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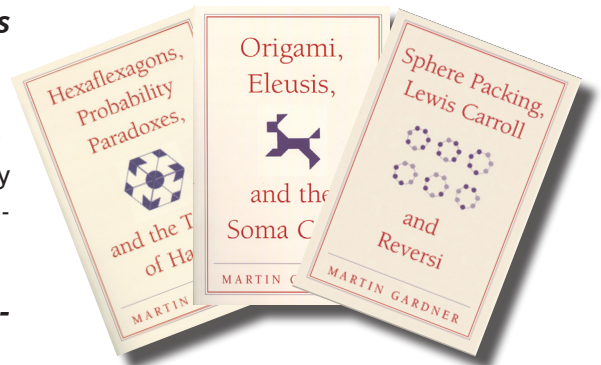
This book of the earliest of Gardner's enormously popular *Scientific American* columns and puzzles continues to challenge and fascinate readers. For this edition, the author, in consultation with experts, added updates to all the chapters, including new game variations, mathematical proofs, and other developments and discoveries.

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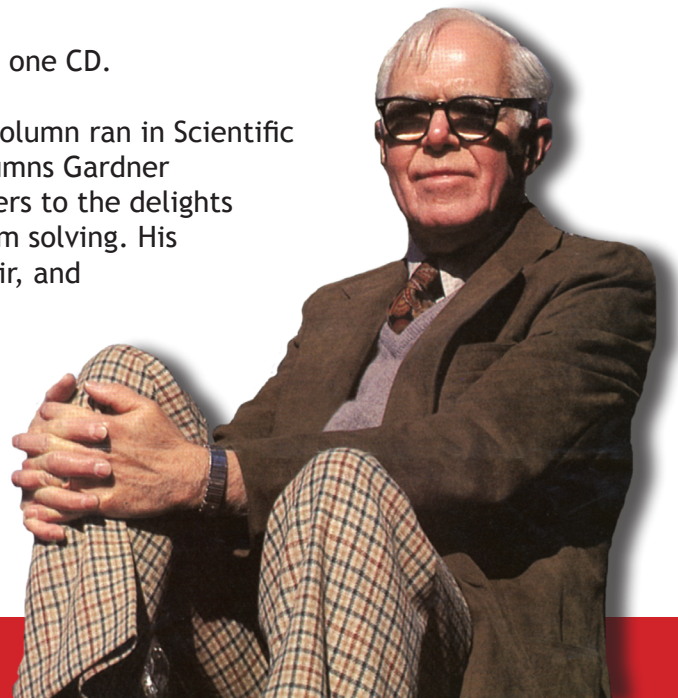
The Entire Collection of his *Scientific American* Columns on one CD.



Martin Gardner's "Mathematical Games" column ran in *Scientific American* from 1956 to 1986. In these columns Gardner introduced hundreds of thousands of readers to the delights of mathematics and of puzzles and problem solving. His column broke such stories as Rivest, Shamir, and Adelman on public-key cryptography, Mandelbrot on fractals, Conway on *Life*, and Penrose on tilings. He enlivened classic geometry and number theory and

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### ***Aha! A Two-volume collection***

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Martin Gardner

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### System Requirements

Windows: Intel® Pentium® processor: Microsoft® Windows 98 (2nd Ed), Windows Millennium, Windows NT 4.0 (Service Pack 6), Windows 2000 (Service Pack 2), Windows XP

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