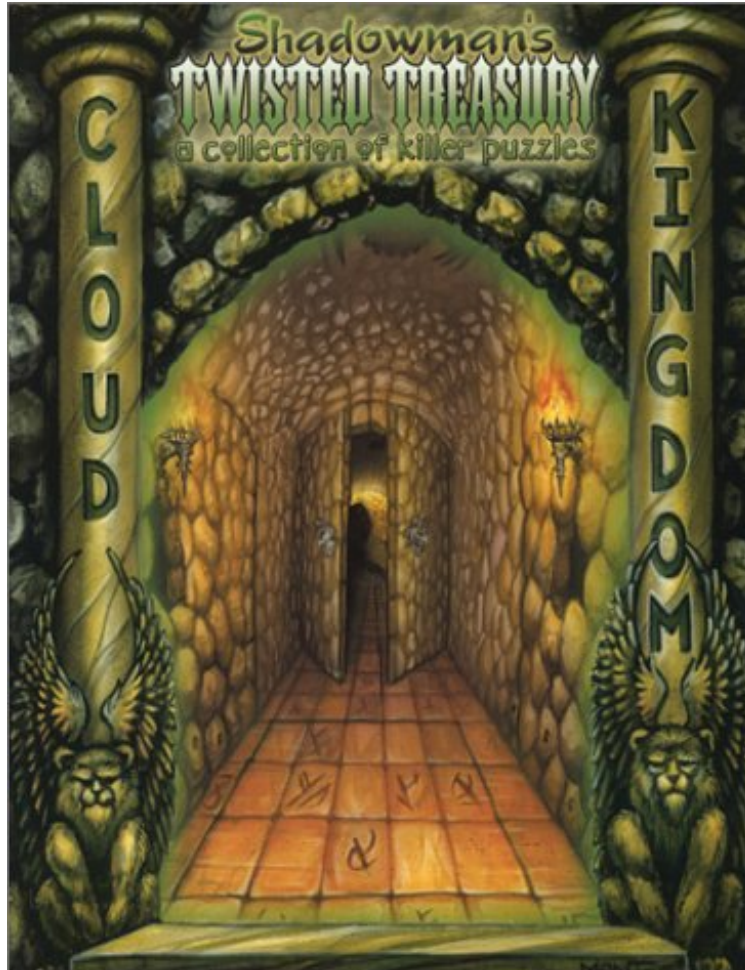


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Shadowman's Twisted Treasury: A Collection of Killer Puzzles

Matt Mayfield, Rick Smith

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Matt Mayfield, Rick Smith : Shadowman's Twisted Treasury: A Collection of Killer Puzzles before purchasing it in order to gauge whether or not it would be worth my time, and all praised Shadowman's Twisted Treasury: A Collection of Killer Puzzles:

0 of 0 people found the following review helpful. Its okay....By David SchirtzingerNothing to write home about. Useful if you are creative enough that it gets you thinking of your own ideas. Many of these are just weird or comical.5 of 5 people found the following review helpful. Clever brain-teasers and puzzlesBy Math ManHaving read and enjoyed a riddle book Quest for the Riddle Stone: A Riddle Book produced by the authors, I decided to pick up their puzzle book to see how it compared. When I first got it, I was uncertain about it because it had a D20 role-playing logo on it, and I hadn't role played in years. However the role-playing aspect, while always there, was a take-it-or-leave-it affair, and the puzzles were quite enjoyable. In particular, the puzzles were presented so that you could try to solve them yourself, using a clever system that lets you see if you're on the right track without spoiling the solution.The book is a large format (8 1/2 x 11) book of 128 pages, split roughly into four sections. There's a short

introduction to tell you how to use the book, a large narrative section with the puzzles, a hints section and then a role-playing section. The narrative section is split into seven sections, each of which is written as a short story of sorts, told first person by "Shadowman". Shadowman is a wry, self-aggrandizing fellow who presents each puzzle as a sort of "in your face" challenge. For the most part, if you wanted to, you could easily skip over the narrative to get to the actual puzzle. Illustrations in the book vary between none, to obviously computer generated images to extremely nice black and white art. In most cases the art is for flavor more than content. The types of puzzles in the book vary, with word puzzles, cryptograms, logic puzzles, number puzzles, riddles and a number of them that are a mix of these or just too hard to classify. Although some of them are familiar - not the content, just in the way of solving them - most of them require thinking way outside the box. I never did come across a puzzle and say "oh, this again". The variety of puzzles is impressive. Each puzzle has a cross-reference at the bottom to hints, a role-playing page and to what they authors call "steps". A step is a partial solution to the answer. For example, the first puzzle is a kind of cryptogram. Its first step basically asks you if you've figured out if it's a cryptogram or not. The step doesn't tell you the answer but if you hadn't been thinking along the lines of a cryptogram, you would be. The final step for each puzzle is the answer. The hints are similar to steps but instead of checking that you're solving the puzzle, mainly point out things about the puzzle as presented that you otherwise might have missed. Two of the puzzles stand out: the "Monastery" and "Shadowman's Twisted Maze." The Monastery puzzle is a long narrative puzzle where Shadowman goes on a quest to an ancient monastery and is beset by traps and puzzles along the way. Each puzzle encountered has the usual hints and steps, but it's a very interesting way to present the puzzle. The Maze contains the only color page in the book and is set up for role-players. This is the only puzzle in the book that can't be done solitaire. It's a puzzle where you need to solve various smaller puzzles (most of which are pun based) in the right order to solve the puzzle as a whole. Anyone who loved the old coffee table books like *Maze: Solve the World's Most Challenging Puzzle* will enjoy this book. Although the book is well written and laid out, I'm only giving it four stars because I'm not a role-player. Still, if you like lateral thinking books like *Outstanding Lateral Thinking Puzzles* but want more variety, I heartily recommend this book.

1 of 1 people found the following review helpful. Fun and clever puzzles
By Chad
The puzzles in this book are a very interesting mix, with a slight emphasis on word riddles and tricks. There were only about half a dozen that I failed to solve on my own, and for several of these, one of the "steps" in the book got me going towards the answer. The book itself is written as sort of a diary of Shadowman, a fairly cocky puzzle solver who's relating the puzzles he has seen in his travels. The diary keeps a sense of flow to the puzzles, but you can easily skip over that part and just work the puzzles if you want. Each puzzle has "hints" and "steps". The hints give you clues about how to tackle the problem and the steps give you a partial solution. I found the "steps" very useful since several times I was confident that my answer was right until I saw the first step. This sent me back to the puzzle to look again. A couple of times this took me right to the answer but mostly it just told me enough to know that I was off track. Most of the puzzles in the book can be solved from what you're told of the puzzle itself, but on one my lack of even rudimentary knowledge about the music scale did me in. I had to go ask my wife what the notes on the staff were. She lorded THAT over me a for a while. This was a Christmas present from my wife and I'm hoping that she remembers to get me more books like this next Christmas (hint, hint).

The nefarious Shadowman presents 30 challenging puzzles to test your wits. *Shadowman's Twisted Treasury* has a unique hint and step system to guide intrepid solver's through even the most dangerous challenges. But wait, there's more! This book also includes *Shadowman's Twisted Maze*, a full color Shadowman adventure for multiple players. And for those who enjoy using puzzles in role playing games, there is a complete d20 section that gives rules for each puzzle in a role playing setting. So take the challenge and see if you can survive *Shadowman's Twisted Treasury*. It's not called *A Collection of Killer Puzzles* for nothing!