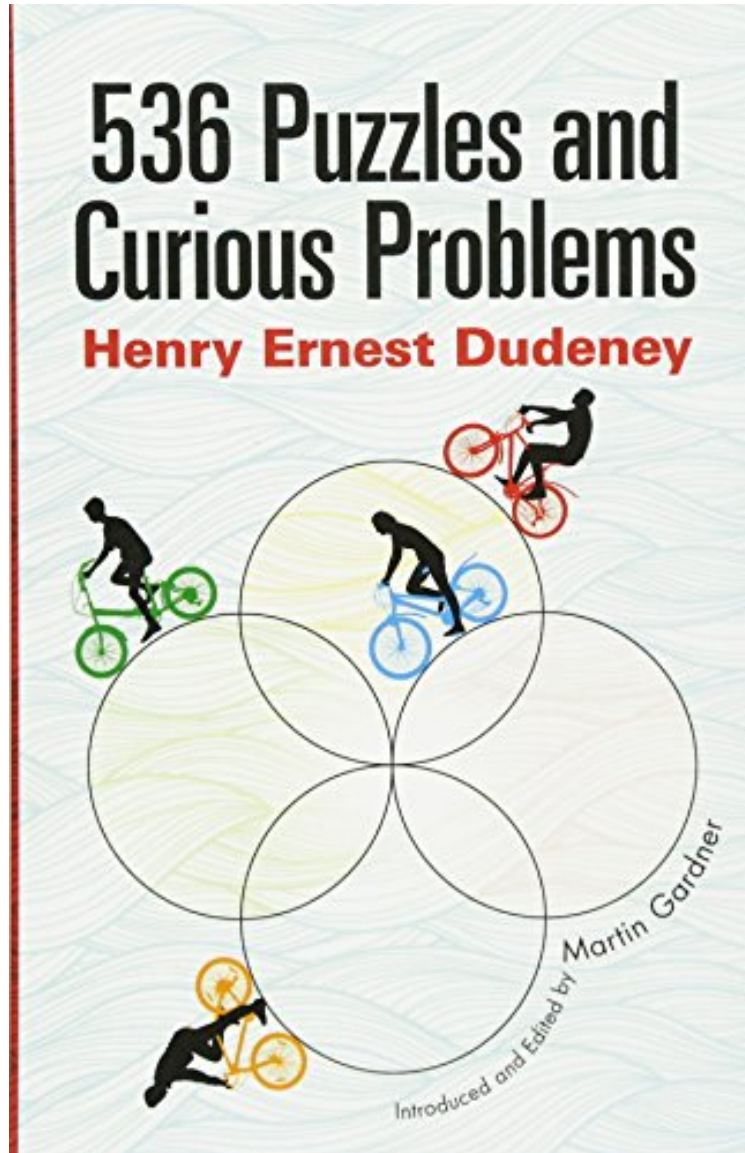


## 536 Puzzles and Curious Problems

*Henry E. Dudeney*

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**Henry E. Dudeney : 536 Puzzles and Curious Problems** before purchasing it in order to gage whether or not it would be worth my time, and all praised 536 Puzzles and Curious Problems:

2 of 2 people found the following review helpful. all around good puzzlesBy MJHThis book is primarily a math and numbers puzzle book. There is a section called "combinatorial and topological problems", which are more visual logic. For the most part the puzzles are of medium difficulty and easily solved with pencil and paper in about 10 minutes. Once you start working your way through the book the solutions come a little easier as Dudeney's methods start to

become familiar. These are satisfying puzzles, I found only a few that felt like a let down. This is an excellent brain exercise book for kids starting to tackle algebra.<sup>3</sup> of 3 people found the following review helpful. 536 Puzzles Curious Problems By Rodney Wells I am an 8th grade teacher and I teach math. For those of you who just winched, I know what you are thinking, but stop it!! 8th graders are the best. They have already been through most of the middle school drama, including puberty. What I continuously struggle with is how to get the grade level kids excited about math. What "they" mostly struggle with are application problems. My students love this book..it is fun, but challenging. The students report that they enjoy the "puzzle" of what makes a word problem. They have convinced me to use the problems from the book for warm-ups. Totally okay since we are moving into test season. This book is definitely appropriate for middle school students and up. Loads of "real world" scenarios.<sup>6</sup> of 8 people found the following review helpful. Requires Pencil and Paper By Joshua Jacobsen This book of puzzles consists of problems that are mathematical or geometric in nature. A good percentage of the puzzles are clever and ingenious, and there are a lot of puzzles. These tend to be quite a bit harder than puzzles and problems in other books of this type, though, and don't lend themselves to a casual environment. You may have to sit at a desk with pencil and paper to solve most of these. In spite of the many clever problems, there are also many obnoxious ones, too. In some cases, a problem will be explained with an illustration to demonstrate the idea but the solution will conflict with the diagram. In other cases, the "solution" will involve severe liberties with the puzzle rules. For instance: make six boxes with 12 matches... in the solution, the "sixth box" is the teeny square formed by the butt-ends of four matchsticks when arranged in a plus-shape. I don't have much time to spend doing puzzles, even though I enjoy solving them. I have a small stack of books like this in the restroom. While some of the puzzles in this book can be solved in your head, most can not. Many puzzles have 10 or more variables, require algebra or calculus, or sketching, or many result in non-integer answers. There's a fair amount of brute-force math. This book has therefore been of limited entertainment to me.

For two decades, self-taught mathematician Henry E. Dudeney wrote a puzzle page, "Perplexities," for The Strand Magazine. Martin Gardner, longtime editor of Scientific American's mathematical games column, hailed Dudeney as "England's greatest maker of puzzles," unsurpassed in the quantity and quality of his inventions. This compilation of Dudeney's long-inaccessible challenges attests to the puzzle-maker's gift for creating witty and compelling conundrums. This treasury of intriguing puzzles begins with a selection of arithmetical and algebraical problems, including challenges involving money, time, speed, and distance. Geometrical problems follow, along with combinatorial and topological problems that feature magic squares and stars, route and network puzzles, and map coloring puzzles. The collection concludes with a series of game, domino, match, and unclassified puzzles. Solutions for all 536 problems are included, and charming drawings enliven the book.

About the Author English author and mathematician Henry E. Dudeney (1857-1930) specialized in logic and mathematical puzzles. His column, "Perplexities," was a regular feature in The Strand Magazine for 20 years, and in 1926 he published the first known crossnumber puzzle.