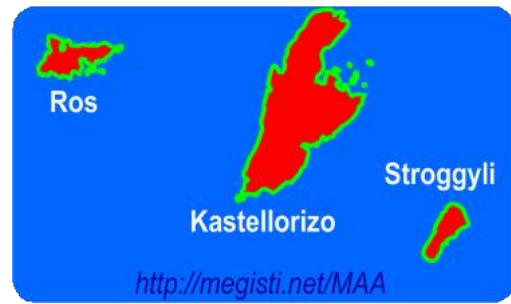
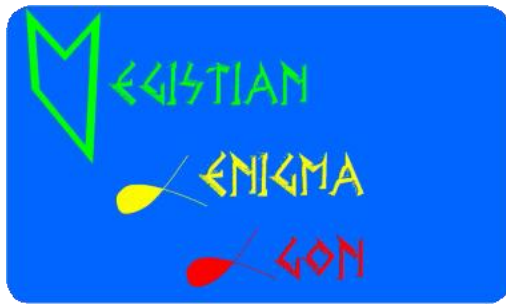


2<sup>nd</sup> MEGISTIAN AENIGMA AGON  
1st-3rd September 2018



The **Megistian Aenigma Agon** is a **Quadruple International Puzzle Competition** (Inscription, Illusion, Invention and Interaction). The word Megistian comes from one of the island's name (Megisti), Aenigma means puzzle, and Agon stands for competition. It is a celebration of toys, illusions, and word-games for children from 0 to 150 years old, presenting to the world Greece's leading role in puzzles. As a definition, a Puzzle, an Aenigma or a Brainteaser, is anything which trains our mind.



The prize (Bucla) for the two competitions (blue and red).

