Contents

	How This Book Came to Be	9
1	The Pleasures of Problem Solving	15
2	Adventures in Logic	27
3	Journeys into Space	33
4	Words Both Weird and Wonderful	41
5	Going Mad with Math	47
6	Pure Skulduggery	53
7	Just for Fun	57
8	Games for the Supersuperintelligent	65
9	The Almost Official Mensa Intelligence Test	69
	The Helpers	75
	Answers to Puzzles	77