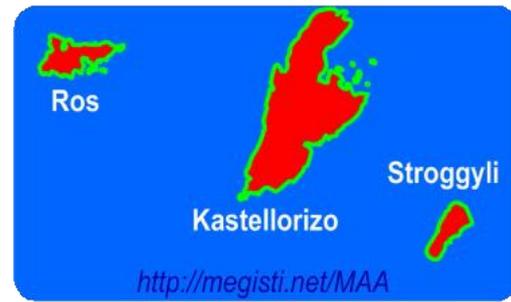
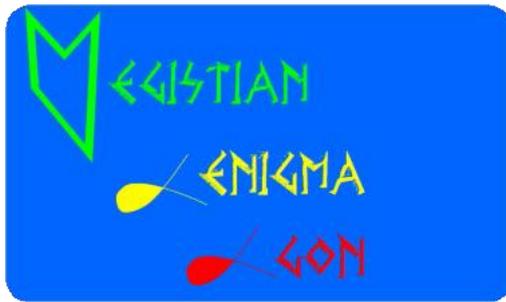


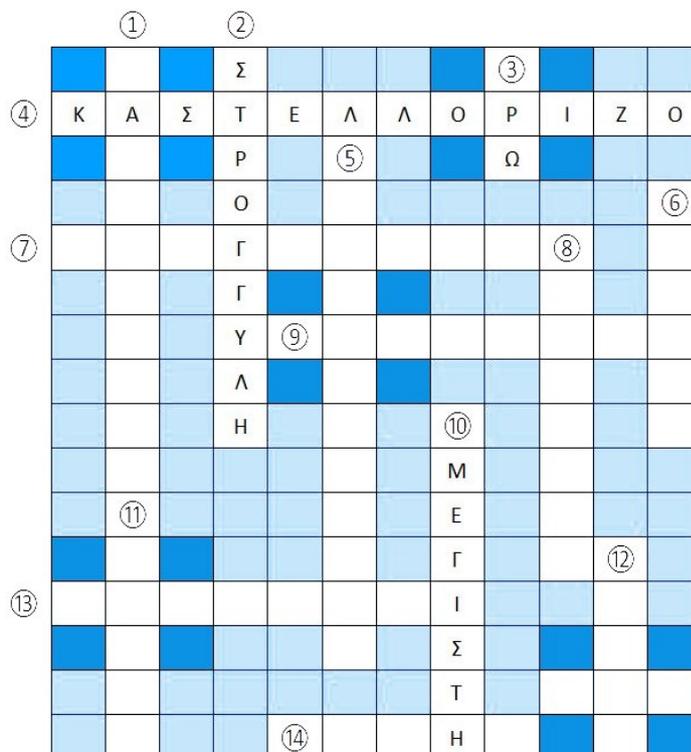
# 3<sup>rd</sup> MEGISTIAN AENIGMA AGON

18th-20th August 2019



The **Megistian Aenigma Agon** is a **Quadruple International Puzzle Competition** (Inscription, Illusion, Invention and Interaction) organised by **EN.I.G.M.A.** It is currently the **only** annual event which lasts for more than one days and which is organized from the heart of Kastellorizo featuring many more events throughout the year (as opposed to other events), some of which even export knowledge.

The word Megistian is derived from the island's ancient 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 award winning crossword puzzle by Michael Stoukas

## EVENTS WHICH MARKED THE 3<sup>RD</sup> MAA

### OPENING OF NEW PATHS ON KASTELLORIZO

After the publications of last year's Walking Map, a book is being prepared titled "Megisti Monuments", showcasing all known monuments of Kastellorizo, so that a visitor will appreciate the cultural wealth of Kastellorizo. Please note that in 1999 the island was declared by the Greek government as an "archeological place".

Most ancient monuments did not have any paths to access them, but now some of them can be seen by using any of the new paths opened the past year. It is estimated that 15 new kilometers of paths have been opened or widened during this time, while new ones are also planned to be done.

As stated before, 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. In the meantime, Pantazis Houlis is always thrilled to take anyone for a walk on the mountains of Kastellorizo through his Megisti Walks.



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The past years Pantazis Houlis has been a common denominator when it comes to creating paths in Kastellorizo and organising walks on them. When Manolis Roxanas arrived at the airport in October 2018, nothing could betray his passion and energy that enabled him and Pantazis to open a total of nine kilometers of paths, adding to the also newly opened (in the months before) six kilometers. Those paths reinforced the already opened trail network. The landscape of Kastellorizo Island provides a unique experience, combining mountain and sea.

**BEFORE**

**AFTER**



Opening of an old path leading to the Icarus point with great views.

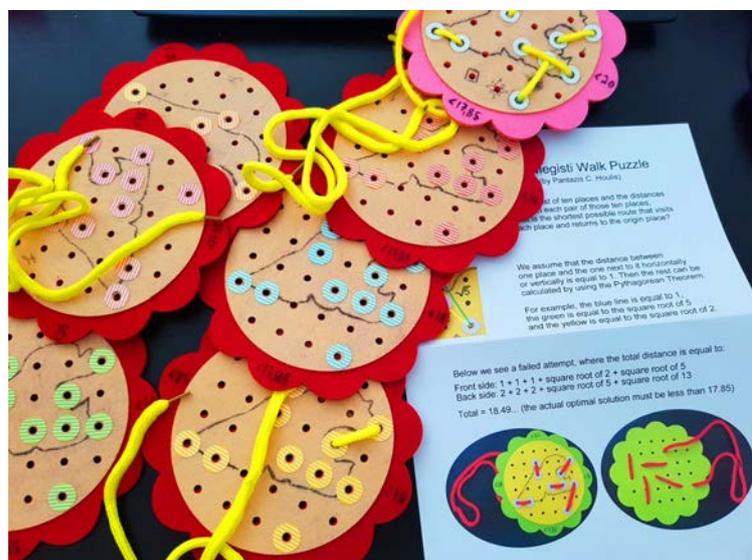
### THE MEGISTI WALK PUZZLE

Megisti Walks inspired the creation of more puzzles, including the "Megisti Walk" puzzle based on the travelling salesman problem (i.e. finding the minimum distance of closed path).

This puzzle has now joined other puzzles to be available for puzzle solvers who visit Kastellorizo.

