

Some pre-thoughts about Bricks IV (03.06.2001)

Now it's four months until the Bricks IV competition starts. Of course, this will be one of the greatest Bricks happenings, as Bricks III was. Nothing beats the excitement of a brand new Bricks game, with 48 new levels...

However, I'm not too sure about my chances this time. Another cup would look wonderful in my living room, but I think my chances are minimal this time for a top 3 position. For instance, Marco was just plain unlucky in Bricks III (one more level solved and he would jump from 4th to 2nd) and many players who are always better than me either didn't play or barely played (Fabrice).

Another large enemy might be my motivation and the amount of time I'm able to devote for the competition. I haven't had too much motivation for Custom Bricks, which is a bad sign. But then again, that game doesn't count in the same way. Another point is that I really should be playing Custom Bricks now, for the sake of the training...

In the Bricks III competition, I was very lucky to solve all levels. That was vital to my success. If I should have any chance to get into top 3 this time, I would need to solve all levels (or 47, with great scores). That could very likely be a nearly impossible task. Some people have been making many levels, thus improving their level designing skills, and their ability to create extremely devious puzzles. In Bricks III there were 2 or 3 super-difficult levels, there might be 10 or more in Bricks IV.

The designer of a Bricks IV level has an advantage, especially on the hardest levels. If the potentially best players also submits the hardest levels, this means they will have an advantage (up to 100 competition points per level), as few people, including very good players, will solve these levels. This means I need to submit a super-difficult level or three ☺.

This might represent a problem for me... I submitted one level for Bricks III (Twig), and I wasn't particularly satisfied with it either (also, almost everybody had a better score than me on that level ☹). My level Anti-magnetism would probably be a better choice. The last few days I've designed three levels (Breaking in, Evil barrier and Floating), but none of them are good enough in my opinion, plus they are way too easy, and they look terrible as well, since I'm a terrible designer in general. I hope for improvements in this field...

My prediction:

1. Alan Chan
2. Marco Roger Graf
3. Fabrice Duprat (if he decides to participate)
4. Matt Groff (the one who always strikes back in competitions)
5. Peter Riszter
6. Kurt Neuenschwander
7. James Gdowik
8. Me ☺

Uncertain players:

- Emir Palandi (needs to pass the Bricks III qualification score)
- Igor Vukomanovic
- Pekka Lassila
- Wilson Kwok (who has a tremendous potential, it seems)
- Nolan Pflug (who is about to overtake my Bricks III score)

Players who will surely excel if they decide to participate and do their best:

- Ernie Gonzales (who will win as he is the ultimate perfectionist and best player ever, but needs to play enough Bricks II and III first)
- Javier Ospina (who will be second, but needs to give up his retirement first ☺)
- Wolfgang Joch
- Alan Tanguy

- Yann Tanguy
- Mathieu Francoeur

(Add all of these up, and I'll end up on 19th place 😊)

And probably many other names as well. It's very difficult to draw conclusions from the current top 25 lists and competition results, as people have spent different amounts of time on the game.

Okay, this concludes my pre-thoughts.

Preparing for Bricks IV (16.09.2001)

Only two weeks until the great happening... So, how are my preparations? Quite fragile, unfortunately. Usually I would have played Dice to death and achieved a score within 20% of the current leader. Instead, I'm within 553% (barely) ☹. It's not very encouraging to play such a gruesome-looking level after so much time away from Bricks. Let's hope Bricks IV won't be as scary.

I finally got around to finishing my level – Barrier (level 36). Not too good and definitely way too easy to solve. Should be fairly difficult to optimize, though, as with Twig, the level in Bricks III with the longest solution history ☺. My best bet would be playing this level to death for the next 14 days. With all the great players participating, it could make the difference between silver and 9th place.

Comments on recent happenings: Pekka and Nolan (plus Alan and his score boom in Bricks II, but he will win anyway) seem to be going very strong. Their chances in B IV are looking very good, and I will probably be 10th. Add Erick Storm (strong in B III and CB) to this list too.

After playing Custom Bricks I and the yet unreleased Custom Bricks II, I fear the levels made by the players! I hope the trend from Custom Bricks continues, with few congested levels (like Mude Roads), but many huge and varied levels with numerous paths (like Gardens of War and Clear Day).

Which strategy to use in Bricks IV? Time should not be wasted – this competition calls for systematic play. I will play the game in rounds, and visiting each level in a set order (with easy and difficult levels mixed together), determined by how I fare in the first round. I will devote more time to certain levels as I see fit. Since the most difficult levels obviously need the most time, I will start with them. Whenever I get frustrated, I will turn to the easier ones (hope there are some). Solving as many levels as possible is of utmost priority, since half of the penalty points are gained here. If I should have any hopes of a good position, perfecting many levels will be equally important, both for getting these precious bonus points and for keeping other people from getting them. How to weigh optimizing each good level equally, or play a few levels extremely much? That's almost impossible to decide upon at the beginning. If I feel that I get a very good score on a huge and frustrating level that would traditionally generate widespread scores (like Lotus, Isolation and the likes), I should definitely play that level some more, to get even more bonus points! Small levels with too many moves (like Rhea) should also be played much, to avoid high penalties. Huge levels with a congested start (like Bermuda) should definitely be played in order to find the correct start, or I'm doomed.

As usual, I'm writing too much here. A sign that I'm very eager to begin... I can hardly wait...

Predictions for 33% time results (24.09.2001)

I think the list will look like this:

1. Alan, 48 levels, his result will be better than anyone's final result, extremely many bonus points
2. Wilson, 48 levels, good optimization
3. Marco, 46 levels, very good optimization (very close to Wilson in competition score), 2nd in bonus points, top 2 or possibly top 3 has a positive competition score
4. Fabrice, 43 levels, very good optimization
5. Peter, 39 levels, extremely good optimization, 3rd in bonus points
6. James, 41 levels, very good optimization
7. Nolan, 41 levels, good optimization, very low penalty
8. Ruben, 41 levels, doubtful to very good optimization
9. Pekka, 40 levels, varying optimization
10. Igor, 40 levels (already wrong, two days after he has 42 levels)

Wolfgang and Matt won't send in yet, Emir will have too few levels solved to be at the top, Kurt will have a slow start (as in B III) and Ahmet will unfortunately not participate in this competition.

Alan will probably be 500-600 points ahead of #2 ☺. Alan has 800 bonus points, Marco 300, Peter 250, and I will have around 50. The others are very uncertain. If I didn't follow my "evil plan" (see day-to-day diary below), I would be fighting for the 5th or 4th place.

