A Puzzle a Day
A Collection of Mathematical Problems for Every Day of the School Year
Vivian Lucas

Summary
Although primarily written for pupils aged 11-16, these puzzles do not require a high level of syllabus knowledge, making them accessible to a wide range of ages and abilities. Two levels of difficulty are provided for each entry. There are 180 puzzles, offering two similar ones on each of a wide variety of topics. They can be used as a daily displayed competition for pupils to enter and a winner can be picked from the day’s entries. It helps to increase interest, to reinforce mathematical vocabulary and of course the puzzles are fun to do. Complete with answers.

Contributor Bio
Vivian Lucas is a former head of Mathematics at a school in Derby, UK. Her creative books have been used by tens of thousands of teachers worldwide in millions of lessons.

Mathematical Snacks
A Collection of Interesting Ideas to Fill Those Spare Moments
Jon Millington

Summary
A collection of interesting topics and ideas to fill spare moments... 45 topics and mathematical ideas for the classroom or home, which are quick to introduce and set up but also genuinely stimulating and enriching. Although primarily designed to fill spare moments in normal lessons, they enliven clubs, quizzes and end of term activities. They are an ideal source of thought-provoking investigations for those who need stimulating puzzles and explorations. Complete with answers and lots of follow-on material.
**Strategy Games**
*A Collection of 50 Games & Puzzles to Stimulate Mathematical Thinking*
J Sheppard, J Wilkinson

**Summary**
These games have been chosen or adapted from games played all over the world. For each there is a blackline master sheet which gives the board and the rules. Children then try to work out a winning or not losing strategy within those rules. Later, they are encouraged to alter them and to explore the effect such changes have on the strategy of the game. Extensive teachers notes are included.

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**Big Book of Crosswords Book 7**
*300 Quick Crossword Puzzles*
Collins Puzzles
Coffee Break Crosswords Book 3
200 Quick Crossword Puzzles
Collins Puzzles

Test your linguistic abilities with 200 new quick crossword puzzles, designed to challenge your word power and general knowledge?

Summary
Test your linguistic abilities with 200 new quick crossword puzzles, designed to challenge your word power and general knowledge? Keep your mind sharp and improve your word power at the same time. Ideal for whiling away those long commutes, travelling on holiday or relaxing at home. Solve the wordplay clues using your general knowledge and language skills.

Contributor Bio
Collins has been publishing educational and informative books for almost 200 years. Throughout this rich heritage we have maintained an impressive record in creating market-leading products across various sectors.
The Sun Quick Crossword Book 7
200 Fun Crosswords From Britain’s Favourite Newspaper
The Sun

A cracking collection of the unique two-speed crossword puzzle from The Sun. With 160 puzzles both with quick and cryptic style clues for the same puzzle, you have all you need for a word workout with this fantastic puzzle.

Summary
A cracking collection of the unique two-speed crossword puzzle from The Sun. With 160 puzzles both with quick and cryptic style clues for the same puzzle, you have all you need for a word workout with this fantastic puzzle. The two-speed crossword puzzles appear daily in The Sun, Britain’s bestselling daily newspaper. Providing a unique challenge amongst crosswords, each puzzle has a set of cryptic and coffee-time, quick definition-style clues, so that you can choose either to take your time, or to head for the speedy conclusion, with both sets of clues leading to the same answer. These crosswords do not rely on topical knowledge and can be enjoyed at any time, any place. This collection of 160 crosswords will appeal to anyone seeking a fun and informative break from daily life.

Contributor Bio
The Sun is a daily tabloid newspaper published in the United Kingdom and Ireland with an average daily readership of approximately 7 million.
The Sunday Times Jumbo General Knowledge Crossword

50 General Knowledge Crosswords
The Times Mind Games, Peter Biddlecombe

A jumbo crossword puzzle workout to stimulate the brain cells and test your all-round general knowledge with 50 large grid puzzles from The Sunday Times.

Summary
A jumbo crossword puzzle workout to stimulate the brain cells and test your all-round general knowledge with 50 large grid puzzles from The Sunday Times. These puzzles use the 23 x 23 jumbo-size grid, and appeared in the pages of the Sunday Times, they offer an entertaining and stimulating challenge to all crossword lovers and anyone interested in quizzes, trivia and testing their knowledge. Contains more general knowledge clues than the standard Times Jumbo crossword, for example names of famous people, titles of songs, books, films, plays, operas, musicals and TV shows; places and sights, quotations – questions with one or more words in a quote to identify as the answer.

Contributor Bio
Times Mind Games brings together the very best puzzles from the pages of The Times: Cryptic and General Knowledge Crosswords, Jumbo Crosswords, Codewords, all levels of Su Doku and mixed number puzzles and word-based games and quizzes.

The Times 2 Jumbo Crossword Book 15

60 World-Famous Crossword Puzzles From The Times2
The Times Mind Games, John Grimshaw

Contributor Bio
Times Mind Games publish a range of mind-boggling, high-quality puzzles including Times General Knowledge Crosswords, Cryptic Crosswords, Jumbo Crosswords, Quick Cryptic Crosswords, Codewords and Su Doku.
The Times Cryptic Crossword Book 24

100 World-Famous Crossword Puzzles
The Times Mind Games, Richard Rogan

Contributor Bio
Times Mind Games publish a range of mind-boggling, high-quality puzzles including Times General Knowledge Crosswords, Cryptic Crosswords, Jumbo Crosswords, Quick Cryptic Crosswords, Codewords and Su Doku. Richard Rogan comes from Northern Ireland, and studied French at university. A crossword addict from an early age, he started compiling puzzles for his parents and gradually started having puzzles published, first in the Listener in the Times. He became a regular setter for the Times Crossword in 2004, and gave up a career in IT to become the paper’s crossword editor in 2014. He lives in Cheltenham with his wife and young son, and his interests outside crosswords include running and reading.

The Times Quick Crossword Book 24

100 General Knowledge Puzzles from The Times 2
The Times Mind Games, John Grimshaw, Times2

Summary
Give your memory a workout, stimulate your brain and hone your general knowledge with 100 definition-only puzzles from The Times.

Contributor Bio
Times Mind Games brings together the very best puzzles from the pages of The Times: Cryptic and General Knowledge Crosswords, Jumbo Crosswords, Codewords, all levels of Su Doku and mixed number puzzles and word-based games and quizzes.
The Times Quick Cryptic Crossword Book 5
The Times Mind Games, John Grimshaw, Times2

100 puzzles from The Times adapting the cryptic puzzle for those with a hectic lifestyle and schedule. Ideal for those starting out with cryptic crosswords, and those who'd like to tackle the main puzzle but feel daunted, or who can perhaps only solve a handful of clues.

Summary
100 puzzles from The Times adapting the cryptic puzzle for those with a hectic lifestyle and schedule. Ideal for those starting out with cryptic crosswords, and those who'd like to tackle the main puzzle but feel daunted, or who can perhaps only solve a handful of clues. Appearing Monday to Friday in the puzzle pages of Times2, this crossword has a reduced 13x13 grid size and reduced difficulty too, the intention being to encourage people to take their first steps in tackling cryptic crosswords. And also to cater for those of us who have limited time to devote to our favourite pastime and need a ready-made set of puzzles that is solvable in a short space of time.

Contributor Bio
Times Mind Games brings together the very best puzzles from the pages of The Times: Cryptic and General Knowledge Crosswords, Jumbo Crosswords, Codewords, all levels of Su Doku and mixed number puzzles and word-based games and quizzes.

Write a Letter
Put Pen to Paper and Put a Smile on the Face of a Stranger, a Friend or Yourself
Jodi Ann Bickley

Summary
PROMPTS TO GET YOU WRITING.
BEAUTIFUL WRITING PAPER YOU CAN SEND TO FRIENDS.
SAMPLE LETTERS TO INSPIRE YOU.
WRITE A LETTER HAS EVERYTHING YOU NEED TO START WRITING.

What would you say to your ten year old self?
Your mum?
Your best friend?

It's not what you say, it's the way that you say it. And there's no better way of talking to somebody than with a letter. Nothing else matches the intimacy, care and fulfilment found in sending and receiving letters.

A letter can be the greatest gift. It's a keepsake, a captured memory, an heirloom. This book contains everything you need -- from the prompts to get you writing to the paper to write on -- to begin connecting with people in a slower, more personal way. And for you, the writer, it is a mindful, meditative practice; a way back to yourself.

Say it with a letter. Spark new conversations, reconnect with old friends, and discover the joy of correspondence.

Contributor Bio
Jodi Ann Bickley is an author, performer and a lady on a mission. She is founder of the One Million Lovely
Petrifying Zombie Puzzle Book
Infectious Puzzles Inspired by the World of The Walking Dead
Jason Ward

Summary
In the Petrifying Zombie Puzzle Book you'll help Rick, Daryl, Michonne, and Maggie avoid herds of walkers, escape the clutches of the villains you love to hate like the Governor and Negan, and discover the evil that lies at the heart of Terminus with a series of in-character puzzles, riddles, and brainteasers. So get your crossbows ready and remember: "Fight the dead. Fear the living." Each puzzle has either a zombie/walker theme or uses the beloved (and hated) characters from the TV show and graphic novels. With fantastically dark and gruesome artworks throughout the book to illustrate every brainteaser, the Petrifying Zombie Puzzle Book will frighten even the most hardened zombie fan.

Contributor Bio
Jason Ward is a celebrated entertainment writer and puzzle creator. His work has appeared in the Guardian, Little White Lies, Dazed, Curzon, the Quietus, and IdeasMag.

Solve It Like Sherlock
Test Your Powers of Reasoning Against Those of the World's Most Famous Detective
Stewart Ross

Summary
This intriguing book presents 25 new Sherlock Holmes cases and challenges you to pit your powers of deduction against those of the Great Detective. Full of the atmosphere and ambience of 221b Baker Street, you'll feel like you've stepped back into the pages of Arthur Conan Doyle—except, this time, with the chance to prove you're a match for the super sleuth. Each case provides all the evidence you'll need to crack it, provided you're sharp enough to pick up on all the clues, with challenges from codebreaking to lateral thinking, memory to logic, and of course, how Sherlock came up with the solutions can be found at the back of the book in case you're feeling more like Watson than Holmes. The detective managed to solve 24 out of the 25 cases in this book—perhaps you can go one better.

Contributor Bio
Stewart Ross is the author of adult fiction and nonfiction titles, as well as various prize-winning books for children (his book The Story of Scotland won the Saltire Society prize).
Geometric Snacks
Bite Size Problems and How to Solve Them
Ed Southall, Vincent Pantaloni

Summary
"A deliciously tasty, pocket-sized puzzle book by Ed Southall and Vincent Pantaloni. The idea behind the book is to show that problems can be solved in several ways, which means that, say the authors: "once a puzzle is solved, there are further surprises, insights and challenges to be had." Alex Bellos, Guardian

Geometry Snacks is a bestselling mathematical puzzle book filled with geometrical figures and questions designed to challenge, confuse and ultimately enlighten enthusiasts of all ages. Each puzzle is carefully designed to draw out interesting phenomena and relationships between the areas and dimensions of various shapes. Furthermore, unlike most puzzle books, the authors offer multiple approaches to solutions so that once a puzzle is solved, there are further surprises, insights and challenges to be had. As a teaching tool, Geometry Snacks enables teachers to promote deep thinking and debate over how to solve geometry puzzles. Each figure is simple, but often deceptively tricky to solve – allowing for great classroom discussions about ways in which to approach them. By offeri...

Contributor Bio
Ed Southall is a teacher trainer at Huddersfield University in the UK, and the author of "Yes But Why? Teaching for Understanding in Mathematics". Ed has taught mathematics for 14 years in secondary schools both in the UK and the Middle East. He has deve...
Magic Moving Images
Animated Optical Illusions
Colin Ord

Summary
Gaze in wonder as mysterious images transform into magical animations. Make the horse gallop, a flag wave, 3D objects turn, and see London landmarks come to life. Many other familiar objects spin, rotate and animate through the pages of the book. All you need is the special acetate overlay provided to bring the images to life.

Contributor Bio
Colin Ord produced this book well before other competitors. He is a designer and inventor.

The Magnificent Maps Puzzle Book
Puzzle Quiz Book
Philip Parker

Summary
The British Library has one of the largest and most impressive cartographic collections in the world, including manuscript maps and atlases, administrative records and plans, large-scale surveys, and digital maps. From this rich resource, 100 fascinating examples ranging from world and city maps, celestial and sea charts, literary and statistical maps, curiosities and fake maps have been selected as the basis for this puzzle book. Each map is faithfully reproduced with a description of its creation and use, followed by details showing areas of particular interest. Readers are asked to scrutinize the maps to answer a series of historical and geographical questions, all the while enjoying new perspectives on the world we live in provided by our eclectic and extensive archive.

Contributor Bio
The Ripper Case Files
Tim Dedopulos

Summary
The Ripper Case Files provides hours of in-depth sleuthing for the macabre-minded. There are 10 cases to be cracked, each of which requires you to answer a question at three points—the beginning, the middle, and the end. Welcome to the murky underbelly of Victorian London, where Jack the Ripper still roams free—he must be caught before the public discovers that his gruesome murder spree continues. You must use your powers of deduction to outwit the Victorian detectives and solve the monstrous cases presented, culminating in uncovering the Ripper himself! This grisly collection of crimes isn't for the faint of heart, packed with shocking details and insider police knowledge; there will be twists and turns to keep even the keenest-eyed amateur PIs on their toes.

Contributor Bio
Tim Dedopulos is an author, puzzle setter, and editor. He worked for Wizards of the Coast and White Wolf, and has written role-playing games and fiction. He is the author of The Greatest Puzzles Ever Solved and The Ultimate 1001 Puzzle Book.

Anti-Stress Puzzles
Refocus Your Thoughts and Revive Your Mind
Gareth Moore

Summary
Don’t let life’s frustrations, hassles, and demands get you down. In this book you'll find dozens of tests and puzzles that will take your mind off your current worries, exercise your brain, and refocus your thoughts in a positive and constructive way.

Contributor Bio
Anti-Stress Word Searches
Refocus Your Thoughts and Revive Your Mind
Gareth Moore

Anti-Stress Word Searches will keep you entertained and infuriated in equal measure whenever you have time to spare.

Summary
Anti-Stress Word Searches will keep you entertained and infuriated in equal measure whenever you have time to spare. With over 200 brand word search puzzles to complete, and for those who need a little help, the answers are all to be found in the back!

Contributor Bio

Jumble® Ever After
A Lifetime of Puzzles!
Tribune Content Agency LLC

Summary
For sixty-five years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and certain letters from each word are used to form the answer to the puzzle.

Contributor Bio
Tribune Content Agency, based in Chicago, Illinois, distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.
**Jumble® Jubilation**

Euphoric Puzzles!

Tribune Content Agency LLC

**Summary**

For sixty-five years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and certain letters from each word are used to form the answer to the puzzle.

**Contributor Bio**

**Tribune Content Agency**, based in Chicago, Illinois, distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.

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**Only Connect**

The Difficult Second Quiz Book

Jack Waley-Cohen, Victoria Coren Mitchell

**Summary**

WHT CNNCTS THS CLS?

Britain's most fiendishly difficult quiz is back. Do you have what it takes to make it to the grand final?

With their first quiz book, the *Only Connect* team tested your lateral thinking with killer connections, challenging sequences and byzantine walls. Now, *Only Connect* question-setter (and former champion) Jack Waley-Cohen returns with a NEW collection of 200 cryptic, brain-busting questions, including many never-before-broadcast and all-new ones exclusive to the book. Organized into a series of discrete 4-round games, each game increases in difficulty, as you try to reach the grand final. It's like having your very own full series of *Only Connect* at home.

With a healthy dose of trivia between games (What are the greatest ever *Only Connect* questions? Who is the best team of all time?) and an introduction by presenter Victoria Coren Mitchell, *The Only Connect QuizBook* will take you skills to a new level.

So limber up your frontal lobes, and get ready to pit your wits against the toughest quiz on TV.

**Contributor Bio**

Jack Waley-Cohen featured on the first ever episode of *Only Connect*, with his team—the Lapsed Psychologists—reaching the final. He runs various businesses—including, of course, a quiz company—and started writing questions for the show in 2014. In 2017, he took on the role of Question Editor with his colleague, David McGaughey.
The Round Britain Quiz Book
250 Challenging Questions From Radio 4’s Cult Quiz Show
Paul Bajoria

Summary
Have you got what it takes to tackle Radio Four’s most fiendish quiz?