Moreover, Megisti Walks is responsible for an interesting video showcasing the island's beautiful places:

<https://youtu.be/beHltPk2m4>



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Progressive cleaning of a wine press at Ladomeno.



LECTURES:

1. Dr Pantazis Houlis presented the "Trojan Puzzle" lecture (Δούρειος Γρίφος) at the MoMix (which was uploaded to the Bodosaki website) and the Pasteur Institute.



<https://www.blod.gr/speakers/houlis-pantazis/>  
<https://www.blod.gr/lectures/doureiios-grifos/>



ΒΙΟΓΡΑΦΙΚΟ

Ο Πανταζής Χούλης μεγάλωσε στο Καστελλόριζο. Σπούδασε Μαθηματικά στο Πανεπιστήμιο της Κρήτης. Ολοκλήρωσε τις μεταπτυχιακές του σπουδές στο Πανεπιστήμιο της Δυτικής Αυστραλίας: Μάστερ στην Αλγεβρική Θεωρία Γραφημάτων (Μαθηματικά), διδακτορικό στα Συστήματα Ελέγχου (Ηλεκτρολογική και Ηλεκτρονική Μηχανική). Καθηγητής του Πανεπιστημίου της Δυτικής Αυστραλίας έως και το 2012, κατέχει μια εκτενή συλλογή από 4.000 γρίφους, 700 από τους οποίους είναι δικές του επινοήσεις και πρωτότυπα. Γνωστός στην κοινότητα των γρίφων με πολλές τιμητικές διακρίσεις στο διεθνή διαγωνισμό σχεδιασμού γρίφων, είναι μέλος του IPP (International Puzzle Party). Σήμερα είναι συνιδρυτής και υπεύθυνος έρευνας και ανάπτυξης της εταιρείας MaxxBrain. Στόχος της MaxxBrain είναι να εισαγάγει μαθηματικούς γρίφους στην εκπαίδευση για την μαθησιακή διευκόλυνση των μαθητών. Η MaxxBrain συνεργάζεται με αρκετές πολιτειακές κυβερνήσεις της Ινδίας και πρόκειται να επεκταθεί σύντομα και στην υπόλοιπη Ασία.



Μαΐ 20, 2019

**Δούρειος Γρίφος**

Χούλης Πανταζής

Γλώσσα: Ελληνική

ΕΠΙΣΤΗΜΗ ΚΑΙ ΠΑΙΧΝΙΔΙΑ

MaxxBrain

**Δούρειος Γρίφος: Όταν οι Επιστήμες κρύβονται μέσα στο Παιχνίδι του Πανταζή Κ. Χούλη**

**Trojan Puzzle: When Sciences hide inside a Toy**  
by Pantazis C. Houlis

**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.

1. The Kastellorizo Enigma Congress Puzzle (KEC - since 2008) exhibition at the Drasi office.



2. Puzzle exhibition at Anogeia, Crete.



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2. Presentation of the "Trojan Puzzle" lecture (Δούρειος Γρίφος) at the Pasteur Institute in Athens.



Ομιλία Δρ Πανταζή Χούλη:  
**«Δούρειος Γρίφος: Όταν οι Επιστήμες κρύβονται μέσα στο Παιχνίδι»**  
Τετάρτη 22 Μαΐου 2019 \* Ωρα 12:00-13:00  
Αμφιθέατρο ΕΙΠ, κτήριο Κ8  
Είσοδος Ελεύθερη

*Ο Πανταζής Χούλης, γεννήθηκε στην Αυστραλία και μεγάλωσε στο Καστελλόριζο. Σπούδασε Μαθηματικά στο Πανεπιστήμιο της Κρήτης και ολοκλήρωσε τις σπουδές του στο Πανεπιστήμιο της Δυτικής Αυστραλίας: Μάστερ στην Αλγεβρική Θεωρία Γραφημάτων (Μαθηματικά) και διδακτορικό στα Συστήματα Ελέγχου (Ηλεκτρολογική και Ηλεκτρονική Μηχανική). Καθηγητής του Πανεπιστημίου της Δυτικής Αυστραλίας έως το 2012, κατέχει μια συλλογή από 4.000 γρίφους, 700 από τους οποίους είναι δικές του επινοήσεις και πρωτότυπα. Γνωστός στην κοινότητα των γρίφων με πολλές τιμητικές διακρίσεις είναι μέλος του IPP (International Puzzle Party). Συνιδρυτής και υπεύθυνος έρευνας και ανάπτυξης της MaxxBrain. Στόχος της MaxxBrain είναι να εισαγάγει μαθηματικούς γρίφους στην εκπαίδευση για την μαθησιακή διευκόλυνση των μαθητών*



ΕΛΛΗΝΙΚΟ ΙΝΣΤΙΤΟΥΤΟ ΠΑΣΤΕΡ ΒΑΣ. ΣΟΦΙΑΣ 127 – 115 21 ΑΘΗΝΑ



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**WINNING STRATEGIES**

Kastellorizo had Pantazis Houlis as a representative to teach kids Winning Strategies through the **Game of Nim** and Kyrill Grebnev's excellent puzzle **Switched Maze**. The lectures took place at the leading **University of Crete in Heraklion**, and was part of the impressive **2019 Summer School**.

<https://www.uoc.gr/announce/summer-schools-2019.html>

<https://camp19.math.uoc.gr>



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**EN.I.G.MA.**

GREECE'S PUZZLE CLUB REACHING FOR THE WORLD



Despite the difficulties, 2019 had proved to be a very efficient year with the formation of the puzzle club EN.I.G.MA. (EN.I.G.MA. - Ένωση Ιδεών, Γρίφων και Μαθηματικών).

Through this club, as a legal entity, new and bigger events will happen, to assist and reinforce the past events K.E.C. and M.A.A.

EN.I.G.MA is proud to have in its possession the largest collection of mechanical and mathematical puzzles in Greece (which is also one of the largest collections in the world).

Kastellorizo island, will keep its promise and relive its puzzle tradition to its maximum. Future plans involve a Museum of Puzzles.

**THE M.E.G.I.S. SYMPOSIUM**



M.E.G.I.S. is the Megistian Scientific, Puzzle and History Symposium event which is planned to take place in 2020 (Μ.Ε.Γ.Ι.Σ. - Μεγίστειο Επιστημονικό, Γριφολογικό και Ιστορικό Συμπόσιο).

