

Games for Thinkers

from WFF 'N PROOF publishers
THE EMPHASIS IS NOT ON WHAT
TO THINK. BUT HOW TO THINK!



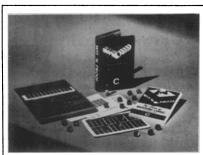
ON-SETS

2 to 4 players \$10.00*

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.

CONFIGURATIONS: Number Puzzles and Patterns for All Ages, By Harold L. Dorwart (Professor of Mathematics, Trinity College). A series of ingenious geometric and mathematical problems that will delight and challenge those who enjoy careful reasoning. Suitable for Jr. and Sr. high school levels. If your prefer solitaire, this one is for you.

1 Player \$6.75*



WFF'N PROOF

2 to 4 players \$13.00*

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.



QUERIES 'N THEORIES

For teen-agers and adults

2 to 4 players

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.

THE PROPAGANDA GAME



2 to 4 players \$11.00*

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.

EOUATIONS



2 to 4 players \$10.00*

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.



ON-WORDS: The Game of Word Structures, by Professors Layman E. Allen and Frederick L. Goodman and Doris Humphrey and Joan Ross, Research Associates (University of Michigan). An instructional game that incorporates any aspect of words that players wish to introduce. Players practice and learn spelling, counting, grammar, phonetics, word roots, inflectional endings, prefixes and suffixes.

2 or more players / For children & adu	its \$10.00
WFF'N PROOF Learning Games As 1490DK South Blvd. (corner of Packard Road) Ann Arbor, Michigan 48104 a. WFF'N PROOF (logic) b. QUERIES 'N THEORIES (science & lang c. EQUATIONS (mathematics) d. ON-SETS (set theory) e. PROPAGANDA (social studies) f. CONFIGURATIONS (geometry) g. ON-WORDS (word structures) 5-game Special (a-e) 6-game Special (a-f) 7-game Special (a-g) My check is enclosed for \$ Name	\$13.00* uage) 13.00* 10.00* 10.00* 11.00* 6.75* 10.00* 49.95* 55.95* 64.95* es postage & handling
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Let your child in on a world of wonder: Things of Science.

The how and why of science is always stimulating to the inquiring minds of children, and THINGS of science is just the "thing" to help satisfy this curiosity and search for knowledge. THINGS of science kits contain an explanatory booklet and simple materials for easy-to-do experiments that make science a "fun

The kits are designed for young people from 10 to 16, but many parents buy them for interested younger children. They are ideal for an afternoon project, scout meetings, neighborhood clubs and

playground activities.

Illustrated on this page are THINGS of science kits, normally obtained on a subscription basis, now being offered at \$1.25 each or three for \$3.25 while the supply lasts.





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