

An index to "Hoffmann's Puzzles Old and New" [by Angelo John Lewis],
in Hordern's centenary edition.

(* denotes miscellaneous algebraic problems)

- 1 P1.1 The "Pick-Me-Up" puzzle. (dexterity)
- 2 P1.2 The Planet puzzle. (dexterity)
- 2 P1.3 The i Dotting puzzle. (dexterity)
- 2 P1.4 The Spider and the Flies. (dexterity)
- 3 P1.5 The Tower Bridge Puzzle. (dexterity)
- 4 P1.6 In the Soup. (dexterity)
- 5 P1.7 The Matrimonial Chair. (dexterity)
- 7 P1.8 The "Tire 'Em Out" Puzzle (L'Enervant). (dexterity)
- 7 P1.9 The Electric Ball. (dexterity)
- 8 P1.10 The "Hang Him" Puzzle (Le Pendu). (dexterity)
- 8 P1.11 Bouci-Boula. (dexterity)
- 9 P1.12 The Switchback. (dexterity)
- 10 P1.13 The Five Horse-Shoes. (dexterity)
- 10 P1.14 The Two Horse-Shoes. (dexterity)
- 10 P1.15 The Maze. (dexterity)
- 10 P1.16 The Pitfall Puzzle. (dexterity)
- 12 P1.17 The Fifteen Pellets Puzzle. (dexterity)
- 12 P1.18 The Cross Puzzle. (dexterity)
- 12 P1.19 The Hand of Cards. (dexterity)
- 12 P1.20 The Pig Puzzle. (dexterity)
- 12 P1.21 The Four Colours Puzzle. (dexterity)
- 13 P1.22 The Amphitheatre Puzzle. (dexterity)
- 13 P1.23 The Persian Shah. (dexterity)
- 13 P1.24 The Balance Puzzle. (dexterity)
- 13 P1.25 The Fish Puzzle. (dexterity)
- 14 P1.26 The Marksman. (dexterity)
- 14 P1.27 The Snake and Bird. (build a snake in 2^9 ways,
to get the head near the bird)
- 15 P1.28 The Coin and Card Puzzle. (dexterity)
- 15 P1.29 The Egg and Card Puzzle. (dexterity)
- 16 P2.1 The Barrel and Ball. (get big marble out of barrel by cleverly
pressing down and unscrewing a big hidden plug at the base)
- 18 P2.2 The Dice Box (actually The Dice Barrel Puzzle). (trick)
- 18 P2.3 The Churn. (simple hidden inner lock to remove)
- 20 P2.4 The Cannon and Ball Puzzle. (open to find a key that turns a screw)
- 20 P2.5 The Cage and Ball. (rotate a pillar until it can be removed)
- 22 P2.6 The Castle Money-Box. (will unscrew if you insert coin in the slot)
- 22 P2.7 The New Castle Money-Box. (need gravity to get hidden bolt out of way)
- 24 P2.8 The Brass Money-Box. (concealed tube and slot)
- 25 P2.9 The Captive Sixpence. (gravity again)
- 26 P2.10 The Cannon and Cord. (string puzzle: remove the cord and ball)
- 26 P2.11 The Heart Puzzle. (remove cord and ball from a heart)
- 27 P2.12 The Alliance Puzzle (= Victoria Puzzle). (remove a button)
- 28 P2.13 The Two Balls. (get both balls on the same side of cord)
- 29 P2.14 The Ariel Puzzle. (remove a ball from intricate web)
- 30 P2.15 The Pen and Wheel. (detach cord and pen from wheel)
- 30 P2.16 The Balls and Rings. (reverse balls and rings; apparently is
a puzzle with n^2 steps, not 2^n)
- 31 P2.17 The Chinese Ladder. (unthread some buttons; order n steps)
