

In honor of Martin Gardner: A Celebration of Mind

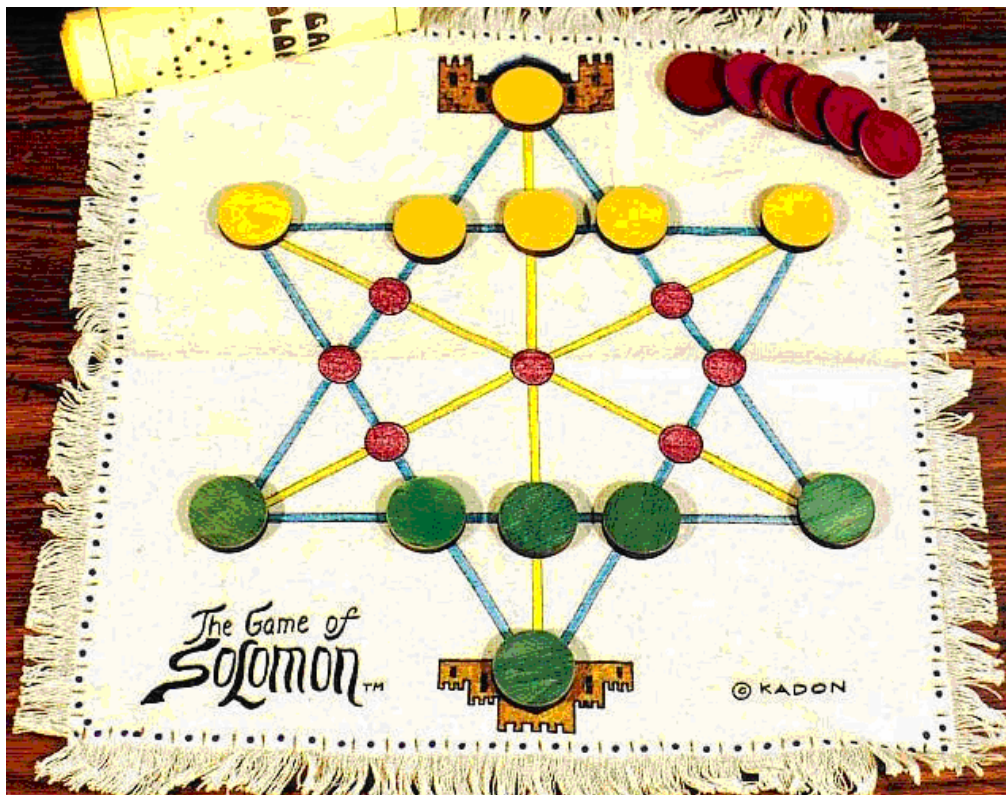
October 21, 2010

Kadon Enterprises, Inc., the company of Kate Jones, had the singular honor of publishing Martin Gardner's two games. The first of them, originally a feature in *Games Magazine*, was the **Game of Solomon**. We enhanced it with additional games and puzzles, and we styled its rule book as a scroll. Here is how it appears in our website, www.gamepuzzles.com, under Historical Games:

GAME OF SOLOMON™

...invented by Martin Gardner

We're honored to have an exclusive of this game invented by the beloved author of countless books on recreational mathematics. The handpainted, 15" square fringed game cloth (washable) serves for four games for 2 players, plus a variety of jumping and positional puzzles for solitaire. The title game lets players invade the opponent's castle, capture as in checkers. Another game is an unusual version of "Nim". And "Caravan" is a desert-crossing trek, with strings attached. The 18 solid hardwood maple disks are hand-tinted in 3 colors. Directions are on a "scroll". For 1 to 3 players, ages 8 to adult. **\$45**



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Kadon Enterprises, Inc., the company of Kate Jones, had the singular honor of publishing Martin Gardner's two games. The first of them, originally a feature in *Games Magazine*, was the **Game of Solomon**. The second one was Lewis Carroll's Chess Wordgame, which we styled as a small red tablecloth with checkerboard in its center. Here's how it appears under Historical Games in our website, www.gamepuzzles.com:

