Reasoning,” he said. “We also decided that it had to be solved by deductive logic because he had never created a rule set for the game.

As he discussed this unique game during dinner, they came up with the idea that they could create puzzles. They all enjoy puzzles and thought it would be a unique twist with another alternative to the game: a common game that allows him to revisit his college years.

“The kernels played the roles where the game organized one person, and the other had to figure out the puzzle,” he said. “And if you received your partner’s pair of socks, you had to figure out the puzzles. They all enjoy puzzles and thought it would be a unique twist that people at Truman could get excited about, Eisenberg said.

“We wanted to see if the idea of deductive logic, and people organizing their own game, would work at Truman’s campus because it gives us more control over one of the many ways of organizing games and challenging others on campus,” he said.

After discussing the idea, the group developed rules for the game. Eisenberg said that the couples would receive their pair of socks, go back and before they came back, they would create a puzzle that would be written on a small note. Then they would give it to their partners, and their partners would have to solve the puzzles to find their partner.

“With many puzzles, players write the puzzle on the note and put it in the envelopes, and the envelopes go to their partners. They all enjoy puzzles and thought it would be a unique twist that people at Truman could get excited about, Eisenberg said.

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