Levels solved by fewest players:

Tic-tac-toe	3
Thunder	4
Teleportation	5
L-evate	6
Nightmare	7 (obviously wrong here, seems more people have got it)
San	8
Corona	9

(Pigpen's difficulty is overrated)

50 bonus points to #1:

Smiley
Tak
Tic-tac-toe (will happen even if 4 or more solve it)
Thunder (same here)
Teleportation (if 3 or less solve it)

Runners-up:

Perikles
Rune
Dragon tears
E-magination
Front nine
Nightmare
San (Isolation had 56...)

Tied levels, or 1-2 points between #1 and #4:

Rei
Maxwells demon
Mischmasch
Traffic

Hypnos
Semi inversion
Helios (perhaps)

I would really guess at the perfect score, but I have too little progress yet to do such an estimate. I'll get back to this at 67%.

OK, this concludes my 33% time speculations. Since it seems that more info is going to be given this time (like number of levels each player has solved), it becomes less fun to do speculation after the publication of the results. That's why I had to do an extensive guess before it happened ☺. However, I don't dare to post this to the forum before the competition is over. It probably will give other players with less progress too good insight in things.

Comments on 33% interim results (01.11.2001)

I got the (B)!! This time R is similar to the old (B), and I have both the B and R. Phew. I wonder what my perfect(s) and/or record(s) are/is. They can be one of the following: Traffic, Mischmasch, Hypnos (most likely), or even Rei (no!), Semi inversion (no), Miranda (no!!), Hover or Barrier. This time it was impossible to have the R without having the B, as there were no ties by 4 players or more.

Ranking:

The top 3 was quite like expected, Nolan on 4th was a little surprise. He's even on 3rd at having the most records, which is impressive. Fabrice, Pekka (very uncertain, though) and James were also like expected. I would expect Igor to be higher up. My position was exactly like predicted. Péter's score is great!! Though there is possibly a huge gap in competition score between positions 10 and 11 (like the gap between 3 and 4). Good to see a new name (Andreas Lohnecke) high up (14). Kurt (23), a slow starter as expected... And no Matt, Wolfgang and Emir. Btw, the 10 persons I thought would consist of the top 10, all ended up within top 11, only Erick (9th) was missing. Péter was my guess that was most off, he is 11th and I had him on 5th. But if he had 39 levels he would surely be around 5th.

In some ways, I'm surprised to see that I'm in front of Erick and Igor. First, my score is absolutely terrible. I'm probably grabbing enough bonus points and low penalty to weigh up for my several -25's. I'm 10% sure that Erick's total score is higher than mine! Or perhaps I might not get many bonus points, due to my -25 levels (not to mention the -50's), where most bonus points probably are found.

Statistics:

Alan and Marco with most bonus points was very expected, I thought Péter would be 3rd, but he falls behind because of few levels solved. So Wilson on 3rd is normal.

Alan and Marco with most records were also expected, however Nolan on 3rd was a surprise. Here Péter would be my bet. Nolan has worked very well this time, and will be hard to pass in the end of December.

I missed in my guess at the least solved levels... I could never dream that so few people solved Traffic!! Come on, a childish-looking level with funny cars isn't that hard (hehe). The traps and the seemingly lack of space might scare players... Corona and Nightmare was not on the list, which is a sign that they are easier than the 5 least solved ones.

Péter got Teleportation! Amazing!!! (If I understood his forum message correct, that is, I might be wrong (I'm probably wrong!)) But he is so good it might be true. (I was wrong here, Péter didn't have Teleportation, but he does have L-evate. The "fewest solved" statistics were probably wrong.)

Most solved levels: I got these 5 already on 30.09 (some after midnight, though)...

Biggest difference between 1st and 2nd best solutions: I feared this could happen. Someone out there (perhaps Alan in all cases ☺) gets an extreme amount of bonus points.

So, what to do further? Nolan has proved that it's possible to score good with few levels solved. Perhaps I can get a medal with 45 levels solved. The penalty counts less in B4 than B3, because of the amount of bonus points, which definitely is a good thing for me (or probably not, since these amounts of points can come from levels I haven't solved). I will definitely go for a super-score in Tak, Smiley, Front nine, Perikles, E-magination, The mixer etc etc. An all-out optimizing effort (like Marco's in Bricks III) can surely do good things, and in the last week I can solve the last levels ☺.

OK, off for some playing!

Comments on my first round optimization (02.11.2001)

I stuck to my evil plan, and delayed the optimizing of the worst levels until after submitting the 33% file. I only had a quick go at these gruesome levels (Tak, Front nine, Smiley, Perikles, etc) and I am not satisfied with my current scores on these levels... They are an immediate target on the next rounds. They hold the bonus points potential, and also some removal of penalty potential. I'm sure I have the totally wrong route on some levels.

The levels that give me my worst feeling about how good I did them:

1. Front nine
2. Tak
3. Smiley
4. Binah
5. E-magination
6. Perikles

followed by many levels with an equal feeling (The mixer, Dragon tears, Shi, Open sesame, Sena etc etc). Perhaps I forgot to list some.

These levels give me the best feeling:

1. Mischmasch (really!)
2. Hypnos
3. Miranda (wrong, already optimized by 7 moves!)
4. Barrier (this level has been through 3 optimization rounds already)
5. Traffic
6. Hover
7. Cronos (played a lot on this, and even if this level needs more rounds, I feel good about my score) (this score was massacred in the second round!)

(I'm glad I didn't list Rei and Semi inversion, they were heavy improved in the second round!)

I guess my current score is about 1300-1500 points behind the perfect score (36400-36600?) for my 41 levels. 50% of these points will surely come from my 6 "worst feeling" levels. I may like it or not, but I need to spend lots of time on Front nine. In round 1 I only reduced this level by 21 moves. (However, if Bricks had unlimited memory my initial score would probably be 600-700 moves instead of 422.)

Aims for the second round:

My second round will probably last three weeks, and my aims are:

Get 750 points from my 41 solved levels

Solve two more levels (Corona and Nightmare are most likely) but don't optimize them before 01.12.

Now it's time to start playing again.

67% time guess (30.11.2001)

I'm not currently up to the task of writing a lengthy article, that will have to wait until I decide to comment upon the actual 67% time results or the end results.

Today I posted my guess at top 20 at 67% in the forum:

1. Alan
2. Wilson
3. Marco
4. Fabrice
5. Nolan
6. Pekka
7. Igor
8. Peter
9. Erick
10. James
11. Emir (if he sends in a score)
12. Luc
13. Jens Magne
14. Joe
15. Mathieu
16. Finn
17. Andreas L
18. Kurt
19. Ricardo
20. Ruben

OK, so I might perhaps not end up that low at 67%, I will probably do so at the end. It's called "Japanese engineer pessimism".