- 32 P2.18 The Staff. (remove balls: one "knot" actually joins two loops)
- 33 P2.19 The Imperial Scale. (detach ring from cord surrounded by four others)
- 34 P2.20 The Sceptre. (remove two rings from a rod; there's a simple lock)
- 34 P2.21 The Balls and Chain. (remove a chain by unscrewing a ball)
- 36 P2.22 The Four Keys. (remove four keys, one of which is narrower)
- 36 P2.23 The Screw Box. (like a childproof pillbox: pinch the lid, then turn)
- 38 P2.24 The Ball and Three Strings. (remove strings; one knot is different)
- 40 P2.25 The Lighthouse. (remove lantern by finding hidden way to unscrew)
- 40 P2.26 The Jubilee Puzzle Box. (find queen's portrait screwed under the lid)
- 42 P2.27 The Jubilee Penny. (find queen's portrait in a trick Napoleonic coin)
- 42 P2.28 The Invisible Gift. (like P2.26 but you have to tap it awhile)
- 43 P2.29 The Arabi Gun. (remove spring-loaded ball; similar to P2.25)
- 44 P2.30 The Psycho Match-Box. (open it by turning upside down, releasing bolt)
- 46 P2.31 The "Touch-Me-Not" Match-Box. (open it by pressing both ends)
- 47 P2.32 The Magic Drawer Match-Box. (one way has matches, the other way not)
- 47 P2.33 The "Unique" Match-Box. (open via a false striking plate)
- 47 P2.34 The Surprise Match-Box. (open via the end of a false hinge)
- 48 P2.35 The New Brass Puzzle Match-Box. (false clues; unscrew left-handed)
- 48 P2.36 The Ne Plus Ultra Match-Box. (invisible hinge in unsuspected place)
- 49 P2.37 The Sphinx Match-Box. (first P2.33 then P2.36)
- 50 P2.38 The Puzzle Snuff-Box. (decoration conceals the opening)
- 50 P2.39 The New Puzzle Snuff-Box. (has two lids, opening in opposite ways)
- 52 P2.40 The Puzzle Ball. (remove bonbon by tapping; looks symmetric but isn't)
- 52 P2.41 The Ebony Puzzle Ball. (refinement of P2.40)
- 54 P2.42 The Puzzle Purse. (extract coin via slits in leather)
- 55 P2.43 The Puzzle Pocket-Knife. (slide case to release a catch)
- 55 P2.44 The Automatic Knife. (press on flat side of a little tongue)
- 56 P2.45 The Double Barrel and Ring (Les Anneaux Prisonniers). (like P2.40)
- 56 P2.46 The Wedding-Ring Box. (remove it by pressing not screwing)
- 58 P2.47 The New Money-Box. (like P2.46)
- 58 P2.48 The Zulu Box. (looks like P2.23, but you press quite differently)
- 58 P2.49 The New Persian Puzzle. (unscrew two ends in opposite directions)
- 60 P2.50 The Magic Handcuff. (release your fingers by pushing not pulling)
- 60 P2.51 The Key and Ring Puzzle. (part of the key can be unscrewed)
- 61 P2.52 The New Egg of Columbus. (to balance, hidden ball goes to hidden cone)
- 63 P3.1 The "Anchor" Puzzle. (tangrams)
- 68 P3.2 The Tormentor Puzzle. (similar to tangrams but with eight pieces)
