A collection of puzzles to tickle your eye
as well as your mind.

Each puzzle in this book exercises your visual dexterity while also testing your powers of logic and memory. Some of the puzzles are simpler, some are simply tricky, and others offer a real brainteasing challenge. Keep a sharp eye and an even sharper IQ as you proceed.

Alan Robbins is a puzzle and game designer whose work has appeared for years in Games magazine. He is also the author of the Puzzicles series for Ballantine Books and the writer and designer of two dozen mystery jigsaw puzzles for BePuzzled.

GRAPHIC PUZZLES

Alan Robbins

GRAPHIC PUZZLES

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BELLES-LETTRES

Up until the time of the printing press and movable type, hand-made letters were all the rage. And because they were made by hand, they had to speak with flair as well as fluency.

Take a look at the opposite page and you'll see what we mean. Imbedded in those expressive designs are the familiar ABC's from twenty-six different ornamental alphabets of early typography.

There's only one of each letter, but we've mixed up the order to make things interesting. Can you see through the fancy embellishments and find the familiar letters, A through Z?

HATS OFF TO...?

Fifteen famous fictional and historical personalities have lost their hats. The recovered headgear is shown on the opposite page.

Can you determine the owner of each one of these distinctive hats?

Come to think of it, maybe that's a bit too easy. In that case, try matching each hat with the place and date it was lost, as listed below.

1. Gettysburg	1863	8. Montana	1876
2. Waterloo	1815	9. Rome	1940
3. Hollywood	1936	10. Belgium	1944
4. North Pole	1993	11. Washington	1917
5. London	1890	12. Plymouth	1620
6. Pennsylvania	1682	13. Paris	1943
7. Atlantic Ocean	1927	14. Damascus	1918

15. Lake Tanganyika 1871

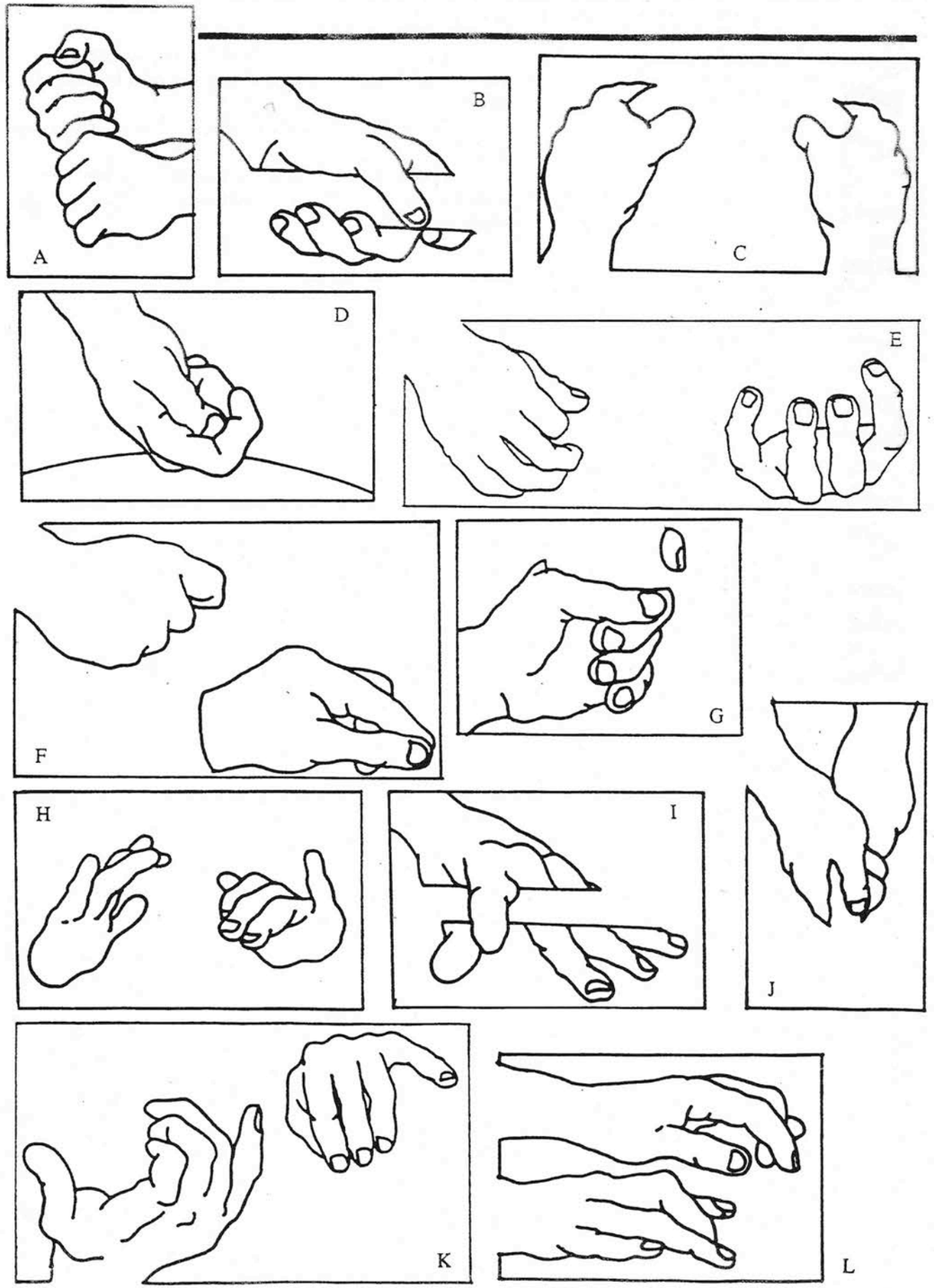
GET A GRIP ON IT

Someone once said that the thumb was man's most important feature because it allowed him to really get a grip on things. (Not to mention getting a ride on the highway).

In any case, assuming you know the difference between a grip and a grab, why not try this test? Can you tell what common activities the hands on the next page are up to?

In case you can't quite grasp the pantomimes, the jumbled words listed below should help. Just match one with each drawing. They're anagrams of the names of the objects being handled, including some false leads.

1. bluc ___
2. remham ___
3. abby ___
4. larbem ___
5. helew ___
6. plien ___
7. apoin ___
8. tanbo ___
9. traigu ___
10. keract ___
11. nilivo ___
12. uce ___
13. tab ___
14. shrub ___
15. kobo ___
16. nug ___



SHADOW PLAY

Like most folks, you probably know your own shadow. (Whether or not you're afraid of it is another matter.)

But would you know a familiar shadow if you saw one?

Hidden in the jumble on the next page are the shadows cast by twenty well-known sports. Can you tell which ones they are?

CHINESE CHALLENGE

Here's one for all of you who didn't know you knew Chinese. It's not as hard as you might think. The group of symbols on the top grid of the following page are individual pictographs. Each represents a single word in Chinese. They're called pictographs because they were originally pictures of the words they represent. Can you still see the connections?

