

Noesis

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LETTER AND PUZZLES FROM PETE POMFRIT

Dear Rick,

A few more questions overleaf as 'possibles' for the new test--print the ones you feel suitable.

In my 'ORION' test (sent in last letter), I have a correction. Number 14 should be PRINCESS, not Prince. Also, there are 2 possible answers to items 17 and 28--these were pointed out by Peter Schmies (who correctly solved all of the numerical series)--I'll probably change these.

Best Wishes,

Pete

P.S. I have compiled a book of puzzles containing

5 x 40 SELF-MARKING IQ TESTS (similar to Eysenck's)

40 x 20 VERBAL ANALOGIES

40 x 5 NUMERICAL SERIES plus examples

A TOTAL OF 1200 QUESTIONS AND ANSWERS

+ (perhaps) the 'ORION' test--if I can norm it

Unfortunately, I'm having trouble finding an English publisher. Do you know of any American publishers who would like this type of material?

[Ed's comments--I don't know any publishers, but I know some of y'all do. Peter Schmies has solved the vast majority of Pomfrit's puzzles, numerical and otherwise.]

A FEW MORE POMFRIT PUZZLES

V. Find the missing integers--

| | | |
|----|----|-----|
| 12 | 35 | 37 |
| 20 | 21 | 29 |
| 28 | 45 | ? |
| 48 | 55 | 73 |
| ? | 80 | 89 |
| 65 | ? | 97 |
| 20 | ? | 101 |
| ? | 91 | 109 |

VI. Find the missing integer--

| | | |
|----|----|----|
| 42 | 12 | 6 |
| 35 | 10 | 15 |
| 28 | 7 | 21 |
| 21 | 6 | ? |
| 14 | 3 | 13 |

VII. Yet another goat is tethered to one of the vertices of a regular hexagonal lawn with sides five meters in length. Find the radius to eat half the lawn.

VIII. DEMOCRATS : REPUBLICANS :: TRAMECKSANS : ?

IX. SPOON : COCHLEAR :: PULLEY : ?

X. NEW : NOVITOUS :: SECOND-HAND : ?

March 1, 1994
13 Speer Street
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Rick Rosner
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Dear Rick:

Enclosed is my check so I can continue to be a member of the Mega Society.

I was impressed by your article in Noesis #90 about your and others' autism. If you'll pardon my saying so, that explains why I thought you had a cold and unfriendly attitude the one time I called you on the telephone. It never occurred to me that it might be an involuntary condition.

Did you make a misprint on page two? Did you mean zero is autistic and 10 is sensitive and empathic? The way you wrote it you said you are far closer to sensitive and empathic than to autistic.

I am not autistic, but I do have a problem. I am schizoid. I take a major tranquilizer and some antidepressant every day and I am nearly normal. My main defects seem to be difficulty carrying on normal conversation and also lack of initiative. I have been taking these medications for 22 years now, and I am starting to develop tardive dyskinesia--involuntary mouth and tongue movements. I can stop the movements so far whenever I become aware of them, but I understand that in the later stages of the disorder that is no longer possible. So I am or will be a marked man.

Still, without the medication I would probably have been psychotic and institutionalized for the past 22 years. So I say with Edward Fitzgerald:

I often wonder what the vintners buy
One half so precious as the thing they sell.

My disorder made me pathologically shy as a youth. So my proudest achievement in life is being a husband and father--and supporting my family. I thank God that my son gives no sign of being schizoid.

I understand it was Socrates who said: "If all human ills were placed in a pile to be apportioned out equally, most people would be content to take their own troubles and depart." Not a cheery thought, but it does give some comfort.

Very truly,

Bob Dick

Robert Dick

[Editor's comments--About the zero to ten scale of autism--I think people who would be clinically diagnosed with autism would occupy a range of from 4 to 10 on such a scale, but that most non-autistics would occupy a range of 0.2 to 0.6. That is, everybody has a has a sprinkling of characteristics that could be considered autistic-like (or having Autism Lite). I assign myself a number of 1.2 or 1.5--more than most people, but far from clinical autism.

About my phone manners, which are not caused by autism--three or four factors contribute to my less-than-perfect phone demeanor:

A. People in Los Angeles use the phone as a scalpel. Conversations are as abrupt as possible. Angelenos are adept at terminating conversations. Many Mega members are accustomed to more leisurely conversation.