67% time comments (02.12.2001)

The second month was a complete disaster for me... Halfways in the month I completely lost motivation, and barely played Bricks IV. After achieving my second round goal of getting 750 more points, I decided to go for the unsolved ones. I did get Nightmare and Corona, but upon attempting *San* I lost it all. I played for a total of 5,2 hours from 16. to 30. November, getting two points and one level...

Now over to the comments on the results. Marco's optimization the first month was very good, now the other 48 levels players are catching up. Marco won't get a medal with 45 levels... Igor will go up many, many places... Péter is falling, he probably didn't send in... I'm shocked to see myself as high as 9th. The distance up to the 6th place might be short. It might be possible to get 6th place with 43 levels and superb optimization. With 47 levels I might be 4th. Which means I need all 48 levels for a medal, to make up for lacking optimization. Which means it's all lost, since I will never ever solve Thunder (and San). I lost my record ☹, I'm 99% sure it was Barrier.

I don't have the R any longer... And since there are so few ties and with max three players, I'm surely not tying anywhere. This means I can improve all levels!! (Bricks III reprise, and back then it ended with all levels solved, 4 records and second place. Haha, it surely won't happen again...)

Most bonus points: Things are normal, and Wilson is going strong... He's securing the silver medal...

Most records: Nolan excels! Either he's doing extremely well, or Alan busted most of Marco's records instead of Nolan's. Surprised to not see Wilson here. Might be possible to get on this list with 2 or 3 records... But it's impossible to thwart Alan and his 40 records.

Record ties: Remarkably few, even the best players can't optimize Rei, Semi inversion etc properly.

Least solved levels: It's surprising that San is not represented, as it was surprising to see Traffic in this list last month.

Most solved levels: No surprises, they're all very easy... Surprised to not see Traffic here (only kidding)!

Biggest difference: Thunder, Front nine, Tak, Smiley etc? I hope Nolan improves his Thunder score, it would make it easier to approach top 3, but harder to overtake Nolan.

Oh dear, oh dear... There are WAY too many bonus points. A few players (mainly Alan and Wilson) are running away with the cake. I hope this will be reduced to 500 bonus points at full time, but it won't happen unless Matt or anyone else extremely good sends in a score.
(Luckily I misunderstood, the bonus points were the sum of all players' bonus points, not the sum of the difference between #4 and #1 on all levels.)

When comparing Bricks III to Bricks IV it's apparent that they represent two entirely different difficulty levels. Omega the 3rd most difficult level in Bricks III? Pah. There are at least 12 levels more difficult in Bricks IV.

Comments on my second round optimization (09.12.2001)

Oh dear... Enough is said about my motivation collapse in the above article, so let's skip that. After the first round my feeling for some levels were terrible. Some of these are fixed now, like Perikles. For a long time I struggled with the unsolved levels, but I suddenly solved 3 levels in 2 days, helping motivation, my score and everything.

Levels I have a bad feeling about:

1. Corona (my solution is absolutely ridiculous and is the least aesthetical ever)
2. San (the endless amount of moves make little meaning)
3. Teleportation (very sloppy optimization, strange level)
4. L-evate (just too many moves)
5. Smiley (I will just never feel comfortable about this one)
6. Front nine (same here)
7. E-magination (perhaps I'm missing the good solution)
8. Helios (still more moves than Hyperion, it can't be this way)
9. Shi (just too many moves for comfort)

followed by some others (The mixer, Circus, Raising star etc).

Levels with a good feeling:

1. Traffic
2. Perikles
3. Barrier (this score hasn't changed since 1.10, will it ever?)
4. Mischmasch
5. Cronos (reappearance on this list after finding the good route)
6. Rei
7. Hypnos
8. Miranda (Waterloo was a happy one for me, what about a reprise?)

Both my aims were reached (35800 points in 41 levels, plus solve two more levels).

Now it's important to get rid of all significant penalty, and grab bonus points. Or, just reach my personal optimum in each level and see how that goes. Comments on some levels:

Maxwells demon: My score is 30, and I might do very badly compared to the players extremely proficient with magnets and traps. This level is extremely open for possibilities. If the record is, for instance, 22 (just inventing a number), then my penalty is 2.45, which is WAY too much. It might even be possible to get 3 or 4 bonus points here, but probably Alan will be the only person to experience that.

Smiley: This level involves a lot of working around. If I have the wrong route, I'm doomed. Even if the record is as good as 175 (which I consider unlikely), I can live with a score of 220, penalty-wise (1.07), but only if it is my worst level ☺. I don't consider 220 to be unreachable. I will play this level thoroughly in the third round, unlike the previous rounds where I switched to another level as soon as the improvement was acceptable (I'm by no means stuck).

Front nine: The same applies to this level... This is also a motivation-draining level, which I haven't played more than necessary. If the record is as good as 175, then I'm in deep trouble. However, I have no idea how far I can optimize this.

Tak: In the beginning I was looking at this level with fear, as with Smiley and Front nine. Luckily, I found better ways, and ended up with a score that could be worse (but surely could be better). Needs to be investigated.

Corona: It's pure evil. Improving my score probably means finding a new route, probably basically meaning solving it again (aaaargh)! Not possible to apply much logic to this level.

San: Once I thought it was not possible to apply logic to this one as well, until I solved it (this level drove me nuts for a long while). My actual solution is not half bad, unfortunately my score is. Will need to forget my traumas about this level before I handle it again.

L-evate: My longest level, but that's only because I haven't solved Thunder. Don't know what I'm doing wrong (my route is actually quite good), but the moves just pile up anyway. It's madness anyway.

Teleportation: Argh! My concentration must work when optimizing this one. Trouble ahead. Same reasoning as on Maxwells demon applies here also, perhaps much stronger. Someone mastering this level could get an unbelievable score. [\(What am I saying... Only half an hour after writing this, I've optimized this level with a great score. 😊\)](#)

Some new aims:

36500 in 41 levels

40500 in 46 levels sometimes this month

41000 in 46 levels by 31.12 (will be unbelievably hard, my estimated UR is 41337, estimated 31.12 WR is 41112)

Improve all 41 levels upon 31.10 scores

Improve all 43 levels upon 30.11 scores

Solve 47 levels (I'll never solve Thunder etc)

Get the 3rd place in the competition (very optimistic aim)

OK, now I'm off to play. I wish Christmas could be delayed two weeks.

Comments on final results (01.01.2002)

Will be written when I know the final results...

