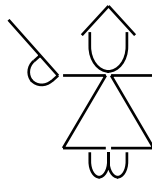


Amazing “Aha!” Puzzles

IMPROVE YOUR ABILITY TO THINK ‘OUTSIDE
THE BOX’ AND BOOST YOUR CREATIVITY!

Lloyd King



PUZZLE WIZARD

ACKNOWLEDGEMENTS

There are many kind people I'd like to extend my appreciation to for encouraging me in my puzzle writing. First of all, I'd especially like to thank Mum, Hannah, Nan, Mark, Anna and the rest of my family for their help, advice and support. In addition, I'd like to take this opportunity to thank my dear Grandfather, Bert, who, though very sadly no longer with us, provided me with the inspiration to create the various pirate puzzles in this book. When I was a child, he would often take great delight in pretending to be Long John Silver. He would grab a broom, turn it upside down to create a makeshift crutch and, then, with a half-crazed look in his eyes look at me and roar, "Ahhrrrr, me lad! Ahrrrrr!" He was a lovely chap and a real character and is very fondly remembered by everyone who knew him. Next I'd like to thank the fantastically creative and friendly members of *VINCI*, who have put a great deal of time and effort into solving these puzzles and also given me lots of extremely helpful feedback in the process. Finally, I'd like to thank my friends and fellow puzzle designers Philip Carter and Barry Clarke for arousing my interest in puzzles in the first place and, also, for giving me lots of encouragement along the way.

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This book is dedicated to my family and friends.

Other Books by Lloyd King

Test Your Creative Thinking
Puzzles for the high IQ

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INTRODUCTION



“Aha!” puzzles have always appealed to me more than any other type of puzzle. There’s just something about them that strikes a chord with me. In case you’re not exactly sure what they are, they’re the ones with those frustratingly ‘obvious’ answers. Yes, that’s right. *Those* ones! When the answer, which is usually startling, hits you, you get a sudden flash

of inspiration popularly known as an “Aha!” and it feels very much as though you’ve been hit by a bolt of lightning. It’s a wonderful, energising feeling and it is this, in part, that makes “Aha!” puzzles so very rewarding and addictive.

Frequently the solution to an “Aha!” puzzle pops into your head unexpectedly while you no longer appear to be consciously working on it. Surprisingly, this is the result of a complex parallel process that synthesizes the input from *both* of the brain’s hemispheres. These are the right hemisphere, which is the more imaginative and intuitive side, and the left hemisphere, which is the more logical and analytical side. The data is relayed between the hemispheres via the corpus callosum, a thick band of more than 200 million nerve fibres.

In many ways “Aha!” puzzles are ideal for stimulating creativity because, by appearing impossible, implausible, bizarre or paradoxical in some way, they immediately arouse our curiosity. Also, because you know the answers are usually very simple (well, once you know them!), you feel you really ought to be able to get them. It’s just a matter of *when* and *how*. These factors along with the prospect of an “Aha!” and the often humorous nature of the answers awaken our childlike sense of playfulness, which is the key to unlocking our creativity. Another BIG plus is that no specialist or unusual mathematical knowledge is needed to solve them, making them much more accessible to *everyone*.

In designing the puzzles for this book I have tried my best to make them exciting and intriguing so that they *really* grab your attention. Because of this, they will hopefully stimulate your creativity and imagination, teach you to think 'outside the box', improve your ability to switch easily from one perspective to another, increase the fluency with which you generate ideas, develop your intuitive powers, make you better at finding unusual associations and patterns and, with any luck, even make you laugh a little too. All in all, they should provide your brain with a truly comprehensive and mind-altering lateral workout.

As you make your way through the various mind-warping challenges that follow, you'll encounter all sorts of fun situations and enchanting characters like Windlestraw the wizard, Cinderspeller the witch and Captain Swishbuckle, the swashbuckling adventurer. To negotiate them successfully, you *really* will need to call upon every last drop of your imagination and creativity and be willing to abandon your existing assumptions so that you are ready for all kinds of tricks, twists, lateral leaps and downright skullduggery too!

