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The Fourth Dimension Rudy von Bitter Rucker 1985 A detailed description of what the fourth dimension would be like.

Mathematics, Magic and Mystery Martin Gardner 2014-12-02 Famed puzzle expert explains math behind a multitude of mystifying tricks: card tricks, stage "mind reading," coin and match tricks, counting out games, geometric dissections, etc. More than 400 tricks. 135 illustrations.

My Best Mathematical and Logic Puzzles Martin Gardner 2013-04-10 The noted expert selects 70 of his favorite "short" puzzles, including such mind-bogglers as The Returning Explorer, The Mutilated Chessboard, Scrambled Box Tops, and dozens more involving logic and basic math. Solutions included.

Self-Working Number Magic Karl Fulves 2012-05-24 Clear instructions for 101 tricks and problems, many based on important math principles. Master such number phenomena as Lightning Calculations, Giant Memory, Magic Squares, nearly 100 more. 98 illustrations.

Magicians' Tricks Henry Hatton 2013-05-23 Intriguing manual reveals how to successfully perform 140 tricks with cards, coins, balls, eggs, handkerchiefs, and other household items. Instructions for The False Shuffle, The Afghan Bands, A Traveling Wand, more. 194 black-and-white illustrations.

Psychotherapy and the Social Clinic in the United States William M. Epstein 2019-12-07 This book offers a compelling critical analysis of American society by examining the role of psychotherapy within social policy and the culture that has fashioned it. It takes a deeply critical look at 'the social clinic,' defined here as a ubiquitous organizational arrangement that includes clinical and community psychology, counseling, clinical social work, psychiatry, much of

the self-help industry, complementary and alternative medicine and others. Epstein's analysis concludes that the social clinic lacks credible evidence of effectiveness and its continued popularity expresses popular but predatory American values such as romantic individualism, the triumph of the subjective, a sense of personal and political chosenness, persistent bigotry, and a preference for tribal as opposed to civic identities. This careful examination of American society through the lens of psychotherapeutic practice characterizes the social clinic as a soothing fiction of the United States. The book offers caring services as the unrealized alternative to clinical treatment, capable of achieving greater personal adjustment as well as social and economic equality. It will appeal to readers with an interest in social welfare, public policy, and public administration, as well as to students and scholars of psychotherapy, counseling, social work, rehabilitation, and community psychology.

The Zen of Magic Squares, Circles, and Stars Clifford A. Pickover 2004-01-18 Provides a history of magic squares and similar structures, describing their construction and classification, along with informaiton on newly discovered objects.

The Expert at the Card Table S. W. Erdnase 2012-05-07 DIVThe one essential guidebook to attaining the highest level of card mastery, from false shuffling and card palming to dealing from the bottom and three-card monte, plus 14 dazzling card tricks. /div

Barrycades and Septoku: Papers in Honor of Martin Gardner and Tom Rodgers Thane Plambeck 2020-03-06 The Gathering 4 Gardner is a biannual conference founded—and for many years organized—by Tom Rodgers to celebrate the spirit of Martin Gardner. While primarily concerned with recreational mathematics, most of Gardner's intellectual interests are featured, including magic, literature, philosophy, puzzles, art, and rationality. Gardner's writing inspired several generations of mathematicians by introducing us to the joy of discovery and exploration, and the Gathering's aim is to continue that tradition of inspiration. This volume, a tribute to Rodgers and Gardner, consists of papers originally presented at the Gathering 4 Gardner meetings. Recreational mathematics is strongly prominent with contributions from Neil Sloane, Richard Guy, Solomon Golomb, Barry Cipra, Erik Demaine, and many others. There are games and puzzles, including new Nim-like games, chess puzzles, coin weighings, coin flippings, and contributions that combine art and puzzles or magic and puzzles. Two historical articles present the stories of combinatorial game theory and the search for God's number for Rubik's Cube. Anyone who finds pleasure in clever and intriguing intellectual puzzles will find much to enjoy in Barrycades and Septoku.

Alice in Puzzle-land Raymond M. Smullyan 2011 Characters from Alice's Adventures in Wonderland and Through the Looking-Glass populate these 88 intriguing puzzles. Mathematician Raymond Smullyan re-creates the spirit of Lewis Carroll's writings in puzzles involving word play, logic and metalogic,

and philosophical paradoxes. Challenges range from easy to difficult and include solutions, plus 60 charming illustrations. "An ingenious book." — Boston Globe.