Scores from day to day

Date	Score	Lv	Time	Tot.t	Comment
02.09	796	1	-	-	<i>Barrier</i> in 204 moves (initial score), too many steps for Bricks (so it's really my first "Too many steps" ☺)
09.09	831	1	-	-	<i>Barrier</i> in 169 moves (2 nd try), steps were good enough
12.09	847	1	-	-	<i>Barrier</i> in 153 moves (3 rd try)
19.09	864	1	-	3:00	<i>Barrier</i> in 136 moves
21.09	865	1	0:30	3:30	<i>Barrier</i> in 135 moves
22.09	870	1	1:00	4:30	<i>Barrier</i> in 130 moves. I'm beginning to like this level. It feels like optimizing <i>Octagon</i> or <i>The Wedge</i> , both of those were rather successful for me. Let's hope it's a sign ☺.
23.09	870	1	0:15	4:45	Couldn't improve <i>Barrier</i> further, I might have reached my limit. I'll retry in a later round.
24.09	871	1	0:10	4:55	After improving <i>Dice</i> to 277, I managed to find another move in <i>Barrier</i> ! (The time spent will be added when my second round starts.)
30.09	6689	8	2:06	2:06	Horror! The game is just as difficult as I feared. Tried to solve from 48 and backwards, but quickly gave up, and grabbed some easy ones instead. I solved <i>Rei</i> , <i>Ichi</i> , <i>Semi inversion</i> , <i>Burocracy</i> , <i>Hover</i> , <i>Maxwells demon</i> , <i>Barrier</i> and <i>Artemis</i> . [This was mainly after midnight, so it should really be classified as 01.10...]
01.10	16887	22	10:04	12:10	Solved <i>Impossible</i> ! Stupid me, I didn't see at once how to do it. Too many steps on <i>Catapult</i> and <i>Silmarils</i> . Today I've had more success starting backwards, this morning the 4 th quadrant was the one with the most solved levels. Solved <i>Hurdles</i> , it was a very tricky one! Tried <i>Open sesame</i> , but can't make heads or tails out of the first chamber.
02.10	18354	24	3:24	15:34	Solved <i>Rune</i> with 13 bytes left! Spent a while on <i>Perikles</i> , no success! So far, solved 23 levels, optimized 1 (<i>Barrier</i>), in 14 hours, that's embarrassing! <i>TTT</i> is impossible, half of the traps should be exchanged with eliminators or black holes. 2 hours, no achievements! I'm getting mad! Solved <i>Hypnos</i> ☺!!!! Perseverance pays!
03.10	20828	27	3:26	19:00	Started optimizing some levels. Solved <i>Ni</i> . "Too many moves" on "Pelopones 3" (<i>Shi</i>), but solved it on the second try. Solved <i>Binah</i> .
04.10	22862	30	4:45	23:45	Solved <i>Helios</i> , fortunately much easier than <i>Hyperion</i> . Double-checked <i>Hurdles</i> , the bugfix didn't break my solution. Solved <i>Quickshot</i> . Solved <i>Tak</i> , what a painful level! Discovered the trick in <i>Open Sesame</i> , but still can't solve it. Anyway, I'm happy to solve two hard levels in one day ☺.
05.10	23093	30	1:22	25:07	Spent lots of time on <i>Pigpen</i> . It's cruel!!!
06.10	23570	31	2:30	27:37	Spent even more time on <i>Pigpen</i> ☹. Tried <i>Islands</i> , but need three more eliminators... Solved <i>Triathlon</i> out of the blue, and set a new record in worst initial score (554) ☹. Bad Saturday – look at time spent ☹.
07.10	24935	32	5:45	33:22	Some optimizing... Important to optimize <i>Hover</i> to avoid a potential high penalty. Solved <i>Front nine</i> .
08.10	25751	33	1:00	34:22	Solved <i>Perikles</i> .
09.10	26047	33	1:32	35:54	Worked overtime today. Optimized some levels. Unexpected point on <i>Mischmasch</i> (103)!
10.10	26310	33	2:06	38:00	Played the most boring and most fun level to be

					stuck at. <i>The mixer</i> . Quite boring to be stuck on congested levels. <i>TTT</i> : Still exploring possibilities – have yet to learn this level fully and connect the different parts of the level.
11.10	28129	35	2:39	40:39	Solved <i>The mixer</i> and <i>Raising star</i> . Improved the already optimized <i>Cronos</i> – a potential 2-digit level?
12.10	29120	36	2:00	42:39	Solved <i>Pigpen!</i>
13.10	31007	38	5:56	48:35	Solved <i>Open sesame</i> . Progress on <i>Islands</i> , need 1 more eliminator. Solved it one hour later!
14.10	31578	38	4:39	53:14	Did some more optimizing.
15.10	31579	38	1:05	54:19	An easy improvement to prevent a pointless day. Couldn't solve <i>Smiley</i> , but I'm closer.
16.10	32190	39	2:00	56:19	Solved <i>Smiley!</i> I won't attempt optimizing on this one for a while... Was distracted by a game I got today (Chessmaster 7000) ☺.
17.10	32912	40	1:20	57:39	I'm now following a plan to solve the last remaining levels. In order of estimated difficulty (easiest first), they are: <i>Calypso</i> , <i>Corona</i> , <i>Traffic</i> , <i>Nightmare</i> , <i>San</i> , <i>Tic-Tac-Toe</i> , <i>L-evate</i> , <i>Teleportation</i> and <i>Thunder</i> . The plan is to not demotivate myself by playing them in backwards order. Right now, trying <i>Calypso</i> ... My other evil plan is to not optimize the levels in the 3 rd quadrant – yet (to hide my real position in 33% (and 67%) time). It's in this quadrant I can gain most bonus points... My 7 worst levels (by moves) reside in this quadrant ☺, not counting <i>L-evate</i> and <i>Calypso</i> , which I haven't solved (The also unsolved <i>Traffic</i> doesn't look like a 400-move level). Solved <i>Calypso</i> in 30 minutes ☺. This means I have 7 unsolved levels (not counting <i>Teleportation</i> , as usual), which means I now have more than 10 days to solve each level! ☺☺☺ Now my 8 worst levels are in the 3 rd quadrant. Tried <i>San</i> for 5 minutes – managed to move the master brick into a new, previously unmoved area. Anything goes!
18.10	33034	40	3:50	61:29	Tried an entirely new route on <i>Burocracy</i> , got 114. Surprisingly improved <i>Mischmasch</i> again (96).
19.10	33036	40	1:20	62:49	Got a new idea on <i>Mischmasch</i> when biking home from work. It worked ☺ (94). Some say this one is easy to optimize. Is it I who is bad, improving this for the 5 th time? Tried <i>San</i> and failed.
20.10	33975	41	3:41	66:30	Tried some more <i>San</i> , I'm closer. Improved some levels. Progress on <i>Traffic</i> , need one more eliminator. Solved it 15 minutes later!
[I decided to stop timing myself to the exact minute.]					
21.10	33985	41	3:30	70:00	First serious attempt on <i>L-evate</i> – got to the right chamber, which is utterly impossible ☹☹.
22.10	33986	41	0:30	70:30	At work till 11:00 PM, barely avoided a day without B4. Promising progress on the right side of <i>L-evate</i> – can I possibly solve this apparently ultra-impossible level??? Will I ever be so lucky??? ☺☺☺☺
23.10	33986	41	0:30	71:00	At work till 11:00 PM (again), not so much promising progress on <i>L-evate</i> at all. First day without any gains ☹.
24.10	33986	41	1:30	72:30	OK, struggling on <i>Nightmare</i> now... The packing is overly impossible ☹. Back to analyzing <i>San</i> again...
25.10	34005	41	0:30	73:00	75 on <i>Mischmasch</i> !!! Now the question arises, is this a good achievement or a horrible one? Are my levels

