Dads Puzzler - Humdinger

Circa 1930's
(cardboard box and 9 wood pieces, 4" x 3.25" x 1/2")

Move the 2x2 piece from the lower right to the upper right (without picking up pieces). Turn the puzzle upside-down and it is identical to the Dad's Puzzler except that the 1x1 pieces are shifted right 2 units. The inside of the cover has a 5 page pamphlet glued to it:

Copyright J. A. Storer
TO THE PURCHASER OF A HUMDINGER PUZZLE

The manufacturer of this puzzle absolutely and without reserve guarantee it can be worked if directions are followed.

You will find that it is a master puzzle, the more effort you make to solve it, the more interested you will become, if you do not get it, it will get you.

To work the puzzle it requires exactly 63 moves. No. 9 block is your first and last move, a move consists of moving any one individual block in any one direction into the moving space, if two blocks are moved at one time, it is counted as two moves etc.

In learning to work the puzzle do not attempt to move more than one block at a time as by doing so it will lead you in making many wrong moves, after you have learned to work it, you can move two or more blocks with a single move, this will help you to work it more rapidly.

WOOD PRODUCTS SALES CO.
YORK, PA.

Before starting to work the puzzle, see that all of the nine blocks are placed in their proper positions. Exactly as shown on outside cover of box. If placed otherwise it loses its value as a puzzle.

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>9</td>
<td>U</td>
<td>12</td>
<td>22</td>
<td>43</td>
<td>2</td>
<td>8</td>
<td>R</td>
</tr>
<tr>
<td>3</td>
<td>7</td>
<td>D</td>
<td>24</td>
<td>45</td>
<td></td>
<td>4</td>
<td>6</td>
<td>D</td>
</tr>
<tr>
<td>5</td>
<td>6</td>
<td>L</td>
<td>26</td>
<td>47</td>
<td></td>
<td>6</td>
<td>9</td>
<td>L</td>
</tr>
<tr>
<td>7</td>
<td>4</td>
<td>D</td>
<td>28</td>
<td>49</td>
<td></td>
<td>8</td>
<td>3</td>
<td>R</td>
</tr>
<tr>
<td>9</td>
<td>1</td>
<td>R</td>
<td>30</td>
<td>5</td>
<td>51</td>
<td>10</td>
<td>2</td>
<td>R</td>
</tr>
<tr>
<td>11</td>
<td>5</td>
<td>U</td>
<td>32</td>
<td>53</td>
<td></td>
<td>12</td>
<td>6</td>
<td>U</td>
</tr>
<tr>
<td>13</td>
<td></td>
<td></td>
<td>34</td>
<td>55</td>
<td></td>
<td>14</td>
<td></td>
<td>35</td>
</tr>
<tr>
<td>15</td>
<td></td>
<td></td>
<td>36</td>
<td>57</td>
<td></td>
<td>16</td>
<td></td>
<td>37</td>
</tr>
<tr>
<td>17</td>
<td></td>
<td></td>
<td>38</td>
<td>59</td>
<td></td>
<td>18</td>
<td></td>
<td>39</td>
</tr>
<tr>
<td>19</td>
<td>40</td>
<td>8</td>
<td>60</td>
<td>5</td>
<td>D</td>
<td>20</td>
<td>1</td>
<td>41</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td>42</td>
<td>9</td>
<td>U</td>
<td>2</td>
<td></td>
<td>43</td>
</tr>
</tbody>
</table>

Copyright J. A. Storer
Humdinger Other Pages

The world of commerce is constantly seeking those that possess marked ability in quickness, thought, activeness of perception and well trained in the art of memorizing. The secret of solving the Humdinger Puzzle is purely a matter of concentration, thought and ability to memorize. These arts are valuable assets to all.

Is your mind active, inactive or passively so? You can answer that question by learning to work the puzzle so as to be able to repeat it without error in the shortest possible time.

The average length of time for adults to master this puzzle is four hours. You may not know your own ability, try it! Become your own judge, if you succeed in three hours you will know your ability is 25% better than the average. If it takes five hours you will then know you are below the average and there is need for study so as to improve the faculties of the mind.

Humdinger is far greater than a mere puzzle, it may be of value in seeking better opportunities in whatever walk of life you may be pursuing.

IT'S A HUMDINGER

Humdinger puzzle is what its name implies, a Humdinger. Not one person in ten thousand get it the first time tried. Yet it can be worked in less than a minute, after you have mastered it, time yourself, see how quickly you can do it.

In your first trials you will make many wrong moves, do not give up, if you do not solve it in your first attempts, keep at it until you get it. After you have worked it the first time you will not know how you did it. You may try it over a number of times and not succeed, it is only a matter of memorizing the preceding moves and study the succeeding ones to learn to work the puzzle correctly. Hit or miss methods will eventually get block No. 9 in the upper R. H. corner, but those methods do not solve the puzzle.

The greatest enjoyment derived in working out the puzzle will be through your own endeavor. Thereby demonstrating your ability to accomplish this, your only instructions are as follows: Move No. 9 block from lower right hand corner to upper right hand corner without removing any of the blocks from the box.

Block No. 9 is the first and last move. After leaving the bottom, at no time does it again reach there and the only time it reaches the top is in the last move. When the puzzle has been properly worked out, blocks No.'s. 1 and 2 will be reversed. They will read, 2-1. Blocks No.'s. 3 and 4 will be in position originally occupied by block No. 9 and will read 4-3. Blocks No.'s. 5 and 6 will read 6-5. Blocks No.'s. 7 and 8 will also reverse positions and read 8-7. Block No. 9 will be in upper right hand corner in position originally occupied by blocks Nos. 3 and 4.

After you have mastered the puzzle so as to be able to work it correctly without errors as described above, work it backward, get each block back to its original position, you will find it equally interesting.

The Humdinger Puzzle is one of the cleverest pass-time games ever conceived. It is educational as well, as it helps to train the mind to memorize and is a test of your own ability.
A Humdinger Solution

Since the first two moves of the solution presented for Dad's Puzzler are to move the two 1x1 pieces right, a Humdinger solution can be formed by skipping positions 0 and 1 of the Dad's Puzzler solution, giving 60 straight-line moves that can be converted to 57 rectilinear moves by combining steps 4/5, 25/26, and 56/57:

(one move = sliding one piece any number of units in one direction)
Other Versions of Humdinger

Here is what the directions on the box say:

"Place the blocks as per the above chart and, by sliding without removing or turning them, you must get No. 9 to the position of 7 and 8."
Other Versions of Humdinger, Continued

*Unknown age (sleeve with directions added by J. Storer 2007).*
(cardboard sleeve, stained pine tray, 9 walnut pieces, 5.5" x 4.75" x 1.25",
the 2x2 piece is made by gluing two 1x2 pieces together,
the 2x2 has a metal tack on each side and the other have on in the middle,
pencil markings on the tray show a Humdinger start position,
sleeve also has directions for *Nine Block, Quzzle*, and *Quzzle Killer*)
Other Versions of Humdinger, Continued

New Deal, circa 1930's.
(cardboard box and 9 wood pieces, 3.4" x 4.1" x 1/2")

Further Reading

Copyright J. A. Storer