- 69 P3.3 The Pythagoras Puzzle. (seven-piece variant of tangrams)
- 72 P3.4 The Cross Puzzle. (seven weird pieces, don't make a square)

74 P3.5 The Circular Puzzle. (ten pieces that dissect a circle)
77 P3.6 The "Star" Puzzle. (24 white pieces and 24 black pieces)
79 P3.7 The Zigzag Square. (square dissected into 12 pieces of 3 shapes)
80 P3.8 The Extended Square. (stairstep principle)
80 P3.9 The Octagon Puzzle. (octagon dissected into 12 pieces, 3 weird shapes)
81 P3.10 The Patchwork Square. (medium-weird eight-piece dissection)
82 P3.11 The Two Squares. (convert 3+2 into square with two cuts)
82 P3.12 The Latin Cross Puzzle. (1+3+1+1+1 dissected into 5 pieces, 3 shapes)
82 P3.13 The Greek Cross Puzzle. (1+3+1 into square with two cuts)
84 P3.14 The Protean Puzzle. (eleven pieces that make lots of figures)
86 P3.15 The Caricature Puzzle. (= P3.1, tangrams)
88 P3.16 The Chequers Puzzle. (chessboard dissection, 14 pieces of sizes 3,4,5;
he gives two "radically different" solutions, 50 are said to be possible)
89 (unnumbered) The Peel Puzzle. (5x5 orth latin square dissected into 9 parts)
90 P3.17 The "Spots" Puzzle. (a die, dissected into nine 1x1x3 pieces)
91 P3.18 The Endless Chain. (18 rectangles into 7x7, make a chain)
93 P3.19 The Hexagon. (hexagon dissected into five weird convex polygons)
94 P3.20 Eight Squares in One. (square dissected symmetrically into 12 pieces)
94 P3.21 The Five Squares. (five squares, each cut once, can make one square)
95 P3.22 The Geometrical Square. (square dissected symmetrically into 6 pieces)
96 P3.23 The Dissected Square. (square dissected into nine pieces of 3 shapes)
(the nine pieces can also be made into three equal smaller squares)
97 P3.24 The Twenty Triangles. (make square from 20 half dominoes)
98 P3.25 The New Triangle Puzzle. (make an equilateral triangle from 7 pieces)
98 P3.26 The Japanese Square. (square from 10 pieces in 3 quadrilateral shapes)
98 P3.27 The Chinese Square. (square from 16 pieces in 3 triangular shapes)
100 P3.28 The Yankee Square. (square from 11 pieces in 6 weird shapes)
100 P3.29 Another Cross Puzzle. (cross from 3 Z pentominoes and two larger Ls)
101 P3.30 The Carpenter's Puzzle. No. 1. (dissect 15x3 into square)
101 P3.31 The Carpenter's Puzzle. No. 2. (2-piece dissection of 6x2 to 4x3)
102 P3.32 The Cabinet Maker's Puzzle. (circle into two oval stools)
102 P3.33 The Bonbon Nut Puzzle. (six hexagon-like pieces, one with a notch)
103 P3.34 The Rattle Puzzle. (similar but in shape of a Victorian child's toy)
104 P3.35 The Cross-Keys or Three-Piece Puzzle. (a 3-piece burr)
105 P3.36 The Nut (or Six-Piece) Puzzle. (classic 6-piece burr)
106 P3.37 The Fairy Tea-Table. (made of 16 pieces)