## EVENTS WHICH MARKED THE 2<sup>ND</sup> MAA

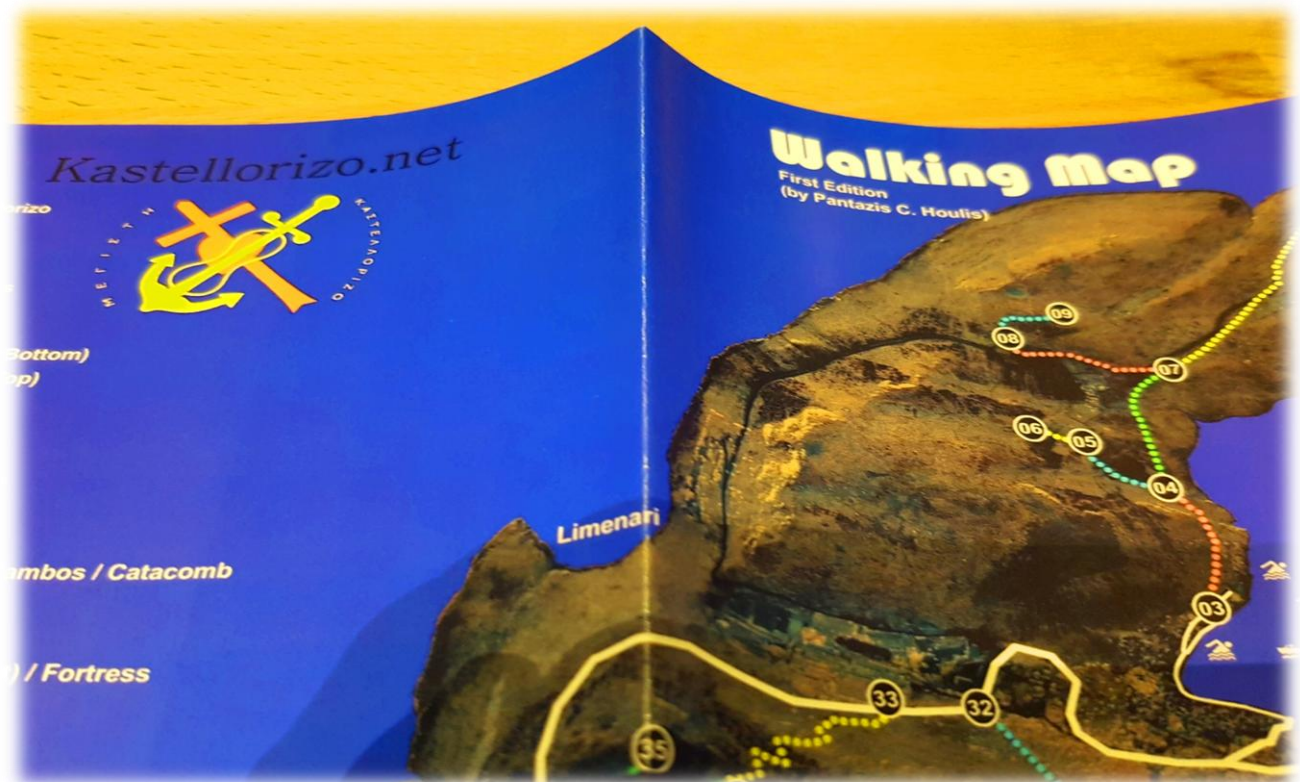
### PRESENTATION OF THE NEW WALKING MAP OF KASTELLORIZO

For the first time after many decades, a map showcasing the most important walking paths of Kastellorizo was released by **Pantazis Houlis**, sponsored by **Yiannis Sampsakos**, and promoted by **Kastellorizo.net**. The map contained a plethora of detailed information, such as terrain roughness, distance time, as well as height difference.

Besides designing, exhibiting and collecting puzzles, Pantazis is the only person visiting regularly all the sites of the island's mountains, from north to south and east to west. Being a former academic, it was easy to compile all the **GPS data** into a formidable guide.

The map was welcomed with much anticipation by locals and tourists, and had become fast the most popular item on Kastellorizo in summer and autumn 2018. The feedback was more than encouraging, and there was also a proposition from the best professional map company in Greece to collaborate in the future.

Note that the walking path network of Kastellorizo is extremely vast, and there are long-term plans for this network to be used for treasure hunting or even the creation of labyrinths.



**VRILISSOS NATURE GROUP:**

Walking tours on the wonderful ancient paths of Kastellorizo. During their stay (17/08/2018 - 31/08/2018), thirty volunteers from the Vrilissos Nature Group assisted in opening new paths with magnificent views. Those paths reinforced the already opened trail network, which is of world class level. The landscape of Kastellorizo Island provides a unique experience, combining mountain and sea.

A puzzle lecture took place in Drasi on the 30th of August, as a huge "Thank You" for the volunteer's help.

**BEFORE**

**AFTER**



1<sup>st</sup> MEGISTIAN AENIGMA AGON  
1st-3rd September 2018



Above: Walking through the labyrinth-like paths of the road leading to St. Stephanos.  
Below: Signs made by the Vriliison Nature Group, and two of the many nice path views.



**LECTURES:**

1. Dr Pantazis Houlis' famous "Puzzles: Past, Present, Future" lecture, which has already been enjoyed by people in four different continents.



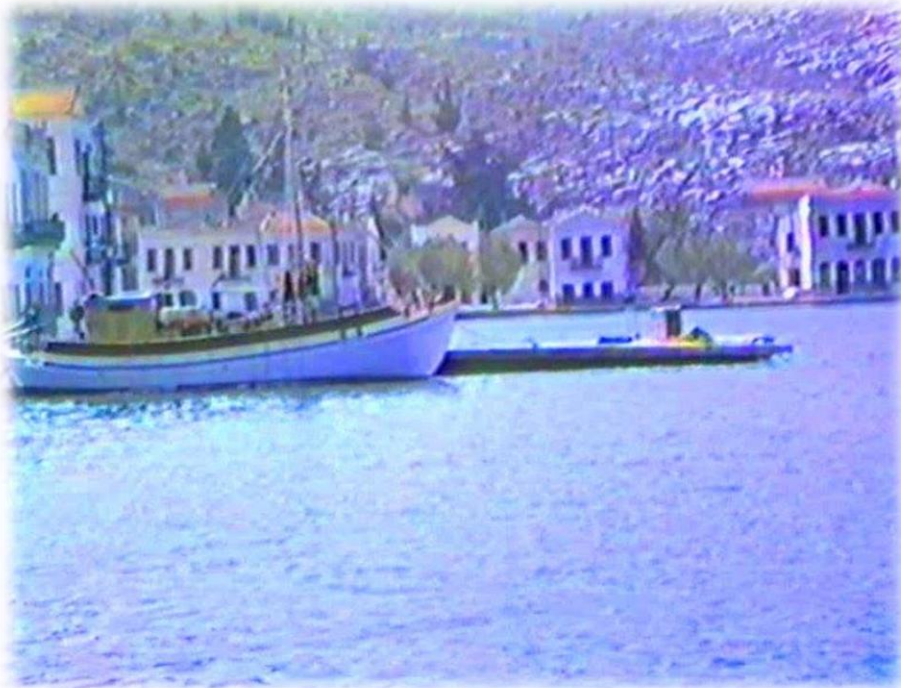
2. Another lecture took place in the Agora (where the 4D Red Agon competition took place).



3. Puzzle exhibition at the Drasi office.



4. More than ten presentations with videos from 1983 (Kostas Asvestis archive) and photos from 1969 (Constantine Houlis archive), were shown at the Agora, Alexandra restaurant, Remezzo Cafe, Mikro Parisi, Drasi, and Old Story restaurant).