Lewis Carroll's CHESS WORDGAME™

...by Martin Gardner

This refreshingly different word game is based on a notation in Lewis Carroll's diaries. Martin Gardner, author of *The Annotated Alice*, has defined suitable rules. Move letters like chess queens to form words and score points. There's no capturing, and you can't sabotage your opponent's scoring row, though you can try to blockade the opponent's moves. The 22" red game cloth is printed in white to look like Alice's picnic tablecloth. A total of 110 letter tiles serve for this and several other games on the same board, plus solitaires. Entertaining for 1, 2 or more players, ages 8 to adult. **\$45**

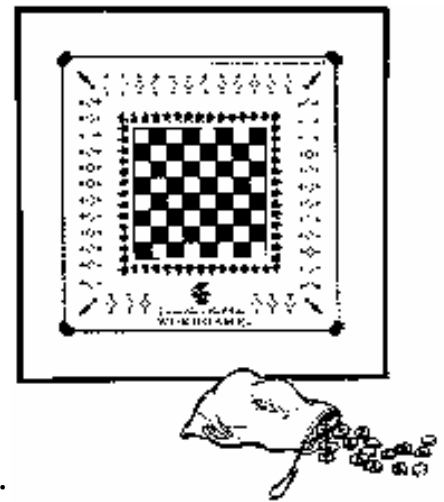


Martin Gardner, Renaissance Man

For years we produced a special catalog for our exhibit at the Maryland Renaissance Festival, and the games had descriptions in Shakespearean verse. We won a Festival award for this unique piece of literature. Here are the verses Kate wrote for the **Lewis Carroll's Chess Wordgame** and **Game of Solomon**:

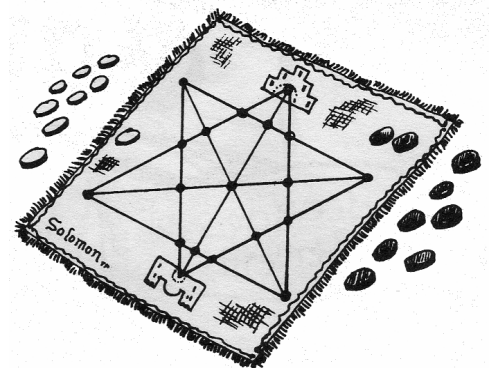
LEWIS CARROLL'S CHESS Wordgame

A tale is told of wonderlands of mind
Wherein as through a looking glass of thought
The traveler meets with marvels past recount.
A wordgame for a chessboard? Yes, indeed!
So Lewis Carroll's fertile brain opined
And Martin Gardner's skillful sense defined.
Now let the letters stalk about like queens
To range themselves as words upon the board.
Two players vie to weave the "spell" that scored.



GAME OF SOLOMON

As rumour tells, Sol made this game to keep
His harem playing 'stead of quarreling!
The handsome emblem of his reign of peace,
On fringed fabric painted, serves as grid
For several games of thoughtful skill for two
And plentitudes for solo ponderings.
If truth be told, the sage's creative partner
Is famous scrivener-scholar Martin Gardner.



In honor of Martin Gardner: A Celebration of Mind

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Kadon Enterprises, Inc., the company of Kate Jones, had the singular honor of publishing Martin Gardner's two games. Kate had the great joy of visiting Martin when he and Charlotte still lived in North Carolina. When Kadon launched its website, www.gamepuzzles.com, we added a profile of our various inventors. Here is the write-up for Martin Gardner, now including an eternal flame to honor him for as long as we exist.



Game inventor: Martin Gardner



Martin Gardner was one of the most beloved personalities in the areas of recreational mathematics, magic and puzzles. The influence of his work is immeasurable.

He was the author of more than 65 books and countless articles, ranging over the fields of science, mathematics, philosophy, literature, and conjuring.

His best-selling book was *The Annotated Alice*, an analysis of Lewis Carroll's *Alice in Wonderland*, followed by a sequel, *More Annotated Alice*. He wrote two novels—*The Flight of Peter Fromm* and *Visitors from Oz*. His *Scientific American* columns are collected in fifteen volumes. *No-Sided Professors* is a collection of his short fiction.

Martin inspired and enlightened three generations of readers with the delights of mathematical recreations, the amazing phenomena of numbers, magic and puzzles, the play of ideas.