Big Book of Magic Tricks Karl Fulves 2012-07-13 Learn to do astounding tricks with cards, coins, rope; also, comedy magic, mental dexterity, more. Few props and little sleight of hand needed. "The best book yet on easy-to-do magic." — Martin Gardner. 247 illustrations.

Hexaflexagons and Other Mathematical Diversions Martin Gardner 2020-10-05 Martin Gardner's Mathematical Games columns in Scientific American inspired and entertained several generations of mathematicians and scientists. Gardner in his crystal-clear prose illuminated corners of mathematics, especially recreational mathematics, that most people had no idea existed. His playful spirit and inquisitive nature invite the reader into an exploration of beautiful mathematical ideas along with him. These columns were both a revelation and a gift when he wrote them; no one--before Gardner--had written about mathematics like this. They continue to be a marvel. This volume, originally published in 1959, contains the first sixteen columns published in the magazine from 1956-1958. They were reviewed and briefly updated by Gardner for this 1988 edition.

Artifice, Ruse and Subterfuge at the Card Table S. W. Erdnase 1902

The Secrets of Houdini J. C. Cannell 2012-12-06 Classic study exposing closely-kept professional secrets and revealing, in general terms, the whole art of stage magic. 98 illustrations.

Magician's Magic Paul Curry 2012-09-19 This book by a "magician's magician" discloses the secrets behind a collection of close-up marvels — including the author's "Out of the World," reputed to be the best card trick of the past century.

Science Puzzlers Martin Gardner 1960

Science Magic Tricks Nathan Shalit 2012-12-27 Easy-to-follow instructions, clear illustrations for 50 safe, science-related tricks: making squares and lines disappear, creating a magical doorway out of paper, cutting glass with scissors, and much more.

Mental Magic Martin Gardner 2012-08-29 Professor Picanumba has dozens of surefire tricks up his sleeve — and he's willing to show junior mathemagicians how to predict the answers to 88 word and number challenges. Includes solutions and illustrations.

Bar Bets to Win Big Bucks Diamond Jim Tyler. 2020-04-15 Wager that you can show everyone something they have never seen and that after they have seen it, no one will ever see it again. Wager that someone cannot push a quarter through a

dime-sized hole in a business card without tearing the paper. Bet that a spectator will not be able to catch a falling dollar bill that is held between their outstretched fingers. A professional magician shares tricks that will amaze and confound viewers — and maybe even win a couple of bucks in a friendly bar bet. More than 60 illustrated feats range from balancing a dime on the edge of a dollar bill to rolling a cue ball under a stick placed across a pool table. These quick tricks are easy to learn and can be performed with such everyday items as coins, pencils, and matchsticks.

The Royal Road to Card Magic Jean Hugard 2012-06-28 DIVSimple-to-use book gives versatile repertoire of first rate card tricks. The authors, both expert magicians, present clear explanations of basic techniques and over 100 complete tricks. 121 figures. /div

Hubble in Space 2018-04-15 Hubble Images from Space: a Virtual Tour is a curated book of images from the Hubble telescope collected using space-based instruments from 1990 to 2017. This amazing selection contains new images of space and classic Hubble favorites. All the major players of space are represented in this colorful array of images: planets, moons, comets, exoplanets, solar systems, stars, supernovas, the Milky Way, galaxies, black wholes, nebulae, and more. Experience the near and far of our universe, evidence of its primordial beginnings, its vastness, and a great variety of evidence of stellar and galactic evolution through these awe inspiring colorful images.

Mathematical Circus Martin Gardner 2020-10-06 Martin Gardner's Mathematical Games columns in Scientific American inspired and entertained several generations of mathematicians and scientists. Gardner in his crystal-clear prose illuminated corners of mathematics, especially recreational mathematics, that most people had no idea existed. His playful spirit and inquisitive nature invite the reader into an exploration of beautiful mathematical ideas along with him. These columns were both a revelation and a gift when he wrote them; no one--before Gardner--had written about mathematics like this. They continue to be a marvel. This volume, first published in 1979, contains columns published in the magazine from 1968-1971. This 1992 MAA edition contains a foreword by Donald Knuth and a postscript and extended bibliography added by Gardner for this edition.

Mathematical Magic William Simon 1993-01-01 Stimulating treasury of entertaining tricks, stunts, and magical effects based on such mathematical principles and ideas as magic squares, the Fibonacci Series, Moebius strips, cycloids, topology, and more. Only simple props required: from playing cards and matches to coins. No magic or mathematical skills needed.

