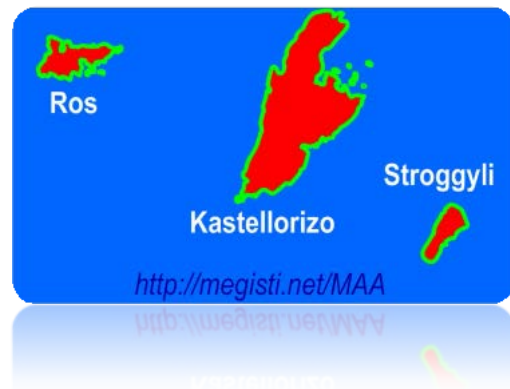
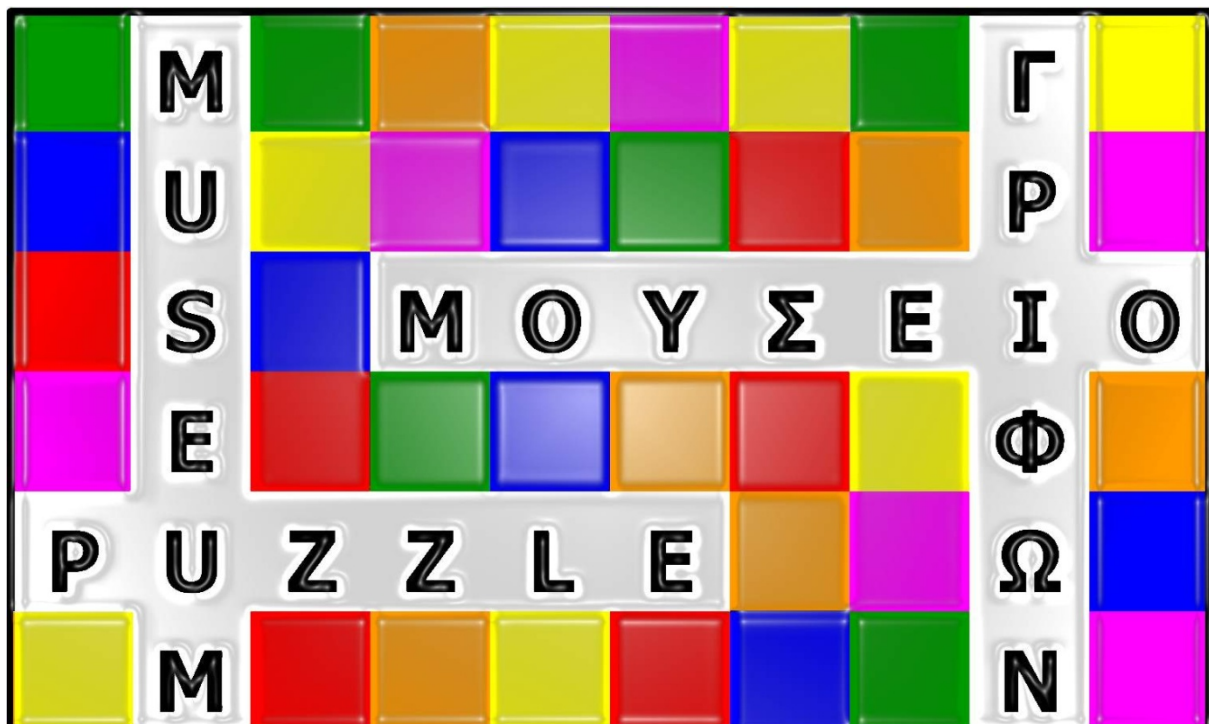


4<sup>th</sup> MEGISTIAN AENIGMA AGON  
26th-28th June 2020



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 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 very first Puzzle Museum in Greece is in Kastellorizo.

4<sup>th</sup> MEGISTIAN AENIGMA AGON  
26th-28th June 2020

EVENTS WHICH MARKED THE 4<sup>th</sup> MAA

The new Megisti Puzzle Museum:

