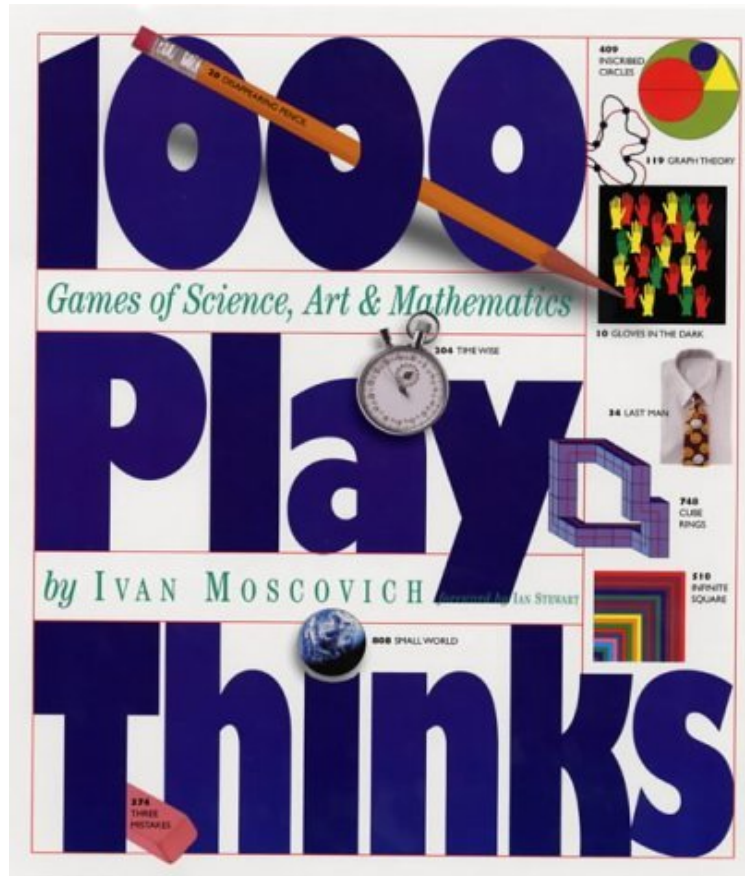


(Free) 1,000 Playthinks: Puzzles, Paradoxes, Illusions Games

1,000 Playthinks: Puzzles, Paradoxes, Illusions Games

Ivan Moscovich

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Ivan Moscovich : 1,000 Playthinks: Puzzles, Paradoxes, Illusions Games before purchasing it in order to gage whether or not it would be worth my time, and all praised 1,000 Playthinks: Puzzles, Paradoxes, Illusions Games:

0 of 0 people found the following review helpful. Great funBy Edward A. MadsenThis has been a really great item for me to use with my grandchildren. There are many puzzles that are appropriate for the different age levels of my family. Fun to use.0 of 0 people found the following review helpful. Great collectionBy Donald J CooperA huge variety of puzzles. Some of the puzzles as noted in other reviews have two or more equally good solutions, so your solution may be correct but not match the answer. Obviously not all solutions can be presented, so I think that if a reader is clever enough to find a solution that doesn't match the answer, they should also be able to verify it is indeed as good as the answer provided. So many puzzles and most of them are good. My daughter loves the book, but needs some help with many of the puzzles.2 of 2 people found the following review helpful. Something for everyoneBy Carmany ThorpThe title says it all - Play-Thinks. You have to think to solve the puzzles, and you enjoy doing it. Even better news is that the solutions are in the back. I use this book in my classroom for those kids who finish their work ahead of the others. They find a puzzle to present to the class on Friday, when our brains are otherwise fried.

1000 PLAYTHINKS is the most compulsive, head-scratching, and--at 5.08 pounds--gargantuan puzzle book ever. An obsessive collection of 1,000 challenges, puzzles, riddles, illusions--both original as well as must-do classics. Jam-packed on the page and illustrated throughout in full-color, with a visual for each entry, the book, opened anywhere, is like a call to action. And once started it's hard to stop, because at the end of every successfully completed game the puzzle-solver feels smart, successful, and at one with the beauty of mathematics. Created by Ivan Moscovich, PLAYTHINKS is the first and only book where science, math, and art puzzles all come together. Broken down by chapter, PLAYTHINKS challenges with 12 basic categories, including games of Geometry; Patterns; Numbers; Logic and Probability; and Perception. A special Bonus Round is included for die-hard puzzlers who, after all that, still haven't had enough. An easy-to-read key at the!top of each game ranks its difficulty on a scale of 1 to 10. The lie-flat spiral binding makes the hefty book completely reader-friendly. So do the answers in the back.

From School Library JournalAdult/High School-Moscovich believes that "now that most of the physical frontiers have been crossed the mental ones beckon us." He has created these visual challenges, riddles, and puzzles to help push thinking into these new frontiers. Some of them are completely original; others are adaptations of classic challenges. They are bold, bright, colorful, and genuinely inviting. They are arranged by mathematical or scientific category, and ranked by a degree of difficulty from 1 to 10. A key further subdivides them into mind puzzles, pencil-and-paper puzzles, those that must be traced or copied, and, finally, those that require cutting. Most can be done alone; some are for groups. When complete and total frustration has set in, readers can turn to the back of the book for the solutions, which are clearly illustrated and explained. Sidebars explain the mathematical or scientific principles involved. The spiral binding allows the book to lie flat. Put this out where teens can see it and you'll find them poring over the puzzles, trying to figure them out.Jane S. Drabkin, Chinn Park Regional Library, Prince William, VACopyright 2002 Cahners Business Information, Inc.From the Back Cover THE MOST WIDE-RANGING, VISUALLY APPEALING, ENTERTAINING, GIGANTIC COLLECTION OF BRAINTEASERS SINE SAM LOYD'S CYCLOPEDIA OF PUZZLES ALMOST A CENTURY AGO. (Will Shortz, Crossword Editor, The New York Times, and NPR's Puzzlemaster A compulsive, exuberant cornucopia of puzzles, 1000 PlayThinks is like salted peanuts for the brain. Here are mental games, visual challenges, logic posers, riddles and illusions. Can you cross the IMPOSSIBLE DOMINO BRIDGE? Wield the SICKLE OF ARCHIMEDES? Or figure out how to avoid the booby prizes in GAME SHOW? Comprised of both original puzzles and mind-boggling adaptations of classic games this book, written by a man Wired magazine called a living inspiration for the rest of us, celebrate that unique place where pure play and problem-solving coexist. Start solving. And right away you'll feel smart, intuitive, curious, successful and at one with the beauty of mathematics. Find the Perfect Puzzle WARM - UPS 249 TUBE ILLUSION 368 PERMUTINO 709 MOBIUS STRIP 835 BOMBS AWAY 913 BIRD IN THE CAGE CHALLENGING 270 KISSING SPHERES 445 SEPARATING CATS 758 JUMPING DISKS 80 KNIGHTS ATTACK 181 HAMILTONIAN CIRCUIT PURE GENIUS 172 CRANKSHAFT 242 APOLLONIUS'S PROBLEM 42 HEPTAGON MAGIC 165 MATCH POINT 714 M-PIRE COLORING GAME