The puzzles, which are divided into four categories according to their approximate level of difficulty, range from 'Easy Riders', which are the simplest, to 'Quantum Leapers', which will prove a challenge to even the most experienced of puzzle solvers.

Well, I really hope you have at least as much fun solving the puzzles as I did creating them, and that by the end of the book you feel as though you've learned something worthwhile along the way.

Lloyd :o)

Aha! Puzzles

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AHA! RATING

- Easy Rider
- Subtle Side-Stepper
- Tough Kooky
- Quantum Leaper

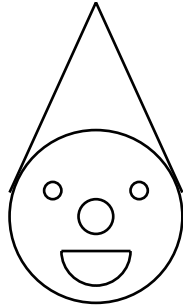
PUZZLES

1.

A MAGIC SPELL



What magic word does this wizard say? (6 letters)



2.

CAT AND MOUSE



Cinderspeller the witch has six mischievous pet cats called Broomstick, Drusilla, Kat, Pumpkin, Theresa and Vanessa. One day one of these naughty cats catches and eats her pet mouse, Hazel. Can you figure out below which cat ate her?

? ATE HER

3.

SHAKEN AND STIRRED ?



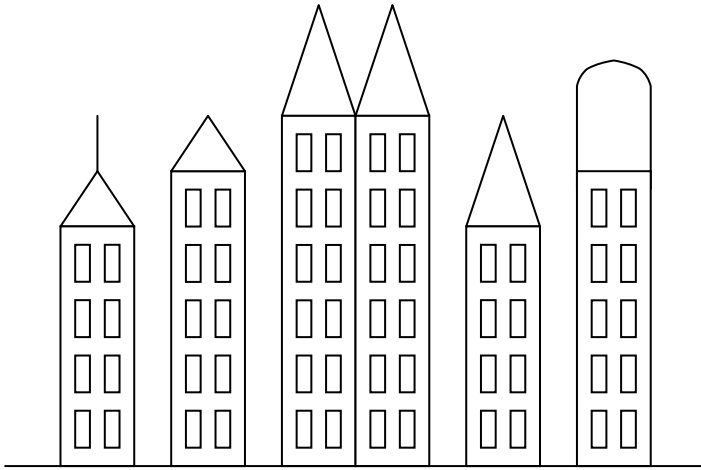
During a drinks party James Bond asks one of his colleagues the following question. Can you correctly replace the asterisk to find out which famous Bond character he is talking to?

*“Is neat rum ok, *?”*

4.

THE SIX TOWERS

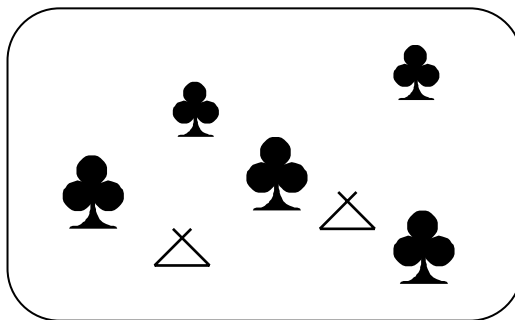
Can you add two lines to complete this sequence of towers?



5.

PICTURE IMPERFECT

Here is a picture showing two wigwams nestled amongst some trees on a Native American Indian reservation. What single thing is missing from the picture?



6. **GUILTY BY ASSOCIATION** 

Someone has stolen the petty cash from the office safe. Mr. Always, Mr. Now, Mr. Sometimes, Mr. Tomorrow and Mr. Ever are under suspicion. Who?, what?, when?, how? and where?. The culprit, guilty by association, is Mr. *. Can you figure out who did it?

Who?
How?
Where?
What?
When?

7. **SITTING ROOM** 

Take away one of the letters below to leave a chair.