106 P3.38 The Mystery. (ten piece burr, makes a sort of collapsed sphere)
109 P3.39 The Diabolical Cube. (3x3x3 from 2,1+2,1+2+3,2+2,1+3+3,Upentomino)
110 P3.40 The Chinese Zigzag. (3-dimensional jigsaw)
112 P3.41 The Man of Many Parts. (make picture by conceal unwanted parts)
113 P4.1 The "Forty-Five" Puzzle. *
113 P4.2 A Singular Subtraction. (A-B=C, each is perm of digits {1,2,...,9})
113 P4.3 A Mysterious Multiplicand. *
113 P4.4 Counting the Pigs. *
114 P4.5 Another "Pig" Problem. *
114 P4.6 A Little Miscalculation. *
114 P4.7 A Simple Magic Square. (10 shu)
114 P4.8 The "Thirty-Four" Puzzle. (magic 4x4; he was told of 3456 solutions)
116 P4.9 The "Sixty-Five" Puzzle. (magic 5x5)
118 P4.10 The "Twenty-Six" Puzzle. (2+4+4+2, make 26 in twelve ways)
(illustrated on page 133)
119 P4.11 An Unmanageable Legacy. *
119 P4.12 Many Figures, but a Small Result. (A/B+C/D=1, digits {0,1,...,9})
119 P4.13 Can You Name It? *
119 P4.14 Squares, Product, and Difference. *
120 P4.15 A Peculiar Number. (28abcd=abcd28/2)
120 P4.16 A Novel Century. (make 100 from {1,...,9}; ans 9*8+7+6+5+4+3+2+1)
120 P4.17 Another Century. (same but with addition only; ans (15+36+47=98)+2)
120 P4.18 Another Way to Make a Hundred. (with six nines: 99 99/99)
120 P4.19 The Lucky Number. *
121 P4.20 The Two Ages. *
121 P4.21 The Graces and the Muses. *
121 P4.22 The Graces and the Muses Again. *
121 P4.23 Just One Over. (x mod k=1 for k=2,3,4,5,6)
122 P4.24 Scarcely Explicit. *
122 P4.25 Making Things Even. *
122 P4.26 A Rejected Proposal. *
122 P4.27 The Market-Woman and Her Stock. *
123 P4.28 The Captives in the Tower. (basket escape like river crossing)
123 P4.29 Father and Son. *
123 P4.30 A Complicated Transaction. *
124 P4.31 A Long Family. *
124 P4.32 A Curious Number. *
124 P4.33 The Shepherd and His Sheep. *
124 P4.34 A Difficult Problem. (x mod k=k-1 for k=2,3,4,5,6,7,8,9,10)
(his answer is needlessly complicated way to get lcm(2,3,...,10)-1 = 2519)
125 P4.35 Well Laid Out. *
126 P4.36 The Two Travellers. *
126 P4.37 Measuring the Garden. *
127 P4.38 When Will They Get It? *
127 P4.39 Passing the Gate. *
127 P4.40 A Novel Magic Square. (9x9 enclosing 7x7 enclosing 5x5 ... 1x1)
128 P4.41 Another Magic Square. (8x8 containing various 4x4s and 2x2s)
129 P4.42 The Set of Weights. (Bachet's problem, 1 to 120)
129 P4.43 What Did He Lose? *
129 P4.44 A Difficult Division. (7 full casks, 7 half-full, 7 empty; div by 3)
130 P4.45 The Hundred Bottles of Wine. *
130 P4.46 The Last of Her Stock. *
130 P4.47 The Walking Match. *
130 P4.48 A Feat of Divination. *
131 P4.49 A Peculiar Number. *
131 P4.50 Another Peculiar Number. *
132 P4.51 The Three Legacies. *