B. I'm sleeping during many phone calls. I'm in the Pacific time zone, and I sleep late, so I don't know what's going on until late in the day.

C. Most of my human contact is at night. Most days, I'm alone in our apartment, and I get a little stir-crazy.

D. I don't work in an office where I can make long distance calls paid for by my employer, so after a few minutes, I feel the toll charges mounting and get skittish.

My apologies for ungracious phone behavior. My wife read Robert Dick's letter and laughed at its accuracy, 'cause she knows what it's like to come home to me at the end of a workday.]

$$i = \sqrt{-1}$$

A Complex Interpolation Scheme using Matrix Techniques.

Basis Matrix

$$\text{Example: } F = 5/9 C + 32$$

$$M = \begin{bmatrix} 1 & (-2-2i) & (-2-2i)^2 & (-2-2i)^3 & (-2-2i)^4 \\ 1 & (-1-i) & (-1-i)^2 & (-1-i)^3 & (-1-i)^4 \\ 1 & 0 & 0 & 0 & 0 \\ 1 & (1+i) & (1+i)^2 & (1+i)^3 & (1+i)^4 \\ 1 & (2+2i) & (2+2i)^2 & (2+2i)^3 & (2+2i)^4 \end{bmatrix}$$

Data Vector
x values y values

$$D = \begin{bmatrix} -40 - 40i \\ 0 + 32i \\ 25 + 77i \\ 37 + 98.6i \\ 100 + 212i \end{bmatrix}$$

$$c = M^{-1}D$$

The coefficient vector.

$$z := -2, -1.5, \dots, 2$$

Interval and increment for plotting $f(z)$.

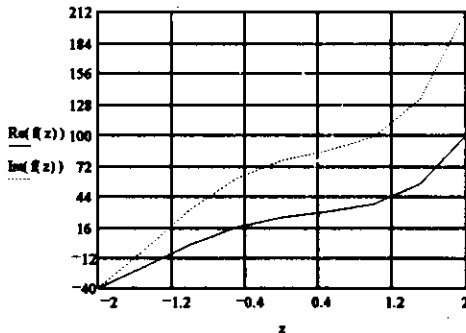
$$w(i) = z(1 + 1 \cdot i)$$

Conversion of z into a complex number.

$$f(z) := c_0 + c_1 \cdot w(i) + c_2 \cdot w(i)^2 + c_3 \cdot w(i)^3 + c_4 \cdot w(i)^4$$

Complex function containing complete data set which can be plotted at any interval. Real part is "x" value, imaginary part is "y" value and $|f(z)|$, $\arg(f(z))$ have their usual meaning.

Real and Imaginary Components of $f(z)$



$f(z)$

| |
|---------------------|
| $-40 - 40i$ |
| $20.422 - 4.759i$ |
| $32i$ |
| $15.703 + 60.266i$ |
| $25 + 77i$ |
| $30.078 + 86.141i$ |
| $37 + 98.6i$ |
| $55.703 + 132.266i$ |
| $100 + 212i$ |

This interpolation scheme will handle (preserve all quantities) within the power of the basis functions. The above example shows the unnecessarily high power used for a linear relationship. The basis matrix shown can be used to extrapolate functions whose nature and power are less than or equal to the basis functions. In other words, I can interpolate and extrapolate a fourth power function with this example basis; but it won't work with sines and cosines.

Notice especially that the spacing between data points is arbitrary; the relationship is maintained in spite of arbitrary spacing or sampling intervals.

TRIHEx
U.S. Patent No. 4739992
BY RICHARD W. MAY
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[Ed's comment--Richard May is looking for help marketing Trihex, especially in the Far East.]

Introduction

TriHex is an entire collection of more than eighteen outstanding, abstract, strategic board games. Each may be played as a game of pure skill or a game combining chance with skill. TriHex uniquely synthesizes principles and concepts adapted from the finest games of Eastern and Western culture, both ancient and modern, such as go, shogi, chess and checkers. The classic games of TriHex are simple, elegant, and unexpectedly beautiful, containing endless possibilities and challenges. Some take only minutes to learn, but with their richness and subtlety of strategy, many take a lifetime to master.