					as badly optimized as this one before this improvement? One can only wonder... Read on the forum that Nolan solved <i>Tic-tac-toe</i> . Now that's impressive. I'm looking forward to the second round. All scores will fall (or fail)!
26.10	34028	41	1:00	74:00	Surprised to get 74 on <i>Semi inversion</i> . However, 31 on <i>Maxwells demon</i> was more expected. Still can't avoid the feeling that there might be much more fancy magnet movements leading to better scores...
27.10	34109	41	2:00	76:00	73 on <i>Traffic</i> , begins to be quite good. 127 on <i>Helios</i> , but still dislike strongly that it has more moves than <i>Hyperion</i> .
28.10	34200	41	6:00	82:00	Better path on <i>Quickshot</i> , got 160. More struggling on <i>L-evate</i> . Some struggling on <i>Tic-Tac-Toe</i> also. It's impossible to move the master into a third chamber... 84 on <i>Miranda</i> . Guess this one will go as low as <i>Waterloo</i> . Mad enough to spend some time on <i>Thunder</i> . 92 on <i>Backbone</i> , a reduction of 26 moves! Amazing!
29.10	34312	41	0:15	82:15	Improved <i>Calypso</i> . Still bad at 162. Barely avoided a Bricks-less day... This one surely can't detract too much from my evil plan. My time's running out – soon 10 days passed without solving any new levels ☹!
30.10	34351	41	1:00	83:15	Improved <i>Calypso</i> further, begins to look good at 131. <i>Miranda</i> is indeed (almost) <i>Waterloo 2</i> – 76 moves ☺!
31.10	34351	41	0:15	83:30	Tried <i>Artemis</i> but found no points. Submitted my super-bad 33% time score.
01.11	34545	41	2:00	85:30	Improved <i>Smiley</i> and <i>Heads and hats</i> .
02.11	35054	41	3:30	89:00	No work today (headache). Improved some more 3 rd quadrant levels... The worst level to optimize is <i>Front nine</i> ☹!! After optimization I got as bad as 401. <i>Perikles</i> – wish there were no hovers... Round 1 optimization done!

[Round 1 was supposed to be over for a long time ago, but I extended it beyond 1. November (deliberately delaying optimizing of 3rd quadrant levels) and I wanted to have some more levels solved first.]

[Barrier time usage before 01.10 added to total time]

03.11	35056	41	5:30	94:30	72 on <i>Semi inversion</i> ! Trying crazy paths can be rewarding.
04.11	35115	41	3:00	97:30	Sent in my Diamond score to Andreas, hope I can get a good position this time. I'm afraid that the heavy hitters can get <40. Improved <i>Semi inversion</i> further, to 70, after playing for only a few minutes!!! Got 47 on <i>Rei</i> , a disturbingly good improvement (-10) on such an easy level. <i>Binah</i> improved from the gruesome 139 to the excellent 92!!
05.11	35124	41	1:00	98:30	Easily found one point on <i>Island</i> , followed by more points, have 119 now.
06.11	35176	41	2:00	100:30	Improved <i>Open Sesame</i> with 8 points to 184, somewhat disappointing. Then got 179, which is OK (under doubt). Then got 161, which is great ☺!! Which means I improved this level by 31 moves! <i>Impossible</i> : Hard to optimize, but not impossible to get under 100, as I got 97!
07.11	35213	41	3:00	103:30	195 on <i>Circus</i> , managed to improve all three

					rooms. 73 on <i>Whichway</i> , extremely good! 69 on <i>Miranda</i> , even better ☺!!!!
08.11	35481	41	6:30	110:00	<i>Tak</i> needs to be played often, as gruesomely complex as it is (and full of bonus points). Down from 373 to 213! Amazing! But I still have the <i>Bermuda</i> feeling... Can Alan possibly do it under 100? Haha... ☺ <i>Catapult</i> was very sloppily optimized in the first round, got 86 now. 93 on <i>Artemis</i> , quite good I guess! Worried about my previous optimization in <i>Dragon Tears</i> , as I improved it from 163 to 102 !! I want <100 tho'...
09.11	35551	41	2:30	112:30	<i>The mixer</i> improved to 136 moves. 142 on <i>Pigpen</i> ...
10.11	35597	41	3:00	115:30	Not quite finished with <i>Pigpen</i> yet, got 139. Still uncertain how this score fares. This level is a mess. Managed to improve <i>Burocracy</i> to 112. The start is awkward and I may lose tons of moves here. Very, very surprised to get 69 (-4) on <i>Traffic</i> !!! 88 on <i>Raising star</i> , still looking for a superb Rhea-way. 153 on <i>E-magination</i> ... I can e-magine better scores than this... (bad joke © me)
11.11	35769	41	6:30	122:00	131 on <i>E-magination</i> ... Begins to be rather good now. 174 (-17) on <i>Sena</i> ... Not easy to find 7 new points on <i>Ni</i> , now 124 moves. 164 (-3) on <i>Shi</i> , that's pathetic. I expected an improvement of 30-40 here... Got 85 on <i>Raising star</i> . Corrected stupid mistake on <i>Calypso</i> , got 130 (-1). 108 (-5) on <i>Silmarils</i> ! After only two minutes, I found a new route on Cronos, and got 87 ☺!!!! Improved <i>Hover</i> with one move to 58!! 263 (-22) on <i>Triathlon</i> . 329 (-72) on <i>Front nine</i> ☹... Improved 11 levels today!
12.11	35804	41	3:00	125:00	Forcing myself to play <i>Front nine</i> , got 296. Reached my super-easy aim of 35800, set on 03.11. Trying new routes on <i>Calypso</i> , got 128 . Couldn't improve <i>Ichi</i> and <i>Helios</i> further ☹.
13.11	35805	41	3:00	128:00	57 on <i>Hover</i> ! An all-out attempt on <i>Nightmare</i> , where I finally crossed some of the "narrow bridges".
14.11	36478	42	1:30	129:30	Solved Nightmare!!!! ☺. Score: 430 ☺. Playing at night helps... Though 0:30 AM can hardly be called night... Now, the quest goes on, next ones to be solved are Corona, L-evate and Tic-tac-toe The others are too tough for now... Anyway, with 45 levels I can have a chance on a 4 th place (perhaps) with good optimization, or 3 rd place with extremely good optimization and extreme luck. Perhaps Wilson will be heavily distracted by my evil level Mini-thunder, so I can steal the 3 rd place from him! Just kidding... The next day I improved <i>Nightmare</i> to 327, only by improving the extremely bad ending. Tried <i>Corona</i> , and discovered some new patterns that didn't lead to anything useful.
15.11	36478	42	0:30	130:00	Some more time spent not solving... Wilson spent only 5 minutes on Mini-thunder, I couldn't even solve it ☹.
16.11	36478	42	0:05	130:05	Barely avoided a Bricks-less day, but still pointless. No progress on <i>L-evate</i> .
17.11	36478	42	0:25	130:30	No progress on <i>L-evate</i> .
18.11	36478	42	0:30	131:00	No progress on Corona. Little motivation these days, due to the many unsolved levels.
19.11	37197	43	0:15	131:15	Solved Corona!!!! ☺☺
20.11	37197	43	0:30	131:45	No progress on the unsolved levels.