2<sup>nd</sup> MEGISTIAN AENIGMA AGON  
1st-3rd September 2018

**KASTELLORIZO ENIGMA CONGRESS (KEC, since 2008):**

The KEC is a celebration of puzzles for all ages, for experiencing the logic and movement of mechanical puzzles, to exchange ideas and to ignite creativity. Note that the ten years of KEC (2008 to 2018) were marked with live coverage from national channel Alpha. A link with the TV interview is found here:

<https://youtu.be/VkT46BJqOc8>

(15 minutes)



The event took place inside the wonderful Faros Bar, probably the most beautiful bar in the world! Its location beside the sea, combined with the internal structure of windows, reinforced the success of the event.



2<sup>nd</sup> MEGISTIAN AENIGMA AGON  
1st-3rd September 2018

4



A variety of 250 puzzles was exhibited. From logical and mathematical to dexterity and labyrinths, it was the biggest puzzle exhibition of its kind in Kastellorizo.



Educational puzzles were by definition in the list, giving everyone a glimpse of how teaching could become a game for all children.



Even prototypes and board type of puzzles were presented, some planned to be manufactured in the near future.



2<sup>nd</sup> MEGISTIAN AENIGMA AGON  
1st-3rd September 2018

**ART EXHIBITION:**

Sculptor Alexandros Zygouris (Atelier Zygouris) is always there for many months to assist cultural events and to showcase his puzzle-like sculptures on the rocks of Kastellorizo island.



## YELLOW AGON - 1D COMPETITION

Here, a smart problem (expressed mainly in words and/or numbers) will be awarded a prize.

### 2018 COMPETITORS (4 ENTRIES)

1. Puzzle by Nikos Karavelatzis (puzzle is in Greek)

E Λ Λ Α Σ
Λ
Λ
A
Σ

Κάντε αναγραμματισμούς της λέξης ΕΛΛΑΣ,  
χρησιμοποιώντας ως πρώτο γράμμα όλα τα  
γράμματα της ίδιας λέξης. Υπάρχουν λέξεις-λύσεις  
για όλα τα γράμματα, μπορείτε να τις βρείτε;

(Γρίφος του Νίκου Καραβέλατζη 2018 - ορισμός πλήρους λέξεως)

2. Puzzle by Michael Stoukas (Change of initial consonant, “X” and “Z” symbolize the letters of each word that is sought out)

I XXXX the ZXXX stands (hint: The box is too heavy to lift)

3. Puzzle by Michael Stoukas (Change of initial letter)

I’ve XXX frequent ZXX dreams since the accident (hint: I suffer from nightmares)

4. Puzzle by Michale Stoukas (Change of last vowel)

I could XXX the XXXZ clearly (hint: Her balcony view was great!)

**PRIZE:** “MEGISTEUS” BEST OF THE BEST PUZZLE AWARD (YELLOW AGON):

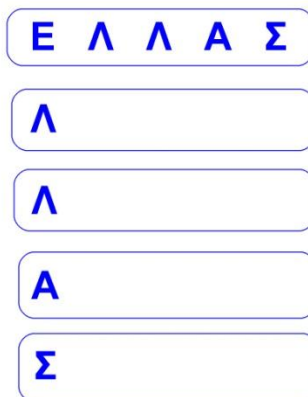
Nikos Karavelatzis



“Sphinx” Award (1D): Nikos Karavelatzis



This puzzle was very surprising and interesting. It actually helped us to define a (probably) new class of words, the “complete” words, i.e. any anagram that begins from any of its letters is another valid word.



Κάντε αναγραμματισμούς της λέξης ΕΛΛΑΣ,  
χρησιμοποιώντας ως πρώτο γράμμα όλα τα  
γράμματα της ίδιας λέξης. Υπάρχουν λέξεις-λύσεις  
για όλα τα γράμματα, μπορείτε να τις βρείτε;

(Γρίφος του Νίκου Καραβέλατση 2018 - ορισμός πλήρους λέξεως)

## GREEN AGON - 2D COMPETITION

Here, a smart problem mainly expressed in a puzzling picture will be awarded a prize.

### 2018 COMPETITORS (3 ENTRIES)

1. Puzzle by Ali Kilic.

Equalize by adding 4 blue dots.