All of the the games of TriHex may be played on the same board with the same pieces, and enjoyed by either two players or an entire family. Playing improves strategic thinking skills in adults and children alike. TriHex games range from the short, simple, and fast-paced to the more time-consuming and challenging. All require a balance between intuition and the application of logical principles. TriHex is unique, fascinating yet profound. Enjoy the challenge of TriHex today.

TriHex

TriHex is a collection of abstract, strategic board games, including Tri-Go. All games may be played with a chance version in which the tossing of single tetrahedral die determines the number of pieces played or moved per turn. Each game is played on the TriHex board, which is Baker-Miller pink among other colors.

All games may be played by two or more players. If there are more than two players, the players are divided into two teams and individuals take turns playing for their team. Team members may not consult with one another, unless agreed upon by both sides before the start of play.

The reverse side of the standard TriHex board is another hexagonal pattern, consisting of hexagons rather than triangles, called the AllHex board. Every point on the TriHex board corresponds to a small hexagon on the AllHex board, and every small hexagon on the AllHex board corresponds to a point on the TriHex board.

If pieces are set up on the points of the AllHex board, there are only three possible directions of movement, rather than the six possible directions of movement on the points of the TriHex board. This smaller number of possible moves results in a simplification of play for each of the games.

If pieces are played on the hexagonal spaces of the AllHex board, then play has six possible directions and exactly corresponds to playing on the points of the TriHex board.

Playing on the triangular spaces of the Trillex board corresponds to playing on the points of the Allhex board, i.e., there are only three possible directions of movement, if movement of a piece is restricted to each of the three adjacent triangles which merely touch the triangle of origin of the piece at a single point, excluding each of the three adjacent triangles which share a common side with the triangle of origin.

In each of the games of Trillex pieces may be placed and played on the points or on the spaces on either side of the board, depending on esthetic preferences and the desired degree of complexity of play. This is so even though for the sake of simplicity the rules say pieces are placed only on the points of the Trillex board.

Trillex Pieces

The pieces Trillex is played with are stackable, reversible and directional. Pieces are either wedge-shaped or flat disks, which may be piled in stacks. The higher the stack, the greater the range of movement or power of the piece. One side of each piece is black, and the opposite side is white. Turning a piece over indicates that it has been captured and now belongs to one's opponent. Hence pieces are said to be reversible. Pieces are directional in that an arrow or triangle indicates if a piece has been promoted by whether it points forward (the initial, unpromoted orientation of the arrow or triangle) or backward, which indicates promotion.