The bottom grid uses combinations of these symbols to create new words.

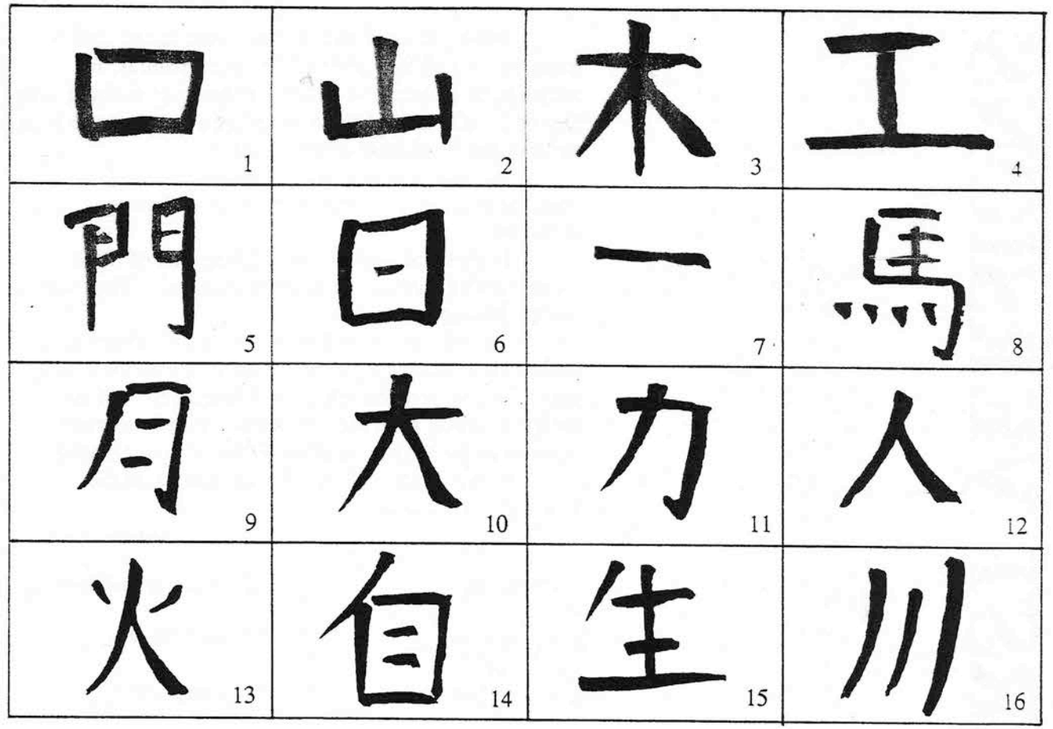
Can you match each one which it's correct meaning from the list below? You might try working on both grids at once, going back and forth, and using the process of elimination.

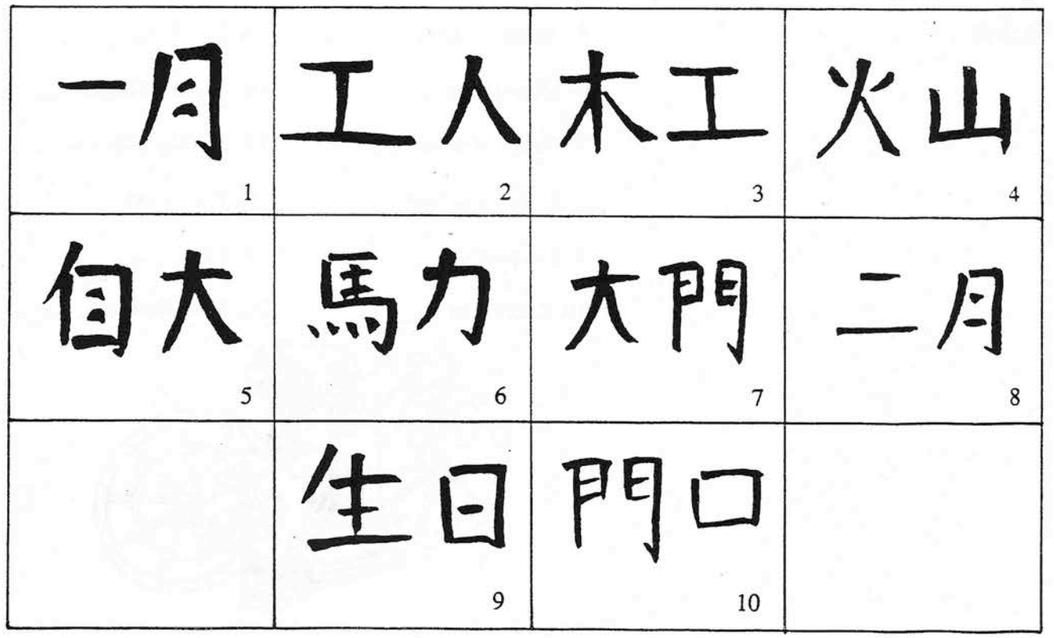
TOP

One	___	Man	___
Fire	___	Self	___
Horse	___	Tree	___
Gate	___	Mouth	___
Work	___	River	___
Mountain	___	Moon	___
Sun	___	Strength	___
Big	___	Birth	___

BOTTOM

Front Door	___	Birthday	___
Entrance	___	Carpentry	___
Horsepower	___	January	___
Workman	___	Volcano	___
Conceited	___	February	___





FIRST VERSIONS

Have you ever noticed how most things look pretty much like they should? It seems natural, for instance, to sit and look at a TV rather than rubbing your feet on it. Or to hold the receiver of a telephone to your ear and mouth, instead of sitting on it.

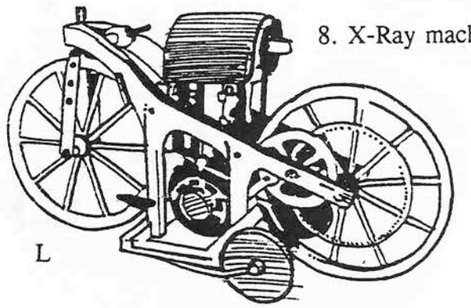
But this practical look of things is actually the result of years of trial and error, a kind of design evolution.

In fact, the first pioneering versions of these gizmos didn't clue you in at all to their use. They were strictly functional.

Try this quiz to see what we mean. There are twelve early models of common machines on these two pages. See if you can match each spindizzy with its correct function from the list below. Watch yourself though; we've thrown in a few extras to confuse you.

Super extra credit if you can also name the inventor in each case.

