

Preface

I have loved puzzles for as long as I can remember. When I was in high school, I came across the books by the Englishman Henry Ernest Dudeney and the American Sam Loyd. To this date, they are still popular and influential in Japan. As much as I admire their work, I am not entirely happy with that. I feel that the general public deserves to see new types of puzzles.

While I enjoy solving puzzles, I am more keen on creating them. However, I did not want to make this my career. So I joined the Academy of Recreational Mathematics of Japan and contributed my own original puzzles to *Konwakai News*. Andy Liu, a member of the Academy, enjoyed and appreciated my puzzles. He persuaded me to collect them for publication in book form. The puzzles in this volume can be easy or difficult, but I mostly want to provide interesting puzzles that have never been encountered before.

I thank my friend Masanori Terasawa for helping me recover data from my earliest contributions to *Konwakai News* which I have lost. I thank Andy Liu and George Sicherman for putting this book together so nicely and facilitating its publication. I thank Toshihiro Kawamata for an interview which I enjoy very much.

I am grateful to Stephen Kennedy, senior acquisition editor, and Stanley Seltzer, co-editor of the Spectrum Series, as well as members of their committees of the Mathematical Association of America, for their advice and encouragement. I am also grateful to Christine Thivierge and other staff members of the American Mathematical Society, for their administrative and technical support.

Tadao Kitazawa, Nagano, Nagano,
August, 2021.