LIST OF Trillex GAMES AND POSSIBLE ALTERNATIVE NAMES

Star Checkers

Replacement Star Checkers: Replacement

Leaps

Stack Checkers: Olympians

Hyper-Checkers

The Game of Stacks: Towers of Babel

Reversals

The Game of Rows

Lightning War

Five-In-A-Row

Aliens and Amazons

Mini-Checkers

Replacement Mini-Checkers: Mini-Replacement

Tri-Go

Tetra: The Game of Alternate Four

The Game of Quanta

The Game of Vikings

Triangular Solitaire: TriHex Solitaire

TWO TYPES OF
STANDARD TriHex PIECES

UNPROMOTED WHITE PIECE



UNPROMOTED BLACK PIECE



PROMOTED WHITE PIECE



PROMOTED BLACK PIECE



UNPROMOTED WHITE PIECE



UNPROMOTED BLACK PIECE



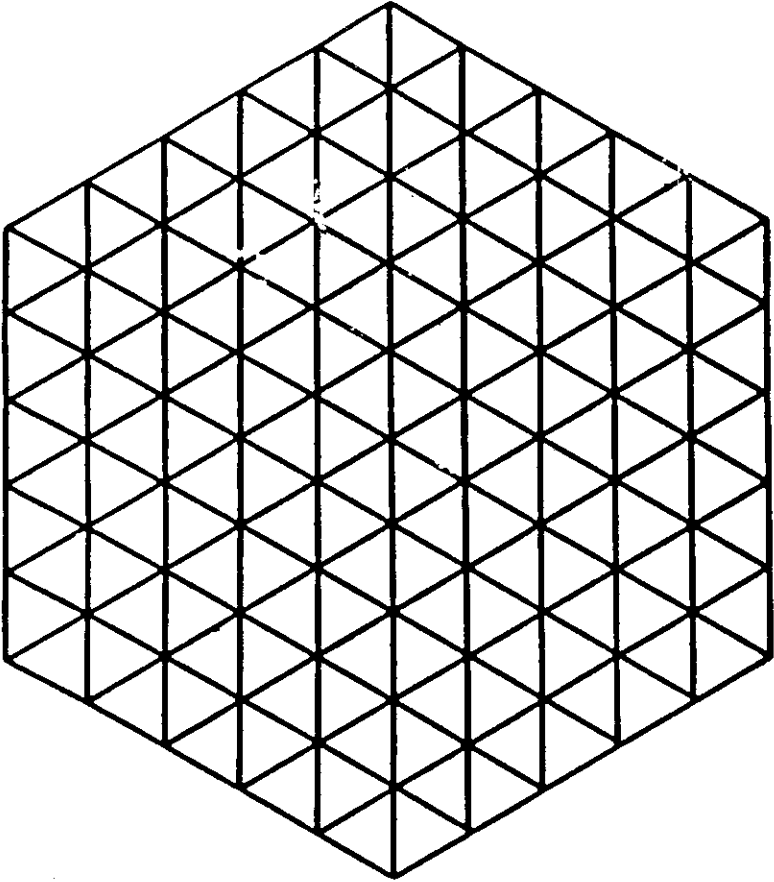
PROMOTED WHITE PIECE



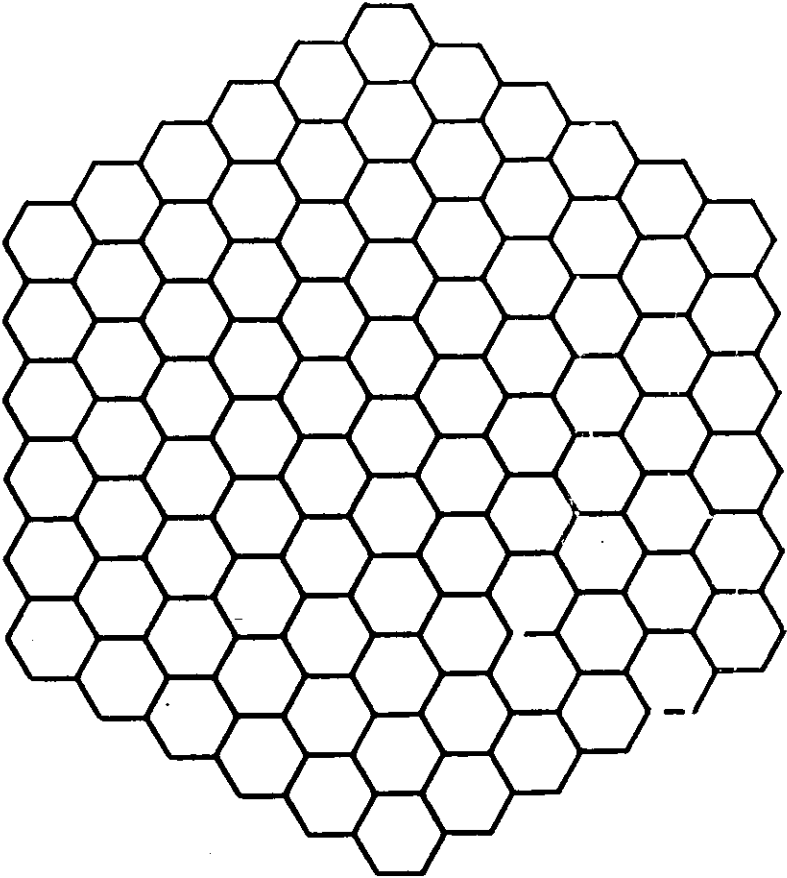
PROMOTED BLACK PIECE



THE STANDARD TriHex GAME BOARD,
WHICH IS COLORED BAKER-MILLER PINK AMONG OTHER COLORS



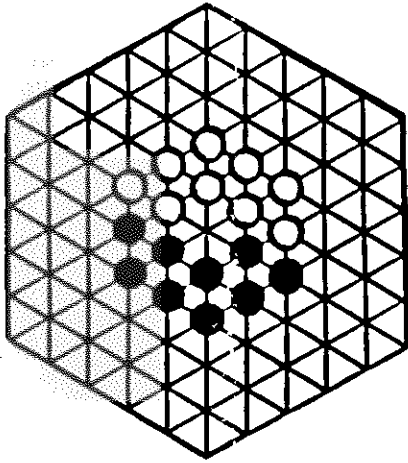
ALLHEX BOARD,
OPPOSITE SIDE OF TRIHEX BOARD,
WHICH IS COLORED BAKER-MILLER PINK AMONG OTHER COLORS