1. Phonograph ___
2. Apple Corer ___
3. Movie Camera ___
4. Typewriter ___
5. Xerox Copier ___
6. Microscope ___
7. Facial Steamer ___
8. X-Ray machine ___
9. Telephone ___
10. Calculator ___
11. Washing Machine ___
12. Hair Dryer ___
13. Telegraph ___
14. Motorcycle ___
15. Juicer ___
16. Tooth Extractor ___
17. Sewing Machine ___
18. Television ___
19. Lathe ___
20. Shoe Resoler ___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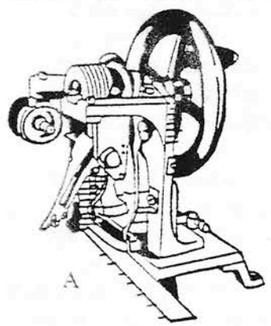
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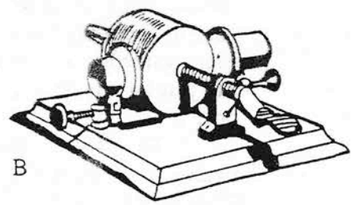
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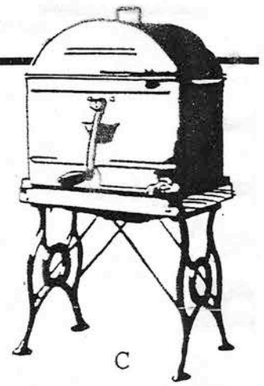
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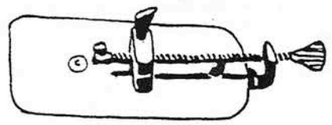
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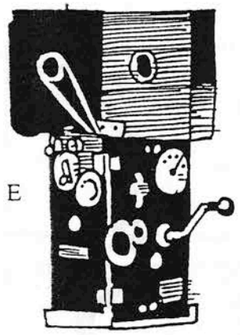
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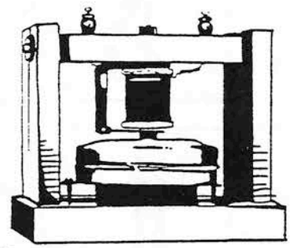
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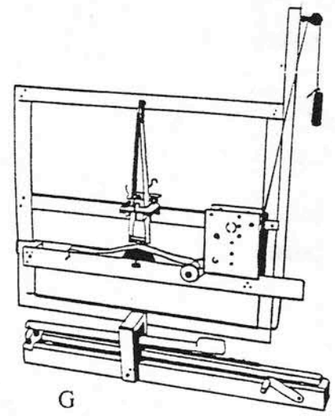
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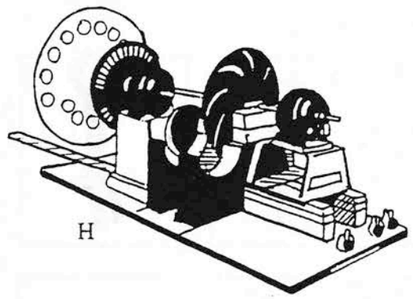
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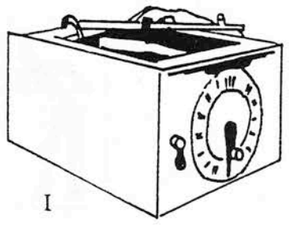
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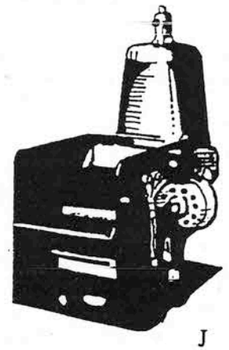
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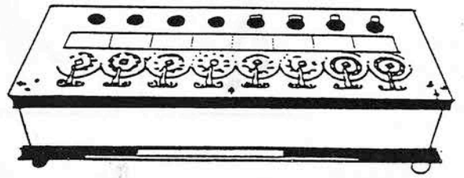
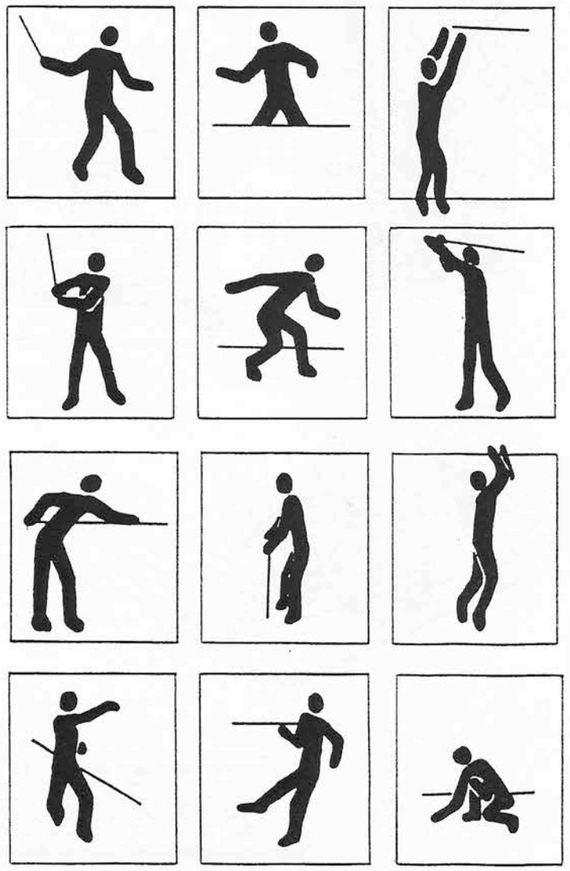