The event will host lectures, exhibitions, workshops, philosophical experiences, and many more, in much more organised manner than ever before. Most (if not all) events will take place on the island of Kastellorizo.

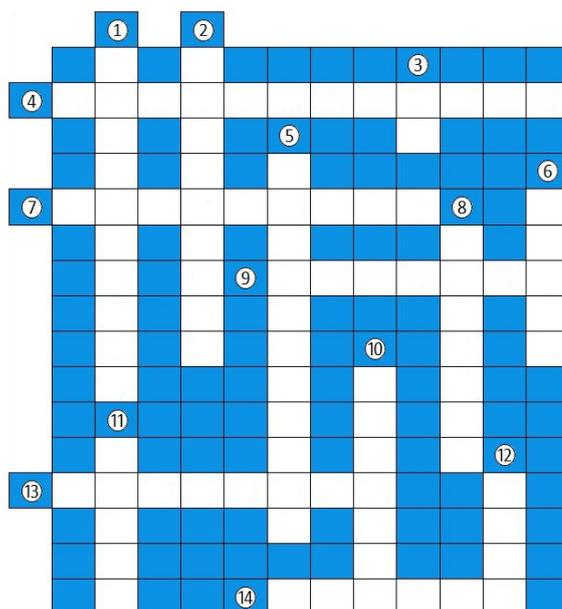
The goal of the M.E.G.I.S. is to export Kastellorizo's cultural puzzle knowledge, to import past, present and future valuable experience from the world's best puzzle related people, to increase learning awareness with other Greek states, and to creatively collaborate with other countries in designing logical and educational puzzles.

## 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 Michael Stoukas, Vicky Stouka, Manos Kothris (puzzle is in Greek)



#### ΟΡΙΣΜΟΙ

1. Σχολή που ιδρύθηκε στο νησί της πάνω φωτογραφίας το 1903.
2. Νησίδα που βρίσκεται 2,1 ν.μ. ΝΑ του εικονιζόμενου πάνω νησιού.
3. Το νησί της κάτω φωτογραφίας.
4. Το νησί που βλέπετε στην πάνω φωτογραφία.
5. Αρχαίος ποιητής (6ος -5ος π.Χ. αι.) που κάνει αναφορά στο νησί της πάνω φωτογραφίας.
6. Άλλο όνομα του νησιού που αναφέρεται στον ορισμό 2.
7. Νησίδα που βρίσκεται ανατολικά του νησιού της κάτω φωτογραφίας.
8. Οικισμός του νησιού της πάνω φωτογραφίας.
9. Αρχαίο αλλά λιγότερο γνωστό όνομα του νησιού της πάνω φωτογραφίας.
10. Το πιο γνωστό αρχαίο όνομα του νησιού της πάνω φωτογραφίας.
11. Το ψηλότερο σημείο του νησιού της πάνω φωτογραφίας.
12. ... του νησιού της κάτω φωτογραφίας, ονομάστηκε η αείμνηστη Δέσποινα Αχλαδιώτη (1890-1982).
13. Όρμος του νησιού της πάνω φωτογραφίας.
14. Η Γαλάζια... βρίσκεται στο νησί της πάνω φωτογραφίας και αποτελεί το μεγαλύτερο ενάλιο σπήλαιο της χώρας μας.

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

I XXX buy this XXZ. (hint: It's affordable and well equipped)

3. **Puzzle by Michael Stoukas (Change of last consonant)**

I am in a bad XXXX. Maybe the reason is the fool XXXZ. (hint: The “Lunar Effect”)

4. **Puzzle by Isaac Metzger**

Assume the existence of a 1m x 1m doghouse. A dog is tied in a 4m leash. How is it possible that the dog can walk twice around the doghouse? (the dog must walk always same on the direction clockwise or anticlockwise, and there are no tricks, as the leash is always connected to dog and doghouse)

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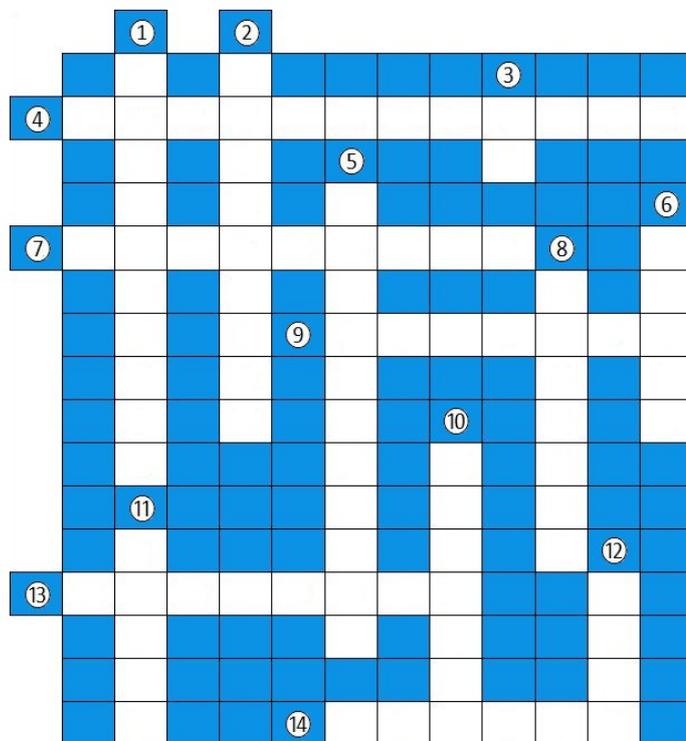
**PRIZE:** “MEGISTEUS” BEST OF THE BEST PUZZLE AWARD (YELLOW AGON):

**Michael Stoukas, Vicky Stouka, Manos Kothris.**

“Sphinx” Award (1D): Michael Stoukas, Vicky Stouka, Manos Kothris.



For the very first time we had a crossword puzzle entry, and its quality was such, that it actually betrayed that behind it was a real master. Michael Stoukas is indeed the creator of hundreds of thousands of crossword puzzles which decorate for decades the most known Greek crossword puzzle magazines.