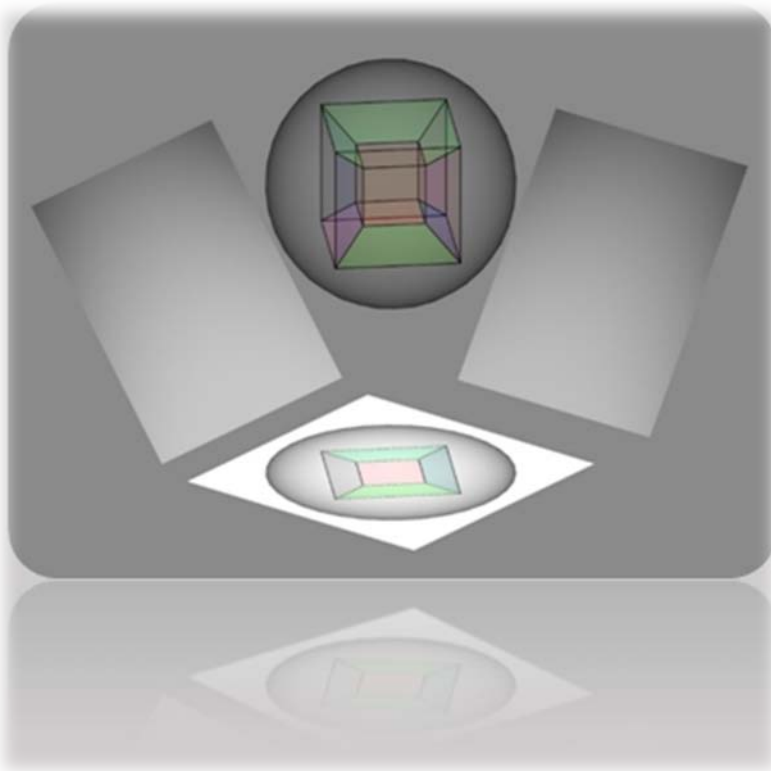
The biggest event of the year was the creation of the **Megisti Puzzle Museum** under the **EN.I.G.MA** club (Union of Ideas, Puzzles & Mathematics), the very first Puzzle Museum in Greece and one of the very few around the world. It is also the only interactive one. Its initial form was that of an exhibition and it opened on the 15<sup>th</sup> of August 2020 with 700 items.



Then, in November 2020, 75 boxes filled with the rest of Pantazis Houlis' collection arrived from Australia, totaling the exhibiting items to a massive 4000 unique pieces!



4<sup>th</sup> MEGISTIAN AENIGMA AGON  
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S+T+ARTS

Since October 2020, the Puzzle Museum has been declared as a European Centre for Science, Technology and Arts (S+T+ARTS). More information here:

[http://www.kastellorizo.org/megisti/kastellorizo\\_net/STARTS.html](http://www.kastellorizo.org/megisti/kastellorizo_net/STARTS.html)

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The Puzzle Museum has received a lot of media coverage through nationwide channels, such as Alpha, ERT1, ERT3, Star, and many local channels, as well as newspapers such as Vima and Kathimerini.



4<sup>th</sup> MEGISTIAN AENIGMA AGON  
26th-28th June 2020



Η ΦΩΤΕΙΝΗ ΜΠΑΣΕΒΑΝΗ ΜΙΛΑ ΓΙΑ ΤΟ ΑΓΑΠΗΜΕΝΟ ΚΑΣΤΕΛΛΟΡΙΖΟ



SKYPE - ΠΑΝΤΑΖΗΣ ΧΟΥΛΗΣ, Καστελλοριζιός γραφολόγος - μαθηματικός

ΤΟ ΠΡΩΤΟ ΜΟΥΣΕΙΟ ΓΡΙΦΩΝ ΤΗΣ ΕΛΛΑΔΑΣ ΑΝΟΙΞΕ ΣΤΟ ΚΑΣΤΕΛΛΟΡΙΖΟ

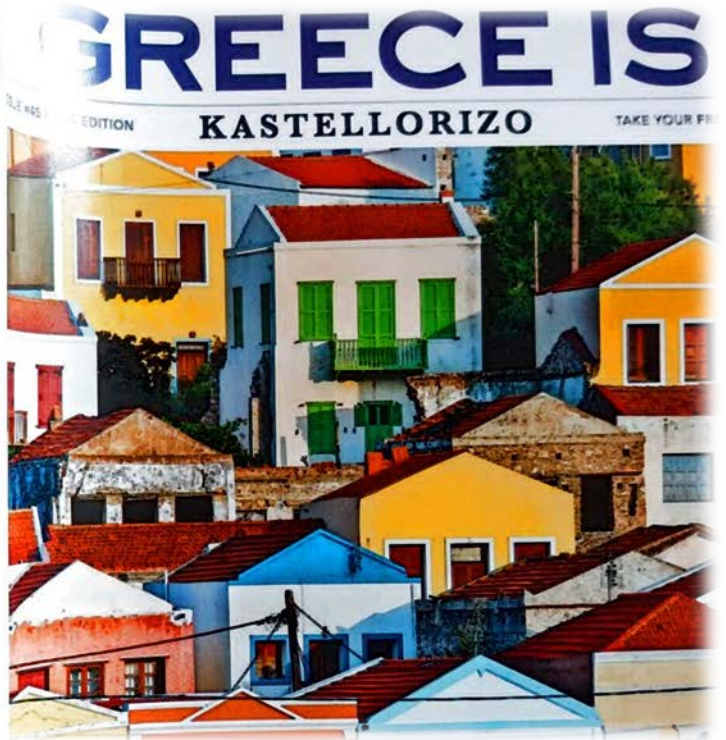


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## HORAFIA

Horafia, which means "fields" in Greek, is the area where the residents of Kastellorizo once had their family farms. Today, it is the island's religious and educational center, home to the Cathedral of Saints Constantina and Helena on one side of a pretty pebbled courtyard and, opposite it, the Serrape Town School and the Girl's School (Parthenagogion). The Town School was endowed by Loukas Serrape (1852-1911), a wealthy contractor who had worked on irrigation systems in Egypt. He was also the benefactor of the Church of Aghios Georgios in Horafia, an impressive eclectic-style edifice that was never completed but is soon to be restored. There are two more houses

of worship in the immediate area – the church of Panaghia Horafiou and that of Aghios Spyridonas, and an impressive bust of the Lady of Ro, a woman who raised the Greek flag over the islet of Ro every day for decades, affirming Greek sovereignty with her action.