K

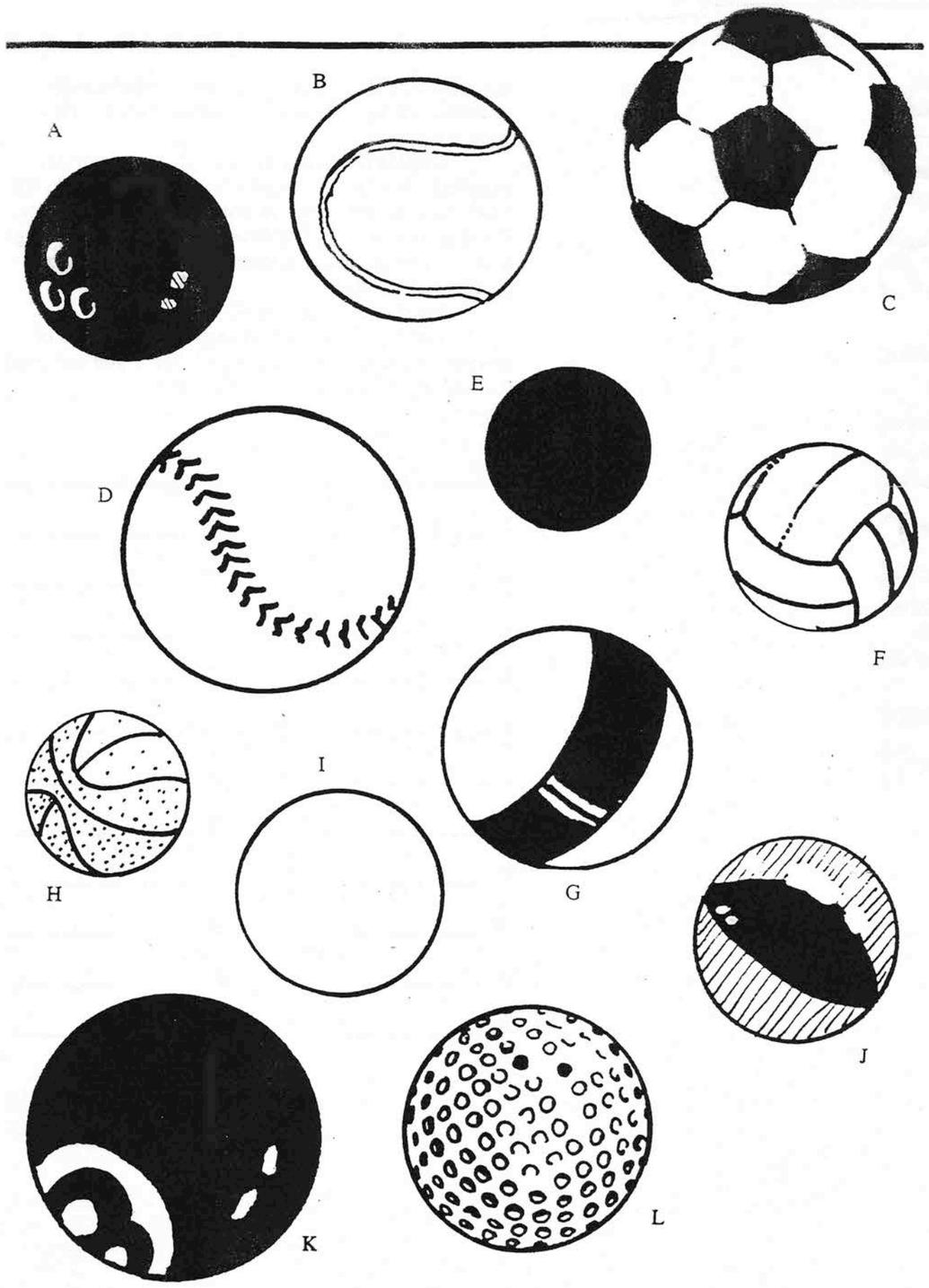
HAVE A BALL

Sometimes it seems like human beings were created simply to invent the ball. We're talking, of course, about the round not the costumed kind. And every game has a different one, all spherical naturally. But just how familiar are you with the old recreational orb?

To test your savvy, see if you can guess what twelve sports balls are shown on the opposite page. Then match them to the graphic symbols of each sport shown at bottom.

To complicate matters, we've changed the relative sizes of all the balls. So as a second quiz, can you put the balls in correct size order?





ALPHABET SOUP

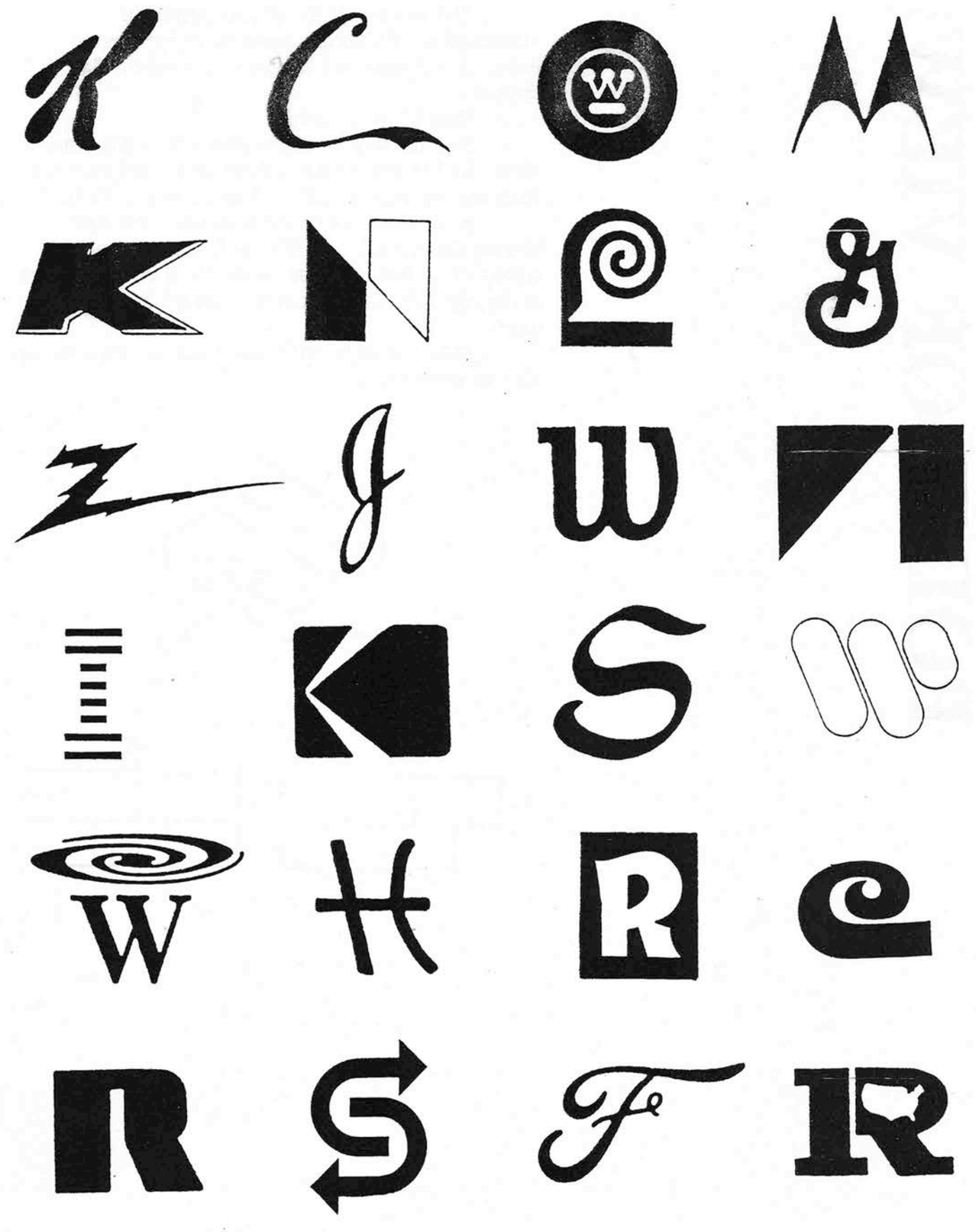
If all goes well, we've pretty much nailed dc
our ABC's by the end of first grade. Unfortunately
somebody always seems to be messing around with
good thing.

Graphic designers, for example, are notoriou
meddlers. In creating corporate logos or trademark
products, they can't seem to resist reworking the ba
The goal is to end up with letterforms that (given er
hype) will point clearly to one particular company c
product and no other.