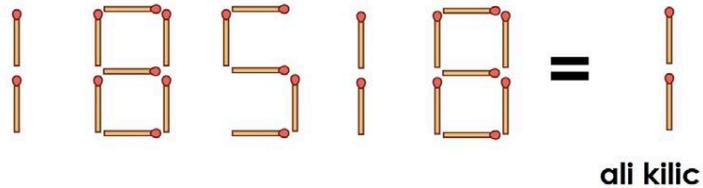
## GREEN AGON - 2D COMPETITION

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

### 2018 COMPETITORS (3 ENTRIES)

1. Puzzle by Ali Kilic.

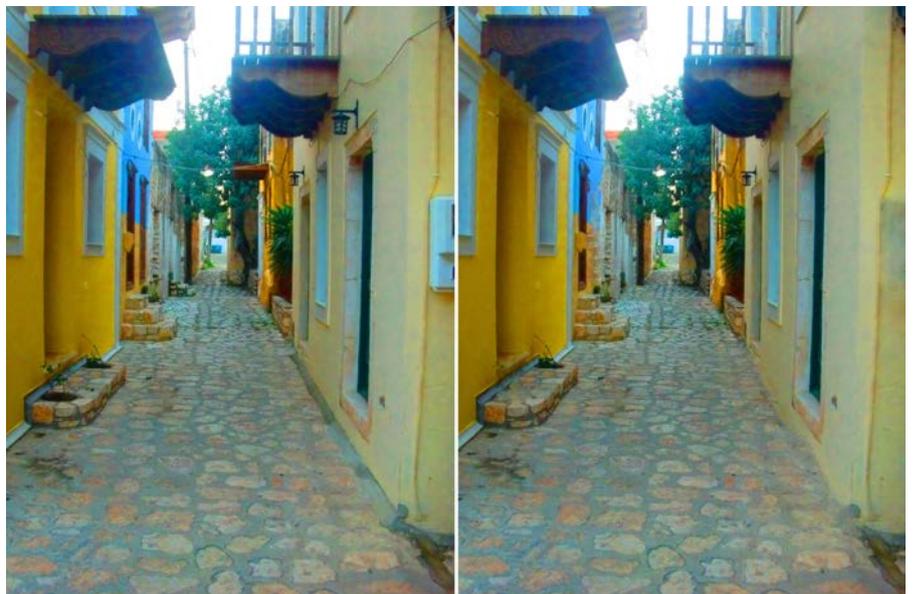
Move two matches to correct the equation



2. Puzzle by Thomas Linden.  
The photo (part of a video capture) shows a tree which seems to be missing its base. How is this possible?



3. Puzzle by Isaac Metzger.  
Find the ten differences



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

Ali Kılıç

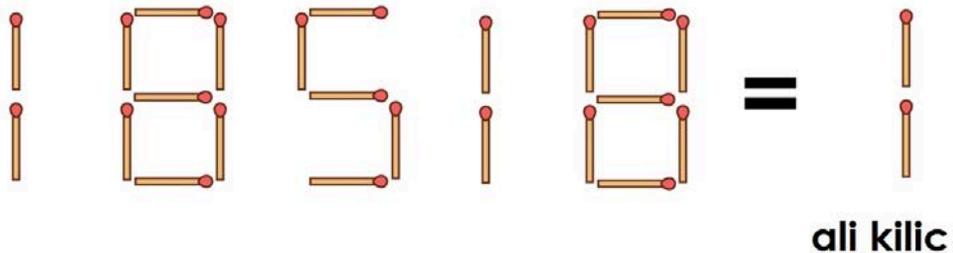


"Daedalus" Award (2D): Ali Kılıç



A simple-to-understand challenge with a not-that-simple-to-find solution was this year's winner. It has been proved once again that mathematical challenges can provide some of the best puzzles.

**Move two matches to correct the equation**



## 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)

## 2019 COMPETITORS (8 ENTRIES)

### 3D

Manufactured and designed in 2019  
by Dario Uri.



Goal: Use the three pieces to make a symmetric shape (there are nine solutions)  
Puzzle type: BU, WD.

### BIDIMENSIONAL MELTING

Manufactured and designed in 2019  
by Dario Uri



Goal: Explain the disappearing piece  
Puzzle type: WD, MA, VN.

### THE LETTER A

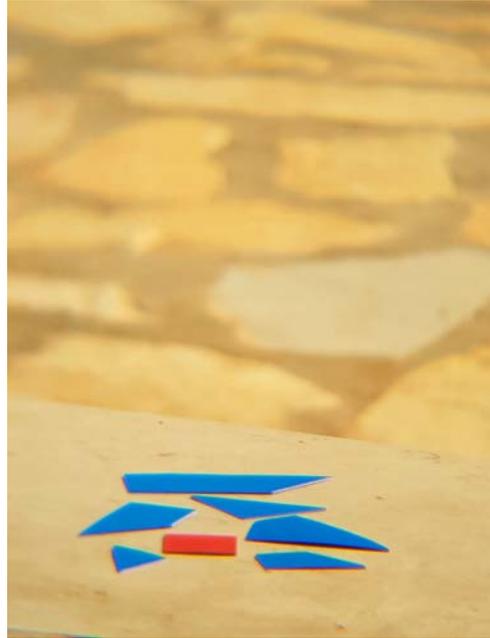
Manufactured and designed in 2017  
by Emrehan Halici



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, PP.

### SQUARES

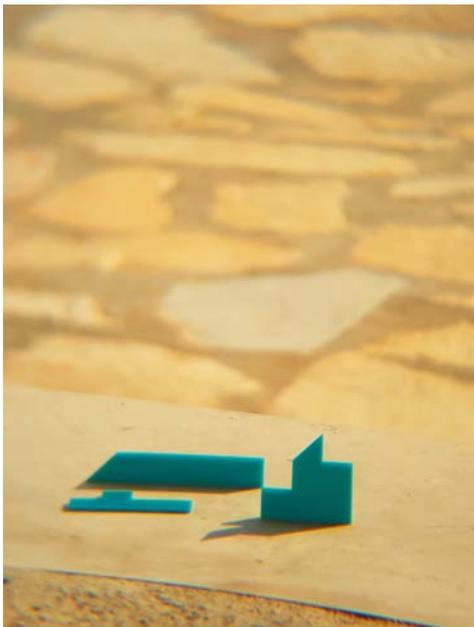
Manufactured and designed in 2018  
by Emrehan Halici



Goal: Slide the pieces to form the words  
GRIFOS or PUZZLE.  
<http://www.puzzleup.com>  
Email: [emrehan@halici.com.tr](mailto:emrehan@halici.com.tr)  
Puzzle Type: MC, PP.

