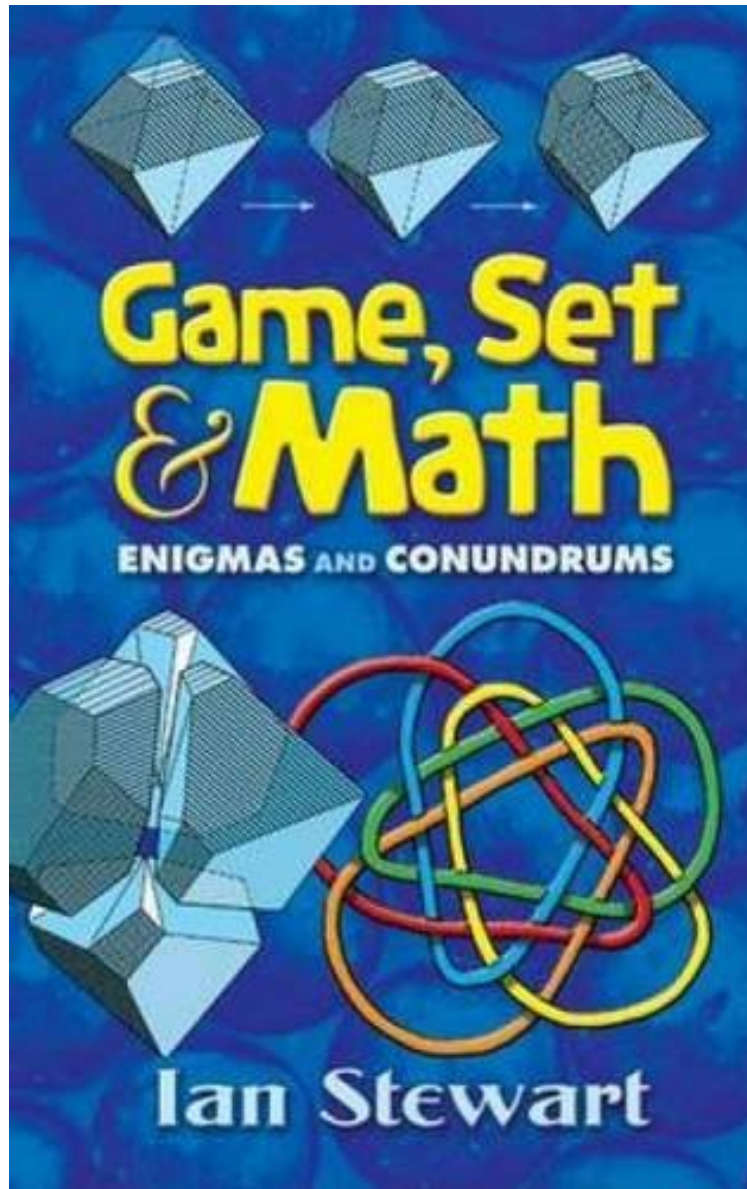


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## Game, Set and Math: Enigmas and Conundrums (Dover Books on Mathematics)

*Ian Stewart*

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**Ian Stewart : Game, Set and Math: Enigmas and Conundrums (Dover Books on Mathematics)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Game, Set and Math: Enigmas and Conundrums (Dover Books on Mathematics):

4 of 6 people found the following review helpful. Interesting but difficult  
By Bob McGrew  
The book is a set of puzzles for the reader to solve, often involving a family of worms that have to split a blanket, cut a cheese, or some other commonplace task that nonetheless can take mathematics to solve in the required way. The author originally wrote the puzzles for the French edition of Scientific American. Some of the mathematics involved is the standard (but interesting) pop-math like games with infinity, but others get into topology and higher mathematics. While many of the puzzles are quite interesting, a few will lose the casual reader (even the well-informed casual reader.) Nevertheless, the pleasure of sticking it out for the good ones repays the pain.

Twelve essays take a playful approach to the subject, exploring how to play poker over the telephone without the possibility of cheating, how to distinguish plausible fallacies from unbelievable facts, and how to cope mathematically with contorted worms, drunken tennis players, and snakes that eat their own tails. Former columnist for Scientific American's "Mathematical Games" section, Ian Stewart is a professor at the University of Warwick and the author of Another Fine Math You've Got Me Into... and a score of other books of mathematical recreations, popular science, and science fiction. In this collection of pun-studded fables, he once again exercises his immense talent for transforming complicated concepts of modern mathematics into stimulating, accessible fun. Stewart introduces the different kinds of infinity, explains how to build your own virus, explores the brighter ideas of Pascal and Fermat, and even offers a dozen different puzzles for the twelve days of Christmas.