Martin Gardner S Science Magic Tricks Puzzles

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Worlds in Collision David Meyer Magic Books

Presents ninety-five tricks and short experiments, each with a supply list and simple explanation as to why it works and involving such common items as pencils, playing cards, magnets, and plastic cups.

Killers of the Flower Moon
Sterling Publishing Company Incorporated
An anthology of fifty-four essays representing nearly sixty years of work encompasses topics ranging from the mysteries of quantum physics to the question of the existence of God to the paradox of the significance of nothing

Mathematical Card Magic Bantam

A prominent popular science writer presents simple instructions for 100 illustrated experiments. Memorable, easily understood experiments illuminate principles related to astronomy, chemistry, physiology, psychology, mathematics, topology, probability, acoustics, other areas.

Magical Mathematics Vintage 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.

Are Universes Thicker Than Blackberries? Princeton University Press 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.

Science Magic American Mathematical Soc.
In this volume, world-leading puzzle designers, puzzle collectors, mathematicians, and magicians continue the tradition of honoring Martin Gardner, who inspired them to enter mathematics, to enter magic, to bring magic into their mathematics, or to bring mathematics into their magic. This edited collection contains a variety of articles connected t *Martin Gardner's Sixth Book of Mathematical Games from Scientific American* Courier Corporation 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.
The Whys of a Philosophical Scrivener W. W. Norton & Company

The author presents a selection of pieces from his Scientific American "Mathematical Games" column, presenting puzzles and concepts that range from arithmetic and geometrical games to the meaning of M.C. Escher's artwork.
The Book of Magic American Mathematical Soc.
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.

Wheels, Life and Other Mathematical Amusements CRC Press

"I have always been intrigued by fringe science," writes Martin Gardner in the preface to this book, "perhaps for the same reason that I enjoy freak shows and circuses. Pseudoscientists,

especially the extreme cranks, are fascinating creatures for psychological study. Moreover, I have found that one of the best ways to learn something about any branch of science is to find out where its crackpots go wrong." A unique combination of horse sense and drollery has made Martin Gardner the undisputed dean of the critics of pseudoscience. This bountiful collection of essays and articles will be wholeheartedly greeted by Gardner's fans, as well as by new readers. This collection of articles - many of which first appeared in the Skeptical Inquirer, the New York Review of Books, and Free Inquiry - explores pseudoscience and strange religious beliefs with the author's trademark wit and verve. Destined to be a classic of skeptical literature, this book covers a wide range of topics - including UFOs, rainmaking, ghosts, the Big Bang, ESP, Oral Roberts, as well as the early

history of spiritualism and today's bizarre "trance channeling" cults.

The Night Is Large Viking Juvenile Mathematical card effects offer both beginning and experienced magicians an opportunity to entertain with a minimum of props. Featuring mostly original creations, Mathematical Card Magic: Fifty-Two New Effects presents an entertaining look at new mathematically based card tricks. Each chapter contains four card effects, generally starting with simple applications of a particular mathematical principle and ending with more complex ones. Practice a handful of the introductory effects and, in no time, you'll establish your reputation as a "mathemagician." Delve a little deeper into each chapter and the mathematics gets more interesting. The author explains the mathematics as needed in an easy-to-follow way. He also provides additional details, background, and suggestions for further explorations. Suitable for recreational math buffs and amateur card lovers or as a text in a first-year seminar, this color book offers a diverse

collection of new mathemagic principles and effects. *Entertaining Science Experiments with Everyday Objects* Scientific American Combines two previously published works, resulting in ninety-three brain-teasing puzzles, riddles, and questions with an emphasis on humor.

The Colossal Book of Mathematics

Courier Corporation 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 is a collection of Irving Joshua

Matrix columns published in the magazine from 1960-1980. There were several collections of Dr. Matrix, the first in 1967; they were revised as Gardner reconnected with the good doctor over the years. This is the 1985 Prometheus Books edition and contains all the Dr. Matrix columns from the magazine.

Hexaflexagons and Other Mathematical Diversions Courier Corporation The mathematics behind some of the world's most amazing card tricks Magical Mathematics reveals the secrets of 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. Diaconis and Graham tell the stories—and reveal

the best tricks—of the eccentric and brilliant inventors of mathematical magic. The book 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 oldest mathematical trick—and much more. Undiluted Hocus-Pocus Macmillan

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 is the original 1983 edition and contains columns published from 1970-1972. It includes three columns on the game of Life. *Science Puzzlers* Courier Corporation Playing with mathematical riddles can be an intriguing and fun-

filled pastime — as popular science writer Martin Gardner proves in this entertaining collection. Puzzlists need only an elementary knowledge of math and a will to resist looking up the answer before trying to solve a problem. Written in a light and witty style, Entertaining Mathematical Puzzles is a mixture of old and new riddles, grouped into sections that cover a variety of mathematical topics: money, speed, plane and solid geometry, probability, topology, tricky puzzles, and more. The probability section, for example, points out that everything we do, everything that happens around us, obeys the laws of probability; geometry puzzles test our ability to think pictorially and often, in more than one dimension; while topology, among the "youngest and rowdiest branches of modern geometry," offers a glimpse into a strange dimension where properties remain unchanged, no matter how a figure is twisted,

stretched, or compressed. Clear and concise comments at the beginning of each section explain the nature and importance of the math needed to solve each puzzle. A carefully explained solution follows each problem. In many cases, all that is needed to solve a puzzle is the ability to think logically and clearly, to be "on the alert for surprising, off-beat angles...that strange hidden factor that everyone else had overlooked." Fully illustrated, this engaging collection will appeal to parents and children, amateur mathematicians, scientists, and students alike, and may, as the author writes, make the reader "want to study the subject in earnest" and explains "some of the inviting paths that wind away from the problems into lusher areas of the mathematical jungle." 65 black-and-white illustrations. **Fads and Fallacies in the Name of Science** Courier Corporation "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"- <u>Mathematics, Magic and Mystery</u> Princeton University Press This volume

comprises an imaginative collection of pieces created in tribute to Martin Gardner. Perhaps best known for writing Scientific American's "Mathematical Games" column for years, Gardner used his personal exuberance and fascination with puzzles and magic to entice a wide range of readers into a world of mathematical discovery. This tribute

Smart Science Tricks Paradigma Ltd 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. <u>Mathematical Magic Show</u> American Mathematical Soc. Step-by-step instructions and nearly 200 simple diagrams show beginners how to make cards vanish and reappear, get coins to pass through solid objects, make articles mysteriously travel from one location to another, and more.