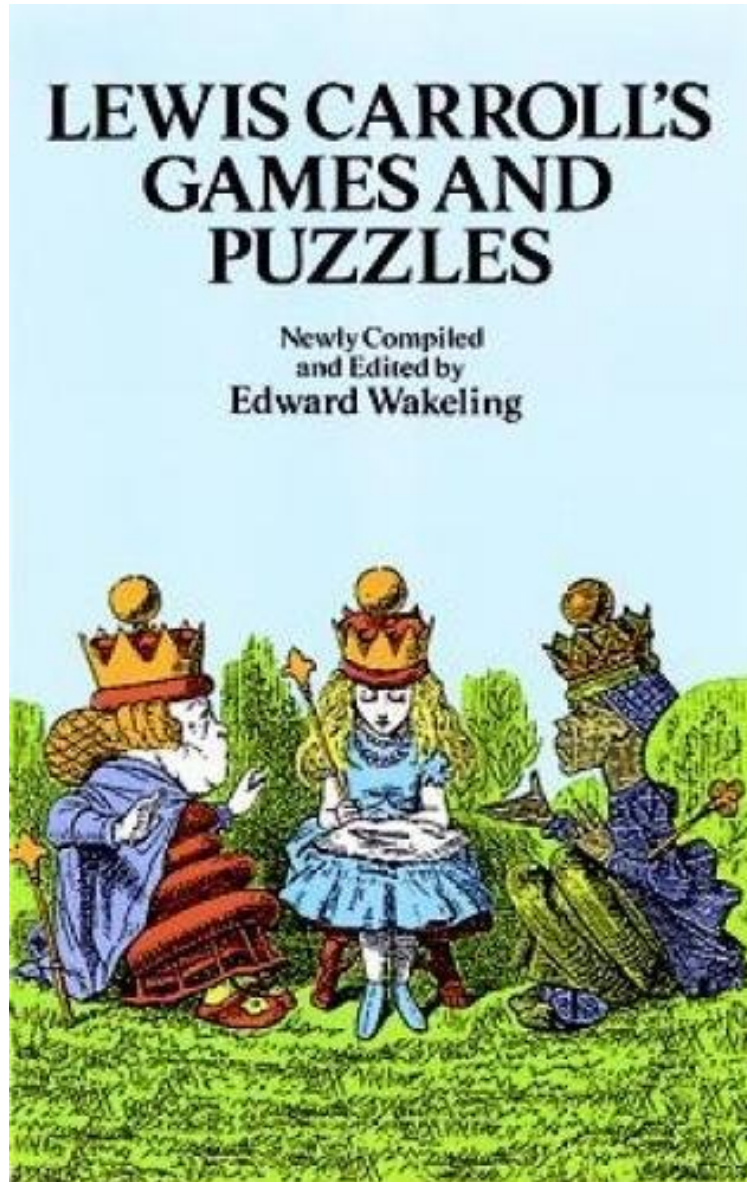


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Lewis Carroll

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#557548 in Books Lewis Carroll 1992-03-27 1992-03-27 Original language: English PDF # 1 8.48 x .24 x 5.391, .31 #File Name: 048626922196 pages Lewis Carroll s Games and Puzzles | File size: 45.Mb

Lewis Carroll : Lewis Carroll's Games and Puzzles (Dover Recreational Math) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Lewis Carroll's Games and Puzzles (Dover Recreational Math):

29 of 30 people found the following review helpful. More gems from a master By Michael Baxter Lewis Carroll was of course one of the greatest and most influential children's writers who ever lived. He was also a mathematics lecturer at

Oxford who wrote excellent books on logic. It has been said that these were two halves of a split personality, but this book is proof that they were not. Here are some wonderful puzzles that unite the children's writer and the mathematician, and will appeal to everyone who has the slightest trace of mathematical ability. Edward Wakeling, a noted authority on Lewis Carroll and himself a mathematician, has done a good job assembling this book. 0 of 1 people found the following review helpful. For the kids ..By CustomerI passed this book along to the Thinkery, the kid's science museum here in Austin. They used it for two exhibits!

Widely known as the author of *Alice's Adventures in Wonderland* and other books for children, Lewis Carroll (Charles L. Dodgson) also excelled as a mathematician and inventor of puzzles. Toward the end of his life, Carroll worked on a book of mathematical puzzles and games but died before it was completed. This book is a new compilation of Carroll's surviving puzzles and games, assembled and edited by Edward Wakeling, a Lewis Carroll scholar and writer on mathematics. Included are a substantial number of problems that Carroll had intended for his collection. Among the problems many published here for the first time are these baffling brain teasers: *Cakes in a Row*; *Alice's Multiplication Tables*; *Looking-Glass Time*; *Four Brothers and a Monkey*; *Hidden Names*; *Handicaps*; *Diverse Doublets*; *Mischmasch*; *Arithmetical Croquet*; *Square Numbers*; *A Sticky Problem*; *Wise Eyes*; *Painting Cubes*; *Two Clocks*; *An Amazing Maze*; *The Number Forty-Two*; and 26 others. In addition to Carroll's original mathematical inventions and games, the editor has supplied a few original problems of his own. Some hints and solutions are also provided. Enhanced with some of John Tenniel's famous illustrations, this volume is a delightful double treat for any puzzle enthusiast or lover of the "Alice" books.

About the Author Lewis Carroll (1832-98) was the pseudonym of Charles Lutwidge Dodgson, a Professor of Mathematics at Cambridge University. *Alice's Adventures in Wonderland* and its sequel, *Through the Looking Glass*, are rich repositories of his sparkling gifts for wordplay, logic, and fantasy.