### SYMMETRIC SHAPE

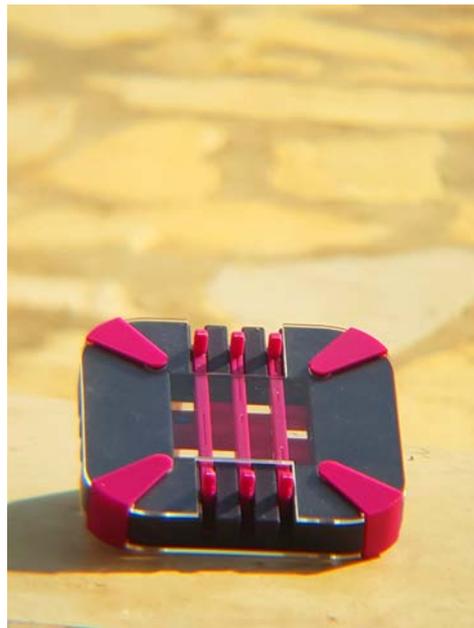
Manufactured and designed in  
2018 by Emrehan Halici



Goal: Take apart puzzle.  
<http://www.puzzleup.com>  
Email: [emrehan@halici.com.tr](mailto:emrehan@halici.com.tr)  
Puzzle Type: PL, MC.

### MAZE BURR L

Manufactured and designed in  
2016 by Diniar Namdarian.



Goal: Match the pieces.  
Email: [d.namdarian@hotmail.com](mailto:d.namdarian@hotmail.com)  
Puzzle Type: MZ, MB, PL, SQ.

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**STARHEX-1**

Manufactured by Kadon Enterprises,  
designed by Theo Geerinck in 2019,  
developed by Kate Jones and Elijah Allen



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

**GRIFOS.GR**

Manufactured and designed in  
2019 by Michael Toulouzas



Goal: Create a word, a cube and  
place the pieces in the box.  
<http://www.puzzlevision.com>  
Email: [mpuzzlemaker@yahoo.gr](mailto:mpuzzlemaker@yahoo.gr)  
Puzzle Type: MC, WD.

#### 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.

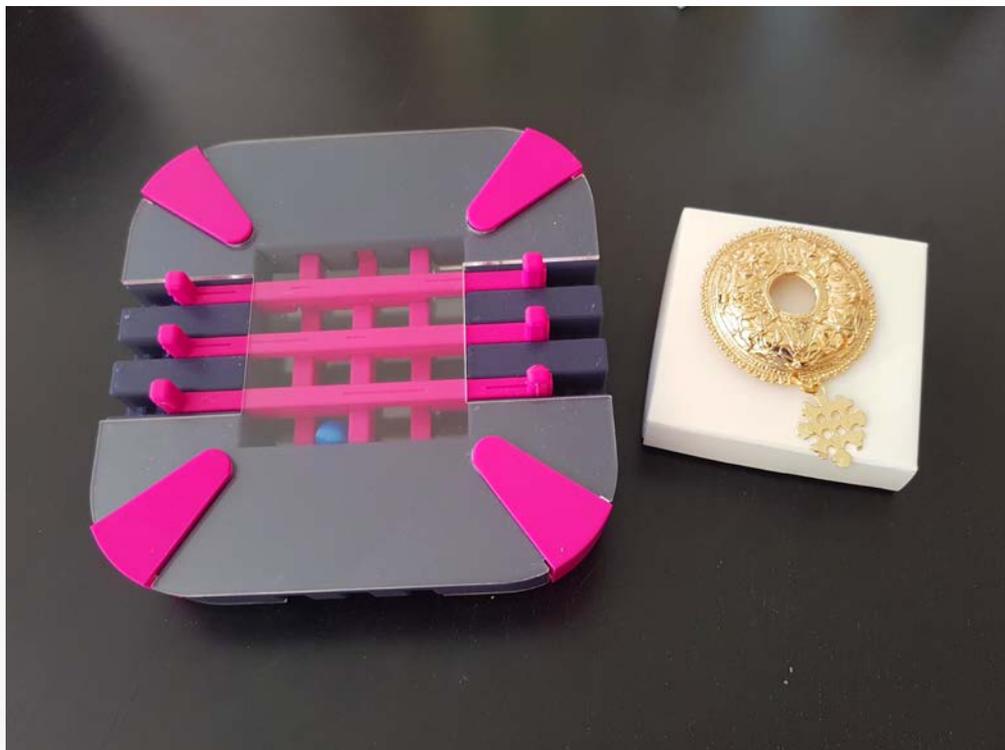
**PRIZE:** “MEGISTEUS” BEST OF THE BEST PUZZLE AWARD (BLUE AGON):



## MAZE BURR L

by Diniar Namdarian

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



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



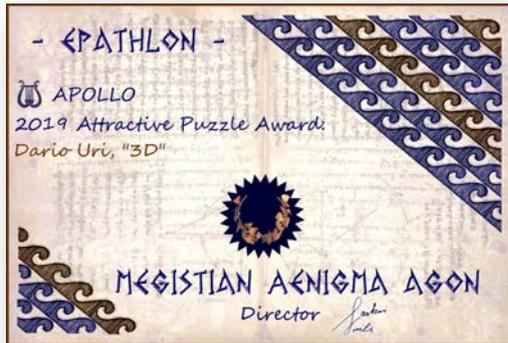
**GRIFOS.GR**

by Mike Toulouzas

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



## ALL 2018 BLUE AGON AWARDS AND GRADING



Originality/Creativity	69%
Mechanism/Impression	90%
Playability/Longevity	71%
Research/Experience	83%
Beauty/Deluxing	94%
Quality/Aesthetics	91%
Solvability/Unpredictability	74%
<b>OVERALL</b>	<b>81.7%</b>

**"Apollo"** Attractive Puzzle Award: **3D** (by Dario Uri)

Both its looks and quality made up for a very enjoyable experience. Connecting the puzzle's brilliantly made symmetric pieces allowed us to truly appreciate it.