21.11	37197	43	0:15	132:00	No progress on <i>San</i> .
22.11	37197	43	0:05	132:05	No progress on <i>San</i> .
23.11	37197	43	0:10	132:15	No progress on <i>San</i> .
24.11	37198	43	0:45	133:00	Trying very crazy routes on <i>San</i> , no real progress. Got one point on <i>Shi</i> , my first point in a long time. Extremely little motivation these days, due to the unsolved levels ☹️. And due to the fact that I have lots of spare time these days, and I've played old shoot'em-ups on my Commodore 64 lately. These games are simply too addictive. It's dangerous.
25.11	37199	43	1:00	134:00	One point on <i>Ich!</i>
26.11	37199	43	0:15	134:15	No progress on <i>San</i> .
27.11	37199	43	0:05	134:20	These Japanese engineers are evil. Hoping for a miracle soon.
28.11	37199	43	0:10	134:30	It's all lost, unless a miracle happens.
29.11	37199	43	0:30	135:00	Playing on the unsolved levels is definitely not good for the morale.
30.11	37199	43	0:10	135:10	It's been a devastating two weeks, only partially saved by <i>Corona</i> . Things are undoubtedly looking very hopeless, as I only managed to solve two levels in one month – I need 5 more!! ☹️
01.12	37199	43	0:30	135:40	I wish I could "buy" hints on how to solve <i>San</i> , in exchange for -5 competition points. I wonder how Andreas would react if I actually asked him... 😊 Discovered more "packing tricks" on <i>Tic-Tac-Toe</i> . This level is huge, and it absolutely takes ages to learn it. One can almost say it's impossible to be stuck.
02.12	37199	43	1:00	136:40	No matter how fancy tricks I discover on various places of the Tic-Tac-Toe level, it doesn't help getting the master brick out of the start area without destroying everything. New ranking of the most difficult levels, most difficult first: <i>Thunder</i> , <i>Teleportation</i> , <i>San</i> , <i>Tic-Tac-Toe</i> and <i>L-evate</i> . Currently playing L-evate, examining a new thread. I've had a pointless week, now beat that. Still no Bricks-less days, though... Not much consolation, tho'...
[end of extremely bad period]					
03.12	37923	44	1:50	138:30	Solved L-evate!!!!!! 😊 😊 😊 Then tried <i>San</i> and got stuck in the same, old boring patterns. Improved <i>Nightmare</i> from 327 to 142, not bad. The boss at work phoned me today, I am fired (and so is everybody else in the office, including himself – the office will be closed in half a year).
04.12	39487	46	3:10	141:40	Incredible hard to optimize <i>Corona</i> . I think my route is 100% wrong. Well, -25 penalty is better than -50... Got 237 moves. <i>L-evate</i> : Oh dear. After a quick optimizing I still need 406 moves. It's 3:15 AM, is extremely sleepy, trying <i>San</i> , discovered a new thread, didn't lead to anything yet, hope this changes when playing this level awake, though I don't have any hopes on this level. Besides, I'm playing the levels in the wrong order. I'm supposed to tackle <i>Tic-Tac-Toe</i> now anyway. Now, it's 3:35 AM. This new thread is huge. I'm (almost) willing to bet that I'm perhaps on the correct track. I hope I am. After all the struggle on this level (<i>San</i> , that is), I don't know if I can handle another defeat. If I actually manage to solve this level this evening, I promise I'll watch

“Good morning Norway” on the TV which starts in just a few hours. Hmm, just ran out of memory on *San* after 609 moves. Better copy the current setup to the editor and play from there... Why couldn't I find this thread earlier? I'm so excited now, I won't be able to sleep for 3 hours. I'm up to 13 saved boards (in several Bricks IV directories) on this level now, a personal best... It's now 4:38 AM...and I just **solved San!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!** I can't believe it. Initial=508. All good things that happen at night are always dreams. I hope my scorefile will survive the rise of the sun etc... The activation of *Teleportation* broke my saved board ☺. Initial=56 moves. Man, what a strange level. 9:08 PM: A new day. Improved (?) *San* to 498. Got 290 on *Smiley*. 124 on *Heads and hats*.

