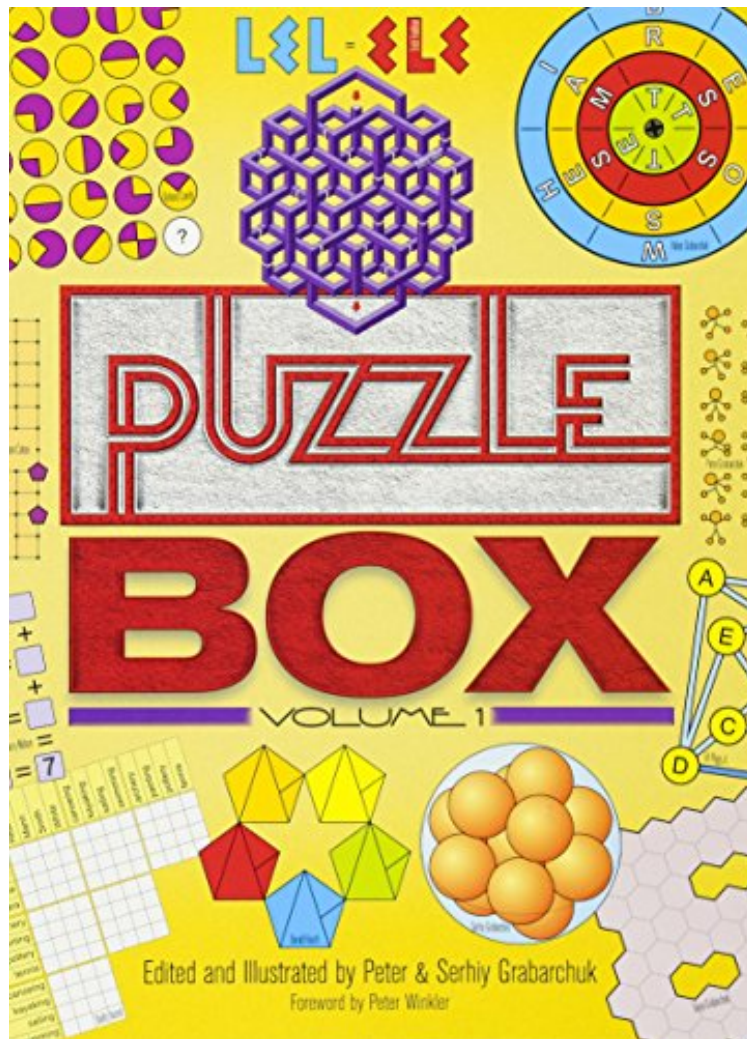


Puzzle Box, Volume 1

Andrea Gilbert, Bram Cohen, Helen Grabarchuk, Donald Knuth, Ed Pegg Jr., Richard Candy, Erich Friedman, Harry Nelson, Shelly Hazzard, Tanya Grabarchuk
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Andrea Gilbert, Bram Cohen, Helen Grabarchuk, Donald Knuth, Ed Pegg Jr., Richard Candy, Erich Friedman, Harry Nelson, Shelly Hazzard, Tanya Grabarchuk : Puzzle Box, Volume 1 before purchasing it in order to gage whether or not it would be worth my time, and all praised Puzzle Box, Volume 1:

2 of 2 people found the following review helpful. A MIND-BOGGLING ASSORTMENT OF MIND-BOGGLING PUZZLES!By Dirk ReedI confess that I was reluctant to purchase this book because I'm not a huge fan of geometric puzzles. However, there are more than enough different puzzles in every other conceivable category which have kept my brain both entertained... and working overtime! A first-class collection that's beautifully designed and printed - highly recommended!3 of 3 people found the following review helpful. Lots of challenging fun for the mindBy J.

Chambers I'm familiar with the Grabarchuk family's Puzzlebooks, having spent quite a few hours trying to solve their puzzles, not always successfully but always enjoying the opportunity to exercise my mind. There's an even bigger variety of puzzles in Puzzle Box, with the level of difficulty indicated by stars, with two stars being the easiest and five stars being the most difficult. There's a big variety of puzzle types, including some that I've never seen before. My own favorites are the connection puzzles, similar to the pipe network games on my Kindle Fire. There are more than a dozen of these, and they're not all the same format, so even if you're good at these, they'll test your skill. If you like logic puzzles, there are a lot of them in the book. Use deductive logic to solve logic puzzles, several of which are similar to the very popular "Grid Detective" puzzles for the Kindle e-ink readers like the Paperwhite. Chess players will enjoy the puzzles that require a good knowledge of chess pieces and their allowable moves. What I'm enjoying most about Puzzle Box is the diversity of the puzzles and how they challenge you to take varying approaches to solving them. Sometimes a straight ahead logical approach works, but for some puzzles, "sideways" thinking is required, since a direct step-by-step approach won't always succeed. There's something here for everyone, and don't assume that the two-star puzzles are overly simple. Puzzle #1, a two-star puzzle, kept me busy for a half hour. On the other hand, I solved Puzzle #2 in less than a minute. I'm fairly good at puzzle solving, but based on my progress so far, I think the Puzzle Box's 300 puzzles will provide stimulating and challenging entertainment for most people for several months.

