An index to “Hoffmann’s Puzzles Old and New” [by Angelo John Lewis], in Nordern’s centenary edition.

(* denotes miscellaneous algebraic problems)

1 P1.1 The "Pick-Me-Up" puzzle. (dexterity)
2 P1.2 The Planet puzzle. (dexterity)
3 P1.3 The I Dotting puzzle. (dexterity)
4 P1.4 The Spider and the Flies. (dexterity)
5 P1.5 The Tower Bridge Puzzle. (dexterity)
6 P1.6 In the Soup. (dexterity)
7 P1.7 The Matrimonial Chair. (dexterity)
8 P1.8 The "Tire 'Em Out" Puzzle (L’Enervant). (dexterity)
9 P1.9 The Electric Ball. (dexterity)
10 P1.10 The "Hang Him" Puzzle (Le Pendu). (dexterity)
11 P1.11 Boucl-Ououa. (dexterity)
12 P1.12 The Switchback. (dexterity)
13 P1.13 The Five Horse-Shoes. (dexterity)
14 P1.14 The Two Horse-Shoes. (dexterity)
15 P1.15 The Maze. (dexterity)
16 P1.16 The Pitfall Puzzle. (dexterity)
17 P1.17 The Fifteen Peliets. (dexterity)
18 P1.18 The Cross Puzzle. (dexterity)
19 P1.19 The Hand of Cards. (dexterity)
20 P1.20 The Pig Puzzle. (dexterity)
21 P1.21 The Four Colours Puzzle. (dexterity)
22 P1.22 The Amphitheatre Puzzle. (dexterity)
23 P1.23 The Persian Shah. (dexterity)
24 P1.24 The Balance Puzzle. (dexterity)
25 P1.25 The Fish Puzzle. (dexterity)
26 P1.26 The Markman. (dexterity)
27 P1.27 The Snake and Bird. (build a snake in 2'9 ways, to get the head near the bird)
28 P1.28 The Coin and Card Puzzle. (dexterity)
29 P1.29 The Egg and Card Puzzle. (dexterity)
30 P1.30 The Barrel and Ball. (get big marble out of barrel by cleverly pressing down and unscrewing a big hidden plug at)
31 P1.31 The Chinese Ladder. (unthread some buttons; order n steps)
32 P1.32 The Staff. (remove balls: one "knot" actually joins two loops)
33 P1.33 The Imperial Scale. (detach rings; one of four others)
34 P1.34 The Sceptre. (remove two rings from a rod; there’s a simple lock)
35 P1.35 The Balls and Chain. (remove chain by unscrewing a ball)
36 P1.36 The Four Keys. (remove four keys, one of which is narrower)
37 P1.37 The Screw Box. (like a childproof pillbox: pinch the lid, then turn)
38 P1.38 The Ball and Three Strings. (remove strings; one knot is different)
39 P1.39 The Lighthouse. (remove lantern by finding hidden way to unscrew)
40 P1.40 The Jubilee Puzzle Box. (find queen’s portrait screwed under the lid)
41 P1.41 The Jubilee Penny. (find queen’s portrait in a trick Napoleonic coin)
42 P1.42 The Invisible Gift. (like P1.40 but you have to tap it awhile)
43 P1.43 The Arabi Gun. (remove spring-loaded ball; similar to P1.39)
44 P1.44 The Invisible Gift. (like P1.40 but you have to tap it awhile)
45 P1.45 The Arabian Castle Money-Box. (remove spring-loaded ball; similar to P1.44)
46 P1.46 The Pole and Ball. (get both balls on the same side of cord)
47 P1.47 The New Castle Money-Box. (remove the cord and ball)
48 P1.48 The Cannon and Ball Puzzle. (get a key that turns a screw)
49 P1.49 The New Churn. (simple hidden inner lock to remove)
50 P1.50 The Cannon and Ball Puzzle. (open find a key that turns a screw)
51 P1.51 The Cage and Ball. (rotate a pillar until it can be removed)
52 P1.52 The Castle Money-Box. (will unscrew if you insert coin in the slot)
53 P1.53 The New Castle Money-Box. (need gravity to get hidden bolt out of way)
54 P1.54 The Brass Money-Box. (concealed tube and slot)
55 P1.55 The Captive Sixpence. (gravity again)
56 P1.56 The Cannon and Card. (string puzzle; remove the cord and ball)
57 P1.57 The Heart Puzzle. (remove cord and ball from a heart)
58 P1.58 The Alliance Puzzle (= Victoria Puzzle). (remove a button)
59 P1.59 The New Eggs of Columbus. (to balance, hidden ball goes to hidden cone)
60 P1.60 The New Eggs of Columbus. (to balance, hidden ball goes to hidden cone)
61 P1.61 The New Eggs of Columbus. (to balance, hidden ball goes to hidden cone)
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")