Question: A fictional criminal psychologist, a former Conservative minister, and the eponymous protagonist of a Peter Hedges novel, might all serve on the board alongside some big cheeses. Can you explain?*

*Answer: They might all be found on a cheeseboard, as accompaniments to the cheese. The psychologist referred to is ‘Fitz’ ...

Contributor Bio
Paul Bajoria took degrees in English at the universities of Oxford and Toronto, after which he joined the BBC as a reporter and presenter in local radio. He now writes and produces quiz shows including Counterpoint and Round Britain Quiz for Radio 4, as well as a variety of features and documentaries.

The Pop Music Pub Quiz Book
Carlton Books

Summary
The amazing book contains more than 5,000 pop music pub quiz questions at various difficulty levels, ranged from easy to medium and hard. There are themed quizzes on a huge variety of musical subjects including genre quizzes (like indie, hip hop, and heavy metal), legendary artists (like Elton John, Queen, and Madonna) and specialist decade quizzes, as well as pot-luck quizzes for an extra challenge. This book contains all you need for setting your own pub quizzes or brushing up on your musical knowledge for your next competition.

Contributor Bio
Carlton Books publishes beautifully illustrated books for adults and children, and specializes in popular topics such as entertainment, history, sport, arts, lifestyle, puzzles, and pastimes.
The Astronaut Selection Test Book
Do You Have What It Takes for Space?
Tim Peake, The European Space Agency

Summary
Featuring 100 real astronaut tests and exercises from the European Space Agency’s rigorous selection process, ranging from easy to fiendishly hard, The Astronaut Selection Test Book goes where no puzzle book has gone before. Including puzzles and tests on: visual perception and logic; mental arithmetic and concentration; psychological readiness; teamwork and leadership; survival, physical, and medical skills; foreign languages (every astronaut has to know Russian!); and much more. This richly illustrated book draws on Tim Peake’s first-hand experience of applying to be an astronaut in 2008, when he and five others were chosen—out of more than 8,000 applications! We’ve all dreamed of being an astronaut, though of the estimated 100 billion people who have ever lived, only 557 people have traveled to space. But with this unprecedented look into real astronaut selection, you might just find out your dreams can become reality.

Contributor Bio
Tim Peake is a European Space Agency astronaut. He finished his 186-day Principia mission working on the International Space Station for Expedition 46/47 when he landed back on Earth June 18, 2016. He is also a test pilot and served in the British Army Air Corps. Tim is a Fellow of a number of UK science, aviation, and space-based organizations. He is also a STEM ambassador. The European Space Agency is Europe’s gateway to space, and boasts 22 member states. Its mission is to shape the development of Europe’s space capability and ensure that investment in space continues to deliver benefits to the citizens of Europe and the world.

Big Book of Su Doku Book 7
300 Su Doku Puzzles
Collins Puzzles

Summary
A bumper collection of easy, medium and difficult Su Doku puzzles to test your mental dexterity, powers of logic and deduction. 100 easy, 100 medium and 100 hard puzzles. Solutions easily found at the back of the book. Keep your mind sharp and test your powers of deductive reasoning. Ideal for whiling away those long commutes, travelling on holiday or relaxing at home.
Coffee Break Su Doku: Book 3
200 challenging Su Doku puzzles
Collins Puzzles

Summary
Stretch your powers of logical deduction with 200 new Su Doku puzzles, in easy, medium and difficult categories. Keep your mind sharp and test your powers of deductive reasoning. Ideal for whiling away those long commutes, traveling on vacation, or relaxing at home. There are puzzles here for all levels ranging from easy, through medium and difficult. Coffee Break Su Doku will satisfy on every level.

One Minute Su Doku Book 1
200 Quickfire Su Doku Puzzles
Collins Puzzles

200 quickfire Su Doku challenges, increasing in difficulty as you progress, designed to get the brain cells working. These mini puzzles are the ultimate short, sharp number-crunching workout.

Summary
These 200 mini puzzles, increasing in difficulty as you progress, are the ultimate short, sharp number-crunching workout. A compact puzzle gift book for everyone who enjoys a Su Doku challenge but doesn’t have too much time to spare. Smaller grid sizes: 4x4 and 6x6. Three levels of Su Doku are included with the solutions at the back of the book.

Contributor Bio
Collins UK has been publishing educational and informative books for almost 200 years.
Su Doku Challenge: Book 3
200 Su Doku puzzles
Collins Puzzles

Are you up to the challenge of 200 new Su Doku puzzles, arranged in easy, medium and difficult categories?

Summary
Are you up to the challenge of 200 new Su Doku puzzles, arranged in easy, medium and difficult categories? Keep your mind sharp and test your powers of deductive reasoning. Ideal for whiling away those long commutes, travelling on holiday or relaxing at home.

Contributor Bio
Collins has been publishing educational and informative books for almost 200 years. Throughout this rich heritage we have maintained an impressive record in creating market-leading products across various sectors.

The Times Fiendish Su Doku: Book 13
200 challenging Su Doku puzzles
The Times Mind Games

The latest title in The Times Fiendish Su Doku series – previously unpublished quality Su Doku puzzles from the puzzle providers to The Times. Includes 180 Fiendish and 20 Super Fiendish puzzles.

Summary
The latest title in The Times Fiendish Su Doku series, this book previously unpublished quality Su Doku puzzles from the puzzle providers to The Times. Includes 180 Fiendish and 20 Super Fiendish puzzles. You don't need to be a mathematical genius to solve the treacherous puzzles in this collection of Fiendishly difficult puzzles, it’s simply a question of logic. Perfect for the advanced solver in need of a constant supply of ultra-difficult puzzles, and guaranteed to provide hours of mind-stretching entertainment.

Contributor Bio
Times Mind Games brings together the very best puzzles from the pages of The Times: Cryptic and General Knowledge Crosswords, Jumbo Crosswords, Codewords, all levels of Su Doku and mixed number puzzles and word-based games and quizzes.
### The Times Ultimate Killer Su Doku: Book 12

**200 of the deadliest Su Doku puzzles**

The Times Mind Games

Specially compiled to provide the most deadly Su Doku challenge, this is the only volume for Su Doku enthusiasts who need a puzzle that really tests their mettle.

**Summary**

Specially compiled to provide the most deadly Su Doku challenge, this is the only volume for Su Doku enthusiasts who need a puzzle that really tests their mettle. Prepare yourself for the toughest Su Doku challenge there is. These diabolically difficult Ultimate Killer Su Doku puzzles will really put your brainpower to the test as you ‘warm up’ with the 100 Deadly Killer puzzles before steeling yourself to take on the 100 Extra Deadly Su Dokus. Are you ready for the challenge? Not for the faint-hearted. The puzzles use the same 9x9 grid as a regular Su Doku, but have an extra mathematical element that multiplies the challenge. The aim is not only to complete every row, column and cube so that it contains the digits 1 to 9, but also to make sure that the outlined sections, called cages, add up to the number given in each cage. Warning: Not suitable for amateur puzzlers!

**Contributor Bio**

Prepare yourself for the toughest Su Doku challenge there is. These diabolically difficult Ultimate Killer Su Doku puzzles will really put your brainpower to the test as you ‘warm up’ with the 100 Deadly Killer puzzles before steeling yourself to take on the 100 Extra Deadly Su Dokus. Are you ready for the challenge? The puzzles use the same 9x9 grid as a regular Su Doku, but have an extra mathematical element that multiplies the challenge. The aim is not only to complete every row, column and cube so that it contains the digits 1 to 9, but also to make sure that the outlined sections, called cages, add up to the number given in each cage. Warning: Not suitable for amateur puzzlers!

### The Book of the Year 2019

**Summary**


In a year when South Korea announced that its new robotics museum will be built by robots, and French cheese terrorists put a camembert through every French MP's letterbox, *The Book of the Year* returns with another dose of barely believable yet bona fide facts and stories from the past twelve months.

Each week for the past five years, Dan, James, Anna and Andy – the creators of the award-winning, chart-topping comedy podcast *No Such Thing as a Fish* – have wowed each other and millions of listeners with the most astonishing trivia they have learned over the previous seven days. Now, once again, they have scourged the newspapers for hidden gems, and transformed another year's worth of weird and wonderful happenings into one uplifting book that you won't be able to put down.

Discover how TV channel Hallmark has so many new Christmas movies that it will now start airing them from July.

Be amused to learn that a thousand people were hired to attend a rally in Kiev to protest against the practice of hiring people to attend rallies...

**Contributor Bio**

*No Such Thing as a Fish* is a team of researchers who work on the BBC TV show *QI*. Each week they gather together in their Covent Garden office and record a podcast discussing the most interesting facts they've discovered over the previous seven days.

In the five years since it launched, the show has been downloaded more than 200 million times, won multiple awards, been transformed into the spin-off topical BBC Two TV series *No Such Thing as the News*, performed national and international tours (including selling out the Hammersmith Apollo and the Sydney Opera House along the way), and was named one of iTunes’ top 10 most downloaded podcasts of 2016, 2017 and 2018.
The Definitive Guide to Fortnite 2020
Naomi Berry

Summary
The world has gone mad for Fortnite with millions of people around the world heading into battle. If you’re a fan there’s no better way to sharpen your skill than with this definitive guide. Give yourself the upper hand and learn everything from the basics on gathering, building and surviving to how to navigate the map and pro survival tips. There’s all the tactics, tricks and strategies you need to give you an edge in the world’s most popular online game. And if that’s not enough there are puzzles, quizzes and games to test your knowledge and sharpen your wit.

Contributor Bio
Naomi Berry is the author of Digital Detox.

The Complete Book of Mario
The Ultimate Guide to Gaming’s Most Iconic Character
Sona Books

Summary
When Shigeru Miyamoto created "Jumpman" for his new platform game, Donkey Kong, it’s highly unlikely that he realized he was creating the most recognizable gaming character of all time. That’s exactly what happened though, and after a quick name change to Mario as well as a change in job professions (he started off life as a carpenter) the mascot to end all mascots was born. Everyone remembers the first time they discovered the princess they were rescuing was in another castle, or their first encounter with Bowser. They remember the impact of witnessing a 3D Mario in Super Mario 64 or the time they teared across Rainbow Road in Super Mario Kart. There is no denying that Mario has had an incredible impact on the games industry, and this book celebrates every aspect of the popular character.
**Big Book of Wordsearches Book 7**
300 Themed Wordsearches
Collins Puzzles

**Coffee Break Wordsearches Book 3**
200 Themed Wordsearches
Collins Puzzles
The Sun Wordsearch Book 6
300 Fun Puzzles From Britain’s Favourite Newspaper
The Sun

The Times Codeword 11
200 Cracking Logic Puzzles
The Times Mind Games

Contributor Bio
Times Mind Games publish a range of mind-boggling, high-quality puzzles including Times General Knowledge Crosswords, Cryptic Crosswords, Jumbo Crosswords, Quick Cryptic Crosswords, Codewords and Su Doku.
Wordsearch Challenge book 3
200 Themed Wordsearch Puzzles
Collins Puzzles

Will you accept the challenge of 200 new thematic word searches, perfect for whiling away your downtime, on the commute, on holiday or relaxing at home?

Summary
Will you accept the challenge of 200 new thematic word searches, perfect for whiling away your downtime, on the commute, on holiday or relaxing at home? Relax and give your brain a workout. Ideal for whiling away those long commutes, travelling on holiday or relaxing at home. Can you find all of the words hidden in the thematic grids? Grab a pencil and challenge yourself.

Contributor Bio
Collins has been publishing educational and informative books for almost 200 years. Throughout this rich heritage we have maintained an impressive record in creating market-leading products across various sectors.

Brain Dump
Become a Genius on the Loo
Geoff Tibballs

Summary
If there is one other paper-based product you will want to keep close at hand in the loo it is Brain Dump. Discover thousands of fun facts and stats, quirky lists, trivia and other things you need to know in the time it takes you to do a poo. Guaranteed to boost your brain while the rest of your body is otherwise occupied, this bumper compendium covers every subject from football to phobias, mountains to the Muppets, and spiders to Shakespeare. It features hundreds of mind-blowing entries including Famous Hemorrhoid Sufferers, People Who Narrowly Missed Boarding The Titanic, Types of Cloud, Dentists in Films, Longest Song Titles, Awesome Australian Slang Words, and Fascinating Facts About Sheep. Printed on soft absorbent paper for emergencies.

Contributor Bio
I Heart Butterflies
Beth Gunnell, Hannah Davies, Sally Moret

Summary
Enter butterfly paradise with this immersive and calming coloring book. Filled with pretty patterns, intricate designs and charming nature scenes, there's plenty to color and enjoy. Pocket-sized and portable, it's perfect for coloring on the go. Part of the I Heart series with a beautiful foiled cover, this book is guaranteed to delight butterfly lovers everywhere.

Cross Numbers
A Collection of 32 Blackline Mathematical Puzzles
John Parker

Summary
Cross numbers are the mathematical equivalents of crossword puzzles. The earlier puzzles in the book only require simple arithmetic and basic knowledge, but, as the sequence continues, so the level of difficulty increases. The later ones also demand some enjoyable logical reasoning to tease out the solutions. For the final puzzles, access to a calculator would be helpful and some would say essential. Anyone who enjoys arithmetic and likes to search for patterns and relationships between numbers will find much to please them in this book.
**Match the Views**  
*Cut and Fold Puzzles to Imagine and Solve*  
Geoff Giles

**Summary**
This intriguing collection of puzzles all start from the same simple idea, that of cutting and folding a square of paper marked with 25 smaller squares. You have to imagine the resulting shape in three dimensions after making the given set of cuts and folds. Then to match it with one of nine given views. The paper is coloured differently on both sides and this provides further useful clues to help with visualising the possible solutions.

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**More Interesting Book of Puzzling Maths and Science**  
Anonymous

**Summary**
Not a bit like a typical puzzle book! For an enquiring mind, with an interest in science and mathematics, here is a treasure trove of delights from Philip Searle and son. Puzzles developed by enquiring children and adults for people like them. Not focusing on either science and mathematics gives the elbow room to look at things that curricula don't cover. Some of the more than 75 puzzles in this wonderful book will be familiar friends, here presented in a lively fresh way for new readers. Many others will be new - there are hours of challenging fun to be had for anybody. Here are a few examples: What is the Mpemba effect? Discover the Carpet Fitter's Problem Why are Roman clocks wrong? What is the ratio of the Earth to the Moon? How many times can you fold a piece of paper? How much would you 'weigh' in Space? A perfect present for any young person interested in the world - aged 8 years and up - and there is much for anyone of any age! Ideal also for teachers and parents wanting to engage students less interested than they might be in these fascinating topics.
**Tarquin Mathematical Challenges**

**An alphabet of tasks and teasers**

John Plant

**Summary**

The challenges in this book are mainly designed for able mathematicians in upper primary or lower secondary although many of the tasks are appropriate for a much wider range of ages. Extensively trialled through the author's work as a Mathematics Advisor in Kent, UK. Each task has a Task Sheet describing the challenge and Explanatory Notes that include learning objectives, resources implications, advice, answers and possible further study. Teachers and parents will find it invaluable. The challenges are graded in terms of their accessibility to a wide range of ability (rather than in terms of difficulty). Many of the challenges are presented as practical problems to help pupils develop their mathematical thinking.

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**Tarquin Number Challenges**

Gerald Jenkins

**Summary**

A collection of 50 puzzles to test your mathematical skills. Anyone looking for number puzzles to stretch and intrigue will be delighted with the contents of this original book. The demanding challenges explore the properties of numbers and the patterns and hidden relationships which exist between them. Many of the challenges are presented in a visual or diagrammatic way with tables or charts to complete or fill in.
The Week's Problem

Verbal math problems for ages 8-14
Malcolm Reid

Summary

Agnar Bergkuist Translated from the Swedish by Malcolm Reid All real life mathematics is problem solving. You can practise problem solving in different ways. In this book solving problems is practised in a different way from most mathematics books you have seen before: You get no clues to the type of calculation from the title; Some problems may have no solution, whereas others may have many solutions Sometimes you can find a simple solution, but check very carefully to see if it is right. The problems are designed to be a little extra tricky. The contents are divided into 4 categories with the answers at the back: * problems ** problems (a little harder) *** problems (can be quite tricky) The week’s problem The week’s problems are intended to be solved in groups, pairs or individually at school or maybe at home with the whole family. The other problems are often also best solved in a group. Part B contains harder problems than Part A: but as most problems are language and logic based this is not easy to define. What is easy for one solver can be almost impossible for another, and vi...