HCAIR

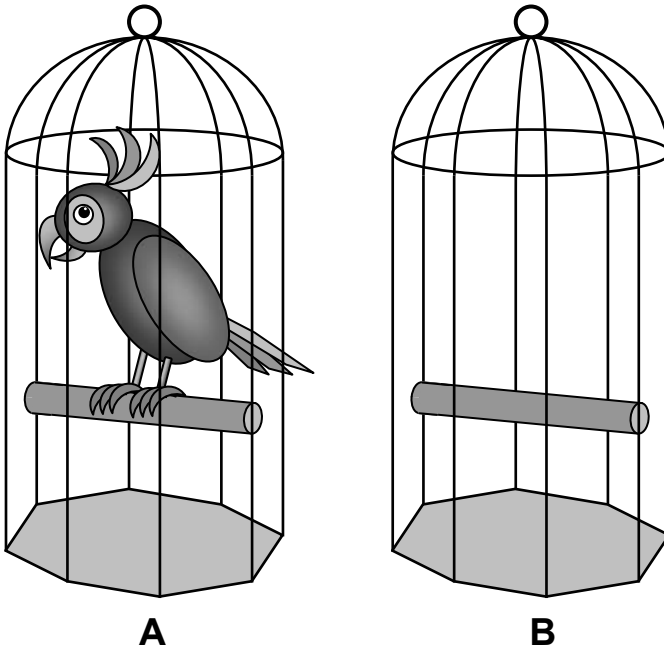
8. **GUESS WHO** 

Can you figure out what three-letter male name should replace the question mark below and also give an approximation of how many sweets Samantha ate?

“I ate every one of the sweets my aunt gave me.”
said Samantha. “I guess ? ate 20 sweets in all!”

9. THE DISAPPEARING PARROT TRICK ⚡⚡

Picture 'A' shows Polly the parrot in her cage. Where's Polly gone in picture 'B'?



Also, see if you can find a fish containing five letters in her cage.

10. THE FOURTH DIMENSION ⚡⚡⚡

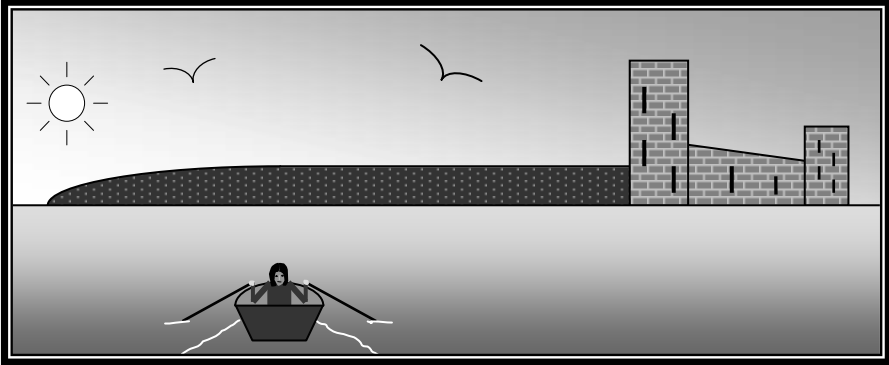
Albert Einstein is in a room 5ft wide, 6ft long and 8ft high. In another way, however, it is fractionally less than 11ft. Where is he?

11.

THE SWORD IN THE LAKE



As King Arthur rowed across the lake, the mystical Isle of Avalon with its castle at one end loomed out of the morning mist. Suddenly, the mist cleared and Arthur could see the legendary sword Excalibur rising up out of the lake. Can you?



12.

ANALOGY



Can you complete this analogy?

PETER : Q :: CAPTAIN : ?

Choose from:

F, G, H, I, J.

13.

CAR CHASE



Can you unscramble the following letters to find a familiar two-word noun?

MOI CHEVROLET

14. THE FRENCH CONNECTION


Move one line to leave both sides of this equation equal.

$$M X = | \square$$

15. THE ODD COUPLE


Which two of these seven groups of letters are the 'odd' ones out?

HÈGT FEÌ
 ESÈN NÈLEE ÉENN
 EFÉNTF WEÉLT

16. LEAN AND MEAN


What is the next number in this series?

76, 77, 78, 79, 20, 27, ?