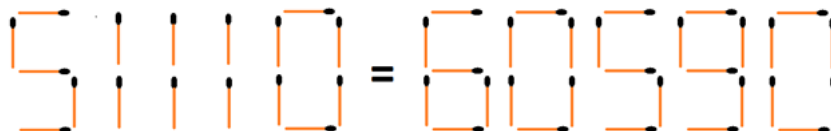
2. Puzzle by Mustafa Boga. Find the message of the painting



3. Puzzle by Emrehan Halici

$$51110 \stackrel{?}{=} 60590$$

Move two matches to correct the equation



**PRIZE:** “MEGISTEUS” BEST OF THE BEST PUZZLE AWARD (GREEN AGON)

Emrehan Halici



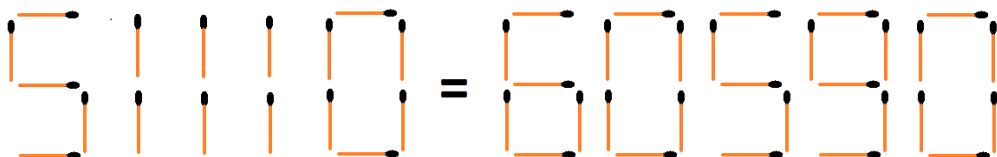
“Daedalus” Award (2D): Emrehan Halici



There were two other worthy competitors, but the moves which were required for this puzzle were very satisfying. It may have other “near” solutions, but the correct solution had completely surprised us.

$$51110 \stackrel{?}{=} 60590$$

Move two matches to correct the equation



<http://www.puzzleup.com>

## BLUE AGON - 3D COMPETITION

Here, the best scientific and /or mechanical 3d puzzle (in the form of a toy or a gadget), is awarded.

The puzzle types are defined by the “puzzlification” dynamic puzzle database made by Pantazis Houlis:

[www.houlis.com/database](http://www.houlis.com/database)

[www.houlis.com/database.txt](http://www.houlis.com/database.txt)

## 2018 COMPETITORS (9 ENTRIES)

### 3 PIECES 9 SYMMETRIC SHAPES

Manufactured and designed in  
2017 by Emrehan Halici.



Goal: Use the three pieces to make a symmetric  
shape (there are nine solutions)

<http://www.puzzleup.com>

Email: [emrehan@halici.com.tr](mailto:emrehan@halici.com.tr)

Puzzle type: MC, PL.

### E & H

Manufactured and designed in 2017  
by Constantine Bovalis



Goal: Open the lock and free the coin  
subject to certain rules.

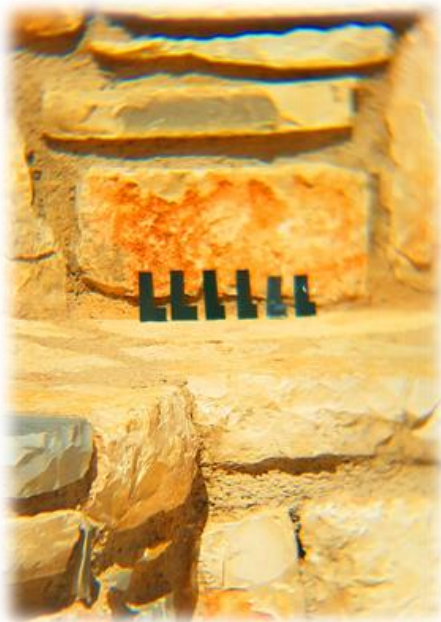
Email: [Costa@bovalis.net](mailto:Costa@bovalis.net)

Puzzle type: PL, MT, LO, GS.

2<sup>nd</sup> MEGISTIAN AENIGMA AGON  
1st-3rd September 2018

**E & H**

Manufactured and designed in 2013  
by Emrehan Halici



Goal: Use the pieces to make the letter E  
or use the pieces to make the letter H.  
<http://www.puzzleup.com>  
Email: [emrehan@halici.com.tr](mailto:emrehan@halici.com.tr)  
Puzzle Type: MC, PL.

**ELLZUP 2**

Manufactured and designed in 2018  
by Mike Toulouzas



Goal: Slide the pieces to form the words  
GRIFOS or PUZZLE.  
<http://www.puzzlevision.com>  
Email: [mpuzzlemaker@yahoo.gr](mailto:mpuzzlemaker@yahoo.gr)  
Puzzle Type: MC, PL.

**GYROTWISTY**

Manufactured and designed in 2018  
by Diniar Namdarian.



Goal: Take apart puzzle.  
Email: [d.namdarian@hotmail.com](mailto:d.namdarian@hotmail.com)  
Puzzle Type: PL, DI.

**OCHOMINOES**

Manufactured and designed in 2016  
by Dan Klarskov and Kate Jones.



Goal: Match the pieces.  
<http://www.gamepuzzles.com/>  
Email: [kadon@gamepuzzles.com](mailto:kadon@gamepuzzles.com)  
Puzzle Type: MC, PL.

2<sup>nd</sup> MEGISTIAN AENIGMA AGON  
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**SEWING BOX**

Manufactured and designed in 2016  
by Diniar Namdarian.



