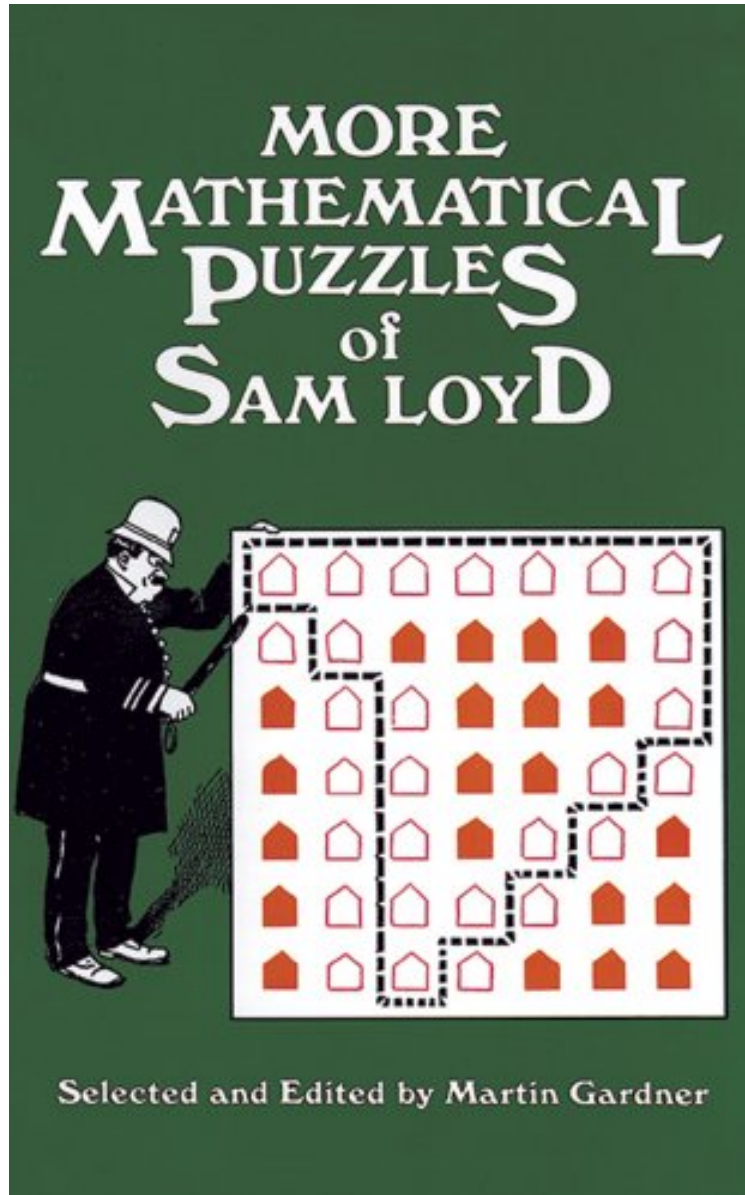


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the following review helpful. A Timeless Classic By Creative Actually I'm a big fan from the good old days. Mathematical puzzles? My Big Old love. Here we have 2 of the 3 or 4 absolute giants of the matter (put Raymond Smullyan in). Their father of them all : Sam LOYD, and, and one of the modern poetical leaders: Martin GARDNER for the selection and the edition. This compilation of the best Classical Puzzles imagined by Sam LOYD has been published several times before, and each publication brings up the same sentiment, the one you have when you meet back a good old friend. That's what happens when you fall in love with a book, and develop sweet warm memories with it. The format is 1 puzzle by page, presented each and every time by a smart story and illustrated by the drawing of the original edition, a very beautiful vintage look. I love it. There are some 200 puzzles divided into 2 volumes, they range from somehow easy to really difficult, and some of them require some basic knowledge in algebra and/or geometry, just the basic, and not all of them. This edition is a simple paperback one, nothing fancy, in my opinion any paperback binding doesn't do justice to this book, but it's the only one available I think. Me? I bought again! 6 of 9 people found the following review helpful. How come? By A Customer How come that this book is still unrated. Sam Loyd, in my idea was (is still) the best puzzle creator. I really can't imagine his creativity, thousands of good puzzles of different types.

Sam Loyd (1841-1911) was America's greatest originator of puzzles. For more than 50 years, his ingenious posers, appearing in innumerable newspaper and magazine articles, stumped and delighted an American public running into the millions. (Four or five of his mechanical puzzles became national crazes.) After Loyd's death, his son issued a vast collection of these problems in a book entitled "Cyclopedia of Puzzles" probably the most famous and exciting collection of puzzles ever assembled in one volume. Now Martin Gardner, a well-known author of many science and puzzle books and articles, has selected the choicest mathematical puzzles contained in the long out-of-print "Cyclopedia," editing each one for accuracy and clarity, but in such a way as not to sacrifice the unique style and historical flavor of the originals. This is the second volume of Gardner's selection to appear, and contains 166 of Loyd's most brilliant and original creations, together with the 150 line drawings and diagrams with which they were originally illustrated. A distinctive feature of this new selection is the analytical table of contents, which groups the puzzles according to the type of mathematical skill necessary to solve them. Whatever your taste in mathematical puzzles, you will be able to locate easily puzzles based on arithmetic and algebra; speed and distance problems; game theory; operations research; clock problems; plane geometry; geometrical dissection; route tracing and topological problems; counter and sliding block problems; solid geometry; and physics and calculus problems.

About the Author Martin Gardner was a renowned author who published over 70 books on subjects from science and math to poetry and religion. He also had a lifelong passion for magic tricks and puzzles. Well known for his mathematical games column in *Scientific American* and his "Trick of the Month" in *Physics Teacher* magazine, Gardner attracted a loyal following with his intelligence, wit, and imagination.