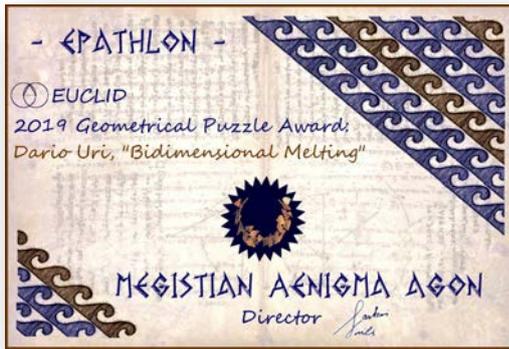


Originality/Creativity	76%
Mechanism/Impression	71%
Playability/Longevity	95%
Research/Experience	90%
Beauty/Deluxing	90%
Quality/Aesthetics	88%
Solvability/Unpredictability	65%
<b>OVERALL</b>	<b>82.1%</b>

**"Archimedes"** Logical Puzzle Award: **STARHEX-1** (by Theo Geerinck, Kate Jones & Elijah Allen)

Polyforms dressed with such bright colors always provide an extremely pleasant challenge. We would still prefer though, to have all pieces unique (symmetrical or not). A wonderful masterpiece, equipped with plenty of distinct challenges.

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Originality/Creativity	70%
Mechanism/Impression	91%
Playability/Longevity	82%
Research/Experience	80%
Beauty/Deluxing	83%
Quality/Aesthetics	77%
Solvability/Unpredictability	78%
<b>OVERALL</b>	<b>80.1%</b>

**“Euclid”** Geometrical Puzzle Award: **BIDIMENSIONAL MELTING** (by Dario Uri)

The mathematics behind this puzzle are tremendous and used some unexpected efficiency, allowing the use of fractional disappearance in one of the most impressive ways we had ever seen.



Originality/Creativity	88%
Mechanism/Impression	74%
Playability/Longevity	82%
Research/Experience	87%
Beauty/Deluxing	93%
Quality/Aesthetics	98%
Solvability/Unpredictability	83%
<b>OVERALL</b>	<b>86.4%</b>

**“Hephaestus”** Quality Puzzle Award: **GRIFOS.GR** (by Mike Toulouzas)

Three addictive puzzles in one (word puzzle/assembly/packing). That, combined with some amazing wood quality turned this masterpiece into the most popular puzzle for us and all the visitors of the MAA room.

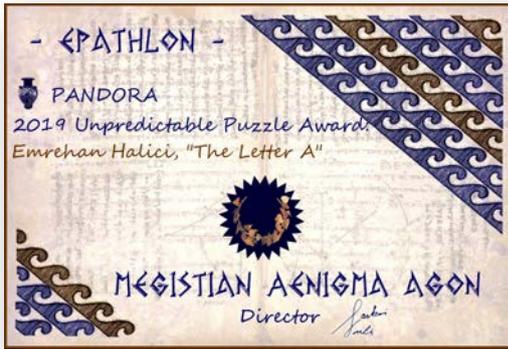


Originality/Creativity	96%
Mechanism/Impression	81%
Playability/Longevity	95%
Research/Experience	91%
Beauty/Deluxing	90%
Quality/Aesthetics	77%
Solvability/Unpredictability	79%
<b>OVERALL</b>	<b>87.0%</b>

**“Odysseus”** Creative Puzzle Award: **MAZE BURR L** (by Diniar Namdarian)

At the start, a stiff movement did not betray what would follow. Once we got used to the movement, we realised that we were facing an amazing puzzle full of surprises and with plenty of different difficulty challenges.

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Originality/Creativity	89%
Mechanism/Impression	70%
Playability/Longevity	71%
Research/Experience	90%
Beauty/Deluxing	60%
Quality/Aesthetics	62%
Solvability/Unpredictability	82%
<b>OVERALL</b>	<b>74.9%</b>

**"Pandora"** Unpredictable Puzzle Award: **THE LETTER A** (by Emrehan Halici)

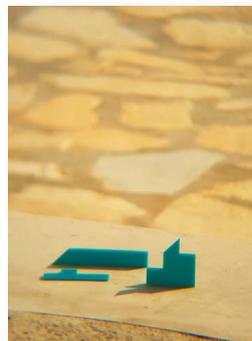
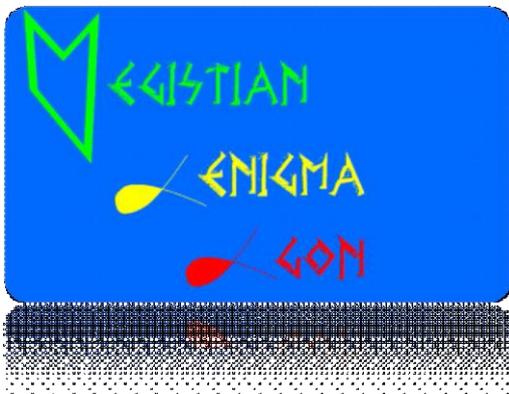
Connecting pieces to form a letter may sometimes seem trivial, yet in this case, it cannot be further than the truth. But when someone eventually solves this puzzle, there is a big sense of satisfaction.



Originality/Creativity	73%
Mechanism/Impression	72%
Playability/Longevity	79%
Research/Experience	92%
Beauty/Deluxing	65%
Quality/Aesthetics	62%
Solvability/Unpredictability	84%
<b>OVERALL</b>	<b>75.3%</b>

**"Prometheus"** Well Thought Puzzle Award: **SQUARES** (by Emrehan Halici)

Two similar puzzles where its pieces are placed very differently in each case. It can be very deceiving, even for those who have some experience with matching puzzles.



Originality/Creativity	60%
Mechanism/Impression	63%
Playability/Longevity	74%
Research/Experience	80%
Beauty/Deluxing	63%
Quality/Aesthetics	64%
Solvability/Unpredictability	68%
<b>OVERALL</b>	<b>67.4%</b>

**SYMMETRIC SHAPE** (by Emrehan Halici)

An interesting challenge, providing some nice satisfaction when solved.

