CONTENTS

Preface to the Tenth Edition v
Preface to the Eleventh Edition vii
Preface to the Twelfth Edition ix

I ARITHMETICAL RECREATIONS 3
To find a number selected by someone 5
Prediction of the result of certain operations 8
Problems involving two numbers 11
Problems depending on the scale of notation 12
Other problems with numbers in the denary scale 14
Four fours problem 16
Problems with a series of numbered things 17
Arithmetical restorations 20
Calendar problems 26
Medieval problems in arithmetic 27
The Josephus problem. Decimation 32
Nim and similar games 36
Moore's game 38
Kayles 39
Wythoff's game 39
Addendum on solutions 40

II ARITHMETICAL RECREATIONS (*continued*) 41
Arithmetical fallacies 41
Paradoxical problems 44
Probability problems 45
Permutation problems 48
Bachet's weights problem 50
The decimal expression for $1/n$ 53
Decimals and continued fractions 54

Rational right-angled triangles 57
Triangular and pyramidal numbers 59
Divisibility 60
The prime number theorem 62
Mersenne numbers 64
Perfect numbers 66
Fermat numbers 67
Fermat's Last Theorem 69
Galois fields 73

III GEOMETRICAL RECREATIONS 76
Geometrical fallacies 76
Geometrical paradoxes 84
Continued fractions and lattice points 86
Geometrical dissections 87
Cyclotomy 94
Compass problems 96
The five-disc problem 97
Lebesgue's minimal problem 99
Kakeya's minimal problem 99
Addendum on a solution 102

IV GEOMETRICAL RECREATIONS (*continued*) 103
Statical games of position 103
  Three-in-a-row. Extension to p-in-a-row 103
  Tessellation 105
  Anallagmatic pavements 107
  Polyominoes 109
  Colour-cube problem 113
  Squaring the square 115
Dynamical games of position 116
  Shunting problems 116
  Ferry-boat problems 118
  Geodesic problems 120
  Problems with counters or pawns 121
Paradromic rings 127
Addendum on solutions 129

V POLYHEDRA 130
Symmetry and symmetries 130
The five Platonic solids 131
Kepler's mysticism 133
Pappus, on the distribution of vertices 134
Compounds 135
The Archimedean solids 136
Mrs. Stott's construction 139
Equilateral zonohedra 141
The Kepler-Poinsot polyhedra 144
The 59 icosahedra 146
Solid tessellations 147
Ball-piling or close-packing 149
The sand by the sea-shore 151
Regular sponges 152
Rotating rings of tetrahedra 154
The kaleidoscope 155

VI CHESS-BOARD RECREATIONS 162
Relative value of pieces 163
The eight queens problem 166
Maximum pieces problem 172
Minimum pieces problem 172
Re-entrant paths on a chess-board 175
Knight's re-entrant path 175
King's re-entrant path 186
Rook's re-entrant path 187
Bishop's re-entrant path 187
Routes on a chess-board 187
Guarini's problem 189
Latin squares 189
Eulerian squares 190
Euler's officers problem 192
Eulerian cubes 192

VII MAGIC SQUARES 193
Magic squares of an odd order 195

Magic squares of a singly-even order 196
Magic squares of a doubly-even order 199
Bordered squares 200
Number of squares of a given order 201
Symmetrical and pandiagonal squares 202
Generalization of De la Loubère's rule 204
Arnoux's method 206
Margossian's method 207
Magic squares of non-consecutive numbers 210
Magic squares of primes 211
Doubly-magic and trebly-magic squares 212
Other magic problems 213
Magic domino squares 213
Cubic and octahedral dice 214
Interlocked hexagons 215
Magic cubes 216

VIII MAP-COLOURING PROBLEMS 222
The four-colour conjecture 222
The Petersen graph 225
Reduction to a standard map 227
Minimum number of districts for possible failure 230
Equivalent problem in the theory of numbers 231
Unbounded surfaces 232
Dual maps 234
Maps on various surfaces 234
Pits, peaks, and passes 238
Colouring the icosahedron 238

IX UNICURSAL PROBLEMS 243
Euler's problem 243
Number of ways of describing a unicursal figure 250
Mazes 254
Trees 260
The Hamiltonian game 262
Dragon designs 266

X COMBINATORIAL DESIGNS 271
A projective plane 271
Incidence matrices 272
An Hadamard matrix 273
An error-correcting code 274
A block design 276
Steiner triple systems 278
Finite geometries 281
Kirkman's school-girl problem 287
Latin squares 290
The cube and the simplex 295
Hadamard matrices 296
Picture transmission 297
Equiangular lines in 3-space 299
Lines in higher-dimensional space 303
C-matrices 308
Projective planes 310

XI MISCELLANEOUS PROBLEMS 312
The fifteen puzzle 312
The Tower of Hanoï 316
Chinese rings 318
Problems connected with a pack of cards 322
Shuffling a pack 323
Arrangements by rows and columns 325
Bachet's problem with pairs of cards 326
Gergonne's pile problem 328
The window reader 333
The mouse trap. Treize 336

XII THREE CLASSICAL GEOMETRICAL PROBLEMS 338
The duplication of the cube 339
Solutions by Hippocrates, Archytas, Plato, Menaechmus, Apollonius, and Diocles 341
Solutions by Vieta, Descartes, Gregory of St. Vincent, and Newton 343

The trisection of an angle 344
Solutions by Pappus, Descartes, Newton, Clairaut, and Chasles 334
The quadrature of the circle 347
Origin of symbol π 349
Geometrical methods of approximation to the numerical value of π 349
Results of Egyptians, Babylonians, Jews 350
Results of Archimedes and other Greek writers 351
Results of European writers, 1200–1630 352
Theorems of Wallis and Brouncker 355
Results of European writers, 1699–1873 356
Approximations by the theory of probability 359

XIII CALCULATING PRODIGIES 360
John Wallis, 1616–1703 361
Buxton, circ. 1707–1772 361
Fuller, 1710–1790; Ampère 364
Gauss, Whately 365
Colburn, 1804–1840 365
Bidder, 1806–1878 367
Mondeux, Mangiamele 372
Dase, 1824–1861 372
Safford, 1836–1901 374
Zamebone, Diamandi, Rückle 375
Inaudi, 1867- 375
Types of memory of numbers 377
Bidder's analysis of methods used 378
Multiplication 379
Digital method for division and factors 381
Square roots. Higher roots 382
Compound interest 384
Logarithms 385
Alexander Craig Aitken 386

XIV CRYPTOGRAPHY AND CRYPTANALYSIS 388
Cryptographic systems 389

Transposition systems 391
Columnar transposition 392
Digraphs and trigraphs 394
Comparison of several messages 397
The grille 401
Substitution systems 402
Tables of frequency 404
Polyalphabetic systems 406
The Vigenère square 407
The Playfair cipher 410
Code 412
Determination of cryptographic system 414
A few final remarks 416
Addendum: References for further study 418

INDEX 419