But does it always work?

We've taken individual letters from a series
familiar company or product logos. See if you can
the familiar name each letter comes from.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____
21. _____
22. _____
23. _____
24. _____



POINT OF VIEW

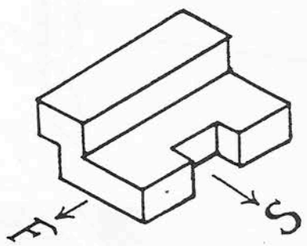
This is a simple test of your powers of visualization. It's actually based on an engineering exam. It was used, one imagines, to weed out flat thinkers.

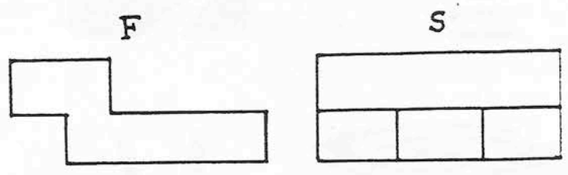
Here's how it works.

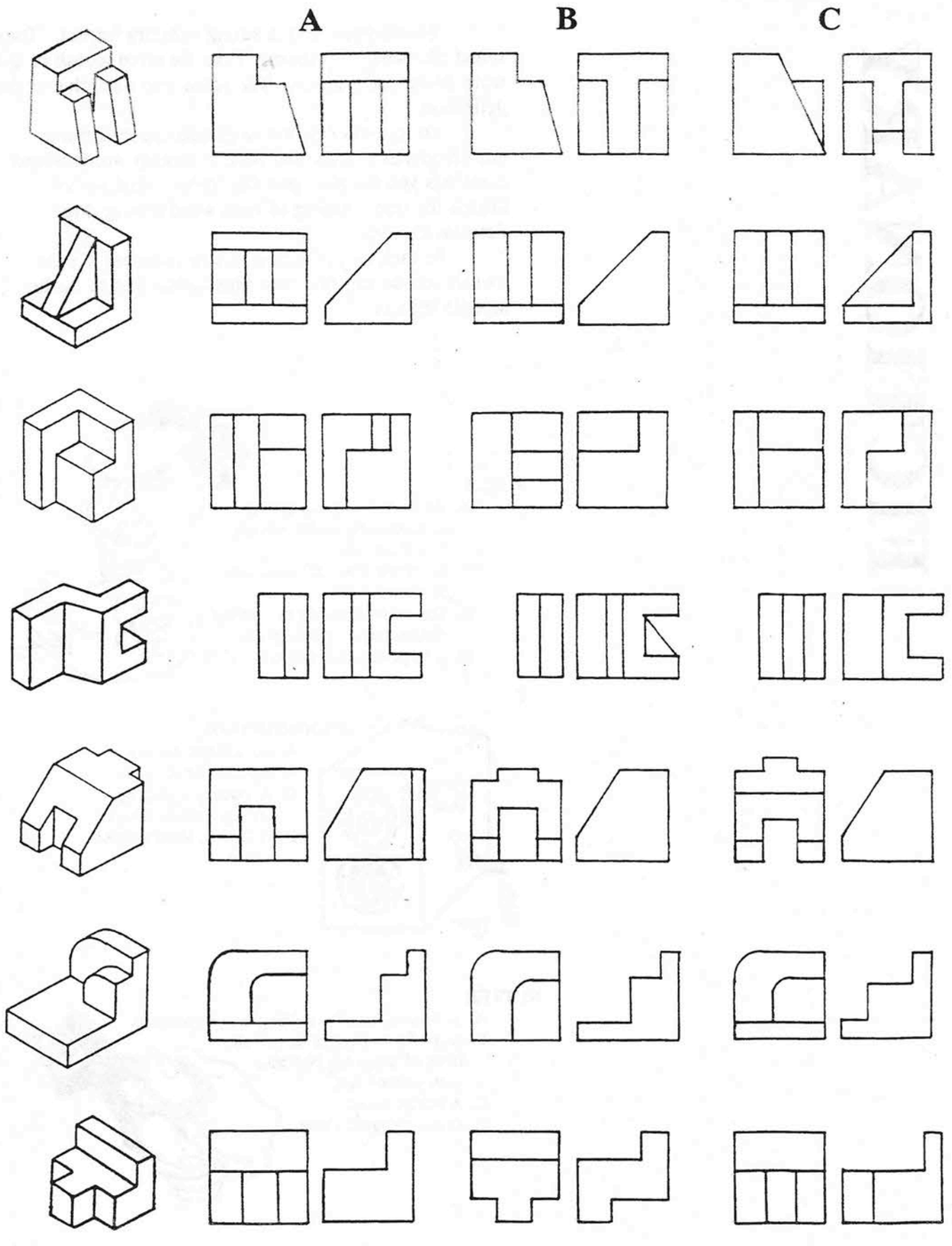
Seen below is an object from a three-dimensional view. Underneath it are two more views, one from the front and one from the side. Simple enough. Or is it?

Now take a look at the next page. The first column shows a group of 3D views. Can you pick the correct set of front and side views - A, B or C - for each of the objects? (The front view is always first in the pair.)

Then, for extra credit, see if you can draw the top view of each object.





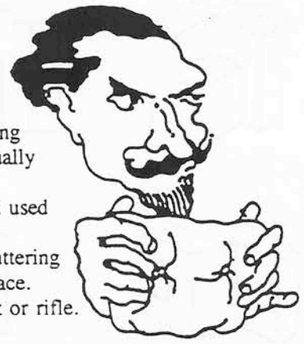


FICTIONARY

Words often have a strong auditory impact. They sound like what they mean. Take the word *woosh* or the word *blunt*, for instance. The sound can be a clue to the definition.

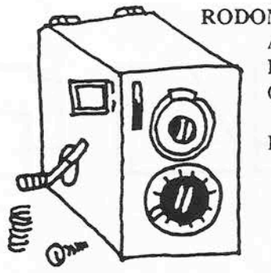
To test this out, we've picked ten mellifluous (which sounds exactly like what it means) words whose meanings you couldn't possibly know. And we've hidden the true meaning of each word among three fictional choices.

In each case, the first choice (whether it's the correct one or not) has been illustrated...just to further muddle matters.



BURKE

A. To murder without leaving incriminating marks, usually by suffocation.
B. A gnarled piece of wood used as a cane.
C. The act of swearing or uttering obscenities ina public place.
D. A large-mouthed musket or rifle.

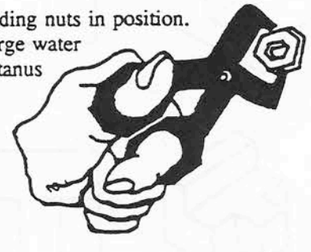


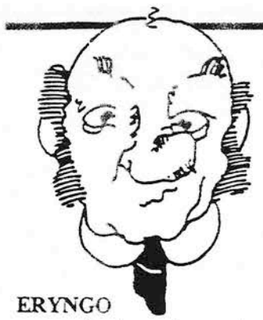
RODOMONTADE

A. An antique camera
B. Boasting or bluster
C. A visually appealing arrangement of letters
D. A kind of shoe without a heel.

