THE PUZZLE GARDEN

White City Amusement Park, 63rd Street and South Parkway, Chicago, IL (1905)

Of all the aggravating things calculated to worry Chicagoans, the Puzzle Garden at White City is the most inexplicable. It looks innocent and unpretentious in its white home between the Infant Incubators and Over and Under the Sea attraction, but that is your mistake.

You enter the embellished corridor and pass out into a labyrinth of narrow passages, where you walk, retrace your steps, twist and turn for blocks without getting anywhere in particular. There are doors which lead nowhere, and walls which looked like a way out at first, but on closer approach bear only a neatly painted sentence to the effect that you are "wrong again." Then you do the twist and turn all over again, and, finally giving up all hope of reaching the central parlor, wishing you could get out.

But you can't, and there you are. When your predicament seems to be hopeless, a polite guide appears on the top of the wall above your head and guides you to an exit, from where you can climb a stairway and watch the confusion of others who are going through the same labyrinth.

The Puzzle Garden is something new, and was not opened until White City was in full swing. It is the latest thing in Chicago, and the crowds are exploring it every day, resolving they will learn the windings until they can walk straight to the center. But they don't, and even the guides who direct the visitors from the top of the structure are at sea when they are put down into the narrow corridors.