Goal: Take apart puzzle

Email: [d.namdarian@hotmail.com](mailto:d.namdarian@hotmail.com)

Puzzle Type: PL, DI.

**SYMMETRIC SHAPE**

Manufactured and designed in 2014  
by Emrehan Halici.



Goal: Make a symmetric shape

<http://www.puzzleup.com>

Email: [emrehan@halici.com.tr](mailto:emrehan@halici.com.tr)

Puzzle Type: MC, PL.

**THABIT IBN QURRA**

Manufactured and designed in 2018  
by Yavuz Demirhan and Hüseyin Aksu.



Goal: Verify the Pythagorean Theorem.

Email: [yavuzdemirhan@hotmail.com](mailto:yavuzdemirhan@hotmail.com)

Puzzle Type: PL, WD, FR, MC, ED.



#### BLUE COMPETITION JUDGING PARAMETERS:

**Originality/creativity.** How new, unusual, non-repetitive and original is the puzzle compared to past ones? Can its creativity actually redefine a new category or is it a new branch of a known idea?  
(Odysseus Award)

**Mechanism/Impression.** Does it have the right geometry to move robust and slick? Is it simple AND hard? Is it complex AND easy? If there is a mechanism, is it precise? Does its movement impress?  
(Euclid Award)

**Playability/Longevity.** Is it logical, playable and addictive enough to inspire the mind? Is the depth of this puzzle enough to keep coming back for more for a long time with different ranges of difficulty?  
(Archimedes Award)

**Research/Experience.** Besides the physical structure, how well thought, effective and understandable is the puzzle's theme? How much experience was needed to make it? Can it be used in education?  
(Prometheus Award)

**Beauty/Deluxing.** Does it look artistic, attractive or classy as if it was a deluxe masterpiece? Does it have appropriate colors matching the design throughout? Is it presented well as a whole?  
(Apollo Award)

**Quality/Aesthetics.** Does it feel pleasing in terms of material? Can it be a fair challenge? Does it break easily? Is it aesthetically well made? (hand-made puzzles feel better, 3D prints vary in quality).  
(Hephaestus Award)

**Solvability/Unpredictability.** How intense, unpredictable and surprising are its "wow" or "aha" moments before, during or after finding the solution? Is it inviting enough to solve it again?  
(Pandora Award)

Decisions are made by three judges, experts in puzzles and/or mathematics. A puzzle with the best score in one of the above categories wins an electronic award (stated in brackets). The overall score determines the Megisteus Award winner.

The diversity nature of the parameters is such that it is extremely hard (or even impossible) for any competitor to win in two categories. This allows a more balanced distribution of the electronic awards.

There are also some extra comments provided for every competing puzzle. Scale of grades can change from year to year, as original designs of one year are not original in the next year.

**PRIZE:** "MEGISTEUS" BEST OF THE BEST PUZZLE AWARD (BLUE AGON):



## OCHOMINOES

by Dan Klarskov & Kate Jones

(Winner receives a copy of the island's precious dressing symbol, the Bucla)



## ALL 2018 BLUE AGON AWARDS AND GRADING



Originality/Creativity	68%
Mechanism/Impression	84%
Playability/Longevity	76%
Research/Experience	82%
Beauty/Deluxing	93%
Quality/Aesthetics	96%
Solvability/Unpredictability	70%
<b>OVERALL</b>	<b>81.3%</b>

### "Apollo" Attractive Puzzle Award: ELLZUP 2 (by Mike Toulouzas)

Comments: Fitting both English and Greek parts in this frame had a remarkable result. A challenging enough puzzle to attract all types of solvers. Its quality is a huge plus.



Originality/Creativity	75%
Mechanism/Impression	80%
Playability/Longevity	98%
Research/Experience	95%
Beauty/Deluxing	92%
Quality/Aesthetics	91%
Solvability/Unpredictability	66%
<b>OVERALL</b>	<b>85.3%</b>

### "Archimedes" Logical Puzzle Award: OCHOMINOES (by Dan Klarskov & Kate Jones)

Comment: A phenomenon of a puzzle, where the pieces add a new impressive complete set of multi-polyforms with myriads of challenges. We were "fighting" to be the next to play with this puzzle!

2<sup>nd</sup> MEGISTIAN AENIGMA AGON  
1st-3rd September 2018



Originality/Creativity	83%
Mechanism/Impression	85%
Playability/Longevity	65%
Research/Experience	86%
Beauty/Deluxing	79%
Quality/Aesthetics	85%
Solvability/Unpredictability	82%
<b>OVERALL</b>	<b>80.7%</b>

**“Euclid”** Geometrical Puzzle Award: **BOVALIS LOCK** (by Constantine Bovalis)

This puzzle is as impressive as it looks. It has a marvelous and delicate mechanism, requiring a lot of imagination for it to be solved within a given set of rules.