05.12	39493	46	0:10	141:50	“The day that disappeared”. Barely avoided a Bricksless day. This has nothing to do with missing motivation, as I'm going strong again. Improved <i>Heads and hats</i> to 121.
06.12	39542	46	3:50	145:40	Improved <i>Heads and hats</i> further to 103!! Amazing! I'm still afraid that I've solved <i>San</i> and <i>Teleportation</i> only in my dreams, and that I'll wake up soon. 147 on <i>Rune</i> ... It's 04:40 PM. Woke up to a new day for not so long ago. Improved <i>Rune</i> to 117!
07.12	39702	46	4:25	150:05	114 on <i>Rune</i> ! Couldn't improve <i>Triathlon</i> . Almost removed 2/3 of the <i>Perikles</i> score, got 81!!! Took two minutes to find another move on <i>Calypso</i> (127)! Struggling on <i>Quickshot</i> , could only get 147. Under the barrier, at least...
08.12	39912	46	4:20	154:25	257 on <i>Smiley</i> ... Removed a “double-move” on <i>Circus</i> (194). Improved <i>San</i> (346)... Improved <i>Hurdles</i> to 98. Removed one needless move from <i>Maxwells demon</i> (in other words, no real improvement ☺), got 30.

[start of third round optimization]

09.12	40039	46	5:20	159:45	Improved <i>Teleportation</i> , got 26!! This scary level needs to be played a lot. Perhaps it can be done in under 10 moves (or perhaps not), but this level might be the largest penalty trap in this game. If 26 is the record, then I have bonus point(s)! Improved <i>Rei</i> to 46!! Well, one of my aims is actually to improve every level, so why not? 138 on <i>Shi</i> ! Woke up to a new day (at 3 PM), got 126 on <i>Shi</i> ! I was not planning to play <i>Heads and hats</i> now, but I did and got 102 ☺. <i>San</i> can never be played enough, improved it to 280. Reached Master rating... ☺
10.12	40093	46	3:35	163:20	Trying <i>Raising star</i> for 40 minutes, couldn't improve it ☺. Optimizing <i>Corona</i> feels like trying to solve it again ☺. Anyway, got 231 (-6). Some minutes later I found a slightly better ending, got 197, which makes it my 3 rd worst level, after <i>San</i> and <i>Front nine</i> (ranked after penalty against UR). Trying <i>San</i> again (again), got 275. Wasted one hour programming a top 12 “worst penalty levels” list in my diary. Purpose: Play each level on this list, and don't leave the level until it's out of the list. Proceed like this forever. A new day, started playing at 5:15 PM. Optimizing <i>Burocracy</i> is extremely difficult for me, but I managed to reduce it to 107. Still not a smooth solution by any means. Some minutes later

					I got 103. Tried <i>Backbone</i> for half an hour, no progress... Played the magnetless <i>Thunder</i> , actually managed to move the master over halfway, new personal best. The biggest problem with <i>Thunder</i> is overcoming the motivation barrier. Once playing it, it's not that bad. I'm sure most good and efficient players can solve it in 5 hours. I would probably need 20 hours... A few levels (<i>Cronos</i> , <i>Whichway</i> , <i>Calypso</i> , <i>Barrier</i> and <i>Binah</i>) were basically skipped because I think the current score is good enough (I'll probably regret this!). I'm starting to reach local optimum on most levels, now I must start to play the long and bad ones.
11.12	40116	46	1:30	164:50	Played a game of <i>Civilization 2</i> to get some variation. Trying new routes on <i>Tak</i> , got 190!
12.12	40128	46	2:05	166:55	Still working on <i>Tak</i> , got 189. Stupid me, had an error in <i>Traffic</i> ☹☹☹. Got 68 now. Small optimization on <i>L-evate</i> , got 399... Improved <i>Sena</i> to 171 (-3).
13.12	40141	46	2:40	169:35	Continuing on <i>Sena</i> , got 168. Optimized <i>Open sesame</i> , got 158. Stopped playing in rounds. Now I'm playing on random, except that I visit levels with a bad feeling more often. Played <i>Sena</i> again, got 166. Optimized <i>Open sesame</i> again, got 153.
14.12	40188	46	2:40	172:15	181 on <i>Circus</i> ... After waking up, improved the same level to 147!
15.12	40200	46	0:55	173:10	Got 74 on <i>Catapult</i> even using my old bad route! Hopefully this is the good route.
16.12	40200	46	0:30	173:40	Tried various levels including <i>Front nine</i> , examined a different, but bad route. First day in a while with no points ☹. Less time to play these days during Christmas busy-ness ☹.
17.12	40215	46	0:50	174:30	Tried <i>San</i> for the <i>n</i> th time, got 8 new points (267). Improved <i>Shi</i> , got 119.
18.12	40225	46	1:40	176:10	Improved <i>San</i> again, to 266. Improved <i>Shi</i> again, to 116. My Christmas wishlist for Santa Claus: Please, I want to have <i>Thunder</i> and <i>Tic-Tac-Toe</i> , and have good routes on <i>San</i> , <i>Corona</i> , <i>Helios</i> , <i>E-magination</i> , <i>Smiley</i> , <i>Tak</i> , <i>Front nine</i> and <i>L-evate</i> . I hope this isn't too much... ☺ Improved <i>Nightmare</i> (137) and <i>Whichway</i> (72). Tried <i>Thunder</i> for a while, without success...
19.12	40287	46	3:00	179:10	At last an improvement on <i>E-magination</i> . Got 87!!!!!!! Improved <i>Nightmare</i> to 127. At last an improvement on <i>Raising star</i> , got 77.
20.12	40288	46	1:00	180:10	Improved <i>Islands</i> to 118... Tried <i>Front nine</i> , no success.
21.12	40297	46	1:00	181:10	Very surprising for me to find 53 on <i>Hover!</i> Improved the impossible <i>Backbone</i> , got 87.
22.12	40298	46	1:00	182:10	Improving <i>Backbone</i> again, got 86.
23.12	40380	46	2:30	184:40	I'm losing it again... Very little playing the last few days. Got CB2, played it for an hour. Tried <i>Backbone</i> , it's impossible to get further gains!! Then got 6 moves off the end of <i>L-evate</i> . Only a miracle can help me reach the aim of 40500 points now. Then I suddenly got another 44 moves on <i>L-evate!</i> On the next day I improved <i>L-evate</i> further to 317!!!
24.12	40381	46	0:30	185:10	29 on <i>Maxwell's demon</i> ...
25.12	40445	46	3:30	188:40	263 on <i>Front nine</i> . Minor improvement, but major penalty impact! 95 on <i>Impossible</i> ... On the next day I improved <i>Impossible</i> to 90. How strange, a good

