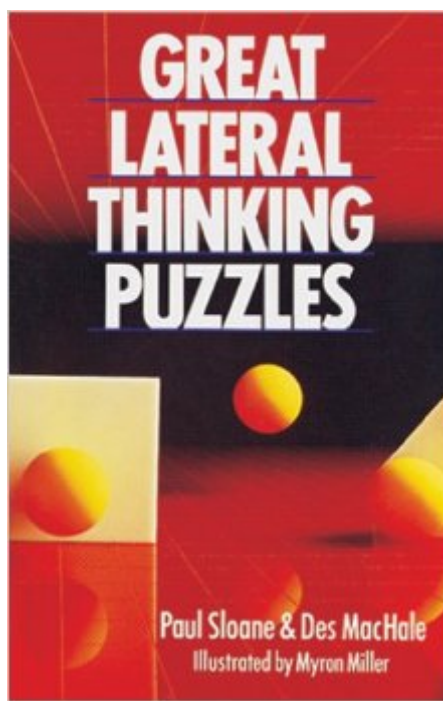# Great Lateral Thinking Puzzles

Synopsis

"We never grow tired of good news how come' mysteries of this kind....These story brainteasers are often solved in groups...with solvers asking yes-or-no questions of the puzzle poser (the one holding this book, perhaps). A novel feature of this volume is a Clues' section containing sample questions and answers, allowing you to play along solitaire."--Games World of Puzzles. 96 pages, 24 b/w illus., 5 3/8 x 8 1/4.

Book Information

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Average Customer Review: 3.6 out of 5 stars Â Â See all reviews Â (5 customer reviews)

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Customer Reviews

"Great Lateral Thinking Puzzles" by Paul Sloane and Des MacHale is a book of puzzles consisting of strange sounding situations drawn from real life. The puzzles have a logical explanation that readers have to figure out. There are four groups of puzzles: Tempting Puzzles; Intriguing Puzzles; Grisly Puzzles; and Diabolical Puzzles. The easiest puzzles are in the Tempting Puzzles section and the Diabolical section has the most difficult puzzles. The grisly puzzles all feature deaths, accidents, or mutilations. After the puzzle section is the clue section, which contains either hints or yes or no questions for each puzzle. After the clue section is the answer section. There are also two WALLY tests (World Association for Laughter, Learning, and Youth) (one easy and the other more difficult) which are trick questions designed to fool readers."Great Lateral Thinking Puzzles" was a fun, challenging puzzle book. Although they can be done individually, it's best to do the puzzles with other people since the clues aren't always helpful. Most of the puzzles in the first section, Tempting Puzzles, are very easy, starting with the first puzzle "A Fishy Tale" and including "The Book". However, some of the puzzles are problematic. "Church Bells II" needed more information; "Bill and

Ben" was not plausible; and the puzzles "The Missing Brick" and "A Strange Flight" make no sense and should have been left out. Some of the puzzles in the Intriguing Section are also easy, but a couple of them required real lateral thinking and were quite enjoyable ("The Banker", "Bridge Crossing", "The Seven Year Itch" and "An Irish Puzzle"). The puzzles in the Grisly Section seem based more on urban legend than real life, notably "A Shocking Discovery" and "The Dog Choker".

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