## MOST POPULAR MAA PUZZLE OF ALL TIME SPECIAL AWARD (2017-2019)

Starting this year, this page will be devoted to the most popular puzzle that competed in any of the MAAs and were then donated. As the competition puzzles are always publicly available for all to play, we observe which puzzle is the one which attracts and is enjoyed by most people. And although there is no physical prize accompanied by this award, it is a testament to a timeless combination of quality, clarity of rules, attractive design, and enjoyment. Clearly, this award may be regarded as the most prestigious, as it is beyond subjective judgment by a small number of judges of a specific year, while it has been continuously and vigorously tested by a plethora of visitors. If there is no worthy opponent next year, the same puzzle may win this special award again.

### THABIT IBN QURRA (competed in the last year's 2018 MAA)

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.

## RED AGON - 4D COMPETITION

This is a speed solving competition. The Red Agon took place at the Agora on the 18<sup>th</sup> of August.

## 2019 COMPETITORS

The Semifinalists.



The Finalists.



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**ALL COMPETITORS & COMPETITION FORMAT:**

Eight competitors were divided into two groups of four.

The goal of each game was to place pentominos on a grid where a piece's edges or corners should not touch another piece (same colored or not). The last person who could still place a piece on the grid was the winner of the game.

In the group stage, 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 semifinals, and then the final. The semifinals and had three games.

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

ΑΝΤΩΝΗΣ ΣΤΑΥΡΟΠΟΥΛΟΣ	ΧΑΡΗΣ ΚΑΡΥΤΤΙΔΗΣ	0-2			
ΙΩΑΝΝΑ ΣΤΥΛΙΔΟΥ	ΕΛΕΝΗ ΚΑΡΑΜΙΧΑΛΗ	0-2	1. ΕΛΕΝΗ ΚΑΡΑΜΙΧΑΛΗ	6	6-0
ΑΝΤΩΝΗΣ ΣΤΑΥΡΟΠΟΥΛΟΣ	ΙΩΑΝΝΑ ΣΤΥΛΙΔΟΥ	2-1	2. ΧΑΡΗΣ ΚΑΡΥΤΤΙΔΗΣ	4	4-2
ΧΑΡΗΣ ΚΑΡΥΤΤΙΔΗΣ	ΕΛΕΝΗ ΚΑΡΑΜΙΧΑΛΗ	0-2	3. ΑΝΤΩΝΗΣ ΣΤΑΥΡΟΠΟΥΛΟΣ	2	2-5
ΑΝΤΩΝΗΣ ΣΤΑΥΡΟΠΟΥΛΟΣ	ΕΛΕΝΗ ΚΑΡΑΜΙΧΑΛΗ	0-2	4. ΙΩΑΝΝΑ ΣΤΥΛΙΔΟΥ	0	1-6
ΙΩΑΝΝΑ ΣΤΥΛΙΔΟΥ	ΧΑΡΗΣ ΚΑΡΥΤΤΙΔΗΣ	0-2			
<hr/>					
ΝΙΚΟΣ ΠΑΠΟΥΤΣΗΣ	ΑΝΝΑΪΣ ΓΡΑΒΟΥ	1-2			
ΘΕΟΦΙΛΟΣ ΣΤΥΛΙΔΗΣ	ΦΟΙΒΟΣ ΓΡΑΒΟΣ	0-2	1. ΦΟΙΒΟΣ ΓΡΑΒΟΣ	6	6-1
ΝΙΚΟΣ ΠΑΠΟΥΤΣΗΣ	ΘΕΟΦΙΛΟΣ ΣΤΥΛΙΔΗΣ	2-0	2. ΑΝΝΑΪΣ ΓΡΑΒΟΥ	4	5-3
ΦΟΙΒΟΣ ΓΡΑΒΟΣ	ΑΝΝΑΪΣ ΓΡΑΒΟΥ	2-1	3. ΝΙΚΟΣ ΠΑΠΟΥΤΣΗΣ	2	3-4
ΝΙΚΟΣ ΠΑΠΟΥΤΣΗΣ	ΦΟΙΒΟΣ ΓΡΑΒΟΣ	0-2	4. ΘΕΟΦΙΛΟΣ ΣΤΥΛΙΔΗΣ	0	0-6
ΘΕΟΦΙΛΟΣ ΣΤΥΛΙΔΗΣ	ΑΝΝΑΪΣ ΓΡΑΒΟΥ	0-2			
<hr/>					
ΕΛΕΝΗ ΚΑΡΑΜΙΧΑΛΗ	ΑΝΝΑΪΣ ΓΡΑΒΟΥ	3-0			
ΦΟΙΒΟΣ ΓΡΑΒΟΣ	ΧΑΡΗΣ ΚΑΡΥΤΤΙΔΗΣ	2-3			
<hr/>					
ΦΟΙΒΟΣ ΓΡΑΒΟΣ	ΑΝΝΑΪΣ ΓΡΑΒΟΥ	1-0			
<hr/>					
<b>ΤΕΛΙΚΟΣ</b>					
ΕΛΕΝΗ ΚΑΡΑΜΙΧΑΛΗ	<b>ΧΑΡΗΣ ΚΑΡΥΤΤΙΔΗΣ</b>	<b>2-3</b>	[0-1, 1-1, 2-1, 2-2, 2-3]		

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

**Haralambos Karipidis**

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



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

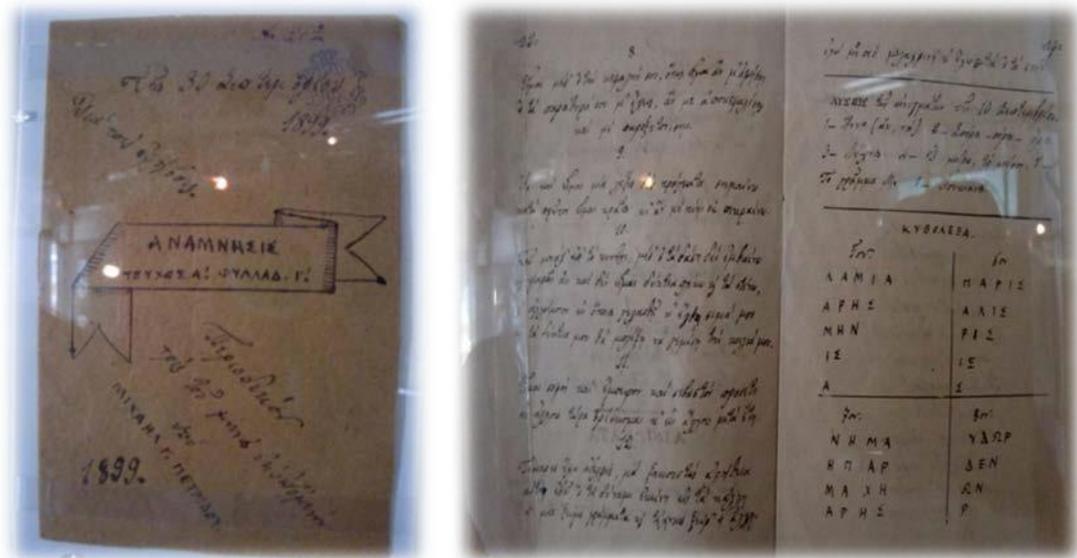


**“Achilles” Hero Solver Award (Finalist): Eleni Karamihali**



**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. The only two internationally known Greek mechanical puzzle designers who are still active (**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.