132 P4.52 Another Mysterious Multiplicand. *
 132 P4.53 How to Divide Twelve among Thirteen. (variant of Josephus problem)
 134 P4.54 Tenth Man Out. (Josephus, with 15 whites and 15 negroes)
 135 P4.55 Ninth Man Out. (similar; "populeam virgam mater regina ferebat")
 136 P4.56 The Three Travellers. (classic river crossing)
 137 P4.57 The Wolf, the Goat, and the Cabbages. (classic river crossing)
 137 P4.58 The Three Jealous Husbands. (classic river crossing made into puzzle)
 138 P4.59 The Captain and His Company. (river crossing)
 138 P4.60 The Treasure Trove. *
 139 P4.61 The Row of Counters. *
 139 P4.62 A Loan and a Present. *
 139 P4.63 Eleven Guests in Ten Beds. (classic fallacy)
 140 P4.64 A Difficult Division. (pouring 8 into (4,4) with measures (5,3))
 140 P4.65 The Three Market-Women. *
 140 P4.66 A Farmer and His Three Daughters. *
 141 P4.67 How Many for a Penny? *
 141 P4.68 The Magic Cards. (identify a number from 1 to 127 with 7 questions)
 142 P4.69 The "Fifteen" or "Boss" Puzzle. (classic 15-puzzle)
 145 P4.70 The Peg-Away Puzzle. (8-puzzle)
 145 P4.71 The Over-Polite Guests. (how many permutations of seven objects?)
 145 P4.72 The "Royal Aquarium" Thirteen Puzzle. (rotate nine cards so as
 to make simultaneous magic squares; see illustration on page 144)
 146 P4.73 An Easy Creditor. *
 147 P4.74 The Three Arabs. *
 147 P4.75 An Eccentric Testator. *
 148 P4.76 Another Eccentric Testator. *
 148 P4.77 An Aggravating Uncle. *
 149 P4.78 The Apples and Oranges. *
 149 P4.79 The Two Squares. *
 149 P4.80 A Curious Division. *
 149 P4.81 A Curious Multiplication. *
 150 P4.82 The Two Schoolmasters. *
 150 P4.83 Nothing Left. *
 150 P4.84 The Three Generations. *
 151 P4.85 The Two Brothers. *
 151 P4.86 The Two Sons. *
 151 P4.87 The Two Nephews. *
 151 P4.88 The Reversed Number. *
 152 P4.89 Another Reversed Number. *
 153 P4.90 The Shepherd and His Sheep. *
 153 P4.91 The Shepherdess and Her Sheep. *
 153 P4.92 A Weighty Matter. (weighing up to 127 pounds)
 154 P4.93 The Three Topers. *
 154 P4.94 The False Scales. *
 154 P4.95 An Arithmetical Policeman. *
 154 P4.96 The Flock of Geese. *
 155 P4.97 The Divided Cord. *
 155 P4.98 The Divided Number. *
 155 P4.99 The Two Numbers. *
 156 P4.100 The Horse and Trap. *
 156 P4.101 The Two Workmen. *
 156 P4.102 Another Divided Number. *
 157 P4.103 The Three Reapers. *
 157 P4.104 The Bag of Marbles. *
 157 P4.105 The Expunged Numerals. A. *
 157 P4.106 The Expunged Numerals. B. *
 158 P4.107 A Tradesman in a Difficulty. *
 158 P4.108 Profit and Loss. *
 159 P4.109 A Curious Fraction. *
 159 P4.110 The Menagerie. *
 159 P4.111 The Market-Woman and Her Eggs. *
 160 P4.112 The Cook and His Assistants. *
 161 P5.1 A Puzzling Inscription. (epigram minus its vowels ... all E)
 161 P5.2 An Easy One. (make one word from E D O R N O W: ONE WORD)
 161 P5.3 Pied Proverbs. (their letters sorted into nondecreasing order)
 161 P5.4 Scattered Sentiment. (each word of a poem is anagrammed)
 162 P5.5 Dropped-Letter Proverbs. (alternate letters removed)
 162 P5.6 Dropped-Letter Nursery Rhymes. (same; "how doth the little...")
 163 P5.7 Transformations. (word ladders; black->white in 8, not 7)
 163 P5.8 Beheaded Words. (LARCH->ARCH, etc)
 164 P5.9 Anagrams. (CONGREGATIONALIST = got a scant religion)
 165 P5.10 Word Squares. (incl 6x6 PASTOR/ATTIRE/STUPID/TIPTOE/ORIOLE/REDEEM)