Who Tells the Truth?

Collection of Logical Puzzles to Make You Think
Case Dam

Summary

All the characters in these puzzles make clear statements about themselves and others, but it is not clear whether or not they are telling the truth. Anyone could be lying. As always, a good logical puzzle is one which it is possible to unravel by thinking logically. The problem is to decide which person to believe. Altogether there are 85 original puzzles in this book ranging in standard from fairly easy to quite demanding. There are also some curious paradoxical pictures which raise questions which are rather hard either to answer or to ignore. Answers are provided, and also some excellent suggestions for techniques you might use to solve the problems. Not just a puzzle book - it's a "how-to" book too!
More Without Words
Mathematical Puzzles to Confound and Delight
James Tanton

Summary
All real life mathematics is problem solving. And all those fascinated by puzzles are problem solvers at heart. But thinking mathematically is a skill we have to learn and one which it is easy to forget. Recreational mathematicians and students can practise problem solving in different ways. In this book solving puzzles is practised in a different way from most books they will have seen before: • Readers get no clues to what the puzzle is about • They may take hours or even days to work out what is being asked of them • Even after that, some problems may have no solution The result of this challenge is a really challenging book that will fascinate anyone interested in puzzles and recreational mathematicians in particular. This volume contains 36 puzzles ranging from quite easy to more difficult. The sister volume Without Words: Mathematical Puzzles to Confound and Delight is also available – containing 36 more puzzles with more easy and fewer testing ones.

Contributor Bio
James Tanton is the MAA’s roving mathematician and is a regular speaker across the USA.

The Number Detective
100 Number Puzzles to Test Your Logical Thinking
Jon Millington

Summary
This is an intriguing and original puzzle book where unknown numbers have to be identified by a series of cryptic clues. Logical thinking and systematic detective work is required and these puzzles offer a fine way to reinforce the meaning of mathematical words and to investigate and appreciate the ever fascinating properties of numbers.
The Number Puzzler
The Art of Cracking Number Sequence Puzzles
Roy Mullins

Summary
This book is a collection of number puzzles on which to test your mind and ingenuity. It is also an interesting and thorough introduction to the methods and techniques which can be used to solve them. All the puzzles are in the form of a sequence of numbers with missing terms. For each of them there is an underlying rule or hidden connection between the numbers and you have to spot what it could be. When you find the rule, it will explain how the sequence was generated and so make it possible to calculate the missing term or terms. The fascination of puzzles like these, as with so many aspects of mathematics, lies in the combination of logical thinking and sudden bursts of inspiration. There is no single way to solve them but by working through the twelve different types given in this book, you will have gained a valuable insight into suitable methods to try. To reinforce that insight, at the end of each set of examples there is a collection of five puzzles of that type for you to solve yourself. The final chapter offers five collections of fifteen randomly mixed puzzles, so you will...

Jumble® Mania
A Collection for Passionate Puzzlers
Tribune Media Services

Summary
Jumbles, the clever and humorous puzzles featuring a series of mixed-up words coupled with a cartoon.

Contributor Bio
Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.
**Jumbo Jumble®**

**A Big Book for Big Fans**

*Tribune Media Services*

**Summary**

Culled from nearly three decades of popular Jumble® puzzles, the wide array of subjects in this collection represent the very best of puzzles. With over 500 of the word-scramble challenges included, the book will entertain and test even the most devote puzzle buster. For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

**Contributor Bio**

*Tribune Media Services* distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.

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**Fortnite**

**The Essential Guide to Battle Royale and Other Survival Games**

*Triumph Books*

**Summary**

Fortnite: Battle Royale is taking the world by storm, combining the high-octane action of traditional shooters with the creative construction elements of sandbox games like Minecraft. With 40 million players and counting, competition is fierce, and strategy is essential. Once you jump from the Battle Bus onto the island below, there can be only one goal: survival. This guide has all the tips and tricks you need to master the melee, whether you're playing on a console, PC, or your phone. Illustrated with dozens of full-color screenshots, find essential information on big-picture offensive and defensive tactics, best practices for building, and indispensable combat techniques. Learn all about uncovering loot, optimizing weapons use, exploring map locations, establishing a fortress, completing challenges, and more—in solo, duo, or squad mode.

**Contributor Bio**

*Triumph Books* is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.
Master Builder Fortnite: Creative Mode
The Essential Unofficial Guide
Triumph Books

Summary
Your island, your games, your rules!

With over 125 million users and counting, Fortnite continues to expand and keep players on their toes! Master Builder Fortnite: Creative Mode is your ultimate guide to the game’s newest dimension. Packed with hints and hacks, this guide has all you need to know to build your own playable worlds with Fortnite Creative.

Topics covered include new construction materials, building mechanics, game modes like racing and obstacle courses, island codes, and more. Additional chapters showcase the wildest, most astonishing creations we’ve seen so far, with helpful commentary and tips for getting featured on The Block. It’s time to turn imagination into reality and take your creations to new levels!

Contributor Bio
Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.

Pojo's Unofficial Big Book of Pokemon
Triumph Books

Summary
Brought to you by the writers and editors that created Pojo's Unofficial Ultimate Pokemon, Pojo's Unofficial Big Book of Pokemon features more of everything—more characters, more TV shows, more movie reviews, more video game history, and more tips for building the very best Pokemon team! Up to date for the 2016 holiday season, this collector's edition is packed with collector's information, toy history, puzzles pages, and more! It is the ultimate guide, touching on everything Pokemon enthusiasts could ever ask for.

Contributor Bio
Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.
**The Big Book of Fortnite**  
*The Deluxe Unofficial Guide to Battle Royale*  
Triumph Books

**Summary**  
Fortnite: Battle Royale has taken the world by storm, combining the high-octane action of traditional shooters with the creative construction elements of sandbox games like Minecraft. With 50 million players and counting, competition is fierce, and strategy is essential. Once you jump from the Battle Bus onto the island below, there can be only one goal: survival. *The Big Book of Fortnite* has all the tips and tricks you need to master the melee, whether you’re playing on a console, PC, or your phone. Illustrated with dozens of full-color screenshots, find essential information on big-picture offensive and defensive tactics, best practices for building, and indispensable combat techniques. Learn all about uncovering loot, optimizing weapons use, exploring map locations, establishing fortresses, and completing challenges—in solo, duo, or squad mode. This comprehensive guide is fully up to date and even includes features on top Twitch streamers and the many celebrities who are Fortnite superfans. The battle is on! Make sure you’re the last player standing.

**Contributor Bio**  
Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.

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**The Big Book of Roblox**  
*The Deluxe Unofficial Game Guide*  
Triumph Books

**Summary**  
With over 90 million monthly users and counting, Roblox is one of the most popular games on the planet! *The Big Book of Roblox* helps players get the most out of this dynamic sandbox game. Packed with tips, hints, and hacks, this complete, up-to-date guide covers basic strategy as well as advanced tricks and is essential reading for anyone who wants to play like a pro.

Topics covered include navigation, combat, trading, and mini games—accompanied by over 100 full-color gameplay photos. Additional chapters focus on building mode, popular in-game experiences, and even a look behind the scenes. Take your creations to new levels and maximize the value of your playing time with *The Big Book of Roblox*!

**Contributor Bio**  
Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.
The Legendary World of Zelda
Kyle Hilliard

Summary
From his very first quest to attain the Triforce, explore Hyrule, and rescue Princess Zelda, Link has been on the ultimate adventure since 1986, and fans around the world have been involved in the journey all along the way. Now celebrating its 30th anniversary, the universe of the beloved Legend of Zelda video games is still ever-evolving, gaining new fans and reminding the world why it continues to captivate. *The Legendary World of Zelda* is a comprehensive look at everything to know and love about your favorite games with character profiles, gameplay tips, little-known facts, and more! From *A Link to the Past*, to *Ocarina of Time*, to *Twilight Princess*, and gazing ahead to *Breath of the Wild*, this is the ultimate guide for all fans of *The Legend of Zelda*.

Contributor Bio
Kyle Hilliard is the Associate Editor at *Game Informer Magazine*. A graduate of the College of Charleston, Hilliard lives in Minnesota with his wife and daughter.

The Ultimate Creator
*Minecraft®™ Secrets and the World's Most Awesome Builds*

Triumph Books

Summary
*Minecraft* is one of the most popular video games of all time, with more than 35 million participants having made the game a global craze. In *The Ultimate Minecraft Creator*, players at all levels can fully explore the most popular aspect of the game: building. Including detailed, colorful guides to builds of various sizes—with tips for aesthetic concerns and giant builds—this book is a must-have guide for even the most advanced of experts. It has more original, expert-created content than any other source available online or in print in North America: more hints, tips, and cheats to get the most out of players’ *Minecraft* gaming time and dollars.

This book is not authorized, sponsored, endorsed or licensed by Mojang AB. The trademark *Minecraft* is owned by Mojang AB; and other company names and/or trademarks mentioned in this book are the property of their respective companies and are used for identification purposes only.

Contributor Bio
Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.
The Big Book of Building, Mods & Circuits

Minecraft®™ Imagine It . . . Create It . . . Build It

Triumph Books

Summary

With more than 100 million participants, Minecraft has become a global craze and is one of the most popular video games ever.

Brought to you by the authors and editors that created The Big Book of Building, this guide book features more of everything—more mods, more mining, more mobs, and more Minecraft. The Big Book of Building, Mods & Circuits is packed with the most recent training, tools, and techniques to help readers get more out of their favorite sandbox game. 2015 was a pivotal year for Minecraft, and this book captures all the latest and greatest things that have happened to one of the most brilliant and immersive games in video game history. From a brief overview of the game to advanced farming, mining, and building techniques, this guide touches on everything Minecraft enthusiasts could ever ask for. Featuring authoritative and engaging content from our internal experts, it also highlights some of the most influential builders in the Minecraft community today and examines their creations and techniques that catapulted them to fame.

This book is not authorized, sponsored, endorsed...

Contributor Bio

Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.

Winning Against the Odds

My Life in Gambling and Politics

Stuart Wheeler

Summary

Winning Against the Odds tells the fascinating, eccentric story of one of England’s most fascinating and eccentric men. Stuart Wheeler went to Eton and Oxford. He was an officer in the Welsh Guards, a barrister, an investment banker and a major donor to the Conservative Party. You might think that he has led a life of impeccably conformist upper-class respectability. You’d be wrong. For Wheeler is also an illegitimate child adopted at the age of two, a maverick businessman who made his fortune on the back of ‘the most brilliant idea that anyone had had of his generation’ and a devoted gambler who has been thrown out of more than one Las Vegas casino. He played cards with Lord Lucan two nights before his infamous disappearance, effectively invented spread-betting with the creation in 1974 of IG Index and gave William Hague’s Conservatives £5 million (still the biggest political donation in British history) before being expelled from the Tories, joining UKIP and becoming a key figure in Vote Leave during the Brexit referendum campaign.

Forthright, principled and always entertaining, Wi...

Contributor Bio

Stuart Wheeler was educated at Eton and Christ Church, Oxford and completed National Service in the Welsh Guards. After practicing for three years as a barrister, he spent 10 years in merchant banking before founding the spreadbetting company IG Index in 1974. A tireless campaigner against torture, he is a supporter of, amongst others, Human Rights Watch, Amnesty, and Reprieve. In 2001, Stuart gave £5 million to the Conservative party, the largest donation in British political history. He was subsequently UKIP’s treasurer, and was also on the board of Vote Leave during the BREXIT campaign.
The Times Beginner’s Guide to Bridge
Andrew Robson

Summary
Andrew Robson shows you how to play bridge—starting from the basics and taking you through the learning process step-by-step. Using clear illustrations and accompanying text, Andrew gives the reader a complete course in learning the game, including sample hands and ways to practice. You’ll also learn about bidding, tricks, scoring and dealing, and etiquette whilst playing. Above all you’ll begin to develop the skills you need to play bridge, and win—including ingenuity, working well in a partnership, and a good memory. Contents include: basic bidding and card-play strategies; etiquette and how to score; examples and practice tips; different types of bridge; conventions; evaluating a bridge hand.

Contributor Bio
Andrew Robson is widely regarded as Britain’s number one bridge player-teacher. He has won countless international bridge events beginning in 1989 with the World Junior Championships and including, in 1991, the European Championships. He is perhaps best known as the Times Bridge Correspondent.

Card Games
Games for All Ages
Ian Brookes

Summary
Easy to follow helpful advice on learning over 40 of the most popular card games. This beautifully presented edition will offer all the help and guidance you need to learn how to play these ever-popular games. Illustrated throughout with color diagrams showing hands, moves and simple-to-follow instructions.
Colorful Portland
Explore & Color
Laura Lahm, Trevor Essmeier

Summary
The most creative way to explore Portland, Oregon!
This travel guide and coloring book features Portland, Oregon’s famous landmarks and hidden gems, plus a few captivating day trips. Great for travel with kids.
Exploring is made easy as the book begins with a map of the city and a two-page index for each of the illustrated locations featured in the book.
Explorers can travel and color from St. John’s Bridge to hiking the 4T trail to Council Crest Park.
The locations are whimsically rendered as 31 black and white illustrations, featuring some of Portland’s most ‘explorable’ locations — Voodoo Doughnuts, Burnside Skatepark, Mount Hood, Tilikum Crossing Bridge, Oaks Park Skating Rink, Paul Bunyan Statue, Oregon Zoo, Portland Farmers Market and Powell’s City of Books to name a few.
One-sided printing on high-quality paper reduces marker and gel pen bleed. Perforated pages ensure seamless removal allowing illustrations to become instant art pieces.
Designed, illustrated and printed 100% in the USA.
Simply the best book to explore and color Portland!

Contributor Bio
Laura Lahm is the creator of the “Explore & Color” travel guide and coloring book series featuring fabulous cities around the world. After years of intrepid travel for both work and pleasure, she took the leap from the corporate life to share her passion of exploring unique cities. Trevor Essmeier has been professionally illustrating videos, infographics, comics and books for clients for more than 10 years. He loves the amazing coffee and art community his city has to offer. They both live in Seattle.

Colorful Seattle
Explore & Color
Laura Lahm, Steph Calvert

Summary
The most creative way to explore Seattle, Washington!
This travel guide and coloring book features Seattle famous landmarks and hidden gems. Great for travel with kids.
Exploring is made easy as the book begins with a map of the city and a two-page index for each of the illustrated locations featured in the book. Explorers can travel and color from the Pioneer Square to the Fremont Troll.
The locations are whimsically rendered as black and white illustrations, featuring some of Seattle’s most ‘explorable’ locations — Jimi Hendrix statue, Chittenden Lock Fish Ladder, Olympic Sculpture Park, Woodland Park Zoo, the Space Needle, Green Lake Park, and Oxbow Park’s giant “Hat n’ Boots” to name a few.
One-sided printing on high-quality paper reduces marker and gel pen bleed. Perforated pages ensure seamless removal allowing illustrations to become instant art pieces.
Designed, illustrated and printed 100% in the USA.
Simply the best book to explore and color Seattle!

Contributor Bio
Laura Lahm is the creator of the “Explore & Color” travel guide and coloring book series featuring fabulous cities around the world. After years of intrepid travel for both work and pleasure, she took the leap from the corporate life to share her passion of exploring unique cities. She lives in Seattle. Steph Calvert is a one-eyed artist with a boisterous laugh and a never-ending love for all things snacky. She is a big fan of going on adventures, binge watching old episodes of 30 Rock, and being ridiculous for the sake of comedy. She lives in Port Wentworth, Georgia.
Cheesecake Boys - An Adult Coloring Book
Paul Richmond

A new kind of adult coloring book, filled with gleefully gratuitous guys for you to "pin up" on your fridge.

