


# 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**

2 to 4 players  
**\$6.50**

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.

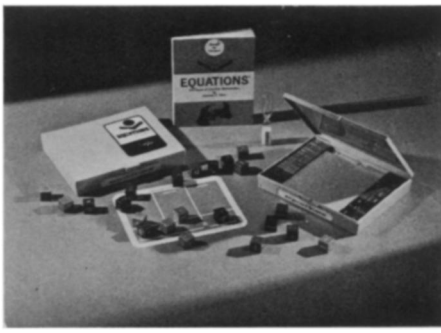
## THE EMPHASIS IS NOT ON WHAT TO THINK, BUT HOW TO THINK!



**WFF 'N PROOF**

2 to 4 players  
**\$8.75**


**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**

2 to 4 players  
**\$5.50**

**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** WP-4

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<input type="checkbox"/> PROPAGANDA (social studies) .....	<b>\$6.50</b>
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<input type="checkbox"/> EQUATIONS (mathematics) .....	<b>\$5.50</b>
<input type="checkbox"/> QUERIES 'N THEORIES (science & language) .....	<b>\$8.75</b>
<input type="checkbox"/> 5 GAME SPECIAL .....	<b>\$29.95</b>

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**SPECIAL 5 GAME OFFER:** For the active mind desiring diversified stimulation, or for gifts to your friends — a special price for all five Games for ..... **\$29.95**

# Conversation Pieces

*Technically intriguing items  
from TRW, guaranteed to add luster to your  
conversation and amaze your friends.*

**Stars and Atoms** The molecules and atoms we have here on earth are made up of large volumes of space flecked with tiny dots of matter. For example, if you were sitting in the top row of a large football stadium (e.g., the Los Angeles Coliseum), the upper tier of seats would represent the orbit of a marble-sized electron. The atom's nucleus would be a BB sitting on the fifty-yard line. Everything in between the two would be empty space.

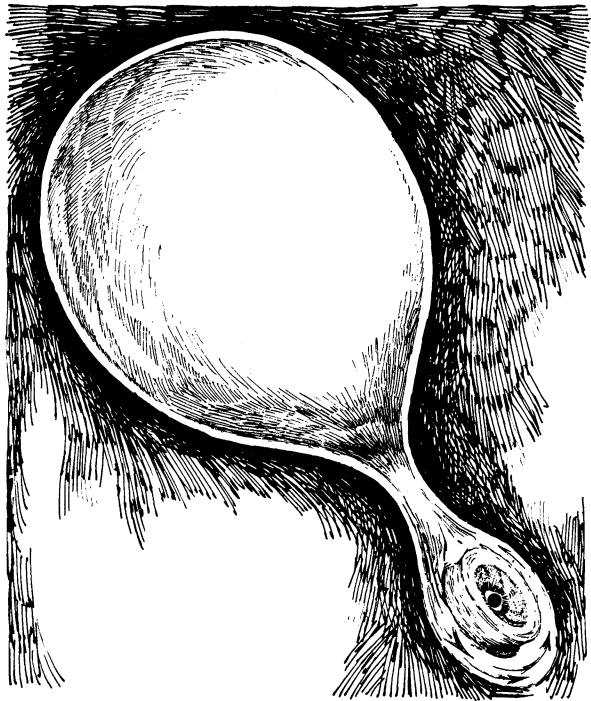
In the interior of stars, matter can be much more dense. For example, when a large star runs out of hydrogen fuel, the immense forces of gravity which have been held at bay by thermonuclear burning within the star suddenly become dominant. As Fred Hoyle puts it, the star has to pay all of its back gravitational taxes at once. The forces of this violent, almost instantaneous collapse are sometimes so great that the electron whizzing around the stadium is driven into the BB sized nucleus on the fifty-yard line. The two opposite charges cancel one another to form a neutron. Then, under the crushing force of gravity, the entire stadium fills up with marble-like neutrons.

Matter of this density exists in the heavens in the form of neutron stars or pulsars. In effect, pulsars are giant atomic nuclei in which the interatomic spaces of matter here on earth have been spectacularly reduced by gravitational collapse. We can learn about the structure of matter in such stars from the high energy radiation they emit.

Imagine now a stellar collapse so violent that the marble-like neutrons themselves are smashed together by the gravitational crush. The matter produced by such a collapse is unimaginably dense. The gravitational field of the resulting stellar object is so intense that no light (or any other kind of radiation) can escape its surface. Hence it is called a black hole. If you shined a flashlight directly on a black hole, you would see nothing for the photons of light would be sucked down its gravitational drain, never to return to your eye.

While black holes cannot be observed directly, their effects on stars unfortunate enough to be near them can be seen. Cygnus X-1 (see illustration) contains the first black hole tentatively identified. The hole is an invisible but dominant component of a binary pair of stars. It is sucking the material of its visible companion into a rotating disk. The violence of the transfer and shredding action heats up the atoms being sucked out of the visible star until they emit x-rays near the black hole, thus indirectly revealing its presence.

Today many physicists are interested in astronomy because much that we have to learn about the fundamentals of matter and energy can only be learned from the stars. That is why TRW Systems is building the High Energy Astronomy Observatory (HEAO) for NASA. The information this observatory will gather beginning in 1977 may well cause us to revise major portions of contemporary physics.



*Cygnus X-1. Kip Thorne of the California Institute of Technology performed calculations leading to this model of the black hole. Our illustration is based on a painting of his model by Lois Cohen of the Griffith Observatory.*

For further information, write on your company letterhead to:

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