ANSWERS AND SOLUTIONS

Websterisms: In Search of Noah's Headwords

Arthur Schulman

anaconda, android, asteroid, barbecue, belles-lettres, beverage, bob, boggle, caboose, caravan, catchup, master of ceremonies, chaos, condescension, cretin, dandy, debacle, dilettante, duds, egoist, empiricism, escapade, evolve, fossil, freethinker, gnome, guitar, hypochondriac, imbecility, jungle, junk, kickshaw, luscious, museum, nest, onanism, overseer, pagoda, picknick, poker, Polynesia, pragmatist, prestigious, pudenda, rendezvous, soothsaying, stateswoman, text-book, ticket, Yankee.

New Word Recreations

Oscar Thumbbindle

PRY, QOPH, WON, ZEN, QUIZ, GLUM, GOLFS, FRY
SIXTY HYMN
XED BRAWN
COD, TUCK, JUGS, STAB, BIKE, GIVER, VAT, JAB

Start at O = COTE and continue SOME, SUCH, CANT, RAID, TROD, THIN, BUSH, MULE, SPAM, BURP, CRIB, LIMN, POND, BALD, HELP. Notice that the connecting edges spell, in order, OSCAR THUMPBINDLE.

Kickshaws

Louis Phillips

Free-Range Vocabulary: 1-G, 2-A, 3-B, 4-E, 5-I, 6-F, 7-H, 8-D, 9-J, 10-C

Octopi

Mike Keith

Diana Keith

The first word of the poem has 3 letters, the next 1 letter, the next 4 letters, and so on. If these numbers are written out in order they “spell out” the first 768 digits of the number π (3.14...), with the additional conventions that a 10-letter word represents the digit 0 while words of more than 10 letters represent two consecutive digits (e.g., a 12-letter word means “1 2”). The total number of digits represented, 768, is divisible by eight, so as a further constraint each of the eight stanzas contains exactly $768/8 = 96$ digits. Pi in eight pieces = Octo-pi, hence the title.

Diana Keith is the senior-in-high-school daughter of Mike Keith. “Octopi” may be the longest Pi mnemonic on record. I am aware of a 402 decimal “story” that appeared in “The Mathematical Intelligencer” in 1986 (vol. 8, p. 56). – The editor
Crosetic Puzzle

(Douglas R. Hofstadter: Godel, Escher, Bach: An Eternal Golden Braid)

...if particles didn’t interact with each other, things would be incredibly simple. Physicists would like such a world because then they could calculate the behavior of all particles easily (if physicists in such a world existed, which is a doubtful proposition).

A. Beams  N. Reculchews
B. Osculations  G. Litchis
C. Fanzists  F. Elliptically
D. Schubert  Q. Sixty-five
E. Tow Low  R. Californie
F. Addicts  S. Humidity
G. Dodecahedron  T. Epiphytic
H. Thistledown  U. Rids
I. Edwin Hubble  V. Rathyophles
J. Ribbons  W. Applaud
K. Gurupi  X. Crater Lake
L. Owlish  Y. Hitches
M. Die Foralle

A Bouquet for Gardner

Puzzling Pelargoniums. If there are \( n \) PELARGONIUMS, \( n - 2 \) of them are red, \( n - 2 \) of them are yellow, and \( n - 2 \) of them are green. Thus, \( n \geq (n - 2) + (n - 2) + (n - 2) = 3n - 6 \), or \( n = 3 \). Implicit in the puzzle is that there are only three colors, implying that, in fact, \( n = 3 \). (Otherwise, technically, there could be just two PELARGONIUMS, of some other color.)


Hexagonal prism problem. The best set of words we found is GLAMOR, SUPINE, GAIN, LUNG, PLUM, POEM, ROSE, and AIRS. (See Figure 8.)

Nim-like game. Our hint for the Nim-type game is to take advantage of the symmetry of the board, keeping in mind the complement of your opponent’s play. For further insights on this kind of strategy, see Gardner’s “The Game of Hex” [1, Chapter 8] and “Dodgem and Other Simple Games” [10, Chapter 12].
Punk Whiz 6


What’s In? – A Name! – Part IV

Steven Kahan

1. a b N O R M A L
2. a d V A N C E
3. a B R A D e
4. b R O C C O l i
5. c a T A R A c t
6. c h A M B E R
7. d e s T R O Y
8. d I R E N E s s
9. M A C K e r e l
10. e s C A R O L e
11. R I C K e t y
12. f R E N E t i c
13. h A L V i n g
14. M A R C h i n g
15. h i s T O R i c
16. h E L L I O T r o p e
17. i n F E R N o
18. i n t e r F A I T H
19. j a l a p E N O S
20. j E L L I E s
21. T O D D l e r
22. S H A R i n g
23. J U L I E n n e
24. n u C L E O l u s
25. H O M E R o o m
26. p i L A R S
27. L I Z A r d
28. M A T T r e s s
29. r e T A L I A t e
30. M A S O N r y
31. s h A D E L E s s
32. s i M I L E S
33. s l A V E R Y
34. s I N G A l o n g
35. s t R A N G E L y
36. s u p r e M A C Y
37. t a T A M I
38. T H E A t e r
39. v a G R A N T
40. v e n d E T T A