

# Games for Thinkers

from WFF 'N PROOF publishers




**ON-SETS**

**2 to 4 players**

**\$5.50**

**The Game of Set Theory.** By Layman E. Allen, Peter Kugel, (M.I.T.), Martin Owens (Mitre Corp.) The game of set theory. This 30-game package can instruct students in kindergarten through high school in basics of set theory as well as extend a challenge to any adult exploring "new math." Encourages players to enjoy mathematics while learning concepts of union, intersection, logical differences, complement, identity, inclusion, null and universal sets.




**THE PROPAGANDA GAME**

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By Lorne Greene (N.B.C., Paramount Studios), and Robert Allen (Director of Academic Games, Nova University). Students learn the fascinating techniques used by professionals to influence public opinion by learning to recognize "bandwagon" appeals, faulty analogy, out-of-context quotes, rationalization, technical jargon, emotional appeals, and many more. Particularly fascinating for social studies classes, English, problems of democracy, debate.

## THE EMPHASIS IS NOT ON WHAT TO THINK, BUT HOW TO THINK!




**WFF 'N PROOF**

**2 to 4 players**

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**The Game of Modern Logic.** By Layman E. Allen, (Professor of Law and Research Social Scientist, University of Michigan). The original game of symbolic logic. Twenty-one-game kit that starts with speed games that challenge intelligent adults. The kit provides entertainment and practice in abstract thinking relevant for philosophy, mathematics, English, and computer programming for Jr. and Sr. high school.




**EQUATIONS**

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**The Game of Creative Mathematics.** By Layman E. Allen. Our most popular game of mathematics. Five-game kit for use in intermediate grades through high school. Includes arithmetic operations such as addition, subtraction, multiplication, division, exponents and radicals in a variety of number bases. Like chess, the game can be as simple or as complex as the players make it.



**QUERIES 'N THEORIES**

**For teen-agers and adults**

**2 to 4 players**

**\$8.75**

**The Game of Science & Language.** (A Simulation of Scientific Method and Generative Grammars). By Layman E. Allen and Joan Ross (University of Michigan) and Peter Kugel (Massachusetts Institute of Technology). Through inductive reasoning, players learn scientific method of inquiry and gain skill in organizing, analyzing, and synthesizing data while engaged in an intriguing game of linguistics.

**WFF 'N PROOF GAMES**  
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