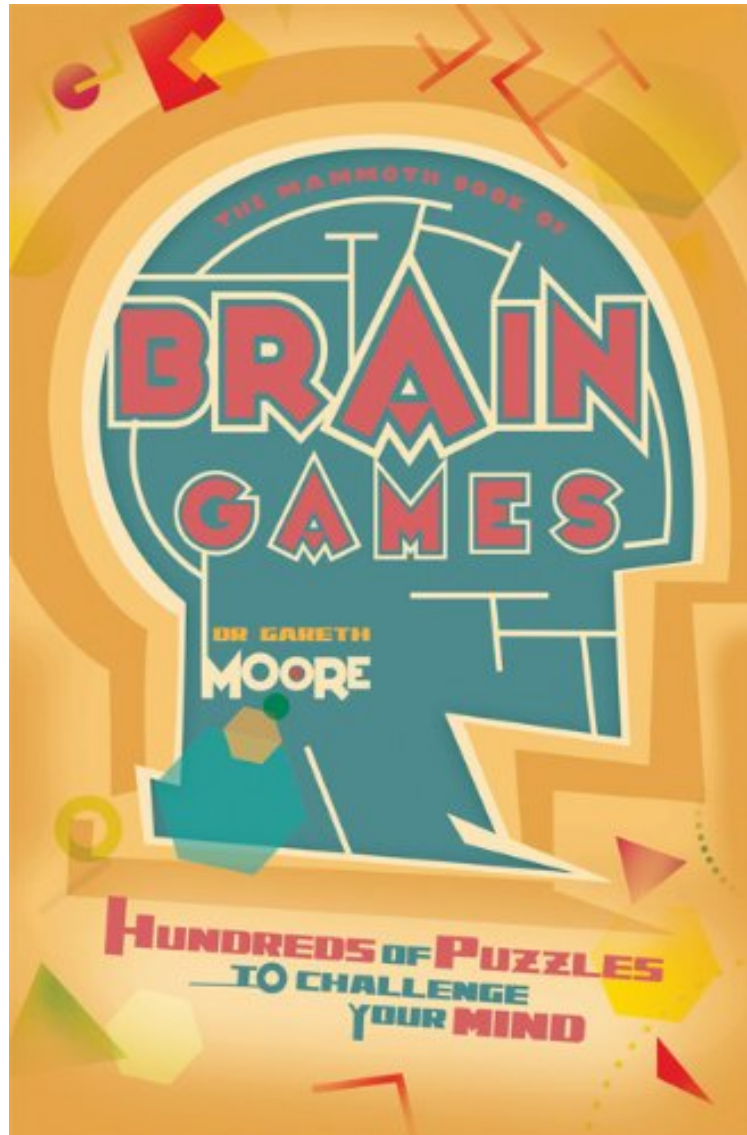


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The Mammoth Book of Brain Games

Gareth Moore

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Gareth Moore : The Mammoth Book of Brain Games before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Mammoth Book of Brain Games:

1 of 1 people found the following review helpful. Five Stars By Bruce MacDonell Nice puzzles. 4 of 4 people found the following review helpful. Brained Up! By Another Floyd I'm going to miss this book. I've had it with me in my camper for the past 3 months. While it's designed to provide a puzzle a day for a year (** sort of -- see below), I did about 4 puzzles a day, and have just finished it. There are 78 types of puzzles in the book, with about 4 of each type spaced

throughout. They generally get more difficult as you go. There were old standbys, such as Sudoku, crosswords, word searches, mazes, number sequences, cryptograms and word builders; pencil and paper versions of Minesweeper and Battleship; and a whole bunch of other puzzle types that focused on logic, math, language, visualization and observation. Many of the puzzle types were new to me, even though I've gone through several variety puzzle books in the past. Among these new types, my favorites were Skyscraper, Easy as ABC, Kakuro, Kropki, Word Chains, Killer Sudoku, Four Winds, Lighthouses, Futoshiki. While some puzzle types listed a country of origin or historical note, I don't know if some of these favorites are standards, or if the author invented them on his own. For many of the puzzle types, there was a small image of a solved example puzzle, right next to the instructions -- very helpful in grasping new challenges. The book incorporates a scoring system, both per puzzle, and cumulative, for the whole book. I had set myself what seemed a good goal of 5000 out of 8500 points possible, and, I did exceed that goal. Solutions are provided at the end of each week. I did not dispute the legitimacy of any of the solutions. The puzzles I least favored were the Crypto Crosswords. These puzzles were worth more points than the other types. Described as a standard type puzzle, the clues were oddly phrased to include something that was to relate cryptically, along with a bit of normal clue. After I threw in the towel and/or peaked at the answers on the first Crypto Crosswords, I was unimpressed with the "logic" of the clues. On the final Crypto Crossword, I was able to score 60 of 100, and considered that a victory. I don't know if these clues were typical for this type puzzle, or, if maybe the author wasn't so good at making them, or, if maybe it's just another puzzle type that I would find routine after doing dozens of them over months or years. And, a few more criticisms: 1) A couple of the easier puzzles were visualizations that involved mentally moving 6 pieces of a sectioned keyboard character around, to identify the letter or symbol. The "font" used for two of them was awful, resulting in finished characters that barely resembled the real keyboard characters. 2) A couple of the puzzles had editing errors, such as where the instructions referred to placing numerals, when the puzzle actually called for placing letters.** Each week ended not with a puzzle, but with a few paragraphs of text that would touch on thinking strategies, or philosophical or lifestyle points that relate to strengthening a healthy brain. While this material could easily come off as pretentious, preachy, boring or goofy, the pieces were thoughtfully and lightly written, ending with bullet-point suggestions or goals that one might enjoy as follow-up. I will definitely consider buying additional puzzle books by Dr. Gareth Moore. 0 of 0 people found the following review helpful. Wake-up book By Lars Watts 78 different types of puzzle! Amazing. This is my wake up book. Many of the puzzles are quite short so that helps me get my brain going quickly. A few of them were a little too difficult, though, like the crypto crosswords. I was never good at crosswords in general, though. In any case, this book is a work of genius by Gareth Moore and I highly recommend it!

One Year To A BETTER BRAIN! A 52-Week Program To Make You Sharper, Day By Day A fun program- featuring LOGIC, OBSERVATION, NUMBER, and WORD PUZZLES, in categories such as reasoning, concentration, and speed- that will help to build new brain skills in just a few minutes each day. At the end of each week, a "re-thinking" page features a range of suggestions and ideas to help improve your memory and unleash your creativity, challenging you to make better use of your brain in your daily life. An exceptionally wide range of content - 78 entirely different types of puzzles, none of which repeats within a quarter of a year- provides the novelty that helps a brain to thrive, while puzzles of the same type are carefully arranged in order of increasing difficulty through the book. A scoring system helps to keep you motivated as you improve week by week, with the final pages of each week's puzzles offering you the chance to calculate your BRAIN RANK as another way to keep pushing yourself.

About the Author Dr. Gareth Moore is the author of over 30 brain-training and puzzle books, and publishes the regular logic puzzle collection Sudoku Xtra and the popular online puzzle site PuzzleMix.com. He lives in Hampshire, England.