Among the other buildings in Horafia is the traditional taverna Platania (Tel. (+30) 22460.492.06). Now in operation for 35 years, and one of the locations used in the film "Mediterraneo," the taverna is presently run by two sisters and a daughter. These tireless women prepare an array of delicious home-style dishes every day, cooking up dolmadakia (stuffed vine leaves), pots of goat meat, chickpea fritters and octopus in tomato sauce.

01. The Horafia district, the island's religious and educational center, is home to its most important buildings and monuments.

02. The taverna Platania is a traditional eatery that serves excellent Greek food and wine in a nostalgic setting.

03. The interior of the Church of Aghios Georgios in Horafia, scheduled for restoration.



## MUSEUM OF PUZZLES

The rainbow-painted path behind the Church of Aghios Georgios in Horafia will lead you to Greece's only Museum of Puzzles. The brainchild of mathematician and puzzle-maker Panagiotis...

Meanwhile, the great wooden puzzle designer Mike Toulouzas of Kastellorizian origin, also showcased some of his award winning work on puzzles in his interview for the Metagrobologist magazine.

THE METAGROBOLOGIST MAGAZINE **ISSUE #08**



**THE**  **metagrobologist**  
a magazine for puzzle fans everywhere

# This Issue

**LATEST NEWS**  
We present the latest news on new puzzle designs available from the world's very best designers, craftsmen and puzzle stores.

## Puzzling makes a better World

Michael Toulouzas shares his thoughts, unique philosophy, award-winning IPP designs and unveils some exciting upcoming projects.  
P. 82

## Delving into the Cubozone!

Yavuz Demirhan explores his craftsmanship, woodworking and incredible puzzle designs.  
P. 24

## Impossible Bottles

Jeff Scanlan (the modern-day Harry Eng) shares a wonderful article on Impossible Bottles.  
P. 38

## Edge Matching Puzzles

We are also delighted to present an exploration of Major MacMahon's Revenge by Robert A. Beeler, Ph.D.  
P. 16

## Redefining Games and Puzzles

Kate Jones shares the story behind the Kadon brand, her background, design process, puzzles in education, and endeavours into new projects.  
P. 74

## Simple Pocket Puzzles

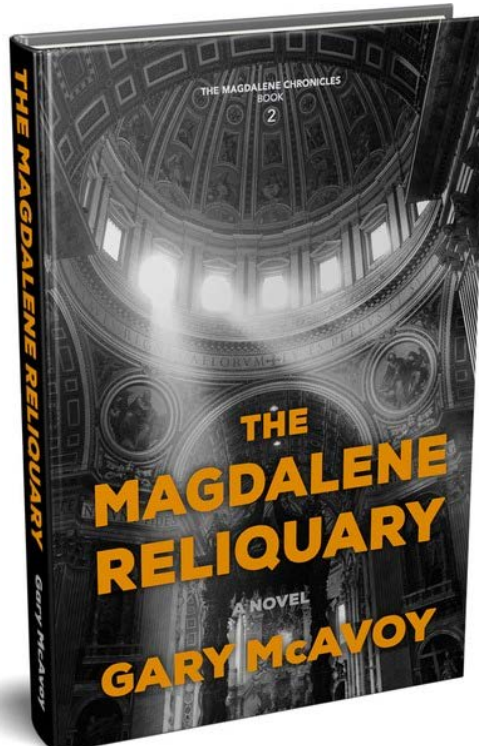
Allen Rolfs shares his love of recreational mathematics, puzzling reflections and simple pocket puzzles.  
P. 52

Put-Together Take-Apart Interlocking Impossible Disentanglement Folding Sequential Dexterity Vessels Vanish

THE PUZZLE MAGAZINE you just got to have it!



Some more interesting happenings included “Pantazis’ the Megistian” puzzle Secret of Atlantis featured inside Gary McAvoy’s novel “The Magdalene Reliquary”.



THE MAGDALENE RELIQUARY



“I’LL HAVE YOU KNOW,” she said, tossing back her chestnut brown hair, “that I missed two conference workshops today, I was so engrossed in solving this. But I couldn’t figure out where to begin. The clever way the catgut filaments are strung along each of the panels’ edges allowed for virtually any formation. For a while I kept thinking along linear lines, like maybe the goal was to make it flat. But these two upright corner panels made that impossible.