NUTTER

A. A colonial tool for holding nuts in position.
B. Any of a number of large water birds of the genus Nuttanus with webbed feet.
C. A burlap corset.
D. One who gathers nuts.



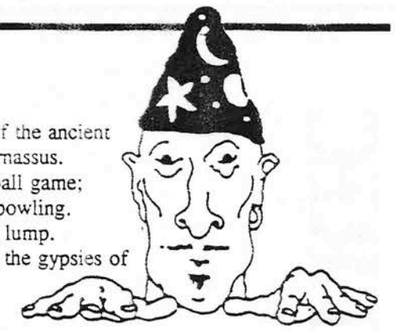


ERYNGO

A. An embarrassing swelling of the nose.
B. A spiny plant of the genus Eryngium.
C. Having a slanted position or direction; oblique.
D. A long-ared donkey native to Central Asia.

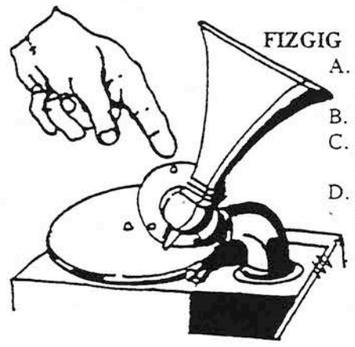
HOLUSBOLUS

A. A sacred word of the ancient magicians of Parnassus.
B. A 16th century ball game; a forerunner of bowling.
C. All at once; in a lump.
D. A stew made by the gypsies of Greece.



CONFABULATE

A. To chat or gossip
B. To waste time
C. To act treasonably
D. Blowing up an empty bag with air



FIZGIG

A. The piece on a gramophone that holds the stylus.
B. A giddy, flirting girl.
C. A type of short mustache with twirled ends word by a dandy.
D. A variety of natural Roumanian springwater.

BIGGIN

A. A cap or hood for a child
B. A British court officer
C. A scoundrel or thief
D. A waterfowl of the Grebus family; a fishbill.

HALLUCAL

A. An ointment for the replacement of lost hair
B. A form of mountain yodeling
C. Warm water, usually found in a pond
D. Of or relating to the big toe

SUSURRUS

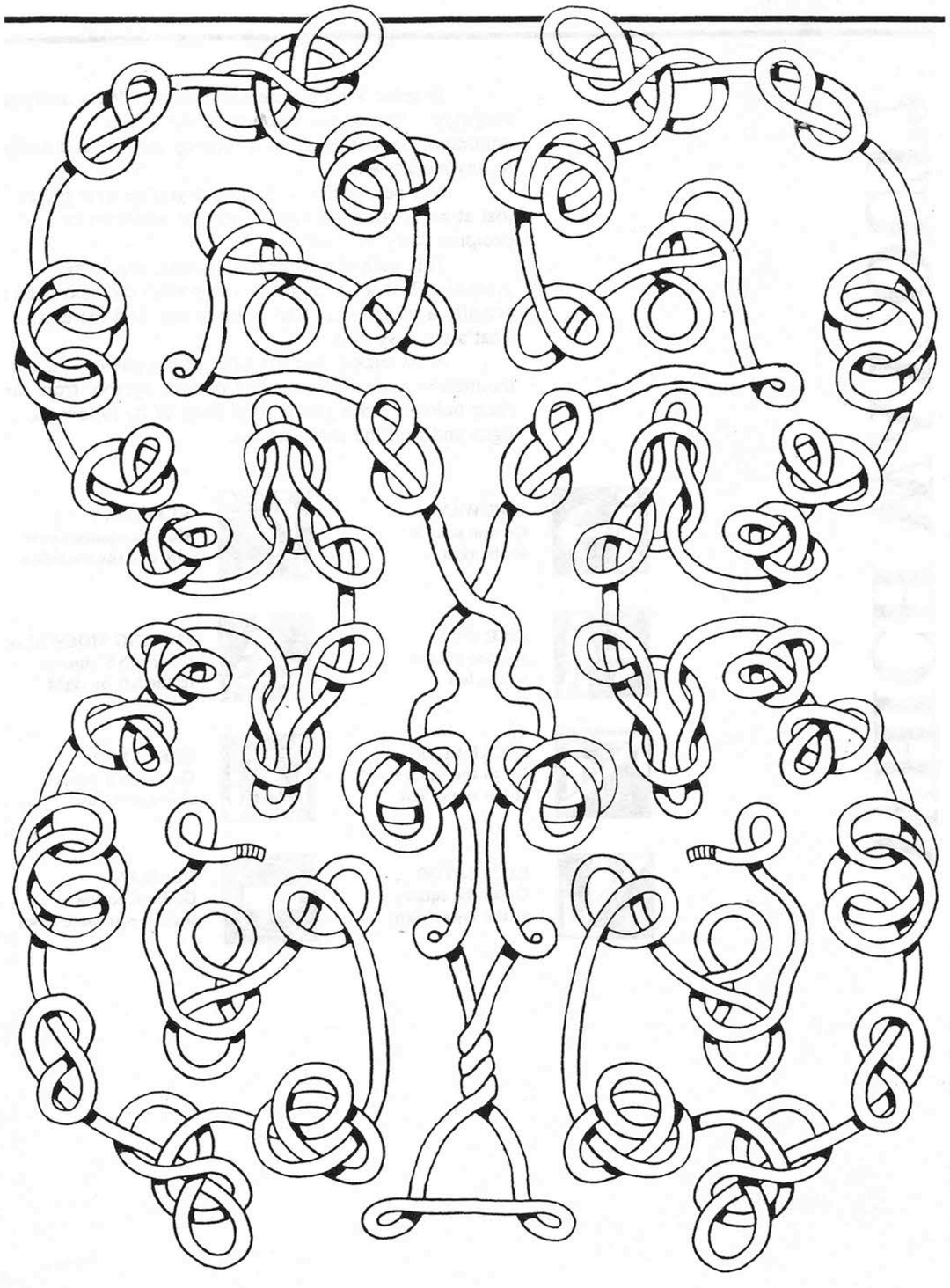
A. The Greek god of food
B. A soft fabric used in the making of curtains
C. A sibilant murmur or whisper
D. Any disease of the spleen

COMPANY PICNIC

For our graphic supper, we've invited the trademarks from 47 different companies. Can you name both the character and the company in each case?

ROPE TRICK

This fancy decoration is actually a rather knotty puzzle. To be precise, exactly how many knots would form if you pulled on the two ends of the rope?



WHICH WAY OUT?