1. Mini-Checkers

Each player has nine pieces arranged on the board as illustrated. One player has black pieces, the other white, and the center point of the board is unoccupied initially. (The remaining seventy-two points on the standard Trillex board are not used in the simplest version of the game.) If not capturing, a piece may be moved one point per turn in any direction to another, adjacent, unoccupied point. A piece captures by jumping over another piece of the same color onto a piece of the opponent's immediately beyond. The opponent's piece is then removed from the board. The object of the game is to capture and/or block all of the opponent's pieces.

INITIAL ARRANGEMENT OF THE PIECES IN MINI-CHECKERS



The Game of Mini-Checkers, Version Two

In the game of Mini-Checkers, Version Two, captured pieces can be used by the capturing player against their original owner. A captured piece may be reinstated on any turn of the capturing player on any unoccupied point of the board. This constitutes a turn. Such a piece reinstated by the captor is called a paratroop or drop, because of its actual descent onto the board from the side. A capture cannot be made by a reinstated, captured piece until the next turn of the player. Dropped pieces must be identifiable visually as now belonging to the opponent, not the original owner, i.e., the standard Trillex piece must be reversed (turned over). All other rules are unaltered.

Mini-Checkers, Variation A

The rules are as in the game of Mini-Checkers except that after all pieces have been placed on the board the players make an increasing series of moves per turn. White, or whichever color has the first turn, has one move, then black, or whichever color has the second turn, has two moves, white then has three moves, then black has four moves, and so on, until either black or white has won. The moves that a player makes on a turn may all be made by the same piece or each by a different piece or some combination thereof. All other rules are unaltered.

Mini-Checkers, Variation B

In the game of Mini-Checkers, Variation B, the initial position of the pieces on the board is not fixed or predetermined. There are no pieces on the board at the beginning of play. The player with white pieces has the first turn, unless specified otherwise in the rules. Players alternate turns placing one piece per turn on any unoccupied point of their choice on the board. During this first phase of play no movement of the pieces or captures are allowed. After all pieces have been placed on the board the game proceeds according to the usual rules, which are unaltered.

Mini-Checkers, Variation C

In the game of Mini-Checkers, Variation C, both Variation A and Variation B occur at the same time, i.e., the initial position of the pieces on the board at the start of play is selected by the players in a series of alternate turns ("random"), rather than fixed or predetermined and the players make an increasing series of moves per turn following placement of the pieces. All other rules are unaltered.

2. Replacement Mini-Checkers

The game is played on the central nineteen or thirty-seven points of the Trillex board. The opening position is shown in the diagram. One player has black pieces, the other white pieces; each has five or eight pieces depending on whether nineteen or thirty-seven points of the board are used for play. Each player moves one piece per turn either forward, backwards, or sideways in any of six directions to an adjacent, unoccupied point. The object of the game is to move one's pieces across to the other side of the board to occupy the points of the starting position of one's opponent's pieces, which are now unoccupied. The first player to do so wins the game. (All pieces remain on the board throughout the game and there is no jumping of pieces.)

Note: If a piece is successfully moved to occupy a point of the starting position of the opponent's pieces, then it is immobilized on that point and cannot be moved again throughout the remainder of the game. If a player cannot move a piece on his turn because all of his pieces are blocked, or if a player chooses not to move a piece on his turn, then he has lost the game. (These two rules prevent a player from obtaining a drawn game by leaving one of his pieces permanently on one of the points of his starting position. Since a point may only be occupied by one piece, this would prevent his opponent from winning by occupying each of the points of the player's starting position.)