 165 P5.11 Word Diamonds. (this was new to me; his best is the following)
 P
 FOR
 CORES
 FORCEPS
 PORCELAIN
 REELECT
 SPACE
 SIT
 N
 167 P5.12 A Cross of Diamonds. (four diamonds of five words each, joined)
 168 P5.13 Knight's Tour Letter Puzzles. (spell a proverb with knight moves)
 170 P5.14 Knight's Tour Word Puzzle. (a poem with 64 words)
 171 P5.15 Hidden Proverbs. (king's moves in a spiral from the center)
 172 P5.16 The Five Arab Maxims. (read from 6x6 square in five ways)
 174 P6.1 (arrange 11 counters in 12 lines of 3)
 175 P6.2 (arrange 9 counters in 10 lines of 3)
 175 P6.3 (arrange 27 counters in 9 lines of 6)
 175 P6.4 (arrange 10 counters in 5 lines of 4)
 176 P6.5 (arrange 12 counters in 6 lines of 4)
 176 P6.6 (arrange 19 counters in 9 lines of 5)

176 P6.7 (arrange 16 counters in 10 lines of 4)
 176 P6.8 (arrange 12 counters in 7 lines of 4: cheat by using multiple points)
 178 P6.9 (arrange 9 white and 9 red, get 10 lines of 3 white, 8 lines of 3 red)
 (his solution fails to realize that two solutions to P6.2 would be better)
 178 P6.10 (maintain edge totals in 3x3 while varying the overall total;
 he says this is "a very ancient problem")
 179 P6.11 (arrange 10 to make 4-in-a-row in 8 directions; trick of wording)
 179 P6.12 (arrange 13 to make 5-in-a-row in 12 directions; similar trick)
 180 P6.13 (cover 7 points of 8-pointed star; cf Dudeney's P165)
 181 P6.14 The "Okto" Puzzle. (same thing)
 181 P6.15 (arrange 21 counters on complex grid, make 30 lines 3)
 182 P6.16 The "Crowning" Puzzle. (1111111111 -> 2s and 0s, always pass over 2)
 182 P6.17 The "Right and Left" Puzzle. (aaa0bbb -> bbb0aaa "very little known")
 185 P6.18 (in aaabbbb/aaabbbb/aaa0bbb/aaaabbb/aaaabbb, transpose a's and b's)
 (add additional rows at top and bottom, get Z08.13 attributed to Lucas)
 185 P6.19 The "Four and Four" Puzzle. (ababab00 -> 00bbbaaaa, 2 at a time)
 [Dudeney P108, credited to P. G. Tait 1884]
 186 P6.20 The "Five and Five" Puzzle. (same but with five a's and five b's)
 186 P6.21 The "Six and Six" Puzzle. (same but with six of each)
 186 P6.22 The Thirty-Six Puzzle. (30 in 6x6, even number in each row/column)
 187 P6.23 The "Five to Four" Puzzle. (20 in 5x5, four in each row/column)
 187 P6.24 No Two in a Row. (the 8-queens problem)
 187 P6.25 The "Simple" Puzzle. (9 queens on 9+9+7+7+5+7+7+9)
 189 P6.26 The "English Sixteen" Puzzle. (aaa/aaa/aa0bb/bbb/bbb, swap a's, b's)
 189 P6.27 The Twenty Counters. (20 counters make 13 corners of squares; remove
 6 and no squares remain; actually his solution says 17, but there are 21;
 see Dudeney S209.7)
 191 P7.1 The Arrow Puzzle. (arrange 11 matches to make nine)
 191 P7.2 (arrange 9 matches to make three dozen)
 191 P7.3 (arrange 9 matches to make three and a half dozen: trick of wording)
 191 P7.4 (arrange 3 matches to make four)
 191 P7.5 (arrange 3 matches to make six)
 191 P7.6 (arrange 3 wine glasses and 3 matches to support a 4th wine glass)
 192 P7.7 (arrange 4 wine glasses and 4 matches to support a 5th wine glass)
 193 P7.8 (take away 8 matches of given pattern, leaving 2 squares only)
 193 P7.9 (add 2 matches to previous solution, bridging the squares)
 193 P7.10 (take away 5 matches of given pattern, leaving 3 squares only)
 194 P7.11 (take away 6 matches of that pattern, leaving 2 squares only)