“Then I searched the internet looking for unusual three-dimensional puzzles and found a brilliant puzzle maker in Greece named ‘Pantazis the Megistian.’ His website had a similarly complex puzzle, several in fact, that he designed himself. I sent him a photo of ours and he got pretty excited.

“He indicated this was done in the manner of what’s called a ‘folding plate’ puzzle, explaining that Pietro Vesconte had cut the map into nine square panels, apparently rearranged them out of order to heighten the complexity, then affixed slender threads of flexible sheep’s intestine in a cleverly repositionable design attached to the adjoining edges of each panel. To make it especially challenging, instead of laying all nine panels flat, Vesconte placed two panels upright in one corner creating a partial

GARY MCAVOY

hemicube—an abstract polyhedron showing only two faces of a six-faced cube—while leaving the ninth slot vacant.

“So I started folding and refolding, thinking three-dimensionally...” Hana began folding one panel after another, turning some panels on their sides, flipping others over onto one another as allowed by the internally-strung catgut.

Dominic and Dengler watched in fascination as the once flattish map took on a new shape, that of a square cylindrical tower.

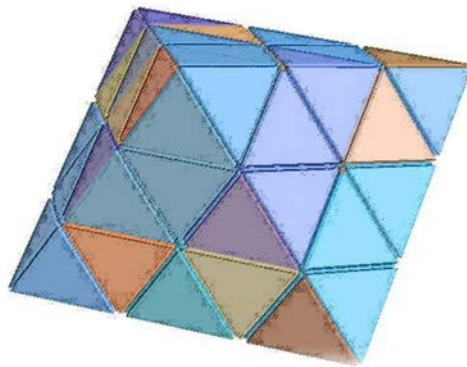
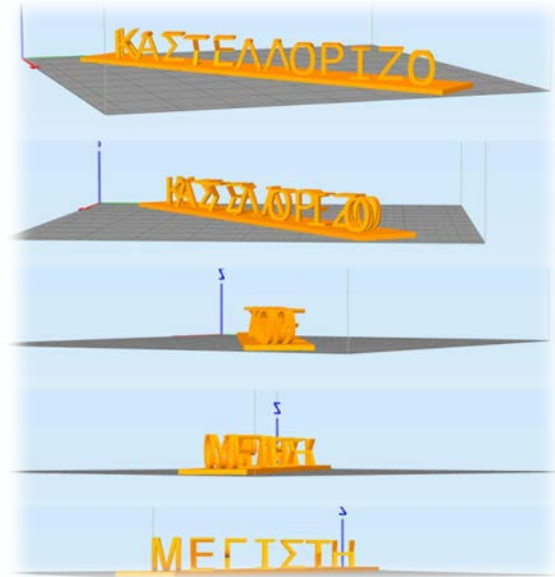
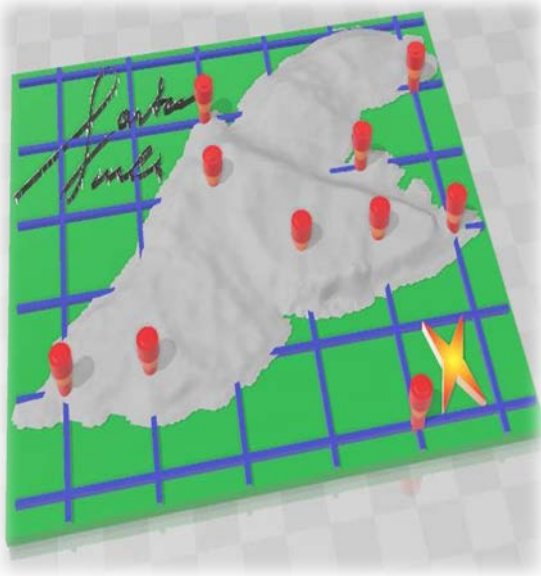
“... and *Voila!*” She said proudly, “I ended up with this!”



“YOU CAN SEE that all the contiguous paths now line up across the corners,” Hana said, pointing them out. “It

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Last, but not least, the addition of a 3D printer signaled a new era of puzzle designing in Kastellorizo!



Also, the Puzzle Museum unveiled some of its ultra rare pieces, not found in any other collection.

