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| Nota di contenuto | part PART I: The Toast, Tributes -- chapter Harry Eng: A Tribute -- chapter The Eng Coin Vise -- chapter David A. Klarner?A Memorial Tribute -- chapter David Klarner's Pentacube Towers -- chapter Some Reminiscences of David Klarner -- chapter Just for the Mel of It -- chapter Mel Stover -- chapter The Stack of Quarters -- part PART II: Tantalizing Appetizers: Challenges for the Reader -- chapter Crostic in Honor of Martin Gardner -- chapter A Clock Puzzle -- chapter 3 Problems -- chapter A Scrub Tile Puzzle -- chapter All Tied up in Naughts -- chapter Jumping Cards -- chapter 6 Off-beat Chess Problems -- chapter 4 Squares for Squares -- chapter PORT III: Smoked Ham: A Course in Magic -- part PART IV: Chef's Caprice -- chapter Coincidences -- chapter The Bard and the Bible -- chapter Inversions: Lettering with a Mathematical Twist -- chapter All You Need Is Cards -- chapter Calendrical Conundrums -- chapter 2 Poems -- part PART V: Wild Game -- chapter What Makes the Puzzler Tick? -- chapter Diabolical Puzzles from Japan -- chapter How to Outwit the Parity -- chapter Inflated Pentominoes -- chapter Pixel Polyominoes -- chapter Pythagorean Puzzle -- chapter Classic Six-Piece Burr Puzzle -- chapter A Classification of Burrs -- chapter Paving Mazes -- chapter Early Japanese Export Puzzles: 1860s to 1960s -- chapter Interlocking Spirals -- chapter The Partridge Puzzles -- part PART VI: Mathematical Entrees -- chapter Fermat's Last Theorem and the Fourth Dimension -- |

chapter Games People Don't Play -- chapter Mathematical Chats
Between Two Physicists -- chapter How Flies Fly: The Curvature and
Torsion of Space Curves -- chapter Some Tricks and Paradoxes -- part
PART VII: Mathematical Treats -- chapter How Recreational
Mathematics Can Save the World -- chapter Variations on a
Transcendental Theme -- chapter Magic -- chapter The Beer Bottles
Problem -- chapter The Fractal Society -- chapter 4 Games for Gardner
-- chapter The Sol LeWitt Puzzle: A Problem in 16 Squares -- chapter
Sum-Free Games -- chapter Shadows and Plugs -- chapter A Neglected
Trigonometric Gem -- chapter Kotani's Ant Problem -- chapter Y2K
Problem of Dominoes and Tatami Carpeting.

Sommario/riassunto

This second collection of interesting mathematical puzzles continues the tribute to Martin Gardner, who has provided us with original puzzles and puzzling stories ever since he created and produced the "Mathematical Games" column in Scientific American. The international community of puzzle enthusiasts has gathered once again to celebrate Martin Gardner's continued contribution and, most fittingly, has done so in kind, by providing new challenges to our inquiring minds. We proudly present this collection to the mathemagicians of the world for their enjoyment, as a playful provocation.