					improvement not achieved at night! Improved <i>Semi inversion</i> to 66! Improved <i>Front nine</i> again to 243! Goodbye, huge penalty!
26.12	40456	46	1:00	189:40	Did not play Bricks last night ☹. On the next day, I improved <i>Front nine</i> to 233. I didn't feel well when opening Excel, when I saw that the cursor was very close to the edge of the diary. Improved <i>Impossible</i> to 89.
27.12	40458	46	1:20	191:00	Improved <i>Impossible</i> to 88... 232 on <i>Front nine</i> . Why must I always be stuck at a key level near the deadline?? Impossible to optimize <i>Helios</i> !!!! ☹ ☹. I refuse to believe that <i>Hyperion</i> < <i>Helios</i> . Tried some other levels (especially Open Sesame) without success.
28.12	40501	46	6:40	197:40	I thought I found a super-shortcut on <i>Shi</i> , but of course it's not possible to pass a closed barrier... ☹ ☹ ☹. Then got 111 on <i>Rune</i> ! Afterwards, I discovered that my route was "bad", and I found a better way... Got 104!!! (But why not <100??) Improved <i>Helios</i> to 126, but if the "equation" is not satisfied, Ruben is not satisfied either!!! With the slow progress I'm having these days, I won't reach 40500 before the deadline... ☹ 227 on <i>Smiley</i> , but not good enough... ☹ 80 on <i>Perikles</i> !!!! And 10 hours ago I thought I wouldn't reach 40500 ☺☺☺. 92 on <i>Artemis</i> after trying very hard!!! Mysterious bug in Excel, all the VB code except from "Module1" just disappeared... Now I can't recalculate my "worst penalty" stats any more ☹.
29.12	40506	46	3:00	200:40	Persevered and got 151 on <i>Open sesame</i> . 74 on <i>Mischmasch</i> !!!! Amazing! 107 on <i>Silmarils</i> ! 126 on <i>Nightmare</i> ...
30.12	40507	46	0:20	201:00	Improved <i>Hypnos</i> to 72...
31.12	40507	46	1:00	202:00	The last day of this disastrous competition... Tried <i>Thunder</i> , <i>Tic-tac-toe</i> and <i>Dragon tears</i> – no success. 2,5 hours left – I'm giving up... ☹ The score was sent to Andreas earlier this day.

Aims	Diff.	Poss.	Date achieved
35800 in 41 levels by 22.11	001	100%	12.11
Solve 43 levels by 22.11	010	100%	19.11
Solve 45 levels	050	100%	04.12
Solve Teleportation	055	100%	04.12
40500 in 46 levels	060	100%	28.12
Reach 300 lines in solution history	064	100%	29 lines left before the diary macros was destroyed
36500 in 41 levels	070	100%	63 points left
Solve 47 levels	077	100%	1 level left
Positive competition score (based on "winner" in "wild guess")	078	100%	score: -27.89
Improve all 41 levels upon 31.10 scores	080	100%	1 levels left
Improve all 43 levels upon 30.11 scores	083	100%	10 levels left
Solve 48 levels	085	100%	2 levels left
42000 in all levels	086	100%	need 48 levels
Positive competition score (based on UR in "wild guess")	089	100%	score: -48.11
41000 in 46 levels	099	100%	493 points left

Rounds:

*=Not improved since 30.11

*=Not good enough

Level	Initial	Round 1	Round 2	Round 3
1 Rei	86	57	47	46
2 *Ichi	293	97	96	96
3 *Ni	180	131	124	124
4 San	508		346	266**
5 Shi	313	167	163	117
6 Semi inversion	105	74	70	66
7 *Dragon tears	342	163	102	
8 Rising star	233	94	85	77
9 Corona	281		237	197*
10 Bureaucracy	201	114	112	103
11 *Pigpen	327	168	139	
12 *The mixer	317	180	136	*
13 *Thunder				***
14 Helios	409	127	127	126**
15 Whichway	134	82	73	72
16 E-magination	403	184	131	87
17 Backbone	324	92	92	86
18 *Miranda	191	76	69	
19 *Cronos	151	106	87	87
20 Nightmare	430		142	126
21 Islands	295	128	119	118
22 Hover	108	59	57	54
23 *Binah	285	139	92	92
24 Silmarils	209	113	108	107
25 Maxwell's demon	50	31	30	29*
26 Smiley	389	295	257	227*
27 Heads and hats	314	133	103	102
28 Tak	489	373	213	189*
29 Rune	337	148	114	104
30 Front nine	422	401	296	232*
31 *Triathlon	554	285	263	263
32 L-evate	461		406	317*
33 Traffic	118	73	69	68
34 Perikles	343	224	81	80

35 Calypso	279	131	127	127
36 *Barrier	204	129	129	129
37 *Tic-tac-toe				***
38 Hypnos	196	73	73	72
39 Quickshot	242	160	147	*
40 Catapult	232	98	86	72
41 Circus	378	216	194	147
42 Mischmasch	309	75	75	74
43 Artemis	339	128	93	92
44 Open sesame	357	192	161	151
45 Hurdles	327	121	98	*
46 Sena	268	191	174	166
47 Impossible	220	118	97	88
48 Teleportation	56		48	26
Levels		41	46	46
Total score		35054	39912	40505
Hours spent		93:55	154:25	200:10
Date finished		02.11	08.12	31.12

Interim and final results:

Level	33%	67%	Final
1 Rei	57	47	46
2 Ichi	97	96	96
3 Ni	131	124	124
4 San			266
5 Shi	167	163	116
6 Semi inversion	74	70	66
7 Dragon tears	163	102	102
8 Rising star	94	85	77
9 Corona		281	197
10 Bureaucracy	114	112	103
11 Pigpen	168	139	139
12 The mixer	180	136	136
13 Thunder			
14 Helios	127	127	126
15 Whichway	82	73	72
16 E-magination	184	131	87
17 Backbone	92	92	86
18 Miranda	76	69	69
19 Cronos	106	87	87
20 Nightmare		327	126
21 Islands	128	119	118
22 Hover	59	57	53
23 Binah	139	92	92
24 Silmarils	113	108	107
25 Maxwell's demon	31	31	29
26 Smiley	389	295	227
27 Heads and hats	314	133	102
28 Tak	472	213	189
29 Rune	337	148	104
30 Front nine	422	296	232
31 Triathlon	285	263	263
32 L-evate			317
33 Traffic	73	69	68
34 Perikles	343	224	80
35 Calypso	131	128	127
36 Barrier	129	129	129

37 Tic-tac-toe			
38 Hypnos	73	73	72
39 Quickshot	160	160	147
40 Catapult	98	86	74
41 Circus	216	195	147
42 Mischmasch	75	75	74
43 Artemis	128	93	92
44 Open sesame	192	161	151
45 Hurdles	121	121	98
46 Sena	191	174	166
47 Impossible	118	97	88
48 Teleportation			26
Levels	41	43	46
Total score	34351	37199	40507
Hours spent	83:30	135:10	201:00