Graphic symbols are sometimes called a universal language. The whole idea behind them is to communicate locations and directions quickly and easily to anyone anywhere

Not necessarily so simple if you've ever gotten lost at an airport or a subway system and tried to decipher some of them.

This quiz should help by giving you some practice. The set of symbols you see on the next page is actually a maze. Just start at enter and find the exit. That's the easy part.

A bit trickier are the rules of the game. Take a moment to review the meaning of each symbol from the chart below. Once you got the hang of it, follow the signs and find the shortest path.

ONE WAY
Go one square to the right

STAIRWAY
Go one square above OR one square below

ONE WAY
Go one square to the left

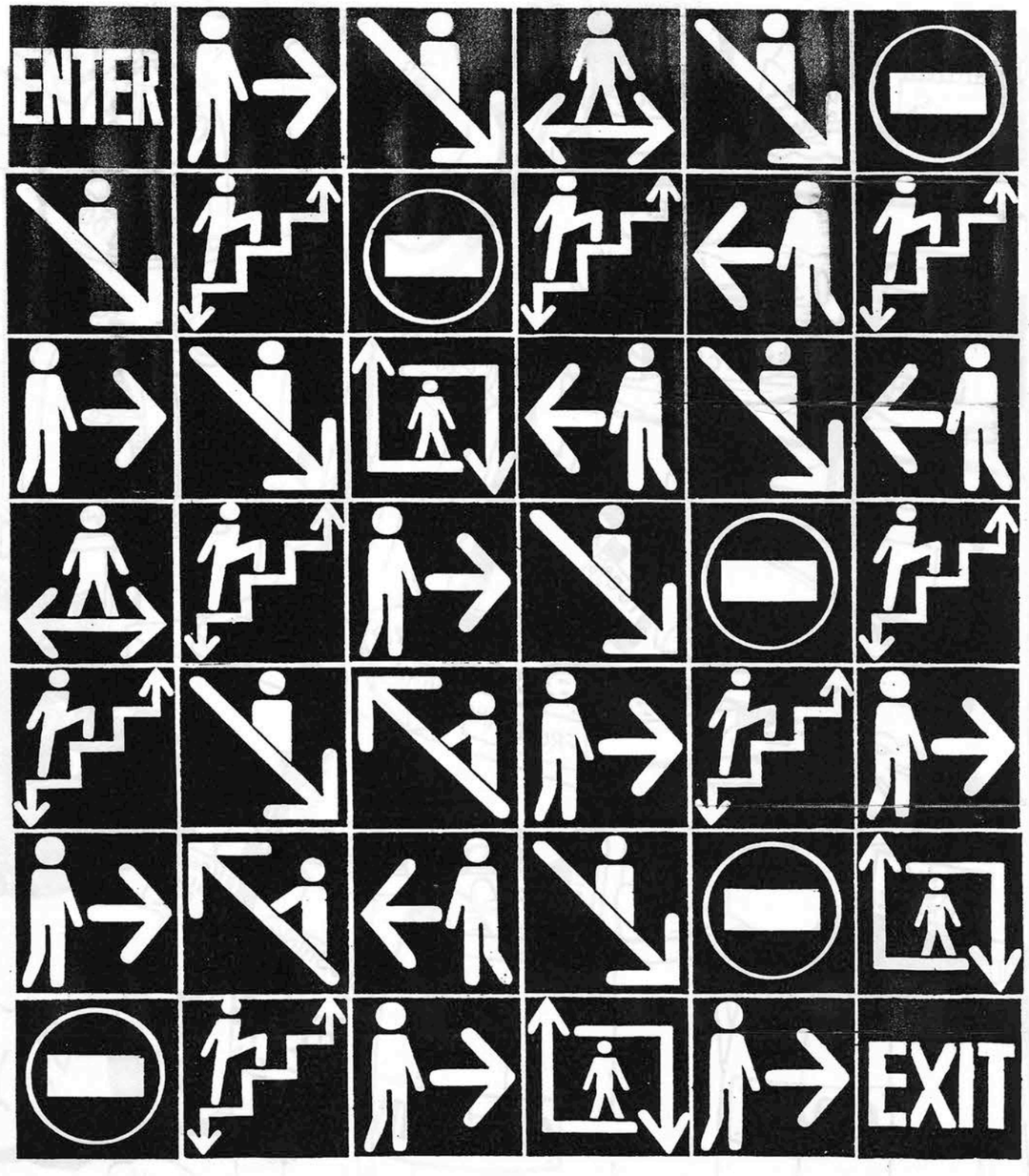
MOVING SIDEWALK
Go to ANY square to the left or right

ESCALATOR
Go to the square at the upper left

ELEVATOR
Go to ANY square above or below

ESCALATOR
Go to the square at the lower right

DEAD END
Go back to the square you came from



RIGHT AS RAIN
SIMILE SHOP

You'll have to be sly as a fox to find all the similes in this picture. We know you'll be happy as a clam if you get all thirty-nine of them. But if you have trouble, don't get mad as a hatter. Just look up the answers in the back of the book.

MIXED DOUBLES

If you think you're seeing double on this one, you are. Each of the faces on the next page is actually two faces in one. Every one is a combination of a pair of celebrities that we've come to link together through a movie, marriage, or just plain media hype.

See if you can spot the noteworthy duo in the composite face. If you get stuck, try cheating a bit and cover one side at a time.

1. _____ AND _____
2. _____ AND _____
3. _____ AND _____
4. _____ AND _____
5. _____ AND _____
6. _____ AND _____
7. _____ AND _____
8. _____ AND _____
9. _____ AND _____
10. _____ AND _____
11. _____ AND _____

SCRABBLE BABBLE

Oops. We accidentally spilled the letters from one of our games. But before sweeping them back into the box, we noticed something peculiar.

The letters fell into twelve distinct and meaningful groups. Can you see why? Study each group of four letters and figure out what principle holds the four members together.

Take, for example, the one right below this paragraph. Besides being identical (which would be much too obvious), they go together because they sound out the expression "four-eyes". The tricks are different for each group, so be careful.

STRANGE SIGNS

The idea behind corporate logos is to create an image that easily identifies the company. That's pretty simple when the logo shows a common object (like the Taco Bell bell) or a familiar animal (like the Merrill Lynch bull).

But many companies use abstract symbols as trademarks. The idea in that case is that an uncommon image will stand out from the crowd, and even convey a unique feeling about the company.

It's amazing how the good ones really do stick in the mind. Take the logos displayed on the next page, for instance. How many of them can you identify?

1. _____ 11. _____
2. _____ 12. _____
3. _____ 13. _____
4. _____ 14. _____
5. _____ 15. _____
6. _____ 16. _____
7. _____ 17. _____
8. _____ 18. _____
9. _____ 19. _____
10. _____ 20. _____

SOLUTIONS

BELLES-LETTRES

Here are all twenty-six letters in order:

HATS OFF TO...?