Summary
Pinup girls from the '40s and '50s had such a hard time keeping their clothes on. A loose nail, a curious pup, or even a brisk wind all seemed to exist for the purpose of disrobing unsuspecting cuties. But one important question has gone unanswered—until now: how did men always manage to dodge these obstacles? Now it's time to even the score! Welcome to the colorful world of the Cheesecake Boys, pinups for a new generation where skin-baring wardrobe malfunctions take an equal opportunity approach. Grab your crayons, markers, or colored pencils because these fellows need your magic touch—all over! Twenty-two full page, single-sided images.

Contributor Bio
Paul Richmond is an internationally recognized visual artist and the Associate Art Director for Dreamsspinner Press. His career has included exhibitions in galleries throughout the United States, and he has created cover illustrations for over four hundred published novels.

Paul began the Cheesecake Boys series in 2008, and he has kept busy concocting creative new ways to get men out of their clothes ever since.

He and his husband Dennis live in Monterrey, California, with two mischievous whippets.

Colorful Colorado Coloring Journal
Amanda Lenz

Summary
These 65 beautifully crafted illustrations will inspire the readers to connect to nature and unwind. Uplifting nature quotes refresh and inspire, while brief nature facts on the spread’s flora and fauna provide extra insight into some of the state’s gems. Added white space on the left side of each spread allows for writing, journaling, or freehand drawing. Each spread's unique and artful illustration combined with the reader/artist’s coloring create a piece that can be proudly displayed on a wall or refrigerator. Whether you are a Colorado resident, or visitor this journal keeps you connected to the state you love.

Contributor Bio
Amanda Lenz is a professional illustrator working and living in Boulder, Colorado. Her background in fine art and design paired with the love of the outdoors come together in the Colorful Colorado Coloring Journal to create rich, nature-inspired illustrations meant to be unique artworks.
**Colorful Wyoming Coloring Journal**

**Amanda Lenz**

**Summary**

These sixty-five beautifully crafted illustrations will inspire readers to connect to nature and unwind. Uplifting nature quotes refresh and inspire, while brief nature facts on the spread’s flora and fauna provide extra insight into some of the state’s gems. Added white space on the left side of each spread allows for writing, journaling, or freehand drawing. Each spread’s unique and artful illustration combined with the reader/artist’s coloring create a piece that can be proudly displayed on a wall or refrigerator. Whether you are a Wyoming resident or visitor, this journal keeps you connected to the state you love.

**Contributor Bio**

**Amanda Lenz** is a professional illustrator working and living in Boulder, Colorado. She’s been drawing things and playing in the woods since she could walk. Her background in fine art and design paired with the love of the outdoors come together in the *Colorful Wyoming Coloring Journal* to create rich nature-inspired illustrations meant to be unique artworks. When she’s not illustrating plants, animals, and imaginary things: she grows fruits and veggies in her garden, trail runs, and bike commutes.

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**Collins Bradford’s Crossword Solver’s Dictionary (11th Edition)**

**Anne R. Bradford**

The number one bestseller. This new edition of the much-loved Bradford’s Crossword Solver’s Dictionary offers even more. Now available in paperback with a clear text design, solvers will never again be short of answers to their crossword clues!

**Summary**

The number one bestseller. This new edition of the much-loved Bradford’s Crossword Solver’s Dictionary offers even more. Now available in paperback with a clear text design, solvers will never again be short of answers to their crossword clues! This is a unique type of crossword dictionary in that it has been compiled and crafted by a single author based on her nearly 60 years’ experience of crossword solving. Every word in this dictionary has appeared as a solution to a real crossword clue. Previous readers have found this book an invaluable reference work for both cryptic and quick crosswords, and new users will be quickly converted!

**Contributor Bio**

**Anne Bradford** has been compiling her Crossword Solver’s Dictionary since 1957, and regularly publishes new editions. She devotes a considerable time each day to solving crosswords, and notes, on average, 150 words a week. She is an active member of the Crossword Club and also sets crosswords. She lives in London.
Collins Bradford’s Crossword Solver’s Lists (5th Edition)
Anne R. Bradford

This updated edition gives hundreds of wide-ranging wordlists to help with solving cryptic and quick crossword clues. The lists, which are sorted alphabetically and by length, provide an invaluable reference for all crossword solvers.

Summary
This updated edition gives hundreds of wide-ranging wordlists to help with solving cryptic and quick crossword clues. The lists, which are sorted alphabetically and by length, provide an invaluable reference for all crossword solvers. A must for all crossword solvers, this updated edition of the Bradford’s Crossword Lists has been compiled from the Collins thesaurus database under the direction of Anne Bradford. It gives hundreds of useful wordlists covering a wide range of subjects, with each list sorted by length and then alphabetically, to give maximum help with solving crossword clues. Solvers can locate words by subject, spotting the word they need to complete their crossword grids quickly: the perfect companion volume to Bradford’s Crossword Solver’s Dictionary.

Contributor Bio
Anne Bradford has been compiling her Crossword Solver’s Dictionary since 1957, and regularly publishes new editions. She devotes a considerable time each day to solving crosswords, and notes, on average, 150 words a week. She is an active member of the Crossword Club and also sets crosswords. She lives in London.

Rewording the Brain
The Brain-Benefits of Cryptic Crosswords
David Astle

Summary
The power of Sudoku to improve brain power and keep Alzheimer’s and dementia at bay has recently been discredited by science. Sudoku is effective while you are learning it, but its efficacy dilutes once a player knows what they are doing.

Why? The answer lies in the art of seeking the semantic, a discipline calling for logic, interpretation, intuition, deduction as well as the ability to filter nuance and connotation. All these and more are bundled in the symmetrical simplicity of a cryptic crossword. All of these are invaluable in increasing your brain power and keeping age-related conditions at bay.

David Astle’s crosswords appear with fiendish regularity in the Age and the Sydney Morning Herald. He’s become the scourge of cryptic crossword aficionados across Australia and has built up a fanatical following over the years. His latest book is for people curious about cryptic crosswords but it will also focus heavily on the brain-benefits of cryptic crosswords and be a crucial aid in helping people help themselves.

A blend of information about how to increase your brain power through c...

Contributor Bio
David Astle is a crossword maker in the Age and Sydney Morning Herald, as well as Wordplay columnist with Spectrum. He’s the author of Wordburger, Riddledom, Cluetopia, Puzzled, and two pocketbooks: Puzzles & Words and Puzzles & Words 2. David has a regular column, Wordwit, in the Saturday SMH, Age, and Canberra Times, and has a weekly slot on Radio National’s Sunday Extra with Jonathan Green.
Big Book of Crosswords Book 5
300 Quick Crossword Puzzles
Collins Puzzles

A bumper collection of 300 quick crossword puzzles to test your word knowledge and have you reaching for the thesaurus.

Summary
A bumper collection of 300 quick crossword puzzles to test your word knowledge and have you reaching for the thesaurus. Keep your mind sharp and improve your word power at the same time. Ideal for whiling away those long commutes, travelling on holiday or relaxing at home.

Contributor Bio
Collins has been publishing educational and informative books for almost 200 years. Throughout this rich heritage we have maintained an impressive record in creating market-leading products across various sectors.

Big Book of Crosswords Book 6
300 Quick Crossword Puzzles
Collins Puzzles

Summary
A bumper collection of 300 quick crossword puzzles to test your word knowledge and have you reaching for the thesaurus. Standard 13x13 grid size. Solutions easily found at the back of the book. Keep your mind sharp and improve your word power at the same time. Ideal for whiling away those long commutes, travelling on holiday or relaxing at home.

Contributor Bio
Collins has been publishing educational and informative books for almost 200 years. Throughout this rich heritage we have maintained an impressive record in creating market-leading products across various sectors.
Coffee Break Crosswords Book 2
200 Quick Crossword Puzzles
Collins Puzzles

Give your mind a linguistic workout with 200 new quick crossword puzzles. These will have you searching for the dictionary!

Summary
Give your mind a linguistic workout with 200 new quick crossword puzzles. These will have you searching for the dictionary! Keep your mind sharp and improve your word power at the same time. Ideal for whiling away those long commutes, travelling on holiday or relaxing at home. These puzzles offer a general knowledge challenge and a test of your English language abilities at the same time.

Contributor Bio
Collins has been publishing educational and informative books for almost 200 years. Throughout this rich heritage we have maintained an impressive record in creating market-leading products across various sectors.

Crossword Challenge Book 2
200 Quick Crossword Puzzles
Collins Puzzles

Test your linguistic abilities with 200 new quick crossword puzzles, designed to challenge your word power and general knowledge?

Summary
Test your linguistic abilities with 200 new quick crossword puzzles, designed to challenge your word power and general knowledge? Keep your mind sharp and improve your word power at the same time. Ideal for whiling away those long commutes, travelling on holiday or relaxing at home. Solve the wordplay clues using your general knowledge and language skills.

Contributor Bio
Collins has been publishing educational and informative books for almost 200 years. Throughout this rich heritage we have maintained an impressive record in creating market-leading products across various sectors.
**The Sunday Times Concise Crossword Book 2**

100 Challenging Crossword Puzzles
The Times Mind Games, Peter Biddlecombe

**Summary**

A crossword to test your general knowledge with 100 puzzles of moderate difficulty with one or two more teasing clues to tax you more fully. A satisfying challenge to stimulate the brain cells.

Do you find cryptic crosswords too much of a chore? Do you want your general knowledge and word power to be tested but not put through the mill? Are you on the lookout for something to pass the time on a train or plane journey? We have just what you are looking for.

100 crosswords, set out in a clear, easy-to-use double-page spread. The clues are mostly definition-based. There will be clues for which more than one answer is possible, so it’s best to look for a clearly unique answer or unique possible combination of crossing answers as the first to write in.

**Contributor Bio**

Times Mind Games publish a range of mind-boggling, high-quality puzzles including Times General Knowledge Crosswords, Cryptic Crosswords, Jumbo Crosswords, Quick Cryptic Crosswords, Codewords and Su Doku.

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**The Times Big Book of Cryptic Crosswords Book 6**

200 World-Famous Crossword Puzzles
The Times Mind Games

**Summary**

Challenge yourself with this set of cryptic puzzles from the most famous crossword in the world compiled by the Times Crossword Editors.

Following in the tradition of The Times’ authoritative, highest-quality, challenging cryptic crosswords, this latest collection offers an enjoyable and stimulating way to while away your free time and exercise the grey matter with intriguing clues and complex wordplay.

Enjoy pitting your wits against the crafty elegance of the world’s best crossword setters

Addictive, taxing and compelling, this book is packed with 200 high-quality puzzles chosen by former Times Crossword Editors.

Puzzles selected from Times Cryptic Crossword Books 14, 15 and 16.

**Contributor Bio**

Times Mind Games publish a range of mind-boggling, high-quality puzzles including Times General Knowledge Crosswords, Cryptic Crosswords, Jumbo Crosswords, Quick Cryptic Crosswords, Codewords and Su Doku.
The Times Big Book of Quick Crosswords Book 6
300 World-Famous Crossword Puzzles
The Times Mind Games

Summary
From the puzzles section of The Times our Editors have chosen the best selection of general-knowledge and definition crossword puzzles to keep even the most eager enthusiasts entertained for hours.

This collection of 300 accessible puzzles are utterly addictive, yet concise enough to be solved relatively quickly.

Encompassing a wide range of subjects including geography, literature, history and culture, these general-knowledge and definition-based puzzles will test your word power and broaden your horizons at the same time.

With clues that are satisfyingly skillful and containing no cryptic elements, these crosswords are guaranteed to stretch your mind and entertain you equally.

Puzzles selected from Times Quick Crossword Books 17, 18 and 19.

Contributor Bio
Times Mind Games publish a range of mind-boggling, high-quality puzzles including Times General Knowledge Crosswords, Cryptic Crosswords, Jumbo Crosswords, Quick Cryptic Crosswords, Codewords and Sudoku.

The Times Jumbo Cryptic Crossword Book 18
The World's Most Challenging Cryptic Crossword
The Times Mind Games, Richard Rogan

Summary
This supremely challenging cryptic collection contains 50 jumbo-sized puzzles, conceived to really challenge your word skills.

Selected by The Times' Crossword Editor, Richard Rogan, this original collection will challenge even the most experienced crossword buff.

The ultimate and only jumbo cryptic crosswords available, these puzzles will allow you to give the grey matter a real workout. With unique grids of 23 x 23 squares (in comparison to the standard 15 x 15 grid), they require serious word power and cryptic puzzling skill.

Put your linguistic prowess to the test with these quality puzzles from the Times' crossword writers.

Contributor Bio
Times Mind Games publish a range of mind-boggling, high-quality puzzles including Times General Knowledge Crosswords, Cryptic Crosswords, Jumbo Crosswords, Quick Cryptic Crosswords, Codewords and Sudoku. Richard Rogan comes from Northern Ireland, and studied French at university. A crossword addict from an early age, he started compiling puzzles for his parents and gradually started having puzzles published, first in the Listener in the Times. He became a regular setter for the Times Crossword in 2002, and eventually the crossword editor in 2014. He lives in Cheltenham with his wife and young son, and his hobbies include running and reading.
Crosswords
Over 150 Puzzles to Give Your Brain a Workout
Gareth Moore

These challenging crosswords, put together by puzzle master Dr. Gareth Moore, will provide hours of fun and test your word power. Put your brain through its paces, pick up a pen and dive in!

Summary
These challenging crosswords, put together by puzzle master Dr. Gareth Moore, will provide hours of fun and test your word power. Put your brain through its paces, pick up a pen and dive in!

Contributor Bio
Dr. Gareth Moore is the internationally best-selling author of a wide range of brain-training and puzzle books for both children and adults, including Anti-stress Puzzles, Ultimate Dot to Dot, Brain Games for Clever Kids, Lateral Logic and Extreme Mazes.

Merl Reagle's 100th Anniversary Crossword Book
Merl Reagle, Jim Borgman

Summary
Celebrating the centennial of the beloved crossword puzzle, this new volume features lighthearted and highly entertaining brain teasers from the acclaimed, award-winning puzzlemaker Merl Reagle, who has a national following from his Sunday puzzle's weekly appearance in more than 50 newspapers nationwide. Illustrations by award-winning cartoonist Jim Borgman add humor and character to this anniversary keepsake, a collector's item for ardent and casual solvers alike.

Contributor Bio
Merl Reagle is an award-winning crossword puzzle creator whose Sunday puzzle appears every week in more than 50 major U.S. newspapers, including the Los Angeles Times, the Philadelphia Inquirer, the San Francisco Chronicle, the Seattle Times, and the Washington Post. He is one of the stars of the 2006 documentary Wordplay and has been a guest on The Oprah Winfrey Show and The Simpsons, where he voiced an animated version of himself. He has been called "the best Sunday crossword creator in America" by Games magazine. He is the author of 16 crossword puzzle anthologies. He lives in Tampa, Florida. Jim Borgman is an award-winning political cartoonist and illustrator whose comic strip Zits appears in more than 1,600 newspapers worldwide. He has won major awards in his field, including the Pulitzer Prize and numerous awards given by the National Cartoonists Society. He is the illustrator of The Mood of America and four political cartoon anthologies. He lives in Cincinnati, Ohio.
The Best of Merl Reagle's Sunday Crosswords

Big Book No. 1

Merl Reagle

Summary

Two books in one, this is a compilation of 60 puzzles selected by award-winning crossword author Merl Reagle from two of his bestselling previous books, Sunday Crosswords Volume 3 and Sunday Crosswords Volume 4. Will Shortz calls Merl's puzzles "fresher and funnier than anyone else's," and this is a great chance for crossword fans to see why. The puzzles in this book are ingenious, tricky, stimulating, and often laugh-out-loud funny, of medium difficulty but of maximum entertainment value. This is the first in a new series of two-in-one crossword anthologies from the puzzlemaker that Games magazine calls "the best Sunday crossword creator in America."

Contributor Bio

Merl Reagle is an award-winning crossword puzzle creator whose Sunday puzzle appears every week in more than 50 major U.S. newspapers, including the Los Angeles Times, the Philadelphia Inquirer, the San Francisco Chronicle, the Seattle Times, and the Washington Post. He is one of the stars of the 2006 documentary Wordplay and has been a guest on The Oprah Winfrey Show and The Simpsons, where he voiced an animated version of himself. He has been called "the best Sunday crossword creator in America" by Games magazine. He is the author of 17 crossword puzzle anthologies. He lives in Tampa, Florida.