Martin Gardner's Science Magic Martin Gardner 2012-09-19 Fun and fascinating, 89 simple magic tricks will teach both children and adults the scientific principles behind electricity, magnetism, sound, gravity, water, and more. Only basic everyday items are needed. Includes 89 black-and-white illustrations.

Magical Mathematics Persi Diaconis 2015-10-13 "Magical Mathematics reveals the secrets of amazing, fun-to-perform card tricks--and the profound mathematical ideas behind them--that will astound even the most accomplished magician. Persi Diaconis and Ron Graham provide easy, step-by-step instructions for each trick, explaining how to set up the effect and offering tips on what to say and do while performing it. Each card trick introduces a new mathematical idea, and varying the tricks in turn takes readers to the very threshold of today's mathematical knowledge. For example, the Gilbreath principle--a fantastic effect where the cards remain in control despite being shuffled--is found to share an intimate connection with the Mandelbrot set. Other card tricks link to the mathematical secrets of combinatorics, graph theory, number theory, topology, the Riemann hypothesis, and even Fermat's last theorem. Diaconis and Graham are mathematicians as well as skilled performers with decades of professional experience between them. In this book they share a wealth of conjuring lore, including some closely guarded secrets of legendary magicians. Magical Mathematics covers the mathematics of juggling and shows how the I Ching connects to the history of probability and magic tricks both old and new. It tells the stories--and reveals the best tricks--of the eccentric and brilliant inventors of mathematical magic. Magical Mathematics exposes old gambling secrets through the mathematics of shuffling cards, explains the classic street-gambling scam of three-card monte, traces the history of mathematical magic back to the thirteenth century and the oldest mathematical trick--and much more"-

52 Ways to Cheat at Poker Allan Kronzek 2008-03-25 Thoroughly illustrated and researched, and enlivened with historical sidebars, 52 Ways to Cheat at Poker is essential reading for anyone who plays cards for money—or anyone interested in the ingenious ways cheats steal your money while appearing to do nothing at all. It's no news that cheating pervades American culture. Americans cheat on taxes, tests, sports and spouses. But the largest arena for cheating may be at the poker table! With an estimated 60-80 million Americans playing poker every week—for the highest stakes ever—you can be sure that not everyone is playing by the rules! In this fascinating look at the card sharper's art—from its origins in Renaissance Italy to the high-tech methods of today—deception expert Allan Kronzek reveals 52 of the most diabolical scams ever invented. Topics include codes and signaling systems, hidden cameras and miniature ear pieces, false shuffles, cuts and deals, peeking and flashing, deck and card switches, culling, instant stacks, marked cards, location play, the cooler, and dozens of other devious devices. Each chapter zeroes in on a single cheating concept and provides expert advice on how to spot and foil the scam (when possible!). You'll learn the secrets of shade, flash, and juice—the subtlest marking systems; why cutting the cards doesn't guarantee an honest deal, how a crooked dealer can stack the flop in hold 'em, why casino card rooms are not 100% safe, and how cheating crews crush the opposition without marked cards or sleight of hand.

Self-Working Rope Magic Karl Fulves 1990 From one of today's foremost experts: a guidebook with clear instructions and over 400 step-by-step illustrations

that show readers how to perform 70 of the best, easiest-to-master, most entertaining rope tricks ever created.

The Cumulative Book Index 1999

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536 Puzzles and Curious Problems Henry E. Dudeney 2016-08-17 This compilation of long-inaccessible puzzles by a famous puzzle master offers challenges ranging from arithmetical and algebraical problems to those involving geometry, combinatorics, and topology, plus game, domino, and match puzzles. Includes answers.

The Book on Games of Chance Gerolamo Cardano 2015-11-04 Mathematics was only one area of interest for Gerolamo Cardano — the sixteenth-century astrologer, philosopher, and physician was also a prolific author and inveterate gambler. Gambling led Cardano to the study of probability, and he was the first writer to recognize that random events are governed by mathematical laws. Published posthumously in 1663, Cardano's Liber de ludo aleae (Book on Games of Chance) is often considered the major starting point of the study of mathematical probability. The Italian scholar formulated some of the field's basic ideas more than a century before the better-known correspondence of Pascal and Fermat. Although his book had no direct influence on other early thinkers about probability, it remains an important antecedent to later expressions of the science's tenets.