The famous journalist Iosif Papadopoulos, known as someone who finds people of interest interviewed Pantazis Houlis in a fifty minute video filled with puzzles. A link with the TV interview titled by Iosif as "The Lord of the Riddles(!)" can be found here:

[https://youtu.be/\\_-9uCTWHea4](https://youtu.be/_-9uCTWHea4)  
(50 minutes)



There has also been coverage of the MAA by newspapers. Just like last years, after the MAA event had ended (and before the MAA 2019 booklet was published), popular newspapers outside Greece had included the international competitions of the MAA in their cover page.



# Bizim Nizip

Günlük Bağımsız Siyasi Gazete

08 Ekim 2019 Salı Yıl : 13 Sayı : 5724 Fiyatı : 40 Krş. E-mail: liderofset27@hotmail.com

## LİDER OFSET MATBAACILIK

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### Nizipli Öğretmen Uluslararası Bulmaca Yarışmasında Birinci Oldu

Nizip'te öğretmenlik yapan ve aynı zamanda MEB in zeka oyunları eğitimcisi olan Ali Kılıç, Yunanistan'ın Meis Adasında düzenlenen "Megistian Aenigma Agon" isimli uluslararası bulmaca yarışmasında hazırladığı zeka problemiyle 1. oldu.

Nizip'te öğretmen olan Ali Kılıç, Katılımcıların üç gün boyunca problemi çözmeye çalıştığını "Başarılı sonuç almak bir öğretmen ve MEB in zeka oyunları formatörü olarak çok sevindirici. Son güne kadar zeka problemimi çözebilen olmadı. Jüri problemin cevabından çok etkilendi" diye konuştu. Ali Kılıç, 13 yıldır zeka oyunları ile ilgileniyor, görev yaptığı Gaziantep'te il geneli zeka oyunları yarışmaları yapıyor. Ünlü matematik ve bulmaca tasarımcılarıyla birlikte hazırladıkları "PUZZLE BOX" (BULMACA KUTUSU) isiminde yurtdışında yayınlanan kitabı var. Türkiye de yayımlamak üzere 2 kitap hazırlığıda var. Mekanik zeka oyuncuğu tasarımlarıyla da ilgileniyor. Satranç ve dama antrenörü. MEB in zeka oyunları formatörü olarak zeka severlere eğitim veriyor. Aliye KILIÇ

İki kibritin yerini değiştirerek eşitliği doğru hale getirin.

18518 = 1



**The 2019 MEGISTIAN AENIGMA AGON would like to thank:**

1. **Yiannis Sampsakos, Anna Sampsakou, Nikitas Sampsakos, Antonis Sampsakos, Michalis Hatzigiakomis, Garifalia Koti and Thanasis Kotis.** It is not an exaggeration to state that this MAA took place thanks to their invaluable help in many levels.
2. **Drasi** for providing to us the usage of the key to the Drasi office. Special thanks to **Robbie, Margarita Cannis and Veronica Stathos.**
3. **Sponsors: Manolis Roxanas, Christos Psarris, Evgenia Vamvaka, C.A., Helene Pappas.**
4. **Pantazis C. Houlis** for exhibiting and providing hands-on his prototypes and vast puzzle collection (which contains expensive, impressive, rare, and one of a kind designs).
5. **Special Thanks to: Constantina Agapitou Crowley.**
6. **Gabriel Fernandes'** Puzzle Collection blog (<http://mypuzzlecollection.blogspot.com>), for promoting the MAA.
7. The **Municipality of Megisti (mainly Nikolaos Asvestis), Stefanos Skopelitis.**
8. <http://www.kastellorizo.org> and <http://www.kastellorizo.net> for promoting the MAA.
9. The support of people related to the prestigious **International Puzzle Party.**
10. The participation of world famous puzzle designers (who also provided extremely positive and encouraging feedback) and the unexpected high quality of the competition puzzles.
11. Professor **Michael Lambrou** from the University of Crete, the main organiser in Greece of the international Kangaroo competition (<http://www.kangaroo.gr>).
12. All participants in all competitions. Without them, there would be no MAA.
13. Christina Oikonomopoulou and Eleni Grammatikopoulou.
14. 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.
15. **Maxxbrain**, the company which will bring a revolution to education.
16. The existence of judges with immense experience in puzzles (collecting and designing) and puzzle competitions (Australia, Greece, Singapore, India, Turkey).
17. The effort of the organisers to minimize the cost to allow global participation (only the postage of physical puzzles in the blue competition was needed).
18. The hospitality of the local people nicely combined with Kastellorizo's puzzle tradition.
19. 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).
20. Alexandros H. Houlis, Stelios Karatapanis, Michael Triantafyllou, Liza Psarri, Panagiota Psarri.
21. And most importantly, the... **Puzzle Ninja**, who helped us to protect the puzzles and stop people from cheating at the competitions.



The Puzzle Ninja, present as ever at the 2019 M.A.A., ensuring all go well and within the ethical standards!

In 1999 (exactly twenty years, ago, Kastellorizo island was declared as an archeological place to denote the plethora of ancient monuments that exist on the island.

In 2020, "Megisti Monuments", a photographic book is being prepared to showcase all these, and to reinforce their protection and importance.

A good example is this recently discovered ancient epigraph. Can you decode its meaning?



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Some wonderful wooden designs may be found at the St George of the Mountain monastery.



A mystical environment at the Myrikli field, where ancient steps lead to unknown places.

