

# Puzzles and Pastimes for All

The Trick Game of Jumbled Letters      A Letter Shuffle Puzzle



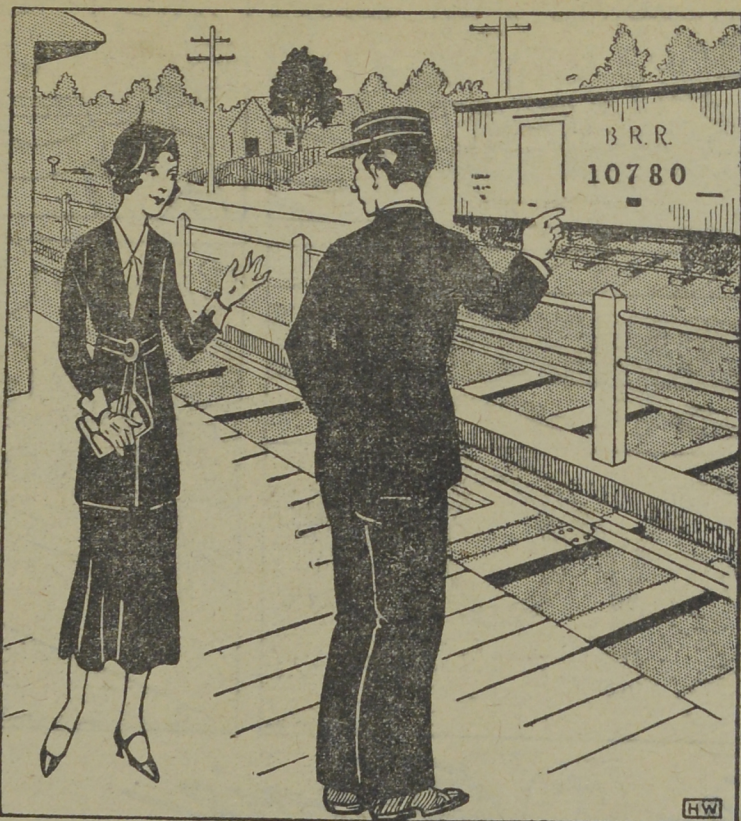
THE 17 letters which are displayed in the accompanying drawing not only form a very fascinating puzzle, because of their jumbled arrangement and make an interesting game as well. After you have solved it first then you can use it as a puzzle game for your friends.

The solution of the puzzle consists in arranging the 17 letters to spell the words of a complete sentence.

As a game, copy the letters in their jumbled arrangement on sheets of paper which you distribute to the players. Inform them that they are given five minutes in which to arrange the letters so that they spell the words of a complete sentence.

A prize can be given to the first player submitting the correct solution.

## When Is the Train Due?

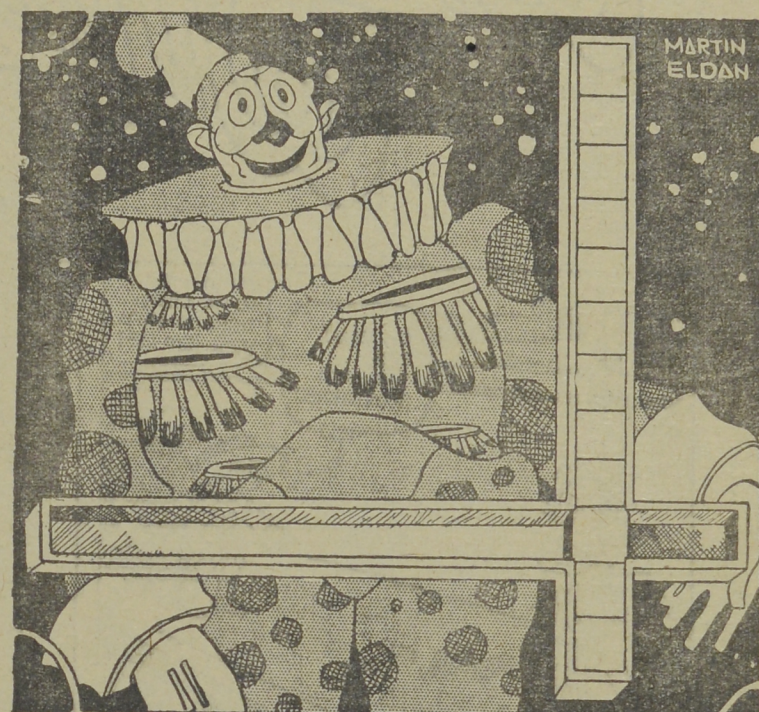


THE station master at Manor Junction is an enthusiastic puzzlist and lets no opportunity slip by of introducing puzzles into his daily work. Thus, when a young lady inquired of him what time the next train was due, he merely pointed to a box car standing on a siding.