Originality/Creativity	70%
Mechanism/Impression	82%
Playability/Longevity	61%
Research/Experience	85%
Beauty/Deluxing	92%
Quality/Aesthetics	97%
Solvability/Unpredictability	79%
<b>OVERALL</b>	<b>80.9%</b>

**“Hephaestus”** Quality Puzzle Award: **THABIT IBN QUORRA** (by Yavuz Demirhan)

The feeling when playing this puzzle with its huge frame and its educational value is the same when holding a masterpiece. It is a surprising dissection adding enjoyment to a classic problem.



Originality/Creativity	93%
Mechanism/Impression	81%
Playability/Longevity	70%
Research/Experience	91%
Beauty/Deluxing	76%
Quality/Aesthetics	82%
Solvability/Unpredictability	78%
<b>OVERALL</b>	<b>81.6%</b>

**“Odysseus”** Creative Puzzle Award: **SEWING BOX** (by Diniar Namdarian)

The idea behind the Sewing Box is exactly what any puzzler would want. Novel, curious, and well made. It has a mechanism never seen before, surprisingly satisfying and colorful.

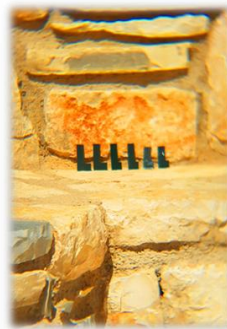
2<sup>nd</sup> MEGISTIAN AENIGMA AGON  
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Originality/Creativity	63%
Mechanism/Impression	76%
Playability/Longevity	63%
Research/Experience	68%
Beauty/Deluxing	67%
Quality/Aesthetics	78%
Solvability/Unpredictability	83%
<b>OVERALL</b>	<b>71.1%</b>

**"Pandora"** Unpredictable Puzzle Award: **GYROTWISTY** (by Diniar Namdarian)

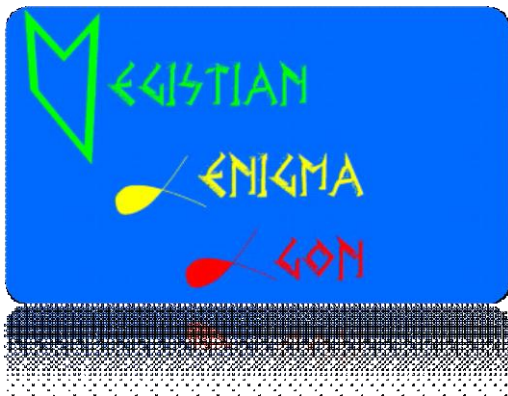
If a puzzle's solution is found while synchronising the positions of its pieces, it can prove to be addictive. A nice puzzle requiring patience until those right positions reveal the degrees of separation.



Originality/Creativity	58%
Mechanism/Impression	63%
Playability/Longevity	79%
Research/Experience	97%
Beauty/Deluxing	60%
Quality/Aesthetics	62%
Solvability/Unpredictability	82%
<b>OVERALL</b>	<b>71.6%</b>

**"Prometheus"** Well Thought Puzzle Award: **E & H** (by Emrehan Halici)

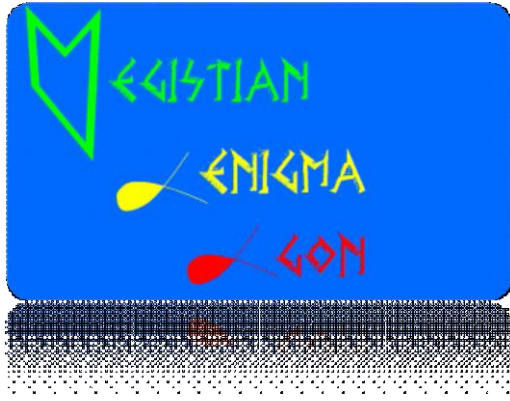
Thinking out of the box to solve a puzzle is one of the characteristics we seek, usually made by experienced designers. And here we have more than one such solution!



Originality/Creativity	58%
Mechanism/Impression	63%
Playability/Longevity	75%
Research/Experience	81%
Beauty/Deluxing	60%
Quality/Aesthetics	62%
Solvability/Unpredictability	66%
<b>OVERALL</b>	<b>66.4%</b>

Here we have a puzzle which has different challenges. It is a well known type of a puzzle.

2<sup>nd</sup> MEGISTIAN AENIGMA AGON  
1st-3rd September 2018



Originality/Creativity	58%
Mechanism/Impression	63%
Playability/Longevity	65%
Research/Experience	78%
Beauty/Deluxing	60%
Quality/Aesthetics	62%
Solvability/Unpredictability	66%
<b>OVERALL</b>	<b>64.6%</b>

Here we have a puzzle which requires some extra skill. It is a well known type of a puzzle.

