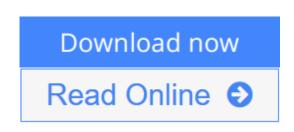


The Pamphlets of Lewis Carroll, Volume 5: Games, Puzzles, and Related Pieces

By Lewis Carroll



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Charles Lutwidge Dodgson, "Lewis Carroll," was not only the author of the beloved *Alice* tales but an inveterate and talented creator of puzzles and games in both the recreational mathematics and wordplay fields. Collected together for the first time in this book, his charming and humorous creations are no longer hidden in obscure Victorian magazines, rare antiquarian books, and sporadic, incomplete collections.

This fully annotated volume features such delights as Carroll's word games Doublets (word ladders) and Syzygies (a more elaborate form of the word ladder), a board game called Lanrick, and other games and puzzles, including Circular Billiards, Castle Croquet, String Wrapped Round a Cube, Backgammon variations, Mirror Writing, Arithmetical Croquet, a Number Guessing Puzzle, and much more. The volume has been edited, annotated, and compiled by Christopher Morgan, who has added a section on modern-day puzzles inspired by Carroll, and features an introduction by Jeremiah Farrell. This is a fascinating and delightful collection for lovers of wordplay, puzzles, and the wit of Lewis Carroll.

Distributed for the Lewis Carroll Society of North America

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The Pamphlets of Lewis Carroll, Volume 5: Games, Puzzles, and Related Pieces By Lewis Carroll Bibliography

- Sales Rank: #2611226 in Books
- Published on: 2015-07-15
- Original language: English
- Number of items: 1
- Dimensions: 9.34" h x 1.15" w x 6.11" l, .0 pounds
- Binding: Hardcover
- 68 pages

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Editorial Review

About the Author

Christopher Morgan is a puzzle collector and designer, magician, computer scientist, and former Editor in Chief of *BYTE* magazine. Jeremiah Farrell is Professor Emeritus in Mathematics at Butler University and the designer of the famous 1996 "Election Day" crossword.

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