

How to steal a kiss and steal her too !

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When Smullyan, the master of puzzles, met his date, he challenged her to a logical puzzle. Smullyan and her date agree to play a logic game, if the date accepts the following contract.

The contract: Smullyan was to make a statement.

- If the statement were true, the date had to give Smullyan an autograph.
- If the statement were not true (i.e. it is false), the date should not give Smullyan the autograph

The innocent date did not see a trap, and agreed to the contract. Now, the statement Smullyan made was:

You will give me neither an autograph nor a kiss

If this is a true statement, the date would give Smullyan neither an autograph nor a kiss. This would contradict the contract made earlier (a true statement must get an autograph).

On the other hand, if the statement was not true, it had to be false. In which case, the date would give either a kiss or an autograph. By contract, the date could not give her autograph for a false statement, and had to give Smullyan a kiss.

Smullyan built up a "double or quit" game based on this puzzle and collected all the kisses he needed, till the point where the date had to quit by agreeing to marry Smullyan.
