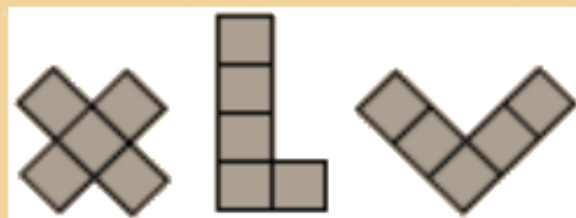
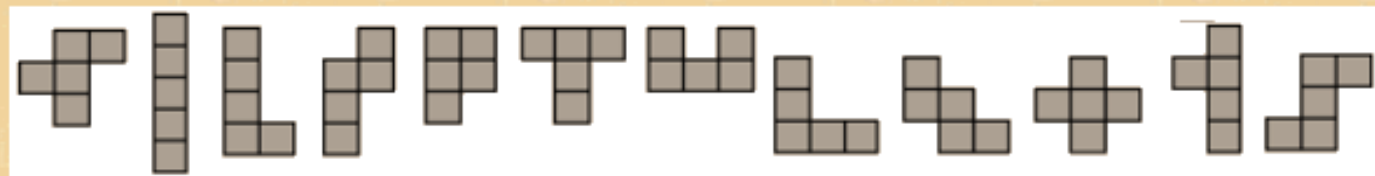


# 45 = XLV =



## Forty-five years of GAMEPUZZLES® for the joy of thinking!

Celebrating our anniversary, 1979-2024, as part of the 2024 Maryland Renaissance Festival and the Celebration of Mind honoring the October 21 birthday of Martin Gardner, whose writings on recreational mathematics inspired the creation of our enterprise.

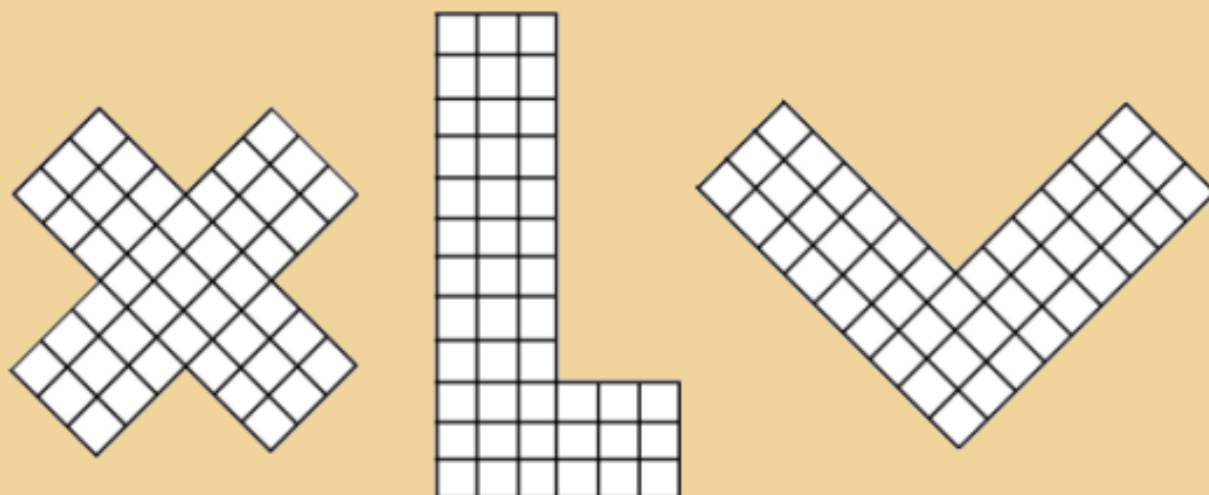


Kate Jones learned about “pentominoes” in 1976 by reading Arthur C. Clarke’s *Imperial Earth* and became endlessly fascinated by them. With her husband, Dick Jones, and 2 friends, they decided to start a business in 1979 to make the 12 pieces in wood as shown above and call them Quintillions®, since each piece is 5 squares.

New puzzles kept being discovered for this set, until an 80-page booklet of challenges and game rules had accumulated. Making this puzzle set led to the creation of an amazing product line of other geometric puzzles. The company was incorporated as Kadon Enterprises, Inc., later nicknamed *Ye Olde Gamery*.

The year 2024 is the 45th anniversary of founding Kadon’s unique product line of “gamepuzzles”, their trademarked name for their creations. Their ever-growing website, [www.gamepuzzles.com](http://www.gamepuzzles.com), shows and sells over 250 of their original puzzles and games, including dozens of prize-winning designs.

Your challenge to help us celebrate 45 years of puzzle-making is to cut out the 12 pentomino shapes on the next page and use 9 of them to form each of these 3 “letters”, which together form the number 45 as Roman numerals that are also triple-sized versions of their own shapes:



Cut out these 12 “pentomino” puzzle pieces and solve tripled versions of XLV. Pieces can be turned over as needed. Then similarly solve tripled versions of each of the other nine pentominoes. Then use all 12 to build 5x12, 4x15, and 3x20 rectangles.

See the whole story of these and our other “playable-art” puzzles on our website, GAMEPUZZLES for the joy of thinking®: [www.gamepuzzles.com](http://www.gamepuzzles.com).

All our games and puzzles are crafted in Maryland, in acrylic and wood, and sold to individuals online or at art shows around the world, in 48 countries at last count.

We thank all our friends, fans, helpers, shareholders, creative contributors and collaborators for all the years of their assistance and enthusiasm, and we hope for many more years of providing the world with “the joy of thinking”. Foremost we acknowledge Solomon W. Golomb, the “patriarch of polyominoes”, for his original research and publication in 1953 introducing pentominoes to the world.