The Best of Merl Reagle's Sunday Crosswords

Big Book No. 2

Merl Reagle

Summary

Two books in one, this is a compilation of 60 puzzles selected by award-winning crossword author Merl Reagle from two of his bestselling previous books, Sunday Crosswords Volume 3 and Sunday Crosswords Volume 4. The puzzles in this book are ingenious, tricky, stimulating, and often laugh-out-loud funny, of medium difficulty but of maximum entertainment value. This is the first in a new series of two-in-one crossword anthologies from the puzzlemaker that Games magazine calls "the best Sunday crossword creator in America."

Contributor Bio

Merl Reagle is an award-winning crossword puzzle creator whose Sunday puzzle appears every week in more than 50 major U.S. newspapers, including the Los Angeles Times, the Philadelphia Inquirer, the San Francisco Chronicle, the Seattle Times, and the Washington Post. He is one of the stars of the 2006 documentary Wordplay and has been a guest on The Oprah Winfrey Show and The Simpsons, where he voiced an animated version of himself. He has been called "the best Sunday crossword creator in America" by Games magazine. He is the author of 17 crossword puzzle anthologies. He lives in Tampa, Florida.
Slots Conquest
How to Beat the Slot Machines!
Frank Scoblete

Summary
Demonstrating the differences between seemingly similar slot machines and the strategies behind them, this gambling guide will teach readers all the nuances of slot machines that will improve the odds of winning. Written by one of the most experienced professional gamblers in the profession, *Slots Conquest* opens up the secret world of slot machines to everyone, instructing on how to identify the machines that will give the best odds to win as well as the basic statistics at work in any casino, revealing that there is more to slots than the luck of the pull.

Contributor Bio
Frank Scoblete is a bestselling author of gaming and gambling books and other media. He has worked as a publisher, radio show host, school teacher, and professional actor. He is the author of *Beat Blackjack Now!* and *Cutting Edge Craps*. He is frequently featured on TV specials for his gambling strategies, and he hosts seminars on the subject. He lives in Malverne, New York.

American Casino Guide 2020 Edition
Steve Bourie, Matt Bourie

Summary
The 2020 *American Casino Guide* provides casino-goers with money-saving, detailed information that can be helpful for both seasoned casino veterans, as well as first-time casino visitors. Anyone who is looking to learn more about gambling, or simply planning a gambling-related vacation, will find the book... 

Contributor Bio
Steve Bourie has more than 40 years of experience in the gambling industry and is a former marketing executive at a South Florida gambling facility. His "how to gamble" videos have been viewed more than 22 million times on YouTube and his casino travel articles have appeared in *Fortune*, Bestfares.com and the inflight magazines for *Spirit Airlines* and *Continental Connection*. He has also written numerous articles for gaming magazines, including *Chance*, *Double Down*, and *The Gambler*, Canada’s largest circulation gaming magazine.
**Casino Craps**
*Shoot to Win!*
Frank Scoblete, Dominator

**Summary**
The most comprehensive craps book ever written, this is the book that gives readers everything needed to get a real, verifiable edge at the game of craps. The authors, two of the greatest living dice controllers, share, in words and pictures, their secret Golden Touch technique and give the edge needed to beat the house. Readers will learn several keys to winning at craps, including how the game is really played, how to develop a Golden Touch controlled throw, which are the best and worst bets and "buy" bets, how to reduce the hit of the house edge by using the five count, how to push the casino to give a better game than advertised, how to set the dice to reduce or increase the appearance of different numbers, and how to judge what a real edge means.

**Contributor Bio**
Frank Scoblete is the best-selling gambling authority in the United States. His books, DVDs, articles, websites, and television shows have helped millions of people become better casino players and also helped players get real edges over the house at certain games such as blackjack and craps. Dominator is considered by many experts to be the greatest dice controller in the world today. He writes for several magazines and websites.

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**Gametek**
The Math and Science of Gaming
Geoff Engelstein

2017 marks the ten-year anniversary of the GameTek segment on the Dice Tower podcast. Connecting games to math, science, and psychology, GameTek has grown to be one of the most popular parts of the show. This volume commemorates the anniversary with a collection of over seventy of the best segments, ...

**Summary**
2017 marks the ten-year anniversary of the GameTek segment on the Dice Tower podcast. Connecting games to math, science, and psychology, GameTek has grown to be one of the most popular parts of the show. This volume commemorates the anniversary with a collection of over seventy of the best segments, many with annotations and illustrations. With chapters on everything from Rock, Paper, Scissors to the Prisoner's Dilemma to Player Engagement to Quasicrystals to Buddha's Forbidden Games, GameTek is sure to delight not just game designers and players, but anyone who wants to learn about the world from a new perspective. Sections: Game Theory, Math, Psychology, Science, Game Mechanics, Psychology, Games, History. From the first time I heard it, the GameTek segment in The Dice Tower podcast became my favorite part of the show. Listening to Geoff is like going to your favorite lesson with your favorite teacher. He teaches about games (yay!) and does it in a very interesting way with lots of examples. He does amazing stuff. He knows about the construction of games, he knows the theory, he knows all that...

**Contributor Bio**
Geoff Engelstein is an award-winning table-top game designer, whose titles include The Ares Project, Space Cadets, The Fog of War, and Survive: Space Attack, many of which are co-designed with his children Brian and Sydney. He is also a noted podcaster. Since 2007 he has been a contributor to the Dice Tower, the leading table-top game podcast, with GameTek, a series on the math, science, and psychology of games. Since 2011 he has hosted Ludology, a weekly podcast. Geoff is an adjunct professor of Board Game Design at the NYU Game Center. He has spoken at a variety of venues, including Pax, GDC, Gcen, Rutgers, and USC. He has degrees in Physics and Electrical Engineering from the Massachusetts Institute of Technology, and is currently the president of Mars International, a design engineering firm.
The Times Quintagrams
500 mini word puzzles
The Times Mind Games

Summary
A collection of 500 mini crossword puzzles for a short, sharp brain challenge. Both “quick” and “concise – cryptic” style puzzles in the same volume. Ideal for commuters and everyone with a busy schedule. Only 5 clues to solve in each puzzle. How does it work? Answer each clue in crossword fashion. Enter each answer in the spaces below the clue, and cross out the letters in the letter matrix at the bottom. The puzzle is complete when every letter in the matrix is crossed out. Are you ready for a quickfire challenge?

Girl Boner Journal
A Guided Journal to Sexual Joy and Empowerment
August McLaughlin

Summary
Embrace Your Inner Girl Boner®
Girl Boner: A Guided Journal to Self Awareness is a weekly companion journal for August McLaughlin’s groundbreaking book, Girl Boner: The Good Girl’s Guide to Sexual Empowerment. With weekly writing prompts and 52 quotes from the book, this journal is designed to walk you through Girl Boner’s mix of practical tips, in-depth reporting, and inspired storytelling. Because pleasure should be thoughtful, not an afterthought.

Contributor Bio
August McLaughlin is a nationally recognized health and sexuality writer, media personality, and creator of the empowering brand Girl Boner®. Her feature articles have been featured in Cosmopolitan, Salon, DAME magazine, The Huffington Post, LIVESTRONG.com, and more. On her weekly podcast “Girl Boner® Radio,” she interviews sex and relationship experts, celebrity entertainers, everyday women, and more, exploring women’s lives and sexuality “like no one else.”

Known for melding personal passion with activism, August uses her skills as a public speaker and journalist to encourage other women to embrace their bodies and sexuality, making way for fuller, more authentic lives. Visit her website: augustmclaughlin.com

Also Available
Girl Boner - Hardcover - 8/7/2018 $24.99 9781944995713
The Sunday Times Brain Teasers Book 1

Summary
A series of 200 taxing brain teasers and riddles, requiring lateral thinking skills to solve. These brainteasers are for puzzlers of all abilities, no formal knowledge is required, just application and imagination. Some demand a logical approach, others a good mathematical mind; an agility with words will solve a handful more, but all demand a logical approach and lots of lateral thinking. If you get stuck, full explanations of the solutions are given at the back of the book. Now get your thinking cap on!

Contributor Bio

The Sunday Times Tetonor Book 2

Summary
Dozens of compelling and addictive mathematical puzzles will challenge your mental arithmetic and powers of deductive reasoning. Tetonor rules: each number in the main grid can be formed by adding or multiplying a pair of numbers in the strip below the grid. Each pair of numbers should be used twice: once as part of an addition and once as part of a multiplication. For example, a 10 and 24 in the main grid may be solved by the sums, 4 + 6 and 4 x 6, respectively. Enter each sum in the boxes below its answer. Any blanks in the strip must be deduced, bearing in mind the numbers are listed in ascending order. 60 Easy, 80 Medium and 60 Difficult puzzles included.

Contributor Bio

Times Mind Games publish a range of mind-boggling, high-quality puzzles.
### The Times MindGames Number & Logic Puzzles: Book 4

**Summary**

There are 500 number and logic puzzles to test your mental agility in this collection from the MindGames section of The Times, featuring seven different types of puzzle challenge. The perfect gift for all number and logic puzzle enthusiasts, this collection contains these favorites:

- Brain Trainer – 72 mental maths challenges
- Cell Blocks – 96 Japanese logic puzzles
- Futoshiki – use the numbers 1-5 to fill in the 72 grids
- Kakuro – 64 mathematical crossword puzzles
- KenKen – 72 arithmetical logic puzzles
- Set Square – 72 mental arithmetic grids
- Suko – 96 espresso Su Doku puzzles

**Contributor Bio**

Times Mind Games publish a range of mind-boggling, high-quality puzzles.

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### The Times Train Tracks: Book 2

**Summary**

A challenging visual puzzle which will appeal to lovers of logic and deduction brain teasers. Use your mental agility to complete the grids using the train tracks. Puzzles included cover three levels of difficulty, 70 Easy, 70 Medium, 60 Hard. Difficulty is largely dependent on the size of the map grid (6x6, 8x8 and 10x10). How To Play: A map grid shows two towns, typically A and B. The objective of the puzzle is to lay down tracks to connect the two towns. Numbers around the outside of the grid tell you how many pieces of track are to be placed in each row and column. You can only use straight (horizontal and vertical) and curved (right and left) rails and the track cannot cross over itself. There is something very satisfying in the laying down of tracks.

**Contributor Bio**

Times Mind Games publish a range of mind-boggling, high-quality puzzles.
**Royal Jumble®**

**Majestic Puzzles That Reign Supreme!**

Tribune Media Services

**Summary**

Kingly in its theme and as entertaining as ever, this collection of fun wordplay puzzles provides stimulating brain exercise with some laughs to boot. For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

**Contributor Bio**

Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.

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**The Book of Magic**

David Ovason

**Summary**

The secrets of the world’s greatest illusions revealed!

Learn clever tricks and daring deceptions!

An indispensible guide for the home Magician!

Beginning with instruction in simple sleights-of-hand, which may be mastered and performed by any amateur magician for the delight of their friends, *The Book of Magic* includes directions in the performance of more sophisticated illusions, and exposes the methods behind such famous feats as levitation, sawing a woman in half, or disappearing an elephant.

A fascinating look into the Art of Conjuring, *The Book of Magic* provides practical hints, tips and inspiration for any aspiring illusionist, and is an essential addition to the library of all Magicians.

**Contributor Bio**

David Ovason is a scholar and author who specializes in American history and arcane symbolism. He is the author of *The Secret Architecture of Our Nation’s Capital.*
The Sherlock Holmes Escape Book: The Adventure of the London Waterworks
Solve the Puzzles to Escape the Pages
Ormond Sacker

Summary
You are Sherlock Holmes... at home at 221b Baker Street, when a mysterious letter is posted through your door. What is the meaning of the message cut from newsprint? Is there a clue hidden in the letters? Could there be more to discover in the fog-bound alleys of London town? This ingenious new series is a spin on the current urban craze for 'Escape Rooms', in which participants are locked in rooms, and must solve the puzzles they find there to make good their escape. Here, the book becomes the locked room, the pages become the path, and the reader can take on a challenge every bit as brain-teasing from the comfort of their own home. Visual clues are hidden among the intriguing illustrations; fiendish riddles, logic puzzles, and timed challenges unlock hidden doors and reveal the direction of travel; and mathematical problems provide the codes required to follow the correct path. There are maps and mazes to explore; references to the original Sherlock Holmes adventures to unravel; and a code-wheel that holds the key to unlocking the next page. Solve the puzzles correctly to escape. Get...

Contributor Bio
Ormond Sacker's military training, international travels, and experience of curious crime, together with an intimate relationship with the works of Sir Arthur Conan Doyle, have given him a unique view of the world. Such a character is clearly the ideal author of a book of Holmes-based conundrums and problems.

How Do You Get an Egg into a Bottle?
Scientific Puzzles to Baffle and Bemuse Your Brain
Erwin Brecher, Mike Gerrard

Summary
This collected edition of How Do You Walk on Fire? and How Do You Get an Egg into a Bottle? contains around 200 fascinating science puzzles posing real-world questions for you to ponder and solve. The answer to each problem explains a scientific principle in easy-to-understand terms, so not only are you solving puzzles, you are also having fun while you learn. You'll learn how to boil water in your palm, why you can crack your knuckles, how to walk on fire, why feet feel cold on a wooden floor and of course how you get an egg into a bottle.

Contributor Bio
Erwin Brecher has written more than 20 books, including How Do You Get an Egg into a Bottle, How Do You Walk on Fire?, Lateral Thinking Posers, and Lateral Thinking Puzzles. Mike Gerrard is the author of Top 10 Paris.
How Do You Turn Water into Wine?
And Other Puzzles with Science
Erwin Brecher

Summary
Scratch your head over these puzzle questions, all of which are based on real-world science. As you answer the question, you'll be learning how to do everything from turning water into wine to cracking safes, and how to build a time machine! Baffle your friends with these factual conundrums—from how two equidistant cities can be separated by different distances, to how to pot every ball in pool without fail—in over 100 different puzzles.

Contributor Bio
Mensan Erwin Brecher, PhD, is the author of such books as How Do You Get an Egg into a Bottle?, How Do You Walk on Fire?, and How Do You Build a Time Machine? He received the Order of Merit in gold from the city of Vienna in recognition of his literary achievements.

The Biggest Book of Lateral Thinking Puzzles
More Than 200 Brainteasers to Ponder
Erwin Brecher

Summary
The Biggest Book of Lateral Thinking Puzzles requires you to take a novel approach to puzzle-solving. The problems in this book describe situations which are unusual or even bizarre, and which defy any attempt to find a ready explanation. However, each puzzle is constructed in a manner that will make the circumstances fit one, and only one, reasonable and logical answer. What caused the diner to shoot himself and his old friend in the middle of the restaurant? How did the employee who sleeps all day still manage to get a raise? How did the runner, who was overtaken at the finish line, still win gold?

Contributor Bio
Erwin Brecher was educated in Vienna, Czechoslovakia, and London, where he studied physics, economics, and engineering. He is the author of Lateral Logic Puzzles, How Do You Get an Egg Into a Bottle?, and How Do You Walk on Fire? He received the Order of Merit in gold from the city of Vienna in recognition of his literary achievements.
A-Z Puzzle Book
Have You Got the Knowledge?
Collins UK

Summary
The ultimate mapping challenge from the world famous map makers. More fiendish mapping puzzles from Gareth Moore, author of best-selling Ordnance Survey Puzzle Book. Do you have the knowledge required to unlock the secrets of Britain’s streets? 50 maps with a puzzle for each from iconic locations throughout the country including Tower of London, Warwick Castle, Old Trafford, Murrayfield Stadium and Stonehenge. Puzzle categories included are history, sport, entertainment, transport and nature. A mixture of word games, riddles, code-crackers, anagrams, trivia questions and mathematical conundrums to keep your mind working for hours.

The Times Atlas of the World Puzzle Book
Pit Your Wits Against the World’s Leading Atlas Makers
Times UK

Summary
Test your geographical knowledge on countries, capitals, rivers, mountains and much more. 50 maps with a puzzle for each from locations throughout the world. Puzzle categories included are history, travel, nature, politics and climate. A mixture of word games, riddles, code-crackers, anagrams, trivia questions and mathematical conundrums to keep your mind working for hours.