ROBERT J. HANNON
21 Apr 94

4473 Staghorn Lane

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Rick Rosner, Editor
Noesis
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Dear Rick,

In our recent correspondence, Chris Harding has suggested that the members of the Mega Society might consider publishing a book of their ideas and viewpoints. This idea was, perhaps, suggested by the book published by the editor of the ISPE's journal TELICOM. That book ("Thinking on the Edge") was privately published by the editor of TELICOM using his own funds, reportedly about \$15,000. Further, he is purported to be a "marketing consultant" and therefore in a position to promote the sale of the book.

According to the editor of TELICOM, "Thinking on the Edge" has been successful in the marketplace. I have no information as to whether or not it has yet reached break even, after more than a year on the market.

Perhaps a member of Mega is similarly positioned to promote a book? Perhaps the members would be willing to invest in publishing and promoting a book? My guess is that a paperback book of 200 pages could be produced for \$8-10,000. There are reputable publishers that might undertake the physical production and printing, and help in the marketing, for about that amount.

I am not promoting Chris's idea, but simply passing it on to you for the consideration of the Mega Society.

Best regards,



Robert J. Hannon

\$ur-PRIZE-ing Number Sequences

A \$25.00 Postal Money Order will be awarded to the first person to submit a correct solution set to the following sequences. Send your full solutions to: Ron Yannone, 414 Maple Avenue, Neptune, NJ 07753 PLUS a self-addressed, postage-paid envelope to respond to you with. Have fun!

1. 1761 4771 6532 7782 8751 ?
2. 2 4 11 22 44 121 242 514 ?
3. 1/6 1/30 1/42 1/30 5/66 691/2730 ?
4. 1 2 5 14 42 132 429 1430 ?
5. 38.2683 70.7107 92.38795 100.00 ?
6. 1 4 108 27648 ?
7. 1 4 9 61 52 63 94 46 18 1 ?
8. 1 4 9 121 484 676 10201 ?
9. 3 217 1040257 ?
10. 0 8 62 254 754 1834 ?
11. -0.63212 0.864665 -0.950213 0.981684 ?
12. -12 -4 11 13 22 82 ?
13. 4355 2311 -196 117 ?
14. 1 3 4 7 6 12 8 15 13 18 12 ?
15. 1 7 11 27 107 111 127 177 777 1127 ?
16. 60 3600 216000 12960000 ?
17. - 20. -----Continued Fractions (CF)

In 17 through 20, the CF is considered. 17 -19 are of the standard form:

$$(a,b,c,d,e,\dots) = a + \frac{1}{b + \frac{1}{c + \frac{1}{d + \frac{1}{e + \dots}}}}$$

In 17, 18 and 20, determine both the ? and _____. Note: In 18, the ? can represent DIFFERENT numbers. Be careful!

17. (1,1,2,1,1,4,1,1,?,1,1,8,...) = _____
18. (3,7,15,1,?,1,1,1,2,1,3,?,?,2,1,1,?,?,?,?,1,?,2,...)
19. $\sqrt{2} = (1,?,?,?,?,?,\dots,?)$
20.
$$\frac{1 + \frac{1}{x^2}}{((2)(3) - x^2) + \frac{(2)(3)x^2}{((4)(5) - x^2) + \frac{(4)(5)x^2}{((6)(7) - x^2) + \dots}}}$$
21. 1.73205 6.0 3.46410 20.64573 ?

Note: Sequences 12,13 and 21 comprise finite sets.
For all 21 sequences, include rationale and your IQ.

THE SECRET TO GOOD HEALTH

By Ronald Yannone

The secret to health:

"...the life of the flesh is in the blood..." Lev. 17:11

In order to have good health we must have good blood.

The blood pH is alkaline:

"And the Lord formed man of the dust of the ground, and breathed into his nostrils the breath of life; and man became a living soul." Gen. 2:7

Out of the soil, the ground, would come "food" that would sustain (match) the chemical composition of what man was made out of - the vitamins, minerals, enzymes necessary for life. See Genesis 1:29, Genesis 2:16.

6 other items produce an alkaline condition of the blood:

- | | |
|-------------------------|-----------------------------------|
| 1) Sunshine (Gen. 1:16) | 4) Rest (Gen. 2:2, 3) |
| 2) Air (Gen. 1:6, 7) | 5) Water (Gen. 2:10) |
| 3) Exercise (Gen. 2:15) | 6) Abstemiousness (Gen. 2:16, 17) |

So God provided man with a balanced program by which to maintain pure blood - and even today, the "cost" is minimal.