## RED AGON - 4D COMPETITION

This is a speed solving competition. The Red Agon took place at the Agora on the 2<sup>nd</sup> of September.

## 2018 COMPETITORS (12 PARTICIPANTS)

The Semifinalists.



The Finalists.



2<sup>nd</sup> MEGISTIAN AENIGMA AGON  
1st-3rd September 2018

**ALL COMPETITORS & COMPETITION FORMAT:**

Twelve competitors were divided into four groups of three.

The goal of each game was to solve faster a gravity puzzle where a random two digit number had to be traced inside the transparent sphere.

A victory was achieved by the first person winning two games. The first two competitors of each group qualified based on victories. If they had equal number of victories, then a better game difference counted more.

The remaining eight competitors continued to the quarterfinals, then the semifinals, and then the final.

In the final, the victory was achieved by the first person winning three games.

				PTS	DIFF
ZAHARENIA HOULI	2 - 0	LEFTERIS M. PAPOUTSIS	1. LEFTERIS K. PAPOUTSIS	2	+4
LEFTERIS M. PAPOUTSIS	0 - 2	LEFTERIS K. PAPOUTSIS	2. ZAHARENIA HOULI	1	+0
LEFTERIS K. PAPOUTSIS	2 - 0	ZAHARENIA HOULI	3. LEFTERIS M. PAPOUTSIS	0	-4

				PTS	DIFF
ANASTASIA KALOMIROU	2 - 1	ELENI KARAMICHALI	1. ANASTASIA KALOMIROU	2	+3
ELENI KARAMICHALI	1 - 2	MARIA KARAVELATZI	2. MARIA KARAVELATZI	1	-1
MARIA KARAVELATZI	0 - 2	ANASTASIA KALOMIROU	3. ELENI KARAMICHALI	0	-2

				PTS	DIFF
NIKOS PAPOUTSIS	2 - 1	DIMITRIS PAPOUTSIS	1. NIKOS PAPOUTSIS	2	+3
DIMITRIS PAPOUTSIS	2 - 0	STAMATIA ACHLADIOTI	2. DIMITRIS PAPOUTSIS	1	+1
STAMATIA ACHLADIOTI	0 - 2	NIKOS PAPOUTSIS	3. STAMATIA ACHLADIOTI	0	-4

				PTS	DIFF
GIORGOS KALOMIROS	2 - 1	EFRAIMA HARALAMPAKI	1. EFRAIMA HARALAMPAKI	1	+1
EFRAIMA HARALAMPAKI	2 - 0	SPYROS HOULIS	2. SPYROS HOULIS	1	+0
SPYROS HOULIS	2 - 0	GIORGOS KALOMIROS	3. GIORGOS KALOMIROS	1	-1

MARIA KARAVELATZI 1 - 2 NIKOS PAPOUTSIS  
ANASTASIA KALOMIROU 2 - 1 LEFTERIS K. PAPOUTSIS  
EFRAIMA HARALAMPAKI 2 - 0 DIMITRIS PAPOUTSIS  
ZAHARENIA HOULI 2 - 1 SPYROS HOULIS

NIKOS PAPOUTSIS 1 - 2 ANASTASIA KALOMIROU  
EFRAIMA HARALAMPAKI 2 - 1 ZAHARENIA HOULI

ANASTASIA KALOMIROU 3 - 1 EFRAIMA HARALAMPAKI



2<sup>nd</sup> MEGISTIAN AENIGMA AGON  
1st-3rd September 2018

**“MEGISTEUS” BEST OF THE BEST PUZZLE AWARD (RED AGON):**

**Anastasia Kalomirou**

(Winner receives a small copy of the island’s precious dressing symbol, the Bucla)



