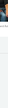
SPACE

First they took off in Japan. Now they take the mobile: - I'm Sven, I'm from The Netherlands, can I make the app?

17 year old Sven van Hussen from the Netherlands wins the puzzle produce Dragonfish to reach seven bigger markets, with a new app. Originally, he didn't want anything for the job.



Sven van Hussen, 17 years old, winner of the puzzle produce Dragonfish to reach seven bigger markets, with a new app.

Jan Cannon
Last updated 3 hours ago

This is the calendar puzzle "a puzzle a day", where you can puzzle out today's date every day.

Now they have gone one step further and are working on developing the particular puzzle on an app that you can download and play on your mobile phone.

Help sent from an unexpected quarter.

- Looked very exciting.

Dragonfish is a company that specializes in puzzles and logic puzzles. It was in Japan that 17-year-old Sven from the Netherlands discovered it.

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On his mobile phone, he saw a TikTok video of someone solving the physical puzzle "Dragonfish" and it caught his eye.

- I had never seen it before and thought it looked very exciting, and thought that "I can probably make that", says Sven van Hussen to Fosna-Folket.

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He slow-scrolled through the video and saw how it was done.

- I don't quite know what it was, but I saw that it was very exciting, and I paid attention. I don't know if it was because I was in Japan at the time and there was a school student and case that the app he made was in Japanese, I don't know. Both Sand and I are teachers, so we like working with young people, says Nagler.

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- When we first started working with sets, we were very impressed by what a good problem solver he is. There are many puzzles that are difficult, but he has solved them almost everything such as app, and he solved all these difficult zero-day challenges in programming for us, he says further.

- We are probably talking about hundreds of hours. And originally he wanted nothing for it. We thought it was so cool that he had solved everything such as app, and we paid an agreement, because we wanted them to stay with us.

So: deal, we don't want to take advantage of people, says Nagler.

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Something fascinating about the game is that there isn't just one solution for each date.

- There are at least eight solutions - and many 270 solutions. For each date. There are average of around 75. But it can be difficult enough to find just one, says Nagler.

- and never "forced" to see advertisements. But you might want some extra hints, but this extra extra 'coins' or so back & and watch a commercial, says Nagler.

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The first version of the game will soon be available on Google play and Apple's app store. But the developers are already thinking about new versions for the future.

- Could make many versions of the game - completely different - "leaderboard", says van Hussen. - i.e. the fact of who has played what and the most points, so that you can compete with friends and acquaintances.

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The text from Sven's first attempt at solving the puzzle Dragonfish.

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- Was a very fun unexpected quarter.

- Looked very exciting.

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