"See the number on that car," he said, "If you subtract the time the next train is due from that number, the resulting number will be just the reverse of the time of the next train should arrive."

"In that case," replied the young woman, "I have just five minutes to wait."

What time is the train due?



KOKO, the clown, has just made a very clever puzzle consisting of 12 lettered blocks which slide in two grooves, joined as shown in the drawing.

Find the missing word of 12 letters, which means explaining the meaning of. Then cut out a dozen squares of cardboard of the same size of the face of the blocks, let-

ter each of the pieces and place them over the vertical row of blocks so that, reading downwards, the letters spell the word. Next by moving the cardboard squares one at a time rearrange the letters in 12 moves so that the letters on the blocks are placed in the horizontal row to spell the missing word.

## A Free-For-All Fight



CONSTABLE SI PERKINS has been summoned post-haste to the middle of Main street, where a slight misunderstanding has developed among some of Blinkville's leading citizens.

Officer Perkins is a well-built man, and can easily handle any two of his fellow townsmen. In fact, he would experience no difficulty in subduing even three of

the belligerents at the same time. But to handle twelve people alone is too much for the redoubtable officer. That is why he is appealing to you for aid in maintaining peace.

See if you can separate the twelve combatants into groups of three. To do this divide the picture into four equal parts by drawing two continuous lines.

## Conundrums

TWO dozen old fellows, some taller than others, Have lived two thousand years together. Notwithstanding their age they're as upright as ever, And no one can say but that they are all very clever. They have traveled far, 'tis strange to say how. They have been in prison from their birth until now. They're mostly in black when seen in the streets, And they never lie together but in very clean sheets. They are the admiration of both great and small, And there is only one eye among them all.

2. How can a pie be divided equally among eight boys, so that each one receives a piece and one piece still remains on the plate?

3. What part of a circus is a profile portrait like?

4. What moves only two feet, no matter how great the distance traveled?

THE solutions of the puzzles appearing on this page will be given next week. Be sure to look for them. Solutions of puzzles that require diagrams will be mailed upon receipt of request accompanied by a stamped and addressed envelope, together with a clipping of the puzzle. Do not fail to save your answers to these puzzles and compare them with the solutions next week.

## Solutions of Last Week's Puzzles

WORLD'S SPORTS—The 27 sports and athletic events pictured in the plaque are: (1) Archery. (2) Baseball. (3) Basketball. (4) Boxing. (5) Broad Jump. (6) Discus Throwing. (7) Fencing. (8) Football. (9) Footracing. (10) Golf. (11) Gymnast (parallel bars). (12) Hammer Throwing. (13) High Jump. (14) Horse Racing. (15) Hurdling. (16) Javeline Throwing. (17) Ju-jitsu. (18) Jumping. (19) Pole Vaulting. (20) Rowing. (21) Skating. (22) Skiing. (23) Shot-Putting. (24) Sprinting. (25) Swimming. (26) Tennis. (27) Wrestling.

PUZZLE PROBLEM—Each member of the party received one dollar out of the surplus of eight dollars. The names of the wives are: Blanche

Black, Winifred White, Barbara Brown and Grace Green.

ODD AND EVEN NUMBERS—Divide the group of 100 numbered squares into two sections of 50 squares each by starting with the bottom line of Square No. 1, and proceeding downward to the right, stair-step fashion one square at a time. The results in odd numbers are found in the 50 squares to the right of the dividing line and the results in even numbers are found in the 50 squares to the left of the dividing line.

ANAGRAMS—(1) DINOSAURIAN (Round in Asia). (2) RHINOCEROS (Chores in or). (3) ELEPHANTS (Help as ten). (4) HIPPOPOTAMUSES (Opposite humps a).

## A Magic Self-Rolling Ball

EVERY amateur magician wants to learn how to perform this exceptionally interesting dinner-table trick in which a golf ball is laid on the table and made mysteriously to roll. While it is in motion any person may pick it up and examine it.

METHOD: Under the tablecloth place a small ring to which a thread has been attached. The thread runs to a confederate on the other side of the table.

When the ball is set on the hidden ring, the confederate pulls the thread and the ball rolls

across the table. As soon as the ball is lifted, the confederate pulls the ring away from under the cloth.

The thread may be operated by the performer himself if he wishes. In this case it is advisable to run the thread across the table, through a screw-eye under the table and back to the magician. Thus when he pulls the thread the ball will go away from him and not toward him. This is more effective than the simple plan of having the thread run direct to the performer.