 194 P7.12 (move 4 matches of given pattern, leaving 3 equal squares)
 195 P7.13 (move 3 matches of given pattern, leaving 3 equal squares)
 195 P7.14 (form two equilateral triangles with 5 matches)
 195 P7.15 (form four equal triangles with 6 matches)
 196 P7.16 (lift three attached matches with a fourth)
 196 P7.17 (lift nine attached matches with a tenth)
 197 P7.18 The Magnetized Matches. (trick with matches, magnets, and water)
 197 P7.19 The Fifteen Matches Puzzle. (trivial nim-like game, removing 1,2,3)
 198 P8.1 The United Hearts. (wire puzzle, separate two interlocked hearts)
 198 P8.2 The Triangle. (wire puzzle, detach loop from triangle-maze path)
 199 P8.3 The Sanke and Ring. (remove ring from spiral coil)
 200 P8.4 The Hieroglyph. (wire puzzle, disengage the ring)
 200 P8.5 The Interlaced Triangles. (wire puzzle, disengage the ring)
 201 P8.6 The Double Box and Ring. (wire puzzle, disengage the ring)
 202 P8.7 The Egyptian Mystery. (wire puzzle, disengage the ring)
 203 P8.8 The Ball and Spiral. (disengage ring and ball from spiral wire)
 204 P8.9 The Unionist Puzzle. (detach two twisted wires without using force)
 204 P8.10 The Eastern Question. (detach two twisted wires without using force)
 205 P8.11 The Handcuff Puzzle. (detach four twisted wires without using force)
 206 P8.12 The Stanley Puzzle. (detach a ring from a medallion and holder)
 207 P9.1 A Remarkable Division. (trick of relationships)
 207 P9.2 Subtraction Extraordinary. (take one from nineteen, leave twenty)
 207 P9.3 Two Halves Greater Than the Whole. (seven is the half of twelve)
 [roman numerals used in P9.2, P9.3, also P7.2 etc]
 207 P9.4 A Distinction and a Difference. (2xtwenty-five - (2xfive and twenty))
 207 P9.5 The Family Party. (extension of P9.1)
 208 P9.6 A Sum in Subtraction. (similar to P9.4)
 208 P9.7 Another Sum in Subtraction. (another indeed)
 208 P9.8 Three Times Six. (dumb quibble)
 208 P9.9 A New Way of Writing 100. (99 99/99)
 208 P9.10 A Seeming Impossibility. (dumb quibble related to "Gauss's trick")
 208 P9.11 Multiplication Extraordinary. (trivial)
 208 P9.12 A Question in Notation. (twelve thousand twelve hundred and twelve)
 209 P9.13 The Miraculous Herrings. (trick of wording, this time not bad)
 209 P9.14 Two Evens Make an Odd. (roman numerals again)
 209 P9.15 Six Made Three. (making letters)
 209 P9.16 A Singular Subtractions. (take ten gloves off, ten fingers remain)
 209 P9.17 A Sum in Addition. (getting worse)
 209 P9.18 The Flying Sixpence. (transfer from one hand to other: use mantel)
 210 P9.19 The Last Thing Out. (quibble)
 210 P9.20 The Three Gingerbread Nuts. (quibble)
 210 P9.21 The Mysterious Obstacle. (cruel)
 210 P9.22 The Bewitched Right Hand. (quibble)
 210 P9.23 The Invisible Candle. (quibble)
 211 P9.24 The Draper's Puzzle. (off-by-one fencepost fallacy)
 211 P9.25 The Portrait. (family relationship)
 211 P9.26 The Charmed Circle. (quibble)
 211 P9.27 The Egg and the Cannonball. (geometry quibble)
 211 P9.28 A Curious Window. (geometry quibble)
 212 P9.29 A Queer Calculation. (roman numerals)
 212 P9.30 An Arithmetical Enigma. (riddle)
 212 P9.31 A Short Year. (terrible quibble)
 212 P9.32 The Mysterious Addition. (roman numerals)
 212 P9.33 Another Arithmetical Enigma. (behead/curtail: SEVEN->EVEN->EVE)
 212 P9.34 A New Valuation. (hmmm)