2 of 2 people found the following review helpful. VISUAL APPEAL TO THE SENSES AND TO THE BRAIN REAPS SUCCESS FOR GRABARCHUK FAMILY ONCE MORE! By L. C. Henderson As colorful and imaginatively devised as ever, the Grabarchuk-edited Puzzle Box, Volume 1 is a cornucopia of mathematical and logical puzzles that should keep any puzzle lover entertained for hours, with its seventeen different types of challenges including a wide array of traditional pen-and-paper puzzles. Having to compete with the multiple action games that are currently available on the internet, as well as on mobile devices, can, surely, be no easy task. Small wonder, then, that the Grabarchuks have enlisted the help of eight other puzzle makers, each an expert in their own field, to ensure that this collection is a memorable and treasured one. The Grabarchuk family members who contributed to this volume of almost 300 puzzles are Helen Grabarchuk, who actively participates in developing puzzle apps, in publishing puzzle books, and in different puzzle projects; Tanya Grabarchuk, who is a professional game tester and levels creator; Peter Grabarchuk, who is a professional puzzle game designer; and Serhiy Grabarchuk, who is a metagrobologist and professional puzzle creator. Game and puzzle design clearly runs deep in the family, with the Grabarchuks seeming to be wired for such mind-blowing activity. The other contributors to this volume are Andrea Gilbert, a software engineer and puzzle designer with a lifelong interest in route-finding puzzles and logic mazes; Donald Knuth, whose absolute domain is algorithms and their analysis, in keeping with his status as Professor Emeritus of The Art of Computer Programming at Stanford University; Erich Friedman, Associate Professor of Mathematics and ex-Chair of the Math and Computer Science Department at Stetson University, with a penchant for weightings and moving pieces, among others; Bram Cohen, whose skills as a computer programmer in no way contend with his active creative talent in devising puzzles in varying forms and genres and his participation in puzzle projects; Ed Pegg, Jr., who, in addition to working at Wolfram MathWorld and writing for the MAA online, is an expert on math puzzles and a recreational mathematician; Harry Nelson, who doesn't allow his mathematical editing and computer programming skills to get in the way of his longtime interest in puzzles of all kinds, which has resulted in him becoming a devoted puzzle inventor; Richard Candy, whose lifelong interest in puzzle solving has recently inspired him to compose puzzles himself; and Shelly Hazard, whose skills as an accomplished hardware writer with a highly technical background have stood her in good stead in becoming an active creator of original logic and word puzzles, however disparate her interests might appear. The puzzles contained in Puzzle Box, Volume 1 include 3D puzzles, chess puzzles, connections, dissections, folding, geometrical puzzles, logic problems, matchstick puzzles, mazes, moving pieces, number puzzles, put-togethers, strimko, sudoku, visual puzzles, weightings, and word puzzles. Each puzzle has its difficulty level indicated, with the range stretching from 2 to 5, though the most common puzzles are three-star. That many of these puzzles can constructively be used for time-out exercises in the average classroom is clear, so if you are a math educator, be well advised to get yourself a copy for when you wish to take a break from active teaching. Your students are just as likely as you are to appreciate the freshness of the diverse approaches to problem-solving that you encounter here!

Multiplying my age by 6 then subtracting 6 produces the same result as subtracting 7 from my age then multiplying by 7. How old am I? On my broken calculator with keys $+ - \div \times =$, the only functional number is 7. How can I get 34 to appear in the readout? A country mints four denominations of coins, in whole numbers of cents. It takes four of these coins to make 21¢, or 24¢, or 25¢, or 26¢. What are the denominations of the coins? These and almost 300 other mathematical puzzles appear in this original collection, devised by world-renowned mathematicians, puzzle creators, and devoted puzzle lovers. A unique puzzle project, it unites the efforts of a dozen authors, including software engineer Andrea Gilbert and Bram Cohen, author of the P2P BitTorrent protocol. Seventeen different types of challenges include 3-D puzzles, chess puzzles, connections, dissections, foldings, geometrical puzzles, logic problems, matchstick puzzles, mazes, moving pieces, number puzzles, put-togethers, strimko, sudoku, visual puzzles, weightings, and word puzzles. The difficulty level of each puzzle is marked by stars, ranging from 2 to 5. Average

difficulty level is about 3 stars, promising puzzle enthusiasts many entrancing hours of solving and enjoyment.

About the Author Peter and Serhiy Grabarchuk are part of the Grabarchuk Puzzle Family. Over a period of decades they have produced puzzle books, puzzle apps, interactive puzzles, and more.