Contributor Bio
The Times MindGames Word Puzzles & Conundrums: Book 4

The Times Mind Games

Summary
500 teasing puzzles and conundrums to test your word power and rack your brain with this mixed collection from the MindGames section of The Times, featuring six different types of puzzle. The perfect gift for all word puzzle fans, this collection contains these favorites:
- Lexica – 144 letter grid challenges
- Polygon – 144 word circle puzzles, how many words can you create?
- New Concise Quintagram – 64 new crossword-type challenges. A five-clue quick crossword with one important difference: there is no grid.
- New Cryptic Quintagram – 64 new crossword-type challenges. A five-clue cryptic crossword with one important difference: there is no grid.
- Word Watch – expand your vocabulary with 96 multiple-choice word quizzes
- Codewords – test your powers of logic with 52 word and number grids

Contributor Bio

Britannica Brainbusters
Challenging Puzzles for the Curious-Minded
Theodore Pappas, Jeff Knurek

Summary
With clever riddles written in rhyme by Encyclopaedia Britannica's Executive Editor and puzzles by the illustrator of the Jumble®, this original and engaging book will challenge and delight puzzle-lovers and trivia buffs alike. Featuring five original puzzle types, they cover a wide range of subjects, from film and pop culture and food and drink to history, science, space, and sports and everything in between. Each chapter is followed by an extended answer key that draws on Encyclopaedia Britannica's vast knowledge for explaining every person, place, or thing discussed in a riddle. Never before have trivia, knowledge, and puzzles come together in a more captivating format than in Britannica Brainbusters.

Contributor Bio

Jeff Knurek is an award-winning toy, puzzle, and game inventor; a consumer product developer; a graphic artist; and an illustrator. He has illustrated the cartoons for the Jumble® word puzzle since 2008 and is the creator of Family Fun magazine's Toy of the Year award winners Monster Under My Bed and What's In Ned's Head? He lives in Fishers, Indiana.

Theodore Pappas is Executive Editor of Encyclopaedia Britannica. His writings have appeared in a wide assortment of publications, including the American Scholar, the London Spectator, and the Chicago Tribune; he has appeared on the CBS Evening News, FOX News, and NPR and been interviewed for stories in the New York Times, Washington Post, Wall Street Journal, and Vanity Fair. He has made repeat appearances on the Today Show's weekly "Who Knew?" quiz segment and Michael Feldman's "Whad'Ya Know?" radio quiz show and trained contestants for the Who Wants to Be a Millionaire? television show. He lives in the Chicago area.
Colossal Jumble®
A Giant Collection of Puzzles
Tribune Media Services

Summary
Featuring a puzzle per page and over 500 pages, this collection of puzzles is a weighty challenge for even the daily Jumble® devotee. For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

Contributor Bio
Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.

Cowboy Jumble: The Rootinest, Tootinest Puzzles Around!
Tribune Content Agency LLC

Summary
For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue and one letter from each word is used to form the answer to the puzzle.

Contributor Bio
Tribune Content Agency distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. It is based in Chicago, Illinois.
Jolly Jumble®
Jumble® Puzzles to Keep You in High Spirits!
Tribune Media Services

Summary
Specializing in feel-good humor, this collection of scrambled word puzzles entertains as well as challenges. For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

Contributor Bio
Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.

Joyful Jumble®
Radiant Puzzles to Make You Happy
Tribune Media Services

Summary
Cheerful challenges await in this volume of nearly 200 word puzzles, providing lighthearted humor and fun cartoons while serving as important brain exercise. For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

Contributor Bio
Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.
Jumble University
An Institution of Higher Puzzling!
Tribune Media Services

Summary
Puzzle enthusiasts will be mystified by this new collection of scholarly Jumble puzzles. For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

Contributor Bio
Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. They are based in Chicago.

Jumble® Anniversary
65 Years of Jumbles!
Tribune Content Agency LLC

Summary
For sixty-five years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and certain letters from each word are used to form the answer to the puzzle.

Contributor Bio
Tribune Content Agency, based in Chicago, Illinois, distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.
**Jumble® Ballet**

Prance Through These Pirouetting Puzzles!

Tribune Content Agency LLC

**Summary**

For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and certain letters from each word are used to form the answer to the puzzle.

**Contributor Bio**

**Tribune Content Agency** distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. It is based in Chicago, Illinois.

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**Jumble® Birthday**

Perfect Puzzle Presents for Every Person!

Tribune Content Agency LLC

**Summary**

For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and certain letters from each word are used to form the answer to the puzzle.

**Contributor Bio**

**Tribune Content Agency** distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. It is based in Chicago, Illinois.
**Jumble® Celebration**

**A Puzzle Party**

Tribune Media Services

**Summary**

From daily puzzles to the not-to-be-topped challenge puzzles, this collection is lighthearted fun mixed with a healthy brain workout. For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

**Contributor Bio**

Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.

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**Jumble® Cuisine**

**Puzzles to Savor!**

Tribune Content Agency LLC

**Summary**

For sixty-five years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and certain letters from each word are used to form the answer to the puzzle.

**Contributor Bio**

Tribune Content Agency, based in Chicago, Illinois, distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.
Jumble® Explosion
A Puzzle Boom
Tribune Media Services

Summary
Offering three levels of puzzling, with "Classic Puzzles," "Daily Puzzles," and "Challenge Puzzles," this collection provides hours of word descrabling entertainment. For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

Contributor Bio
Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.

Jumble® Garden
It’s the Season to Pluck These Plentiful Puzzles!
Tribune Content Agency LLC

Summary
For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and certain letters from each word are used to form the answer to the puzzle.

Contributor Bio
Tribune Content Agency distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. It is based in Chicago, Illinois.
**Jumble® Geography**
Where in the World Are the Best Puzzles?!
Tribune Content Agency LLC

**Summary**
For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and certain letters from each word are used to form the answer to the puzzle.

**Contributor Bio**
*Tribune Content Agency* distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. It is based in Chicago, Illinois.

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**Jumble® Getaway**
Your Ticket to a Paradise of Puzzles!
Tribune Media Services

**Summary**
Easily stowed in a carry-on but large enough to not get lost in cracks between car seats, this collection of word scramble puzzles makes an ideal travel companion. With nearly 200 pages of lighthearted humor and healthy brain exercise, the book will make travel time fly—or provide a welcome mental vacation at home. For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

**Contributor Bio**
*Tribune Media Services* distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.
**Jumble® Gold: Strike It Rich with These Puzzles!**

**Tribune Content Agency LLC**

**Summary**

For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

**Contributor Bio**

**Tribune Content Agency** distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. It is based in Chicago, Illinois.

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**Jumble® Gymnastics**

**You'll Flip for These Puzzles!**

**Tribune Content Agency LLC**

**Summary**

For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

**Contributor Bio**

**Tribune Content Agency** distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. It is based in Chicago, Illinois.
**Jumble® Jackpot**  
The Winning Combination for Puzzle Fun  
Tribune Media Services

**Summary**
No luck is required to win with the scrambled word puzzles in this collection, just a bit of wit and a sense of humor. For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

**Contributor Bio**
Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.

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**Jumble® Jitterbug**  
Put on Your Jumblin’® Shoes!  
Tribune Media Services

**Summary**
Readers can get in the swing of exciting wordplay with this new puzzle collection of the classic favorite. For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

**Contributor Bio**
Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.
**Jumble® Journey**

*It's Not the Destination, It's the Jumbles!*

Tribune Content Agency LLC

**Summary**

For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and certain letters from each word are used to form the answer to the puzzle.

**Contributor Bio**

**Tribune Content Agency**, based in Chicago, Illinois, distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.

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**Jumble® Kingdom**

*A Royal Collection of Regal Puzzles*

Tribune Content Agency LLC

**Summary**

For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

**Contributor Bio**

**Tribune Content Agency LLC** distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. They are based in Chicago.
**Jumble® Parachute**

**Fall for These Thrilling Puzzles!**

Tribune Content Agency LLC

**Summary**

For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and certain letters from each word are used to form the answer to the puzzle.

**Contributor Bio**

Tribune Content Agency, based in Chicago, Illinois, distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.

**Jumble® Sensation**

**The Puzzles that Are Sweeping the Nation!**

Tribune Media Services

**Summary**

Continuing the popular trend of these witty word puzzles, this collection of brainteasing scrambled words with a bonus mystery puzzle and humorous comic will delight fans of Jumble® or word puzzles in general. For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.
Jumble® Symphony
An Orchestra of Perplexing Puzzles!
Tribune Content Agency LLC

Summary
Jumble® puzzles are syndicated by Tribune Content Agency LLC to more than 300 U.S. newspapers on a daily basis.

For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and select letters from each word are used to form the answer to the puzzle.

Contributor Bio
Tribune Content Agency LLC distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. They are based in Chicago.

Jumble® Theater
These Puzzles Deserve a Curtain Call
Tribune Content Agency LLC

Summary
For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

Contributor Bio
Tribune Content Agency distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. It is based in Chicago, Illinois.
Jumble® Vacation
Take a Break from Boredom with These Puzzles!
Tribune Media Services

Summary
Puzzle enthusiasts can take a break from the monotony of their daily routines by sitting back, sipping a cool drink, and immersing themselves in this new collection of relaxing and entertaining Jumble puzzles. For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

Contributor Bio
Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. They are based in Chicago.

Jumble® Workout
Puzzles to Make Your Heart Race!
Tribune Media Services

Summary
Brains will feel the burn with this fantastic puzzle book that stretches and flexes the mind. For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

Contributor Bio
Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. They are based in Chicago.
**Mystic Jumble®**
**Puzzles to Bemuse and Bedazzle You!**
Tribune Content Agency LLC

**Summary**
Jumble® puzzles are syndicated by Tribune Content Agency LLC to more than 300 U.S. newspapers on a daily basis.

For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and select letters from each word are used to form the answer to the puzzle.

**Contributor Bio**
Tribune Content Agency LLC distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. They are based in Chicago.

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**Rainy Day Jumble®**
**A Downpour of Puzzle Fun**
Tribune Media Services

**Summary**
For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

**Contributor Bio**
Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.
**Sports Jumble®**

Word Power Workouts

Tribune Media Services

**Summary**

For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

**Contributor Bio**

Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.

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**Summer Fun Jumble®**

Lazy Day Word Play

Tribune Media Services

**Summary**

For more than 40 years, millions of newspaper readers have delighted in solving Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

**Contributor Bio**

Tribune Media Services distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications.
Touchdown Jumble®
Tackle These Peerless Puzzles!
Tribune Content Agency LLC

Summary
For more than 40 years, millions of newspaper readers have delighted in solving the daily Jumble®, which appears in hundreds of national papers and in these puzzle books that offer hours of challenging wordplay and fun. Each page features a series of mixed-up words coupled with a cartoon clue, and one letter from each word is used to form the answer to the puzzle.

Contributor Bio
Tribune Content Agency distributes media products in a variety of languages and formats, including news, comic strips, television listings, and other information services, to international publications. It is based in Chicago, Illinois.

The Complete Quiz Night Book
Roy Preston, Sue Preston

Summary
10,000 questions, and over 300 individual quizzes make up this superb book, containing a wealth of fascinating information on a huge variety of subjects perfect for quiz aficionados, divided by difficulty level and subject matter. Many of the quizzes are themed, along the classic lines of music, sport, geography, politics, entertainment etc. but there are also more specialist subjects such as Gardening, The Olympics, Medicine and Health and Festivals. Potluck quizzes with a mix of all subjects are also included to keep you on your toes. A section at the rear of the book also gives tips and advice on how to host your own quiz at home, the pub, or any place keen quizzers congregate. So whether quiz master or quizmaster, this is the book for you.

Contributor Bio
Roy and Sue Preston, husband-and-wife, run a puzzle-setting business in Suffolk. They supplied the puzzles for Carlton Books' bestselling 'Pub Quiz' series, including volumes on sport, pop music and movies.
The Ultimate Quiz Night Book
Books Carlton

Summary
10,000 questions, and over 300 individual quizzes make up this superb book, containing a wealth of fascinating information on a huge variety of subjects perfect for quiz aficionados, divided by difficulty level and subject matter. Many of the quizzes are themed, along the classic lines of music, sport, geography, politics, entertainment etc. but there are also more specialist subjects such as DIY, Law and Order, Country & Western, and JK Rowling. Potluck quizzes with a mix of all subjects are also included to keep you on your toes. A section at the rear of the book also gives tips and advice on how to host your own quiz at home, at the pub, or any place keen quizzers congregate.

Collins Quiz Master (2nd Edition)
10,000 General Knowledge Questions
Collins

Summary
500 brand new quizzes to test your general knowledge to the limit. With 10,000 previously unseen questions arranged in easy, medium and difficult categories, you can set the pace as quiz master for your friends and family, or pit yourself against the Collins Quiz Master in a battle of wits.

Q: What’s inside this book?
A: 500 quizzes covering everything from pop stars to death stars. Each round is a mixture of themes and potluck, with the questions heading from friendly teasers to ones that will scramble even an egghead’s brains.

Q: Who is it for?
A: You, your mum, your dad, your family and friends, the man down the road and two halves of the crowd at your local. Each quiz provides good clean fun for all. The answers are quick and easy to find so that anyone can pick this up and become the ultimate quiz master!
The Senior Moments Activity Book

**Restore Your Brain to Its Tack-like Sharpness!**

Geoff Tibballs

**Summary**

Do you call your partner darling because you forgot their real name years ago? Restore your brain to its tack-like sharpness with the exercises in this wickedly funny book. If you refer to your dearest friend as "Thingy" or have to keep changing your pet's name because you can never remember your online banking password, you need *The Senior Moments Activity Book*! Packed with questions, tests, and exercises against which to pit your wits, the book is divided into sections on a diverse range of subjects, from math to history, science and nature to the arts, and food and drink to geography. Furthermore, each section is tailored to your specific capabilities, whether you think you have more faculties than Harvard or think you might be losing your marbles, or fear you're so far gone that your only future is likely to be an appearance on reality TV. Embrace your senior self and have a good laugh on the way!

**Contributor Bio**

*Geoff Tibballs* has written many bestselling books, including *Senior Jokes (The Ones You Can Remember)*, *Seriously Senior Moments (Or, Have You Bought This Book Before?)*, and *The Grumpy Old Git's Guide to Life*.

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How to be Really Well Informed in Minutes

**Briefings by The Week**

The Week

**Summary**

Based on the 'Briefings' columns that appear in every issue of The Week, here is a book that addresses the key issues of our day and breaks them down into bite-sized questions and answers. Each one takes minutes to read yet provides objective and meticulously researched perspectives on the major matters of our times. How did Darwin change the world? What exactly is Sharia law? Which was the world's worst industrial accident? Is computer hacking getting more serious? Can Aspirin cure cancer? What was the legacy of the Iran-Iraq war? Ranging across a wide array of subjects - from medicine, science and politics, to history, geography and finance - about which we are often less informed than we would like, this is a fascinating book to dip into. We would all like to be better informed. Here is a book that makes it easy.

**Contributor Bio**

*The Week* is one of the biggest success stories in magazine publishing of the last 20 years. Appealing to the smart and the curious, it is a clever and eclectic digest of all the major news of the week. The magazine has a growing circulation and is published in the UK, the USA, and Australia.
The Penguin Book Quiz
From The Very Hungry Caterpillar to Ulysses
James Walton

Summary
Which Haruki Murakami novel shares its title with a Beatles song? In Roald Dahl's Charlie and the Chocolate Factory, what is Charlie's surname? What is heavy-drinking Rachel Watson known as in the title of a 21st-century bestseller? And what do you get if you add the number of Bennet sisters in Jane Austen's Pride and Prejudice to the number of Karamazov brothers in Fyodor Dostoevsky's The Brothers Karamazov? With 400 questions covering books from literary classics to modern bestsellers, through iconic children's books and books you say that you've read but really you haven't, The Penguin Book Quiz is as appropriate for a making you look well-read at a party as it is for a book-loving family to read aloud from after dinner. Answers: Norwegian Wood, Bucket, The Girl on the Train, and Eight (five sisters, three brothers).

Contributor Bio

Big Book of Su Doku Book 5
300 Su Doku Puzzles
Collins Puzzles

Summary
A bumper collection of easy, medium and difficult Su Doku puzzles to test your mental dexterity, powers of logic and deduction. Keep your mind sharp and test your powers of deductive reasoning. Ideal for whiling away those long commutes, traveling, or relaxing at home.

