is recorded in Guinness Book of World Records. (The former record holder is John Ismael Ugelstad from Norway, 5 years and 117 days old.)

中国女孩谢恩希(03.3.21出生)以三岁零125天，创造了基尼斯世界纪录——最年轻的魔方复原者(原纪录：5岁零117天，创造者为挪威人John Ismael Ugelstad)

#### Slowest Rubik's Cube Solver 最长还原事件

For 26 years, from 1983 to January 11, 2009, Graham Parker from the U.K. had obsessed with solving the Rubik's Cube. After 26 years of trying, Parker finally managed to solve the Rubik's Cube that confounded him, and by doing that it became the longest time taken to finish the Cube according to the World Cube Association.

从1983年到2009年1月11日，英国男子格雷姆·帕克在没有学习任何别人的方法的情况下，坚持自己研究，整整用26年的时间还原了魔方，他也因此成为了历史上还原魔方用时最长的人。

#### Youngest Rubik's Cube Blindfolded Solvers 最年轻的盲拧者

YU Da-Hyun, from South Korea, was the youngest Rubik's Cube Blindfolded Solver. His best score is 20 seconds, which was achieved when he was only 6 year and 239 days old.

韩国男孩YU Da-Hyun在6岁零239天完成了蒙眼复原魔方，他还是世界上最年轻的平均还原时间进入20秒的人。

#### Best Couples Record 夫妻纪录

In 2009, Focus Wang and his wife Li Yaoli from Beijing achieved a score of 10.22 and 15.47 seconds, achieving the fastest combined world record of 25.69 seconds by a couple. This record broke the former Japanese couple by 11 seconds.

2009年，北京的王富博(Focus Wang)最快成绩为10.22秒，与妻子李彦曦(15.47秒)创造了“夫妻最快速度和”的世界纪录：25.69秒！打破由日本夫妇创造的前世界纪录，将此项目成绩提高11秒多。

#### Solving Rubik's Cube by Chinese Chopsticks 用筷子复原魔方

It's a known fact that Chinese use chopsticks. But the best record for solving a Rubik's Cube using Chinese Chopsticks was, however, achieved by an American, Justin Aduara. His best record is 48.31 seconds.

用筷子本是中国的强项，但用筷子还原魔方的世界纪录却是美国人Justin Aduara创造的，成绩是48.31秒。



Instructions on the spot 现场讲解

## Step-by-step Instructions to Restore the Cube 手把手地教你学会还原魔方

一些家长抱怨网络上讲解魔方还原的方法过于复杂，许多家长与孩子都学不会，因为魔方还原是一个三维的空间运动，仅仅依靠网上的资料学习的确有一定的不便，为此《别墅时光》杂志将在2012年2月25日为大家举办专场活动“魔方乐玩会”，我们特约了世界魔方协会的代表与大家交流，现场讲解魔方的还原方法，并解答大家的问题。杂志还将送给每个报名者一个魔方，免费教授如何还原魔方，你只需要E-mail: [amnews007@gmail.com](mailto:amnews007@gmail.com) 报名。

We recently received complaints from parents who say that the Rubik's Cube solution posted online is simply too complicated and complex for them and their children to understand and follow. The Rubik's Cube is a three dimensional toy, few pictures or texts online will not be enough to show you how solve the puzzle. Therefore, VillasLife magazine is going to hold a special party for this occasion - Rubik's Cube Players Party. We will invite representatives from the World Cube Association to come and exchange and share their experiences with us. A lecture will also be given on the tricks and knowledge of the Rubik's Cube. Attendees are free to ask all kinds of questions. VillasLife will hand out free Rubik's Cubes to each attendee. To register, email to [amnews007@gmail.com](mailto:amnews007@gmail.com)

### Rubik's Cube Players Party 魔方乐玩会

**Organized by:** VillasLife Magazine, the World Cube Association

**Event:** Lecture on the tricks and knowledge of the Rubik's Cube and interaction with former champions (Each young attendee will be given a free Rubik's Cube).

**Date and Time:** February, 25, 2012 (2:00-4:00pm)

**Location:** River Garden Villa Club

**Attendance Fee:** Free of Charge

**Applicant Requirements:** All villa owners and residents who receive our magazine.

**Email Registration:** [amnews007@gmail.com](mailto:amnews007@gmail.com)

主办：别墅时光杂志、世界魔方协会

活动安排：讲授魔方还原方法、魔方游戏、与前魔方比赛世界冠军交流互动（每个参加活动的孩子都可以免费得到一枚魔方）。

时间：2012年2月25日，下午2:00-4:00

地点：稻京花园别墅会所

费用：免费

参加者：仅限《别墅时光》签约别墅区业主及住户

报名 Email: [amnews007@gmail.com](mailto:amnews007@gmail.com)