**“Hermes” Fastest Solver Award: Anastasia Kalomirou**

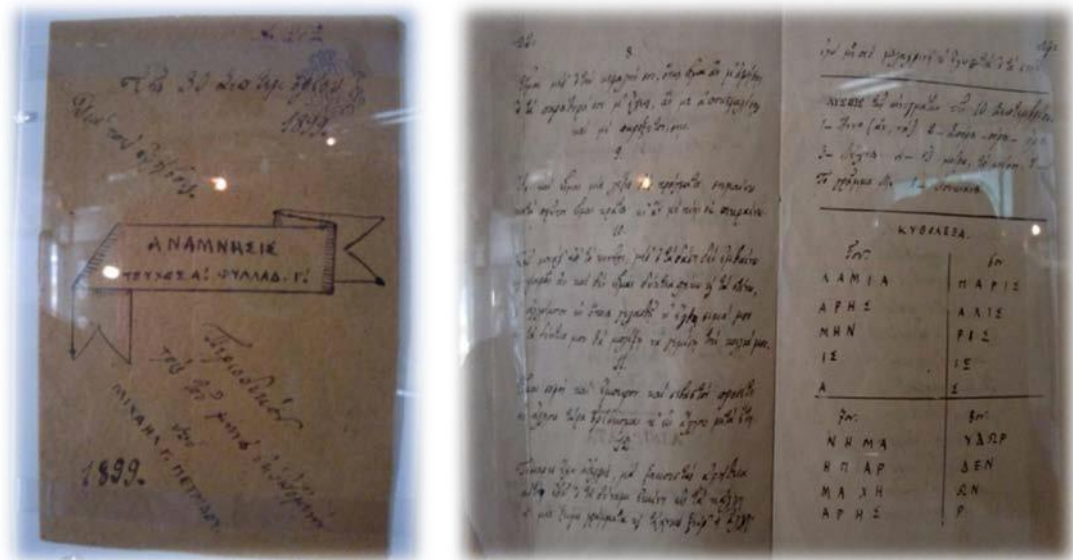


**“Achilles” Hero Solver Award (Finalist): Efrima Charalampaki**



**WHY KASTELLORIZO? The reasons for the existence of the MAA:**

1. Kastellorizo has a **long history** in puzzles. In the past, there were plenty of puzzle magazines circulated on the island. A good example is the 19<sup>th</sup> century magazine **“Anamniseis”** by **Michael Petridou**, which can be found at the Megisti museum.



2. Two of the three internationally known Greek mechanical puzzle designers (**Michael Toulouzas** and **Pantazis Houlis**) have origins from Kastellorizo Island.



3. Kastellorizo’s isolated geographical position and beautiful landscape provides the perfect place for mind concentration and inspiration, especially for puzzles.

The MAA in the news.

This year the KEC was shown live on the national channel Alpha ( <https://youtu.be/VkT46BjQOc8> ) with well known journalist Nikos Manesis interviewing the organizer, Pantazis Houlis.



There has also been coverage of the MAA by newspapers. Just like last year, after the MAA event had ended (and before the MAA 2018 booklet was published), popular newspapers outside Greece such as the Turkish Hurriyet, had included the international competitions of the MAA in their cover page.



**Meis'te tören**  
Türkiye Zeka Vakfı'nın kurucusu ve yönetim kurulu başkanı Emrehan Halıcı, Meis Adası'nda düzenlenen törenle ödülünü aldı.

# Hürriyet problemiyle YİNE BİRİNCİ OLDU

**HÜRRIYET'te** yayınlanan Akıl Oyunları köşesinin mimarı Emrehan Halıcı, Yunanistan'ın Meis Adası'nda düzenlenen "Megistian International Puzzle Yarışması"nda, Hürriyet için hazırladığı problemle yine birincilik kazandı. Halıcı, 2017 yılında düzenlenen yarışmada da 2013

**İSTE O SORU**  
 $51110 = 60590$   
iki kibritin yerini değiştirerek eşitliği doğru hale getirin.  
 $51110 = 60590$

yılında hazırladığı problemle birinci olmuştu. 2 yıl üst üste yarışmayı kazanan Halıcı, ödülünü geçen pazar günü yapılan törenle aldı. Başarısının kendisi için çok özel olduğunu söyleyen Halıcı, "Başarılı sonuçlar almak beni çok mutlu etti" dedi.

**HABER MERKEZİ**

The 2018 MEGISTIAN AENIGMA AGON would like to thank:

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20. The hospitality of the local people nicely combined with Kastellorizo's puzzle tradition.
21. The presence of the impressive **Vrilissos Nature Group** helping with opening new paths to ancient Greek monuments, which blended perfectly with all the puzzle events.
22. The organisers' choice of the beautiful surroundings and location of Kastellorizo, with so much to offer to anyone who stayed for a few days (crystal clear water, mountain paths with amazing views, the blue cave, the excellent local food and sweets, etc).
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2<sup>nd</sup> MEGISTIAN AENIGMA AGON  
1st-3rd September 2018



A Kastellorizian traditional door looking like a labyrinth and an illusion



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The palindrome found at the church of St. Constantine and Helene (protectors of Kastellorizo) stating:  
**ΝΙΨΟΝ ΑΝΟΜΗΜΑΤΑ ΜΗ ΜΟΝΑΝ ΟΨΙΝ** (translation: "Wash the sins, not only the face")



The Pountis Ball. At the extreme south point of Kastellorizo, there is an amazingly smooth ball (opening and closing a hole where the sea comes through) among rocks which are sharp like knives. A puzzling contrast...