The concept of country living and living off the means of the land is instilled early in the Bible. These seven items are to be used by a "righteousness by faith" mentality; a simple trust in God. God's desire is that we prosper and be in health even as our soul prospers. (See 3 John 2.) This "trust" (Gen. 2:17) makes 8 laws.

We are made for God's glory:

"I have created him (man) for my glory, I have formed him; yea, I have made him." Isa.43:7.

God's glory is His character. A healthy body yields a healthy mind -- with which to receive the impressions of the Holy Spirit. See Ex. 33:18, 19; 34:1-9; Deut. 5:6-24.

We are told that we will be blessed by loving obedience:

"If thou wilt diligently hearken to the voice of the Lord thy God, and wilt do that which is right in His sight, and wilt give ear to his commandments, and keep all his statutes, I will put none of these diseases upon thee, which I have brought upon the Egyptians: for I am the Lord that healeth thee." Ex. 15:26.

If we disobey, we will reap the consequences of disease:

"Be not deceived, God is not mocked: for whatsoever a man soweth, that shall he also reap." Gal. 6:7.

So, disease and sickness come from a violation of God's moral law, or by violation of these 8 laws of health.

We can conclude then, that obedience is the way to health:

"... to obey is better than sacrifice, and to hearken than the fat of rams." I Sam. 15:22.

We can see that the Lord really desires a living sacrifice – a living, healthy temple with which to indwell. For we read:

"What? Know ye not that your body is the temple of the Holy Ghost which is in you, which ye have of God, and ye are not you own?" I Cor. 6:19.

"I beseech you therefore, brethren, by the mercies of God, that ye present your bodies a living sacrifice, holy, acceptable unto God, which is your reasonable service. And be not conformed to this world: but be ye transformed by the renewing of your mind, that ye may prove what is that good, and acceptable, and perfect, will of God." Rom. 12:1, 2.

Consequently, there are steps we can follow when sick:

"... the curse causeless shall not come." Prov. 26:2.

We can realize, then, that disease is an effort of nature to free the system from conditions that result from a violation of the laws of health. In case of sickness: the cause should be ascertained, unhealthful conditions should be changed, wrong habits corrected; then nature is to be assisted in her effort to expel impurities and to re-establish right conditions in the system. The assisting of nature in the fourth step above, involves:

| | |
|-----------------|-----------------|
| Water | Hydrotherapy |
| Exercise | Massage Therapy |
| Nutrition | Herbs |

So we can see that Physical Restoration principles are based upon Spiritual Restoration principles:

1st Great Spiritual Principle

God desires "to cleanse us from all unrighteousness" (I John 1:9).

1st Great Physical Principle

To cleanse the blood and body of all impurities and toxins.

2nd Great Spiritual Principle

Jesus conveys the circulating vitality of a pure and sanctified Christ-like love through every part of our human nature. The life of the Christian is in Christ. (Acts 17:25, 28).

2nd Great Physical Principle

To establish perfect circulation of the blood through every part of the human body. The life of the flesh is in the blood. (Leviticus 17:11).

To maintain optimum health and overcome illness, we must have **PURE BLOOD** and **PERFECT CIRCULATION**. Disease or infirmities come through **IMPURE BLOOD** and **IMPERFECT CIRCULATION**.

The Psalmist David understood the above principles when he wrote,

"Purge me with hyssop (a blood purifying herb), and I shall be clean
(**PHYSICAL** cleansing principle) : wash me (in the blood of Christ),
and I shall be whiter than snow (**SPIRITUAL** cleansing principle)."
Psalm 51:7.

Hopefully the blood will not only be clean and circulating freely, but it will be filled with the proper nutrients, just as the Christian must be filled with Christ, the Bread of Life.

To the Editor:

I have always been impressed by the way Mensa has published IQ books. I believe it would be great to see puzzles / problems of the OATH, Prometheus and Mega "caliber". So I would like to solicit your most intriguingly difficult problems -- yet simple problem statements -- such as the Mega or Titan test format. Please forward your best problems and full solutions to the undersigned. Any comments or suggestions are welcomed.

Ron Yannone
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