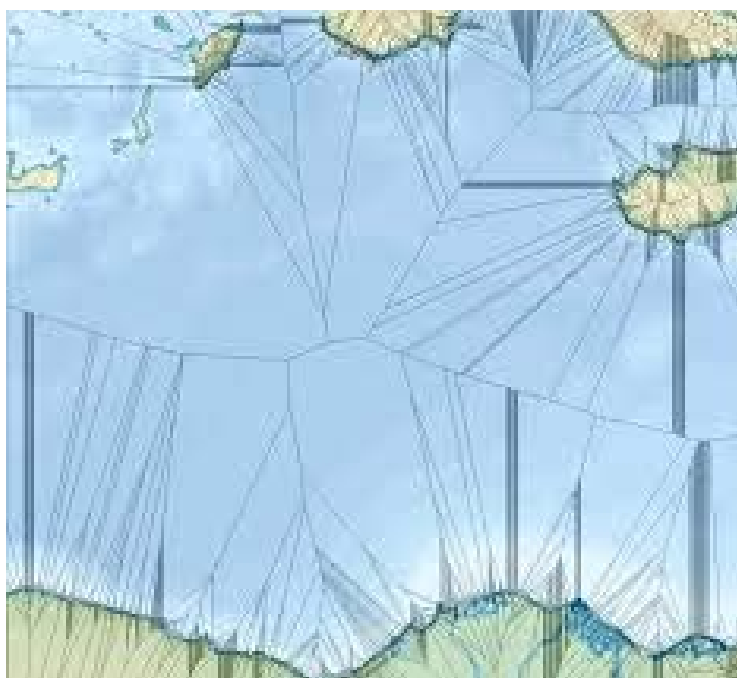


LECTURES:

1. Dr Pantazis Houlis' famous "Puzzles: Past, Present, Future" lecture, which has already been enjoyed by people in four different continents was presented again, this time in his own Puzzle Museum.



2. More lectures were presented, like one in the Drasi office, based on Voronoi diagrams



### THE KASTELLORIZO ENIGMA CONGRESS

The Kastellorizo Enigma Congress (KEC, since 2008) is a celebration of puzzles for experiencing the logic and movement of mechanical puzzles, to exchange ideas and to ignite creativity. In 2020, the KEC took place in the Drasi office and it was combined with the introduction of a competition for solving the **Panta Penta 2020** puzzle with a 30 euro prize. The winner (first who solved it after one month) was **Manolis Kiriazakos**. He donated the prize to the MAA Red competition.



One of the newly made walking paths was a 5km circle route passing through above the Blue Cave, made by Manolis Roxanas and Pantazis Houlis after a one-month effort. Probably the best path on the island!



## YELLOW AGON - 1D COMPETITION

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

### 2020 COMPETITORS

1. Puzzle by Michael Stoukas

Change a vowel

I warned my XXX not to stay long under the XYX when visiting the beach.

2. Puzzle by Michael Stoukas

Homophones

My doctor advised me to stay in bed at least for a XXXX since my leg is still too XXXX from the accident.

3. Puzzle by Michael Stoukas

Change the initial consonant

The eye witness informed the police that the suspect was probably a XXXX with blue eyes, blond hair and a quite YXXX face.