It was Martin's article on pentominoes in 1957 that popularized this set of shapes and led, through an amazing series of events, to the founding of Kadon Enterprises, Inc. We hold him and his life's work in a very special place of reverence. We were honored when Martin offered us the opportunity to design and produce the two games he had created—**The Game of Solomon** and **Lewis Carroll's Chess Wordgame**, the latter based on a note in Lewis Carroll's diaries.

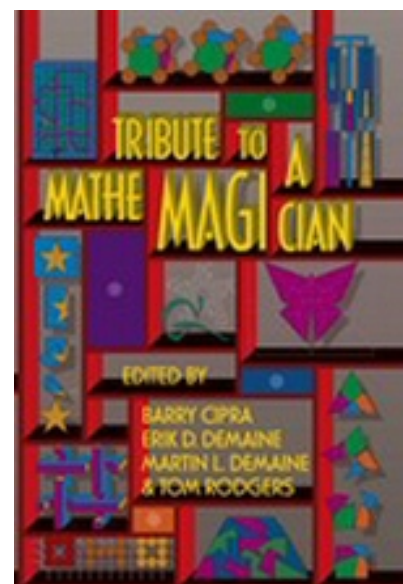
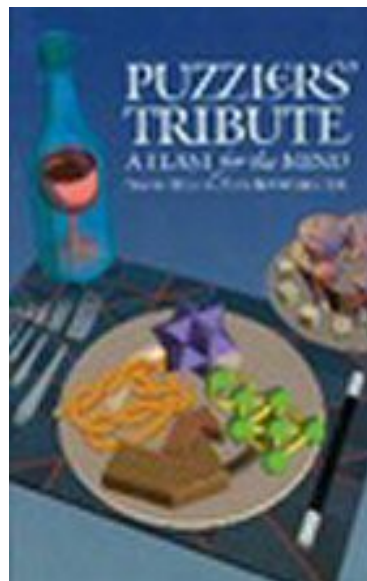
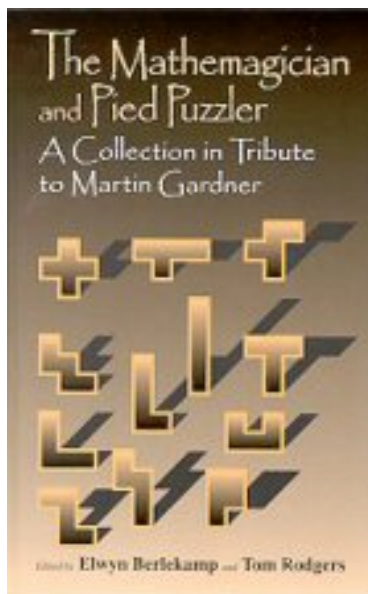
Martin Gardner was born October 21, 1914, in Tulsa, Oklahoma, the son of a geologist and oil producer. He graduated at the University of Chicago in 1936 with a major in philosophy. Before World War II he was a reporter on the *Tulsa Tribune*, later a writer in the University of Chicago's press relations office.

After four years as a yeoman in the Navy, Martin returned to Chicago where he began his freelance career by selling short stories to *Esquire*. After moving to New York City, he became a contributing editor for eight years to *Humpty Dumpty's Magazine*. This was followed by 25 years as the writer of the "Mathematical Games" column in *Scientific American*.

After living in the western mountains of North Carolina for many years, he returned to Norman, Oklahoma, in 2004, his 90th year. He continued to write until his death on May 22, 2010, at the age of 95.

There is an excellent entry about Martin on the [Wikiverse website](#), part of [Wikipedia](#), an ever-growing, open-content, online collection of all of human knowledge.

A bi-annual celebration of Martin Gardner's life and work has been held in Atlanta, Georgia, since 1994, founded and hosted by Tom Rodgers, a businessman, scholar and Renaissance man. Martin himself attended the first gathering. Since then, the [Gathering for Gardner](#) continues to be an invitation-only get-together for mathematicians, magicians and puzzlers who enjoy sharing their work and play inspired by Martin's writings. Attendees bring something to share, such as articles, new puzzles, ideas and theories—a joyous grab bag for each participant, and one copy of each would be sent to Martin. Contributed articles would be anthologized in a souvenir book. Selected articles have been reprinted by A. K. Peters in Tribute books dedicated to Martin Gardner. His memory and inspiration live on.