Thinking Matters: Critical Thinking As Creative Problem Solving Gary R Mar 2021-08-10 The ancient Roman orator Horace (65 B.C.-8 B.C.) wrote, 'Control your mind or it will control you.' In today's society we are faced with more information, and more complex information, than ever. Faced with making decisions, we can feel overwhelmed and helpless. One way to become less helpless — to gain control over our lives — is to gain control over our own thinking. We can feel helpless when faced with this barrage of information, opinions, data, and conflicting arguments if we lack the skills to quickly grasp and critically evaluate them. This book is designed to impart these kinds of skills.Any course in a university should do more than teach information — in nearly every field, 'facts' become obsolete quickly. The goals of Thinking Matters are to help you: The text is punctuated with exercises or 'personal experiments' to challenge and stimulate your curiosity. These exercises may take the form of an inventory to be taken, a puzzle to be solved, or some thoughts to ponder.The first module Thinking Matters: Critical Thinking as Creative Problem Solving introduces the student to all the above topics — logic, probability, argument forms and fallacies, ethical reasoning, algorithms, and computational thinking — through logic puzzles and games and mathematical magic tricks.

More Mathematical Puzzles of Sam Loyd Sam Loyd 1960-01-01 Second collection of amusing, thought-provoking problems and puzzles from the "Cyclopedia."

Arithmetic, algebra, speed and distance problems, game theory, counter and sliding block problems, similar topics. 166 problems. 150 original drawings, diagrams.

Undiluted Hocus-Pocus Martin Gardner 2015-11-03 The autobiography of the beloved writer who inspired a generation to study math and science Martin Gardner wrote the Mathematical Games column for Scientific American for twenty-five years and published more than seventy books on topics as diverse as magic, religion, and Alice in Wonderland. Gardner's illuminating autobiography is a candid self-portrait by the man evolutionary theorist Stephen Jay Gould called our "single brightest beacon" for the defense of rationality and good science against mysticism and anti-intellectualism. Gardner takes readers from his childhood in Oklahoma to his varied and wide-ranging professional pursuits. He shares colorful anecdotes about the many fascinating people he met and mentored, and voices strong opinions on the subjects that matter to him most, from his love of mathematics to his uncompromising stance against pseudoscience. For Gardner, our mathematically structured universe is undiluted hocus-pocus—a marvelous enigma, in other words. Undiluted Hocus-Pocus offers a rare, intimate look at Gardner's life and work, and the experiences that shaped both.

Self-Working Card Tricks Karl Fulves 2012-04-30 Noted magician and magic authority offers 72 tricks that work automatically through nature of card deck. No sleight of hand needed. Often spectacular. 42 illustrations.

Fads and Fallacies in the Name of Science Martin Gardner 2012-05-04 Fair, witty appraisal of cranks, quacks, and quackeries of science and pseudoscience: hollow earth, Velikovsky, orgone energy, Dianetics, flying saucers, Bridey Murphy, food and medical fads, and much more.

Martin Gardner's Table Magic Martin Gardner 1998 Excellent guide to dozens of mystifying acts of deception provides aspiring magicians with all the information they need to perform professional-quality tricks. Step-by-step instructions and nearly 200 easy-to-follow diagrams show how to make cards vanish and reappear, get coins to pass through solid objects, make articles mysteriously travel from one location to another, more.

Codes, Ciphers and Secret Writing Martin Gardner 2013-04-10 Cipher and decipher codes: transposition and polyalphabetical ciphers, famous codes, typewriter and telephone codes, codes that use playing cards, knots, and swizzle sticks . . . even invisible writing and sending messages through space. 45 diagrams.

Mathematical Magic Show Martin Gardner 2020-10-06 Martin Gardner's Mathematical Games columns in Scientific American inspired and entertained several generations of mathematicians and scientists. Gardner in his crystal-clear prose illuminated corners of mathematics, especially recreational mathematics, that most people had no idea existed. His playful spirit and inquisitive nature invite the reader into an exploration of beautiful mathematical ideas along

with him. These columns were both a revelation and a gift when he wrote them; no one--before Gardner--had written about mathematics like this. They continue to be a marvel. This volume, first published in 1977, contains columns published in the magazine from 1965-1968. This 1990 MAA edition contains a foreword by Persi Diaconis and Ron Graham and a postscript and extended bibliography added by Gardner for this edition.

Perplexing Puzzles and Tantalizing Teasers Martin Gardner 1988 Combines two previously published works, resulting in ninety-three brain-teasing puzzles, riddles, and questions with an emphasis on humor.