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

Michael Stoukas

**"Sphinx" Award (1D): Michael Stoukas**

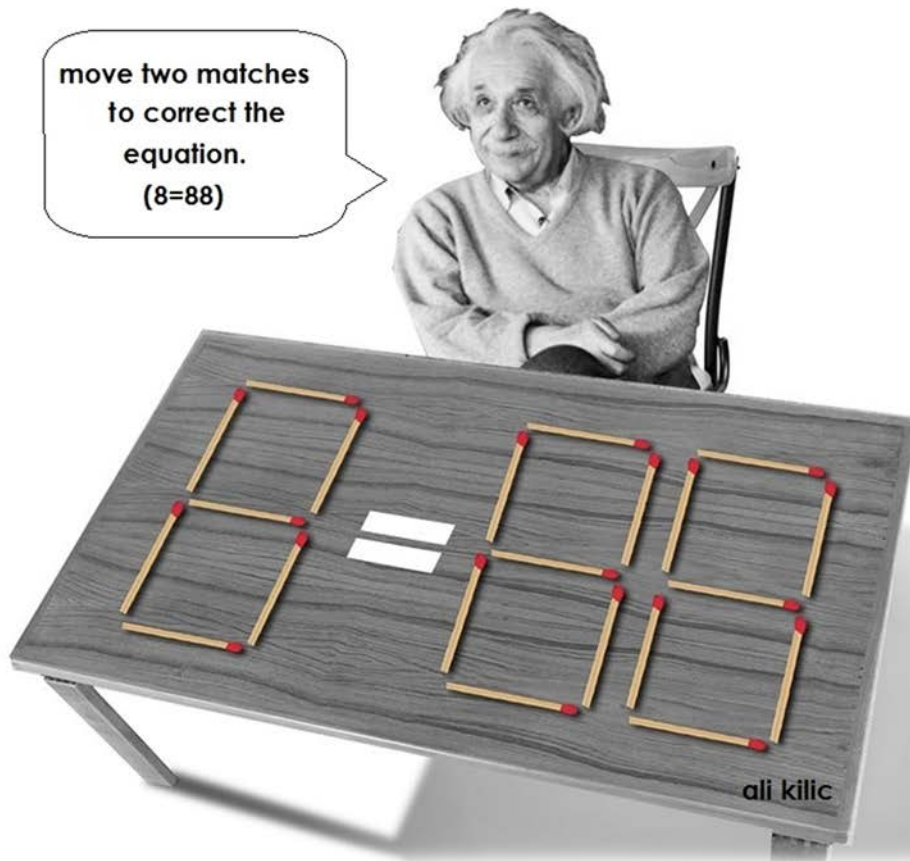


## GREEN AGON - 2D COMPETITION

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

### 2020 COMPETITORS

1. Puzzle by Ali Kilic.



2. Puzzle by Ali Kilic.

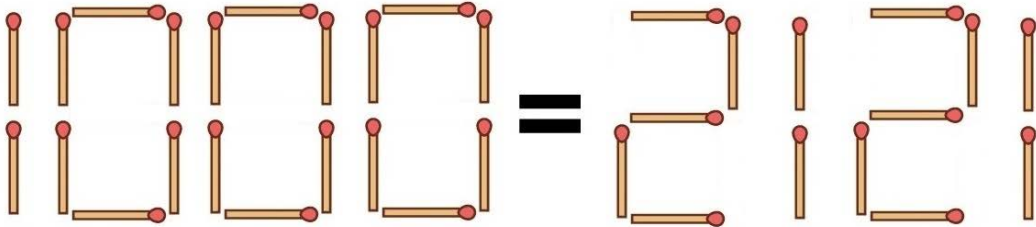
Erase two red dot, to make a valid equation  
(7+1) (7-1) = 50



ali kilic

3. Puzzle by Ali Kiliç.

**Move two matches to correct the equation**



**ali kilic**

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

Ali Kiliç



"Daedalus" Award (2D): Ali Kiliç



There were two other worthy entries, but the last puzzle was very clever, related to Physics.

## 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” puzzle database:

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

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





## 2020 COMPETITORS

### COOL YOUR COCKTAIL

Manufactured and designed in 2019  
by Diniar Namdarian



Goal: Rotate the circles so that the polyhedron piece can enter the box  
Puzzle Type: MC, PL.

### JOHNSTEFY

Manufactured and designed in 2020  
by Jonathan Stefanou\*\*



Goal: Take out the pieces and put them back in the frame.  
Puzzle Type: MC, WD.

### CHOC BOX

Manufactured and designed in 2018  
by Diniar Namdarian.



Goal: Disassemble and assemble .  
Puzzle Type: PL, DI.

### HEX PAVE

Created by Carl Hoff, development assisted  
by Kate Jones in 2020.



Goal: Match the pieces.  
Puzzle Type: MC, PL.

### MOON AND STAR

Manufactured and designed in 2016  
by Diniar Namdarian.



Goal: Move the Star around the Moon  
Puzzle Type: SL,PL.

### KAWAI-TSUGITE PUZZLE CUBE

Manufactured and designed in 2020  
by Roland Koch.



Goal: Disassemble and assemble the cube  
Puzzle Type: INT, PL.

### SHARDINAIRES-9

Created in 2020 by George Sicherman,  
developed further by Kate Jones.



Goal: Use the 9 pieces to make polyominoes  
Puzzle type: MC, PL.

#### BLUE COMPETITION 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. 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 during the next year.

4<sup>th</sup> MEGISTIAN AENIGMA AGON  
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**PRIZE:** "MEGISTEUS" BEST OF THE BEST PUZZLE AWARD (BLUE AGON):



## COOL YOUR COCKTAIL

by Diniar Namdarian

(Winner receives the 1<sup>st</sup> place medal)



SILVER MEDAL FOR HEX PAVE &

SILVER MEDAL FOR HEX PAVE



BRONZE MEDAL FOR KAWAI-TSUGITE PUZZLE CUBE



## ALL 2020 BLUE AGON AWARDS AND GRADING

### “Apollo” Attractive Puzzle Award: CHOC BOX



Originality/Creativity	88%
Mechanism/Impression	90%
Playability/Longevity	69%
Research/Experience	76%
Beauty/Deluxing	93%
Quality/Aesthetics	86%
Solvability/Unpredictability	70%
<b>OVERALL</b>	<b>81.7%</b>

Comments: Unique way of moving the parts to separate them.

### “Archimedes” Logical Puzzle Award: MOON AND STAR



Originality/Creativity	75%
Mechanism/Impression	80%
Playability/Longevity	91%
Research/Experience	86%
Beauty/Deluxing	80%
Quality/Aesthetics	81%
Solvability/Unpredictability	76%
<b>OVERALL</b>	<b>81.3%</b>

Comments: The pieces add a new interesting twist in a sliding puzzle.

**“Euclid” Geometrical Puzzle Award: JOHNSTEFY**



Originality/Creativity	75%
Mechanism/Impression	92%
Playability/Longevity	76%
Research/Experience	80%
Beauty/Deluxing	72%
Quality/Aesthetics	74%
Solvability/Unpredictability	72%
<b>OVERALL</b>	<b>77.3%</b>

This entry is dedicated to Jonathan who passed away in January 2021. He had helped in many ways to promote puzzles in Kastellorizo by (1) assisting in carrying puzzles for exhibitions, (2) sending puzzles to the competition, (3) fixing puzzles like the Princeps, (4) assembling puzzles, and (5) preparing puzzle cards. He will be missed...