Contributor Bio
Collins has been publishing educational and informative books for almost 200 years. Throughout this rich heritage we have maintained an impressive record in creating market-leading products across various sectors.
Big Book of Su Doku Book 6
300 Su Doku Puzzles
Collins Puzzles

Summary
A bumper collection of easy, medium, and difficult Su Doku puzzles to test your mental dexterity, powers of logic, and deduction. Keep your mind sharp and test your powers of deductive reasoning. Ideal for whiling away those long commutes, traveling, or relaxing at home. Includes brand new Collins-branded content with 3 levels of difficulty.

Contributor Bio
Collins has been publishing educational and informative books for almost 200 years. Throughout this rich heritage we have maintained an impressive record in creating market-leading products across various sectors.

Coffee Break Su Doku Book 2
200 Challenging Su Doku Puzzles
Collins Puzzles

Summary
Stretch your powers of logical deduction with 200 new Su Doku puzzles, in easy, medium and difficult categories.

Contributor Bio
Collins UK has been publishing educational and informative books for almost 200 years.
**Su Doku Challenge Book 2**

*200 Su Doku puzzles*

Collins Puzzles

Are you up to the challenge of 200 new Su Doku puzzles, arranged in easy, medium and difficult categories?

**Summary**

Are you up to the challenge of 200 new Su Doku puzzles, arranged in easy, medium and difficult categories? Keep your mind sharp and test your powers of deductive reasoning. Ideal for whiling away those long commutes, traveling on holiday or relaxing at home.

**Contributor Bio**

*Collins UK* has been publishing educational and informative books for almost 200 years.

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**The Times Samurai Su Doku: Book 8**

*The Times Mind Games*

**Summary**

For anyone who loves the challenge of Su Doku but manages to solve them within minutes, you can now enjoy the extended mental workout and ultimate endurance test of a five grid interlinked system. This is Su Doku multiplied: every column, row and 3x3 box must contain the digits 1 to 9. Where the puzzles overlap, the rows and columns do not go beyond their usual 9x9 length but the interlocking boxes give you more clues—and more complexity. With another 100 new Samurai puzzles to vex you for hours, lose yourself in the four levels of this book: 10 Easy, 40 Mild, 40 Difficult, and 10 Super difficult. These are the most difficult Su Doku puzzles in *The Times* range.

**Contributor Bio**

*Times Mind Games* publish a range of mind-boggling, high-quality puzzles.
Sudoku
Over 150 Puzzles to Give Your Brain a Workout
Gareth Moore

Give your logic skills a workout with the brilliant Sudoku puzzles in this book, put together by puzzle master Dr Gareth Moore. Forget your worries, pick up a pen and focus on these challenging brain-teasers.

Summary
Give your logic skills a workout with the awesome Sudoku puzzles in this book, put together by puzzle master Gareth Moore. Forget your worries, pick up a pen, and focus on these challenging brain-teasers.

Contributor Bio
Gareth Moore is the author of a wide range of brain-training and puzzle books for both children and adults, including The Kids' Book of Sudoku! and The Mammoth Book of Brain Work.
Master the Mods!
Minecraft®™ Secrets & Cool Ways to Take Your Building Games to Another Level
Triumph Books

Summary
Minecraft has more than 100 million registered users and this book guides them through the mods

You’ve built a great base, a secret hideout, and other awesome builds. You’ve mined diamond, gold, and iron. You may have even played around with Redstone or fought the Ender Dragon. Now, take your Minecraft game to a whole new level by experiencing the coolest mods—short for modifications—available. Mods change the game of Minecraft, both in ways that can be small and simple, such as better lighting or new creatures to fight, or they can literally reshape the game from the ground up, turning it into something entirely different and new. Enter Master the Mods!, the definitive guide for everything you need to know about mods. This guide gives an overview of what mods are, what types of mods exist, and how to easily install them. Whether you’re trying mods for the first time or are already familiar with the wide world of mods, Master the Mods! presents whole new worlds to explore.

This book is not authorized, sponsored, endorsed or licensed by Mojang AB. The trademark Minecraft is owned by...

Contributor Bio
Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.

Mega Builder
The Most Complete Guide to Minecraft Secrets, Creations, Hacks, and Strategies
Triumph Books

Summary
From your very first night making torches and a bed to your first Redstone build to defeating the Ender Dragon, this book will put a wealth of knowledge at your fingertips with hundreds of tips, tricks, and tactics. Whether you’re looking for the most advanced farming, mining, and fighting techniques or you’re looking to try out the most awesome servers, mods, minigames, and Redstone creations, Mega Builder has it all and more. Almost anything is possible in the wide world of Minecraft—you’re only limited by your imagination and your knowledge of the game.

Contributor Bio
Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.
**Master Builder**
The Unofficial Guide to Minecraft & Other Building Games
Triumph Books

**Summary**
Minecraft is one of the fastest-growing phenomena in video game history, played by tweens everywhere on their video game consoles, tablets, and even smartphones. Popular with both girls and boys, this "virtual play set" of building blocks lets players create essentially anything they can imagine. With Master Builder, the unofficial comprehensive guide for this virtual world, beginners, experts, and general enthusiasts of Minecraft will learn how to get more out of their valuable playtime—how to build better structures and cooler worlds and how to cooperate more efficiently in multiplayer mode. This full-color book shares strategy from Minecraft's top players, examines the creation of many of today's most impressive worlds, and provides a glimpse at what's to come in this ever-expanding universe. It also includes a bonus section on other building games, including Lego Universe. This book is not authorized, sponsored, endorsed or licensed by Mojang AB. The trademark Minecraft is owned by Mojang AB; and other company names and/or trademarks mentioned in this book are the property of the...

**Contributor Bio**
Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.

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**Minecraft 2.0 Advanced**
The Unofficial Guide to Minecraft & Other Building Games
Triumph Books

**Summary**
One of the most popular video games of all time, *Minecraft* has become a global craze thanks to nearly 40 million registered users worldwide across all platforms. In *Minecraft 2.0 Advanced*, those who mastered the basics laid out in the first *Minecraft* strategy guide now find tips on more complex areas of gameplay, including Redstone circuitry and other inventions, and advice for beating "The End." This must-have guide for even the most advanced of experts includes the game's latest innovations and features 100 color images.

This book is not authorized, sponsored, endorsed or licensed by Mojang AB. The trademark *Minecraft* is owned by Mojang AB; and other company names and/or trademarks mentioned in this book are the property of their respective companies and are used for identification purposes only.

**Contributor Bio**
Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.
Pojo's Unofficial Ultimate Guide to Pokemon GO
How to Catch 'Em All!
Triumph Books

Summary
Pokemon hysteria has hit the streets! Every trainer’s dream has finally come to life with Pokemon GO’s augmented reality mobile game play. Raise your trainer level quickly with *Pojo's Unofficial Ultimate Guide to Pokemon GO*, which contains tips and tricks for becoming the very best. Featuring dozens of full-color screenshots, *Pojo's Unofficial Ultimate Guide to Pokemon GO* features a comprehensive list of Pokemon evolutions and what you’ll need to evolve them. From real world strategies to catch all of your favorites to techniques for defeating gyms and collecting coins, you'll always be steps ahead. GO catch ‘em all!

Contributor Bio
*Triumph Books* is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.

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Pojo's Unofficial Ultimate Pokemon
From Your First Cards to the Latest Games and Everything In Between
Triumph Books

Summary
From receiving his very first Pokémon, Pikachu, in Pallet Town to exploring the Kalos region, Ash Ketchum has been on the ultimate adventure since 1996, and fans around the world have been involved all along the way in the same journey. Now celebrating its 20th anniversary, the world of Pokémon continues to grow, gaining new trainers and reminding the world why Pokémon was no passing fad. *Pojo's Unofficial Ultimate Pokémon* is a comprehensive review of everything to know and love about Pokémon with character profiles, anime and movie reviews, tips for building your team in the video games, collectors information about the Pokémon Trading Card Game, Pokémon puzzle pages, and more! Featuring all six generations of Pokémon, this is the ultimate guide for Pokémon fans of all ages.

Contributor Bio
*Triumph Books* is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.
The Big Book of Zelda
The Unofficial Guide to Breath of the Wild and The Legend of Zelda
Kyle Hilliard

Summary
The Legend of Zelda: Breath of the Wild is one of the highest-rated, fastest-selling video games of all time, a new crown jewel in the beloved Legend of Zelda series. Having just celebrated its 30th anniversary, the universe of the Legend of Zelda is clearly ever-evolving, gaining new fans and reminding the world why it continues to captivate. The Big Book of Zelda is a comprehensive look at everything to know and love about your favorite games with character profiles, gameplay tips, little-known facts, and more. From A Link to the Past, to Ocarina of Time, to Twilight Princess, and featuring extensive coverage of Breath of the Wild, this is the ultimate guide for fans old and new to explore Hyrule and capture the Triforce!

Contributor Bio
Kyle Hilliard is the Associate Editor at Game Informer Magazine. A graduate of the College of Charleston, Hilliard lives in Minnesota with his wife and daughter.

The Super World of Mario
The Ultimate Unofficial Guide to Super Mario®
Triumph Books

Summary
The Super Mario franchise has been setting trends for more than 30 years, from the 1985 release of Super Mario Bros. to Super Mario Odyssey in 2017. Now Mario, Princess Peach, Bowser, and the crew have made their jump to the Nintendo Switch. This entertaining and informative guide covers everything you should know and love about Super Mario, including character profiles, gameplay tips, and surprising facts. It also features exclusive tricks for the hot new game Super Mario Odyssey and all the best strategies for Super Mario Run. With full-color screenshots from the latest releases—Super Mario Odyssey, Super Mario Run, and Mario Kart 8 Deluxe—as well as a look back through decades of adventures, this is a must-have for any fan.

Contributor Bio
Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.
The Ultimate Guide to Mastering Circuit Power!
Minecraft® Redstone and the Keys to Supercharging Your Builds in Sandbox Games
Triumph Books

Summary
Dig all the diamonds you want, build the biggest castle, or even kill the Ender Dragon, but everyone knows there’s one thing that makes a true Minecraft master: the ability to build with Redstone. Redstone is the most complex and least understood part of the Minecraft world, and using it well is the most respected and sought-after skill in the game. Few players learn everything they need to know to use Redstone effectively solely through gameplay. Enter The Ultimate Guide to Mastering Circuit Power!, an easy-to-understand guide to mastering this mysterious ore. Readers will find a step-by-step tutorial from the most general, basic concepts of Redstone, such as how to use the right tools to mine the greatest amount of it, all the way through to actual project completion on the beginner, intermediate, and advanced levels. This manual includes a comprehensive breakdown of each and every Redstone-related item and how it works, as well as a guide to wiring and engineering that’s so precise, those who use it will have a basic working knowledge of actual, real-life electrical wiring. Also i...

Contributor Bio
Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.

The Ultimate Guide to Mastering Command Blocks!
Minecraft Keys to Unlocking Secret Commands
Triumph Books

Summary
UNLOCK THE SECRETS TO THE MOST POWERFUL TOOL IN MINECRAFT
One of the most creative and useful blocks in the world of Minecraft, the command block, also happens to be one of the least understood by most players. This is because the systems that command blocks use are entirely script and coding based. But don’t let that deter you! The quickest and most thorough way to activate many special features in Minecraft is to use command blocks. Using command blocks, you can create your own unique world of Minecraft, full of the coolest features your friends can only dream about. With command blocks you can:
• Create an armored zombie body guard
• Command a Wither Boss to fight the Ender Dragon
• Craft a secret door for your base that opens automatically and only for you
• Build a bridge that disappears periodically
• Summon a block of diamond out of nowhere at the push of a button
• Manipulate time to make crops grow faster
• And so much more!
Harness the creative power of command blocks and learn how to combine them with Redstone to access the most awesome features Minecraft has to offer. Now, the ...

Contributor Bio
Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.
The Ultimate Guide to Mastering Minigames and Servers
Minecraft Secrets to the World’s Best Servers and Minigames
Triumph Books

Summary
The best builds in Minecraft and the game’s most stunning creations — from minigames to giant cities — are found on Minecraft servers. But where to start in exploring the massive maps and multitude of servers available? The Ultimate Guide to Mastering Minigames and Servers introduces the most popular and unique servers and minigames for ‘Crafters to discover. The No. 1 online activity for Minecrafters is minigames. In fact, for some ‘Crafters, minigames are the only way they play Minecraft! Whether you’re new to servers and minigames or you’re an experienced adventurer, this book is bound to introduce exciting places to explore and games to play.

Contributor Bio
Triumph Books is a leader in quality and innovation in sports publishing and also publishes pop culture and current events books. They are based in Chicago.

Big Book of Wordsearches Book 5
300 Themed Wordsearches
Collins Puzzles

Summary
Reach for your trusty pen or pencil and tackle this bumper collection of word challenges at your leisure. Arranged in themes, they will provide a mental workout and relaxation therapy at the same time. Relax and give your brain a workout. Ideal for whiling away those long commutes, traveling on vacation, or relaxing at home.

Contributor Bio
Collins has been publishing educational and informative books for almost 200 years. Throughout this rich heritage we have maintained an impressive record in creating market-leading products across various sectors.
Big Book of Wordsearches Book 6
300 Themed Wordsearches
Collins Puzzles

Summary
Reach for your trusty pen or pencil and tackle this bumper collection of word challenges at your leisure. Arranged in themes, they will provide a mental workout and relaxation therapy at the same time. Relax and give your brain a workout. Ideal for whiling away those long commutes, traveling on vacation, or relaxing at home.

Contributor Bio
Collins has been publishing educational and informative books for almost 200 years. Throughout this rich heritage we have maintained an impressive record in creating market-leading products across various sectors.

Coffee Break Wordsearches Book 2
200 Themed Wordsearches
Collins Puzzles

Summary
Keep your mind alert with 200 new word search puzzles, arranged in themes, and presented in a handy format. Relax and give your brain a workout at the same time. Ideal for whiling away those long commutes, traveling on holiday or relaxing at home. Challenge yourself to find the words hidden in the grids, all based on interesting themes to provide an enjoyable pastime.

Contributor Bio
Collins has been publishing educational and informative books for almost 200 years.
**Wordsearch Challenge book 2**

200 Themed Wordsearch Puzzles

Collins Puzzles

Will you accept the challenge of 200 new thematic word searches, perfect for whiling away your downtime, on the commute, on holiday or relaxing at home?

**Summary**

Will you accept the challenge of 200 new thematic word searches, perfect for whiling away your downtime, on the commute, on holiday or relaxing at home? Relax and give your brain a workout. Ideal for whiling away those long commutes, travelling on holiday or relaxing at home. Can you find all of the words hidden in the thematic grids? Grab a pencil and challenge yourself.

**Contributor Bio**

Collins has been publishing educational and informative books for almost 200 years. Throughout this rich heritage we have maintained an impressive record in creating market-leading products across various sectors.

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**Enigma**

Crack the Code

Gareth Moore

Interspersed with background information on the history of puzzles, Enigma: Crack the Code is perfect for anyone who enjoys being challenged. With over 300 puzzles to solve, including some that can truly be described as enigmas.

**Summary**

Puzzles and mysteries have delighted humanity for thousands of years, from the ancient Riddle of the Sphinx, through to Latin squares found in Roman ruins, and right up to the present day. This intriguing collection of puzzles, codes, and conundrums—from the simplest to the most fiendishly difficult—is guaranteed to bemuse, amuse, and confuse. With more than 300 puzzles to solve, including some that can truly be described as enigmas—plus solutions too, if you need them—it’s the perfect way to hone your brain and pit your wits against the very best brand new puzzles. From all kinds of code and number puzzles, logic, and lateral thinking puzzles, sudoku, and much more, this treasure trove of puzzles and puzzling knowledge will enlighten and entertain.

**Contributor Bio**

Dr. Gareth Moore is the internationally best-selling author of a wide range of brain-training and puzzle books for both children and adults, including *Anti-Stress Puzzles, Ultimate Dot to Dot, Brain Games for Clever Kids, Lateral Logic*, and *Extreme Mazes*. He is also the creator of online brain-training site BrainedUp.com, and runs the daily puzzle site PuzzleMix.com.
The Little Book of Word Searches
Gareth Moore

The Little Book of Word Searches is full of specially commissioned fiendish and imaginative puzzles to tax your brain and test your patience, whenever you get a spare moment. But if you need a little help, fear not: the answers are all in the back ...