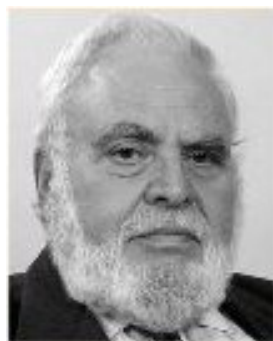
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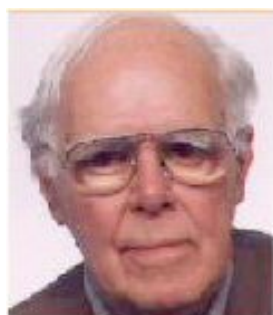
Kadon Enterprises, Inc., was founded in 1979 and incorporated in 1980. Its immediate goal was to produce and market a set of Pentominoes and Pentacubes. Here is the history as shown in our website, www.gamepuzzles.com:

Background

Shapes formed of evenly joined squares and cubes are known, respectively, as polyominoes and polycubes. Think of polyominoes as small clusters of giant-sized pixels.



The best-known of them are the 12 pentominoes, first named by Solomon Golomb in 1953. Golomb derived the names for multiple-square combinations ("polyominoes") from the word "dominoes", which are two squares joined. All the possible shapes formed from the same number of squares have their specific ranking name: 3 are trominoes, 4 are tetrominoes (that's the ones in the popular Tetris computer game), 5 are pentominoes, 6 are hexominoes, 7 are heptominoes, 8 are octominoes, etc. Golomb's definitive book, *Polyominoes*, first published by Scribners in 1962, was updated and reissued by Princeton University Press in 1994. It is available from Kadon.



Pentominoes were popularized by Martin Gardner in *Scientific American* starting in 1957 and were one of the most eagerly pursued subjects through the years. We are honored to be the publishers of two games by Martin Gardner, sold elsewhere on this website: **Lewis Carroll's Chess Wordgame** and **The Game of Solomon**. Martin Gardner passed away on May 22, 2010, at age 95, in Norman, Oklahoma. We will continue to celebrate his life and his achievements, which live on after him in countless carriers of his enthusiasm for knowledge through mathematics. An enthusiastic group of Gardner admirers have been honoring him with bi-annual Gatherings since 1994. Martin is cherished in our hearts and minds forever.



One of their fans was Arthur C. Clarke, who included pentominoes in his 1976 science fiction novel, *Imperial Earth*, which directly inspired the creation of Kadon Enterprises, Inc., and its flagship product, Quintillions. Clarke had hoped to have pentominoes included in the movie, *2001—A Space Odyssey*, but chess prevailed.



Sir Arthur C. Clarke, one of the greatest minds of all time, died March 18, 2008, at age 90 in Sri Lanka. We mourn his passing but celebrate his life and his gifts to all humanity. We salute him in perpetuity. The Clarke Foundation lives on.



Postscript: Sir Arthur's last book, sensitively co-authored by Frederik Pohl and published posthumously, is appropriately titled *The Last Theorem*, and while it deals with Fermat's math, its proof attributed fictitiously to the novel's young hero, the ultimate theorem the title really means is the Golden Rule, in homage to Clarke's ceaseless vision of peace among all lifekind. And the story towards the end nicely reprises pentominoes and even mentions hexominoes and Martin Gardner. The circle closes.

A Celebration of Mind

These, then, are the three giants on whose shoulders we stand, the direct line that led to Kate's reading of Clarke's book in 1976, when she became instantly enchanted with the pentominoes' endless appeal. And they begat a product line of “gamepuzzles” that now numbers over 150 original mathematical recreations that celebrate the mind.

Kadon's philosophy and artistic vision in designing “gamepuzzles” sum up as a celebration of mind ... the joy of thinking ... playable art ... truth and beauty. And the catalyst for this lifetime of creation was one man: Martin Gardner. We celebrate him.