**“Hephaestus” Quality Puzzle Award: HEX PAVE**



Originality/Creativity	65%
Mechanism/Impression	70%
Playability/Longevity	83%
Research/Experience	85%
Beauty/Deluxing	90%
Quality/Aesthetics	97%
Solvability/Unpredictability	90%
<b>OVERALL</b>	<b>82.9%</b>

A puzzle with a huge frame, interesting challenge and quality value.

**“Odysseus” Creative Puzzle Award: KAWAI-TSUGITE PUZZLE CUBE**



Originality/Creativity	93%
Mechanism/Impression	83%
Playability/Longevity	70%
Research/Experience	82%
Beauty/Deluxing	89%
Quality/Aesthetics	82%
Solvability/Unpredictability	75%
<b>OVERALL</b>	<b>82.0%</b>

A new way to assemble a very intriguing cube.

**“Pandora”** Unpredictable Puzzle Award: **COOL YOUR COCKTAIL**



Originality/Creativity	92%
Mechanism/Impression	91%
Playability/Longevity	72%
Research/Experience	86%
Beauty/Deluxing	80%
Quality/Aesthetics	81%
Solvability/Unpredictability	95%
<b>OVERALL</b>	<b>85.3%</b>

A brilliant idea which was very popular among the judges.

**“Prometheus”** Well Thought Puzzle Award: **SHARDINAIRES-9**



Originality/Creativity	78%
Mechanism/Impression	61%
Playability/Longevity	90%
Research/Experience	94%
Beauty/Deluxing	83%
Quality/Aesthetics	79%
Solvability/Unpredictability	88%
<b>OVERALL</b>	<b>81.6%</b>

Create polyominos shapes using combinations with a predefined set of pieces. Very nice touch!



## RED AGON - 4D COMPETITION (SPEEDSOLVING)

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

### 2020 COMPETITORS



4<sup>th</sup> MEGISTIAN AENIGMA AGON  
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**ALL COMPETITORS (RED AGON):**

ΣΤΑΜΑΤΙΑ ΑΧΛΑΔΙΩΤΗ	ΜΑΡΙΑ ΚΑΡΑΒΕΛΑΤΖΗ	0-1, 0-2, 0-3, 1-3	
ΚΑΤΕΡΙΝΑ ΛΑΖΑΡΙΔΟΥ	ΓΙΩΡΓΟΣ ΚΑΡΑΒΕΛΑΤΖΗΣ	0-1, 1-1, 1-2, 1-3	
ΕΙΣΟΔΙΑ ΛΑΛΙΩΤΗ	ΚΩΝΣΤΑΝΤΙΝΟΣ ΣΙΣΚΑΚΗΣ	0-1, 1-1, 1-2, 2-2	Π 12-12 Π 17-8
ΔΗΜΗΤΡΗΣ ΚΥΡΚΟΣ	ΓΙΩΡΓΟΣ ΧΑΡΑΛΑΜΠΙΔΗΣ	0-1, 1-1, 1-2, 1-3	
ΘΕΟΔΩΡΟΣ ΑΧΛΑΔΙΩΤΗΣ			
ΜΙΧΑΗΛΑ ΚΟΥΤΡΟΥΛΗ			
ΝΙΚΟΣ ΚΑΡΑΒΕΛΑΤΖΗΣ			
ΔΕΣΠΟΙΝΑ ΑΧΛΑΔΙΩΤΗ	ΑΝΑΣΤΑΣΙΑ ΚΑΛΟΜΟΙΡΟΥ	1-0, 1-1, 1-2, 1-3	
<hr/>			
ΝΙΚΟΣ ΚΑΡΑΒΕΛΑΤΖΗΣ	ΓΙΩΡΓΟΣ ΚΑΡΑΒΕΛΑΤΖΗΣ	1-0, 2-0, 2-1, 2-2	Π 1-8
ΓΙΩΡΓΟΣ ΧΑΡΑΛΑΜΠΙΔΗΣ	ΜΑΡΙΑ ΚΑΡΑΒΕΛΑΤΖΗ	0-1, 1-1, 1-2, 1-3	
ΕΙΣΟΔΙΑ ΛΑΛΙΩΤΗ	ΜΙΧΑΗΛΑ ΚΟΥΤΡΟΥΛΗ	1-0, 2-0, 3-0, 3-1	
ΘΕΟΔΩΡΟΣ ΑΧΛΑΔΙΩΤΗΣ	ΑΝΑΣΤΑΣΙΑ ΚΑΛΟΜΟΙΡΟΥ	1-0, 1-1, 2-1, 3-1	
<hr/>			
ΓΙΩΡΓΟΣ ΚΑΡΑΒΕΛΑΤΖΗΣ	ΕΙΣΟΔΙΑ ΛΑΛΙΩΤΗ	1-0, 2-0, 3-0, 3-1	
ΘΕΟΔΩΡΟΣ ΑΧΛΑΔΙΩΤΗΣ	ΜΑΡΙΑ ΚΑΡΑΒΕΛΑΤΖΗ	1-0, 1-1, 1-2, 1-3	
<hr/>			
<b>ΤΕΛΙΚΟΣ</b>			
ΓΙΩΡΓΟΣ ΚΑΡΑΒΕΛΑΤΖΗΣ	ΜΑΡΙΑ ΚΑΡΑΒΕΛΑΤΖΗ	1-0, 2-0, 2-1, 3-1	