Summary
201 word searches to amuse and infuriate you! The Little Book of Word Searches is full of fiendish and imaginative puzzles to tax your brain and test your patience, whenever you get a spare moment. But if you need a little help, fear not: the answers are all in the back.

Contributor Bio
Gareth Moore is the best-selling author of a wide range of brain-training and puzzle books for both children and adults, including Brain Games for Clever Kids, The Mammoth Book of Brain Work, and The Mammoth Book of New Sudoku.

The Little Book of Word Searches 2
Gareth Moore

With over 200 brand new word search puzzles to complete, The Little Book of Word Searches 2 will keep you entertained and infuriated in equal measure whenever you have time to spare.

Summary
The Little Book of Word Searches 2 will keep you entertained and infuriated in equal measure whenever you have time to spare. With over 200 brand new word search puzzles to complete, and for those who need a little help, the answers are all to be found in the back!

Contributor Bio
Gareth Moore is the best-selling author of a wide range of brain-training and puzzle books for both children and adults, including Brain Games for Clever Kids, The Mammoth Book of Brain Work, and The Mammoth Book of New Sudoku.
Word Searches
Over 150 Puzzles to Give Your Brain a Workout
Gareth Moore

Tax your brain and forget your troubles with the fantastic word search puzzles in this book, put together by puzzle master Dr Gareth Moore. For hours of fun, just pick up a pen and focus on these challenging exercises.

Summary
Tax your brain and forget your troubles with the fantastic word search puzzles in this book, put together by puzzle master Dr. Gareth Moore. For hours of fun, just pick up a pen and focus on these challenging exercises.

Contributor Bio
Dr Gareth Moore is the internationally best-selling author of a wide range of brain-training and puzzle books for both children and adults, including Anti-stress Puzzles, Ultimate Dot to Dot, Brain Games for Clever Kids, Lateral Logic and Extreme Mazes.

Tudor Book of the Garden
Tudor Times

Summary
The Tudor Book of the Garden has been designed as a practical garden journal for the 21st century while sharing extensive information about the Tudor garden and gardener. Its dedicated sections allow gardeners to plan and record their horticultural efforts and refer back to them in this high-quality production diary for years to come.

Contributor Bio
Tudor Times is the place to go for a wide variety of information about the Tudor and Stewart period (1485-1625). Its extensive website features material on People, Places, Daily Life, Military & Warfare, Politics & Economics, and Religion. It features Guest Articles from well-known Tudor & Stewart historians, as well as comprehensive family trees and a "What's On" event list with information about forthcoming activities relevant to the Tudors and Stewarts.
**The Boxcar Children Guide to Adventure**

*A How-To for Mystery Solving, Make-It-Yourself Projects, and More*

Gertrude Chandler Warner

A compendium of how-to guides, games, project and craft ideas, recipes, and tips based on the Boxcar Children mysteries.

**Summary**

The Boxcar Children have long been known for being creative and resourceful. This hardcover book is filled with fun how-to guides for everyday adventures. It includes tips and tricks for mystery solving (how to make invisible ink and create secret codes), travel (how to pack a suitcase; how to take great snapshots), and enjoying the great outdoors. Each of the four Boxcar Children has their own section—practical advice from Jessie, a “roughing it” guide from Henry, crafts and art projects from Violet, and recipes from Benny! A great gift for Boxcar fans.

**Contributor Bio**

Gertrude Chandler Warner was born in 1890 in Putnam, Connecticut, where she taught school and wrote *The Boxcar Children* because she had often imagined how delightful it would be to live in a caboose or freight car. Encouraged by its success, she went on to write eighteen more stories about the Alden Children.

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**Great American Artists for Kids**

*Hands-On Art Experiences in the Styles of Great American Masters*

MaryAnn F Kohl, Kim Solga

Fun and easy art-appreciation activities abound in this resource that features 75 American artists from colonial times to the present. A brief biography for each artist tells why his or her work is important, and a kid-tested art activity tries out the artist’s approach. For Georgia O’Keeffe, children will explore the concept of distance and foreground in a desert painting. To understand Frederic Remington's sculptures, they will create a face cast. Leroy Nieman will inspire a sketch of athletes. And for James Whistler, children will explore portraiture. Projects stress the creative process and encourage kids to try unusual techniques such as block printing, soak-stain, and stone carving as they learn about architecture, drawing, painting, photography, and sculpture. Great American Artists for Kids includes easy-to-follow icons to indicate the experience, preparation, and materials necessary for each project, as well as guides to the style, movement, or era of each artist. Resources include websites for further research or artworks, a glossary, and a list of artists by style.

**Contributor Bio**

MaryAnn F. Kohl is the award-winning author of *Discovering Great Artists, First Art*, and *Preschool Art*. She lives in Bellingham, Washington. Kim Solga, watercolor artist and writer in Mt. Shasta, California, specializes in art with children. She is the creator of KidsArt.com art teaching supplies and writes hand-on art books, magazines, and art curriculum texts.
The Book of Beginning Circle Games

John M. Feierabend

Summary
These wonderful games to play in circles have been passed down from generation to generation and are full of music, wonder, magic, and make-believe. Some of these circle games are stationary games in which one child chases after another while the rest of the group does not move, while others begin with stationary circles but end with traveling circles as, one by one, children join a group moving around the circle. All of these games encourage a variety of developmentally appropriate behaviors, including social skills, cognitive development, creativity, language development, motor skills, and musical skills. Some of the favorite songs included are "Muffin Man," "Charlie over the Ocean," "The Farmer in the Dell," "Allee Galloo," and "Here We Go Round the Mulberry Bush."

Contributor Bio
John M. Feierabend is a national leader in the field of early childhood education and currently serves as a professor and chair of the music education division at the Hartt School of the University of Hartford in Connecticut. He lives in Simsbury, Connecticut.

Kid's Travel Fun Book (2nd Edition)

Draw. Make Stuff. Play Games. Have Fun for Hours!
Loris Bree, Marlin Bree

Summary
Whether traveling by car, train, or plane, kids will be sure to delight in this jam-packed activity book that will keep them smiling and learning wherever their journey takes them. Sections on participating in the planning of the family's trip and designing maps allow children to be more than just backseat passengers. Kids are also given pages to draw and write what they see and experience, and they can take part in simple but entertaining activities and games like the amazing jumping frog game, ten penny puzzle, moon rockets, charades, and paper airplanes. Containing new activities and updated artwork, this new edition is a compact and complete source of amusement that doesn't require batteries—maybe just paper, pencil, string, and a little imagination.

Contributor Bio
Loris Bree is a former speech and language therapist in a Minnesota public school system who specialized in helping children with disabilities. She holds a Masters Degree from the University of Minnesota and brings to children's books her love of children, sense of humor, and her educational background and experience. As a therapist, she encountered children's problems who faced the unknowns of travel and helped make it an uplifting family experience as well as a fun book for kids. Educator approved, her books have a strong family affiliation and give support through a helpful and proven structure. She is the author of Kid's Trip Diary, Kid's Travel Fun Book, Kid's Magic Secrets and Kid's Squish Book. Her partner, Marlin Bree, worked with her in the development of her books for children.
The Kids' Book of Mazes 1
Gareth Moore

Summary
Kids of all ages will love to lose themselves in this bumper book of mazes. With hundreds of twists and turns, the a-maze-ing mazes get increasingly tricky, from simple, square mazes to brain-boggling "bridge" labyrinths across four levels of difficulty. This pocket-sized book is the perfect travel companion and is sure to delight kids and adults alike.

Contributor Bio
Gareth Moore is a puzzle designer and the author of numerous puzzle books for adults and children, including The Essential Book of Hanjie, The Mammoth Book of Brain Work, and Solve This! World Puzzles.

The Kids' Book of Mazes 2
Gareth Moore

Summary
Kids of all ages will love to lose themselves in this brand new bumper book of mazes. With hundreds of twists and turns, the magical mazes get more fiendish with every turn of the page.

Contributor Bio
Gareth Moore is a puzzle designer and the author of numerous puzzle books for adults and children, including The Essential Book of Hanjie, The Mammoth Book of Brain Work, and Solve This! World Puzzles.
The Kids' Book of Sudoku 1
Alastair Chisholm

Summary
The perfect book for ace puzzlers and kids who like a challenge, *The Kids' Book of Sudoku 1* helps to develop mental arithmetic and logic skills. With a simple tutorial filled with invaluable tips and tricks, and puzzles that range in difficulty, this book is perfect for anyone from complete beginners to the ultimate sudoku-solvers.

Contributor Bio
Alastair Chisholm is a software developer with a fascination with numbers and logistical problems. He has written several books of Sudoku and Kakuro puzzles.

Brain Games for Clever Kids
Puzzles to Exercise Your Mind
Gareth Moore

Summary
A fantastic boredom-buster for even the cleverest of kids

The perfect companion for vacation, this collection contains more than 90 puzzles, including memory, word, and number workouts; codes; battleships; and mind-bending spot-the-differences. There are hours of fun to be had with Japanese puzzles, including hanjie, kakuro, hitori, sudoku, and lots more. Let the brain games begin.

Contributor Bio
Gareth Moore is the author of a wide range of brain-training and puzzle books for both children and adults, including *The Kids' Book of Sudoku* and *The Mammoth Book of Brain Work*. 
**Code Cracking for Kids**
*Secret Communications Throughout History, with 21 Codes and Ciphers*
Jean Daigneau

**Summary**
People throughout history have written messages in code and ciphers to pass along closely held, secret information. Today, countries around the world enlist cryptanalysts to intercept and crack messages to keep our world safe. *Code Cracking for Kids* explores many aspects of cryptology, including famous people who used and invented codes and ciphers, such as Julius Caesar and Thomas Jefferson; codes used during wars, including the Enigma machine, whose cracking helped the Allies gather critical information on German intelligence in World War II; and work currently being done by the government, such as in the National Security Agency. Readers also will learn about unsolved codes and ciphers throughout history, little-known codes used today, and devices used over the years by governments and their spies to conceal information. *Code Cracking for Kids* includes hands-on activities that allow kids to replicate early code devices, learn several different codes and ciphers to encode and decode messages, and hide a secret message inside a hollow egg.

**Contributor Bio**
Jean Daigneau has contributed to numerous children’s publications including *Highlights* and *Fun for Kidz*, and she writes Genre Spotlight, a quarterly feature for *Children's Book Insider*.

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**Junk Drawer Algebra**
*50 Awesome Activities That Don’t Cost a Thing*
Bobby Mercer

**Summary**
Kids of all ages can use household items to explore the concepts of algebra

Algebra as a hands-on subject? With this helpful resource, you can create coordinate graphs with candy, simplify algebraic equations with pennies and nickels, use aluminum foil to multiply polynomials (perfect for the FOIL method), examine exponential decay functions with a bouncy ball, and much more. *Junk Drawer Algebra* proves that you don’t need high-tech equipment to comprehend math concepts—just what you can find around the house or in your recycling bin.

Each of this book’s 50 creative algebra projects includes a materials list and detailed, step-by-step instructions with illustrations. The projects also include ideas on how to modify the lessons for different age and skill levels, allowing anyone teaching children to use this book to excite students. Educators and parents will find this title a handy guide to teach problem-solving skills and algebraic equations, all while having a lot of fun.

**Contributor Bio**
Bobby Mercer has been sharing the fun of science for more than two decades as a high school physics teacher. He is the author of *Junk Drawer Geometry, Junk Drawer Physics, and Junk Drawer Engineering*. 

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144 Pages Carton Qty: 28 Ages 9 to 12, Grades 4 to 7 Juvenile Nonfiction / Games & Activities INF021070 Series: For Kids series 8.5 in H | 11 in W | 0.3 in T | 1.1 lb Wt
Number Sense and Nonsense
Games, Puzzles, and Problems for Building Creative Math Confidence
Claudia Zaslavsky

Summary
In this updated edition of classic a math resource, more than 80 games and activities help kids ages 8 and older go beyond just memorizing rules! They will instead learn to think critically about math and how numbers work. Group and individual games teach fun, useful ways to manipulate odd and even numbers, prime and composite numbers, common and decimal fractions, and factors, divisors and multiples of numbers. Counting, calculating and writing numbers in languages from other cultures, such as China and Egypt, provide more understanding of basic math systems. Riddles, puzzles, number tricks and calculator games are fun ways to boost estimating and computation skills for every math student.

Contributor Bio
Claudia Zaslavsky was the author of Math Games and Activities from Around the World, More Math Games and Activities from Around the World, Africa Counts, and many others.

Brain Coach
Train, Regain and Maintain Your Mental Agility in 40 Days
Gareth Moore

Train your brain and regain your mental agility using the timed and focused exercises in The Brain Coach—and you will see a difference in just 40 days.

Summary
Train your brain and regain your mental agility using the timed and focused exercises in The Brain Coach—and you will see a difference in just 40 days. Containing exercises and tests that target specific issues as well as general puzzles that will make sure your brain gets an "all brain" workout every day over the specially devised 40-day program, you will learn how to optimize the performance of your brain, how "downtime" for your brain can enhance your mental powers, how to spark your creativity, improve your vocabulary for clearer thinking, deal with unhelpful brain responses—and much more besides.

Contributor Bio
Dr Gareth Moore (B.Sc (Hons) M.Phil Ph.D) is the internationally best-selling author of a wide range of brain-training and puzzle books for both children and adults, including Anti-stress Puzzles, Ultimate Dot to Dot, Brain Games for Clever Kids, Lateral Logic and Extreme Mazes. His books have sold over a million copies in the UK alone, and have been published in 29 different languages. He is also the creator of online brain-training site BrainedUp.com, and runs the daily puzzle site PuzzleMix.com.
**Memory Coach**  
**Train and Sustain a Mega-Memory in 40 Days**  
Gareth Moore  

You too can develop a better, sharper memory using the exercises in this book. From improving short-term memory to using repetition and from techniques for learning text to building memory palaces, improve your memory skills in 40 days.

**Summary**  
From remembering PIN numbers to public speaking, and from acronyms to memory palaces, *The Memory Coach* will help you to train your memory and keep it sharper, more focused, bigger and better—all in 40 days. With exercises that target specific issues as well as general-purpose memory workouts, the book is packed with information and strategies for use in everyday life, while also providing a guided plan for progression that continues to build upon the techniques you have already covered on previous days. Along with the exercises themselves you’ll find plenty of information on what the exercises are actually doing for you and why they are important in maintaining memory function.

**Contributor Bio**  
**Dr. Gareth Moore** is the author of a wide range of brain-training and puzzle books for both children and adults, including *Brain Games for Clever Kids*, *The Mammoth Book of Brain Work*, and *Train the Brain*.

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**Pinball Wizards**  
**Jackpots, Drains, and the Cult of the Silver Ball**  
Adam Ruben  

Summary  
Pinball’s history is America’s history, from gambling and war-themed machines to the arcade revolution and, ultimately, the decline of the need to leave your house. The strangest thing about pinball is that it persists, and not just as nostalgia. Pinball didn’t just stick around—it grew and continues to evolve with the times. Somehow, in today’s iPhone world, a three-hundred-pound monstrosity of wood and cables has survived to enjoy yet another renaissance.

Pinball is more to humor writer Adam Ruben than a fascinating book topic—it’s a lifelong obsession. Ruben played competitive pinball for years, rising as high as the 80th-ranked player in the world. Then he had children. Now, mired in 9,938th place—darn kids—Ruben tries to stage a comeback, visiting pinball museums, gaming conventions, pinball machine designers, and even pinball factories in his attempt to discover what makes the world’s best players, the real wizards, so good. Along the way, Ruben examines the bigger story of pinball’s invention, ascent, near defeat, resurgence, near defeat again, and struggle to find its niche i...

**Contributor Bio**  
**Adam Ruben** is a humor writer, comedian, and molecular biologist helping to develop a vaccine for malaria. He is the author of *Surviving Your Stupid, Stupid Decision to Go to Grad School* as well as monthly online humor column “Experimental Error” in the journal *Science*. His writing has also appeared on CNN.com, NPR’s *All Things Considered*, and National Lampoon. He lives in Washington, DC.