213 P9.35 Easy, When You Know It. (find factors of 7)
213 P9.36 Necessity the Mother of Invention. (get wine without corkscrew)
213 P9.37 A Singular Subtraction. (weird)
213 P9.38 A Vanishing Number. (forgeddit)
213 P9.39 A Queer Query. ("twice ten are six of us [letters]," etc.)
213 P9.40 The Mouse. (quibble)
213 P9.41 The Fasting Man. (quibble)
214 P9.42 The Family Party. (trick relationships)
214 P9.43 A Reversible Fraction. (6/9)
214 P9.44 The Three Counters. (quibble)
214 P9.45 Magic Made Easy. (quibble)
215 P10.1 The John Bull Political Puzzle. (extended 8-puzzle with left/right wraparound, making it like a cylinder: 123/645/897; make orthog latin)
216 P10.2 The Pig in Sty. (somewhat complex peg puzzle in 5x5 board)
218 P10.3 Hide and Seek. (two-level maze)
220 P10.4 The Brahmin's Rings. (British clone of Tower of Hanoi)
222 P10.5 Cardan's Rings, "The Puzzle Rings". (Chinese ring puzzle; illustration of "Baguenaudier" with 13 rings on page 223)
225 P10.6 The Knight's Tour. (he gives a few known solutions, Warndorff's rule)
229 P10.7 The Knotted Handkerchief. (tie a knot without letting go)
229 P10.8 Crossette. (Josephus again)
230 P10.9 Single-Stroke Figures. (Eulerian paths)
231 P10.10 The Balanced Egg. Another Method. (shake it to break the yolk)
232 P10.11 Solitaire Problems. (three problems of French-style peg solitaire)
233 P10.12 Skihi. (build structures from 48 square cards with slots)
234 P10.13 A Card Puzzle. (arrange four 5s so that you see only 4 pips of each)
234 P10.14 Another Card Puzzle. (4x4 segment of 5x5 orthogonal latin square)
236 P10.15 The Floating Corks. (make seven wine corks float upright)
236 P10.16 The Obstinate Cork. (blow a small cork into a wine bottle)
237 P10.17 Fixing the Ring. (tie the cord in knot round the ring)
237 P10.18 The Treasure at Medinet. (8 queens, given four quarter-solutions)
238 P10.19 The Four Wine-Glasses. (make their feet equidistant)
238 P10.20 One Peg to Fit Three Holes. (square, triangle, circle)
238 P10.21 The Balanced Pencil. (balance a sharp pencil on fingertip)
240 P10.22 To Balance an Egg on the Point of a Walking-Stick. (with forks)
241 P10.23 The Ashantee Horseshoe. (lift wire and horseshoe simultaneously)
241 P10.24 A Feat of Dexterity. (remove handkerchief from under a wine glass)
242 P10.25 The Divided Square. (equivalent to P3.21)
242 P10.26 The "Oval" Problem. (draw ellipse, by rolling paper into cylinder)
242 P10.27 The Floating Ball. (remove ball by mouth only: use suction)
243 P10.28 The Cut Playing Card. (cut slits allowing a person to pass thru)
243 P10.29 The Mitre Puzzle. (divide into four equal pieces; his diagram is not exact; does he solve the problem? see illustration on page 247)
243 P10.30 The Five Straws. (lift all by holding only one)
244 P10.31 The Three Fountains. (multicommodity flow connecting 3 to 3)
244 P10.32 The Two Dogs. (like Loyd's Donkey Puzzle done for P T Barnum)
245 P10.33 Water Bewitched. (glass can't be lifted without spilling all)
245 P10.34 The Balanced Halfpenny. (balanced on a hairpin)
246 P10.35 The Balanced Sixpence. (like P10.22)
246 P10.36 Silken Fetters. (untie your and your partner's hands)
247 P10.37 The Orchard Puzzle. (dissect into four equal parts with 3 trees per)
248 P10.38 The Cook in a Difficulty. (variant of P7.7)
248 P10.39 The Devil's Bridge. (variant of P7.6)
250 P10.40 The Two Corks. (one in each hand)
250 P10.41 The Divided Farm. (variant of P10.37, uses L-trominoes)
251 P10.42 The Conjuror's Medal. (remove the ring)
251 P10.43 The Maze Medal. (similar)
253 P10.44 The Puzzle Key-Ring. (clever way to get keys on and off)
254 P10.45 The Singular Shilling. (coin, handkerchief, and physics)
254 P10.46 The Entangled Scissors. (disengage them from a cord)
254 P10.47 The Penetrative Penny. (goes through small hole in paper)
255 P10.48 The Packer's Secret. (pack 12 disks in circle, not falling out)