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

**Giorgos Karavelatzis**

(Winner received 50 euros as a prize)



4<sup>th</sup> MEGISTIAN AENIGMA AGON  
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**"Hermes"** Fastest Solver Award: Giorgos Karavelatzis

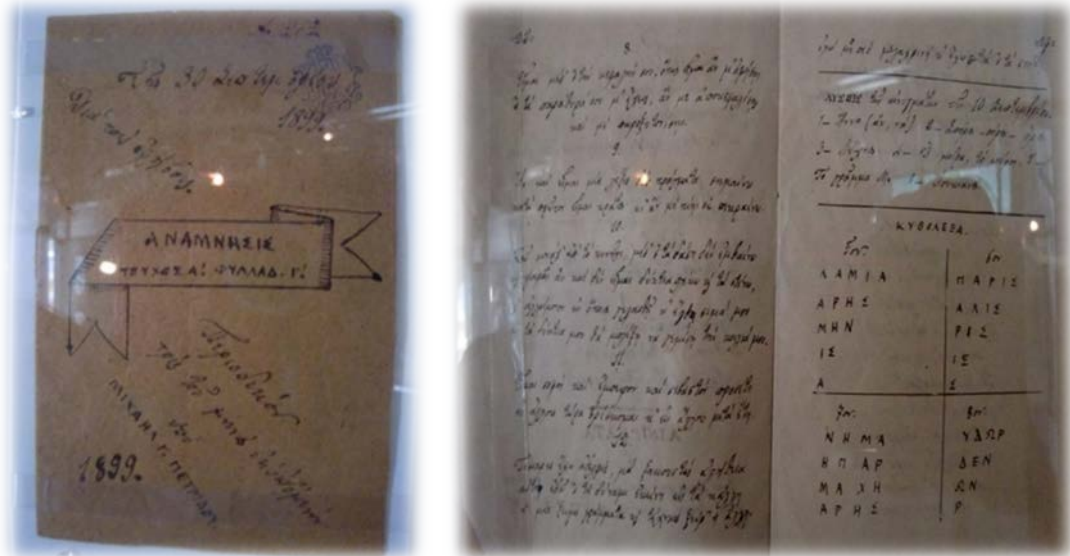


**"Achilles"** Hero Solver Award (Finalist): Maria Karavelatzi



**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 2018 MEGISTIAN AENIGMA AGON would like to thank:**

1. **Yiannis Sampsakos, Anna Sampsakos, Nikitas Sampsakos, Antonis Sampsakos, Michalis Hatzigiakomis, Garifalia Koti and Thanasis Kotis.**
2. Stephanos Bouhounas, Eleni Bouhouna, Athena Bouhouna, Giannis Stamatiou, Christos Bouhounas, Kaiti Bouhouna, Nora Bouhouna, and... Sandy (their help in Rhodes was critical)).
3. The **Municipality of Megisti.**
4. **Drasi** for providing to us the usage of key areas.
5. **Pantazis Houlis** for exhibiting and providing hands-on his prototypes and vast puzzle collection (which contains expensive, impressive, rare, and one of a kind designs).
6. **Gabriel Fernandes'** Puzzle Collection blog (<http://mypuzzlecollection.blogspot.com>), the **Midlands Puzzle Party** (<https://web.facebook.com/groups/306368582822017>), <http://www.kastellorizo.com> and <http://www.kastellorizo.net> for promoting the MAA.
7. The support of people related to the prestigious International Puzzle Party.
8. The participation of world famous puzzle designers (who also provided extremely positive and encouraging feedback) and the unexpected high quality of the competition puzzles.
9. Professor **Michael Lambrou** from the University of Crete, the main organiser in Greece of the international Kangaroo competition (<http://www.kangaroo.gr>).
10. Father Christos, Katerina Lazarizou and Dimitris Kurkos for the help at the MAA red completion.
11. The existence of judges with immense experience in puzzles (collecting and designing) and puzzle competitions (Australia, Greece, Singapore, India, Turkey).
12. 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).
13. The hospitality of the local people nicely combined with Kastellorizo's puzzle tradition.
14. 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).
15. Jonathan Stefanou, who had supported the KEC and then the MAA more than anyone else, but he passed away in a very young age.
16. And most importantly, the... **Puzzle Ninja**, who helped us to protect the puzzles and stop people from cheating at the competitions.



The Puzzle Ninja protects the MAA from above