134 P4.56 The Three Travellers. (classic river crossing)
137 P4.57 The Wolf, the Coat, and the Cabbage. (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. *
139 P4.67 How Many for a Penny? *
140 P4.68 The Magic Cards. (identify a number from 1 to 127 with 7 questions)
140 P4.69 The "Fifteen" or "Boss" Puzzle. (classic 15-puzzle)
140 P4.70 The Peg-Away Puzzle. (8-puzzle)
140 P4.71 The Over-Polite Guests. (how many permutations of seven objects?)
142 P4.73 An Easy Creditor. *
143 P4.74 The Three Arabs. *
143 P4.75 An Eccentric Testator. *
143 P4.76 Another Eccentric Testator. *
143 P4.77 An Aggravating Uncle. *
143 P.78 The Apples and Oranges. *
142 P.79 The Two Squares. *
142 P.80 A Curious Division. *
142 P.81 A Curious Multiplication. *
142 P.82 The Two Schoolmasters. *
143 P.83 Nothing Left. *
143 P.84 The Three Generations. *
143 P.85 The Two Brothers. *
143 P.86 The Two Sons. *
143 P.87 The Two Nephews. *
143 P.88 The Reversed Number. *
144 P.89 Another Reversed Number. *
143 P.90 The Shepherd and His Sheep. *
143 P.91 The Shepherdess and Her Sheep. *
143 P.92 A Weighty Matter. (weighing up to 127 pounds)
144 P.93 The Three Toppers. *
144 P.94 The False Scales. *
144 P.95 An Arithmetical Policeman. *
144 P.96 The Flock of Geese. *
144 P.97 The Divided Cord. *
144 P.98 The Divided Number. *
144 P.99 The Two Numbers. *
145 P.100 The Horse and Trap. *
145 P.101 The Two Workmen. *
145 P.102 Another Divided Number. *
145 P.103 The Three Reapers. *
145 P.104 The Bag of Marbles. *
145 P.105 The Expunged Numerals. A. *
145 P.106 The Expunged Numerals. B. *
145 P.107 A Tradesman in a Difficulty. *
145 P.108 Profit and Loss. *
145 P.109 A Curious Fraction. *
145 P.110 The Menagerie. *
145 P.111 The Market-Woman and Her Eggs. *
146 P.112 The Cook and His Assistants. *
146 P.113 A Puzzling Inscription. (epigram minus its vowels ... all E)
151 P5.1 A Puzzling Inscription. (epigram minus its vowels ... all E)
151 P5.2 An Easy One. (make one word from E D O R N O W: ONE WORD)
151 P5.3 Pied Proverbs. (their letters sorted into nondecreasing order)
151 P5.4 Scattered Sentiment. (each word of a poem is anagrammed)
151 P5.5 Dropped-Letter Proverbs. (alternate letters removed)
151 P5.6 Dropped-Letter Nursery Rhymes. (same; "how doth the little...")
152 P5.7 Transformations. (word ladders; black->white in 8, not 7)
152 P5.8 Beheaded Words. (LARCH->ARCH, etc)
153 P5.9 Anagrams. (CONGREGATIONALIST = got a scant religion)
154 P5.10 Word Squares. (incl 6x6 PASTOR/ATTIRE/STUPID/PIPETE/OBORIE/REDEEM)
154 P5.11 Word Diamonds. (this was new to me; his best is the following)
157 P5.12 A Cross of Diamonds. (four diamonds of five words each, joined)
158 P5.13 Knight's Tour Letter Puzzles. (spell a proverb with knight moves)
158 P5.14 Knight's Tour Word Puzzle. (a poem with 64 words)
159 P5.15 Hidden Proverbs. (King's moves in a spiral from the center)
159 P5.16 The Five Arab Maxims. (read from 6x6 square in five ways)
160 P6.1 (arrange 11 counters in 12 lines of 3)
160 P6.2 (arrange 9 counters in 10 lines of 3)
160 P6.3 (arrange 27 counters in 9 lines of 6)
160 P6.4 (arrange 10 counters in 5 lines of 4)
160 P6.5 (arrange 12 counters in 6 lines of 4)
160 P6.6 (arrange 19 counters in 9 lines of 5)
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 House. (quibble)
213 P9.41 The Fasting Man. (quibble)
213 P9.42 The Family Party. (trick relationships)
213 P9.43 A Reversible Fraction. (6/9)
213 P9.44 The Three Counters. (quibble)
213 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: 123/456/78)
216 P10.2 The Pig in Sty. (somewhat complex peg puzzle in 5x5 board)
218 P10.3 Hide and Seek. (two-level maze)
218 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 Hankerchief. (tie a knot without letting go)
229 P10.8 Cossette. (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 slot)
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)
239 P10.19 The Four Wine-Glasses. (make their feet equidistant)
240 P10.20 One Peg to Fit Three Holes. (square, triangle, circle)
240 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)
240 P10.23 The Ashantee Horseshoe. (lift wire and horseshoe simultaneously)
241 P10.24 A Peat 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 slips allowing a person to pass thru)
244 P10.29 The Nitre Puzzle. (divide into four equal pieces; his diagram is not exact; does he solve the problem? see illustration on page 247)
245 P10.30 The Five Straws. (lift all by holding only one)
245 P10.31 The Three Fountains. (multicommodity flow connecting 3 to 3)
246 P10.32 The Two Dogs. (like Loyd's Donkey Puzzle done for P T Barnum)
246 P10.32 The Orchard Puzzle. (dissect into four equal parts with 3 trees per)
247 P10.33 The Cook in a Difficulty. (variant of P7.7)
247 P10.34 The Balanced Halfpenny. (balanced on a hairpin)
247 P10.35 The Balanced Sixpence. (like P10.22)
248 P10.36 Eight Poppers. (untie your and your partner's hands)
248 P10.37 The Orchard Puzzle. (dissect into four equal parts with 3 trees per)
249 P10.38 The Cook in a Difficulty. (variant of P7.7)
249 P10.39 The Devil's Bridge. (variant of P7.6)
250 P10.40 The Two Corks. (one in each hand)
251 P10.41 The Divided Farm. (variant of P10.37, uses L-triominoes)
251 P10.42 The Conjurer's Medal. (remove the ring)
251 P10.43 The Maze Medal. (similar)
252 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 Packers' Secret. (pack 12 disks in circle, not falling out)