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The original 21-game kit that teaches symbolic logic. Beginning games are easily learned by children. Advanced games will challenge any intelligent adult. WFF 'N PROOF develops precise reasoning and creative thinking skills. **2-4 players; ages 6-adult**



EQUATIONS: The Game of Creative Mathematics, by Layman E. Allen

This exciting, 5-game kit has doubled math achievement and cut absenteeism by 2/3.* Basic game uses addition, subtraction, multiplication, division, roots and exponents. Advanced versions include higher math. A game as simple or complex as you make it. **2 or more players; ages 7-adult**

Games for Thinkers

from WFF 'N PROOF Publishers

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ON-SETS: The Game of Set Theory, by Layman E. Allen, Peter Kugel (M.I.T.), and Martin Owens (Mitre Corporation)

ON-WORDS: The Game of Word Structures, by Layman E. Allen, Frederick L. Goodman, Doris Humphrey, and Joan Ross (University of Michigan)

Two exciting, strategy-filled games. Learn set theory or word forms with prefixes, suffixes, phonetics, spelling, counting and grammar skills. **2 or more players; ages 7-adult**



QUERIES 'N THEORIES: The Game of Science and Language, by Layman E. Allen, Joan Ross and Peter Kugel.

Fascinating simulation of scientific method and laws of generative grammars in linguistics. Learn methods of inquiry, synthesizing, organizing and analyzing data while trying to break the code of another player's secret symbolic language. **2 or more players; ages 12-adult**

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The Creation Controversy: Science or Scripture in the Schools — Dorothy Nelkin.

"Explores the complex spectrum of motives and perceptions underlying contemporary criticism of science as expressed in the arena of public education." Briefly portrays the historical context of present-day disputes; discusses contemporary textbook watchers, analyzing their social and political base and their political tactics; describes three major disputes and analyzes their impact. Norton, 1982, 242 p., \$16.95.

The Day After Midnight: The Effects of Nuclear War — Michael Riordan, Ed.

Based on a 1979 report by the Office of Technology Assessment, this book evaluates the likely civilian consequences of various nuclear attacks. Presents four possible scenarios: a nuclear attack on a U.S. city and a Soviet city of comparable size, a "limited" attack on oil refineries in each country, a large counterforce attack on missile silos and military bases, and a massive attack on military and industrial targets. In each case, civilian casualties and property damage are predicted — including immediate deaths, the effects of radioactive fallout and the resultant social and economic chaos. Cheshire (Kampmann), 1982, 143 p., illus., paper, \$7.95.

Energy Forever: Power for Today and Tomorrow — George deLucenay Leon.

An introduction to the energy problem of the 80s and beyond. Discusses nonrenewable resources such as coal and petroleum and then goes on to tell about wind power, solar energy, nuclear energy, biomass, geothermal power and tidal power. The book concludes with a short summary of the advantages and disadvantages of the energy sources discussed. Arco, 1982, 154 p., illus., \$12.95.

The High Frontier: Human Colonies in Space — Gerard K. O'Neill.

Physicist and originator of the space colony concept describes the prospects of habitats and islands for humanity in space, of high-orbital manufacturing facilities, how to get there and how to live there and how the economics might work out. Originally published in hardback by Morrow in 1977. Anchor Pr/Doubleday, 1982, 342 p., illus., paper, \$8.95.

The Power of Steam: An Illustrated History of the World's Steam Age — Asa Briggs.

This book deals with the inventive force that lay behind the discovery and exploitation of steam power, with the hopes and fears that accompanied its development and with the challenge of finding and applying alternative forms of power. Many photographs enhance the text. U of Chicago Pr, 1982, 208 p., color/b&w illus., \$22.50.

The Timetable of Technology — Patrick Harpur, Ed., introduction by Edward S. Ayensu.

The story of 20th century technological advancements told through a timechart technique that chronicles progress in five areas of human endeavor — communication and information, transport and warfare, energy and industry, medicine and food production and fringe benefits. Articles are included on various achievements in technology such as lasers, nuclear reactors, computers and solar energy. The book then contemplates the future of technology to the year 2000. This book was designed and edited by Marshall Editions Ltd, London. Hearst Bks, 1982, 240 p., color/b&w illus., \$30.