These are the hats shown, going left to right in rows down the page, followed by their owners and the places they were found:

A. Pilgrim hat	Miles Standish at Mayflower landing, Plymouth, Massachusettes 1620
B. Hat with star	Uncle Sam from a World War I poster, Washington DC 1917
C. Headress	Sitting Bull at the Battle of Little Big Horn, Montana 1876
D. Helmet	General George Patton at the Battle of the Bulge, Belgium 1944
E. Pith helmet	Henry Stanley (or maybe Dr. Livingstone) during the search for the source of the Nile, Lake Tanganyika, Africa 1871
F. Tricorn	William Penn during the consolidation of Pennsylvania, 1682
G. Bowler	Charlie Chaplin in Hollywood, 1936
H. Stocking cap	Santa Claus at the North Pole, Christmas 1993
I. Cap with brim	Charles de Gaulle during the liberation of Paris, 1944
J. Cloth headress	Lawrence of Arabia during World War I in Damascus, 1918
K. Top hat	Abraham Lincoln during the Gettysburg Address, 1863
L. Goggles	Charles Lindbergh somewhere over the Atlantic during solo flight, 1927
M. Deerstalker	Sherlock Holmes in London, 1890
N. Large Hat	Napoleon Bonaparte at The Battle of Waterloo, 1815
O. Fur cap	Benito Mussolini in Rome, 1940

GET A GRIP ON IT

These are the activities illustrated, along with the objects being handled:

1. Club	J	(golf)		10. Racket	B	(tennis)	
2. Hammer	F	(hammering)		11. Violin	K	(playing)	
3. Baby	false lead			12. Cue	I	(pool)	
4. Marble	D	(marbles)		13. Bat	A	(baseball)	
5. Wheel	C	(driving)		14. Brush	false lead		
6. ???	very false lead			15. Book	false lead		
7. Piano	L	(piano playing)		16. Gun	G	(shooting)	
8. Baton	H	(conducting)					
9. Guitar	E	(guitar playing)					

SHADOW PLAY

These are the sports shown by their shadows, starting clockwise from the top and spiraling inward: football, ski jumping, bowling, fencing, ice skating, soccer, basketball, boxing, baseball, ice hockey, gymnastics, downhill skiing, tennis, polo, horse racing, lacrosse, hai alai, golf, squash, bicycle racing.

CHINESE CHALLENGE

Here are the correct matches:

Top		Bottom	
One	7	Front Door	7 (man & one)
Fire	13	Entrance	10 (gate & mouth)
Horse	8	Horsepower	6 (horse & strength)
Gate	5	Workman	2 (work & man)
Work	4	Conceited	5 (self & big)
Mountain	2	Birthday	9 (birth & sun)
Sun	6	Carpentry	3 (tree & work)
Big	10	January	1 (one & moon)
Man	12	Volcano	4 (fire & mountain)
Self	14	February	8 (two & moon)
Tree	3		
Mouth	1		
River	16		
Moon	9		
Strength	11		
Birth	15		

FIRST VERSIONS

These are the names of each prototype, along with their inventors:

A. Elias Howe's first Sewing Machine (1845)
B. Thomas Edison's early hand-cranked Phonograph (1880)
C. Morton's first manual Washing Machine (1884)
D. Anton van Leeuwenhoek's Microscope (1673)
E. Hand-cranked Pathe Movie Camera (1920)
F. Alexander Graham Bell's first Telephone Receiver (1875)
G. Samuel Morse's first Telegraph apparatus (1836)
H. John Baird's first Mechanical Television (1926)
I. William Austin Burt's Typewriter (1829)
J. Chester Carlson's hand-built Copier (the name Xerox came later) (1940)
K. Blaise Pascal's Mechanical Calculator (1642)
L. Gottlieb Daimler's first Motorcycle (1885)

HAVE A BALL

Here are the balls in size order (smallest first) and the sports they represent. The numbers in the second column show the symbols they match up with on the chart, starting at the upper left with #1.

J. Marble	12	B. Tennis ball	1
I. Ping Pong ball	2	D. Baseball	4
L. Golfball	6	F. Volleyball	3
E. Handball	10	A. Bowling ball	5
K. Billiard ball	7	C. Soccer ball	11
G. Croquet ball	8	H. Basketball	9

ALPHABET SOUP

Here are the answers, going left to right in rows:

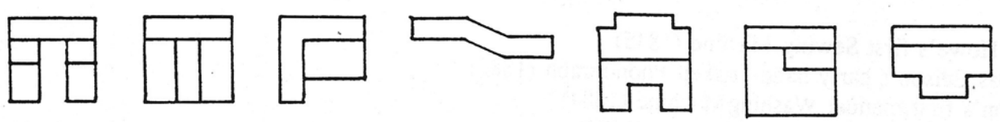
1. Kellog's
2. Coca Cola
3. Westinghouse
4. Motorola
5. K Mart
6. NBC
7. Lowry's
8. General Mills
9. Zenith
10. Johnson & Johnson
11. Wilson
12. American Motors
13. IBM
14. Kodak
15. Smirnoff
16. Warner Communications
17. Whirlpool
18. Holiday Inn
19. Ronzoni
20. Celanese
21. RCA
22. Seatrain
23. Ford
24. Ryder

POINT OF VIEW

The answers, top to bottom:

1. A
2. C
3. C
4. A
5. A
6. A
7. C

And here's the way a view from the top of each object would look:



FICTIONARY

Here are the real definitions:

1. Burke	A	6. Confabulate	A
2. Rodomontade	B	7. Fizgig	B
3. Nutter	D	8. Biggin	A
4. Holusbolus	C	9. Susurrus	C
5. Eryngo	B	10. Hallucal	D

COMPANY PICNIC

Here are all the logos shown, roughly left to right in three sections:

Background

Green Giant foods Jolly Green Giant
Wise Potato Chips owl
Morton Salt girl
US Mail eagle
Camel cigarettes camel
Bumblebee tuna bee
Starkist's Charlie the Tuna
Old Spice ship
Prudential Insurance rock
Merrill Lynch bull
Bird's Eye bird
Tropicana girl
Thomas' muffins coach
Greyhound dog
Howard Johnson house
Sunoco Oil shield
Shell Oil shield
Mobil Oil shield

At the Table

Campbell's Soup kid
Land O'Lakes butter squaw
Underwood canned foods devil
Planter's peanuts Mr. Peanut
Sunshine Bakers baker
Smith Brothers cough drops
Quaker Oats quaker
Joyva Halivah man
Cracker Jack sailor
Playboy bunny
Chef Boy-Ar-Dee foods chef
Aunt Jemima pancakes lady
The New Yorker magazine man

On the Table (did you remember these?)

Betty Crocker spoon
Heinz shield
Pepsi logo
Dixie Cups logo
Kool-Aid pitcher
Maxwell House cup
Duncan Hines shield
Del Monte shield

In front

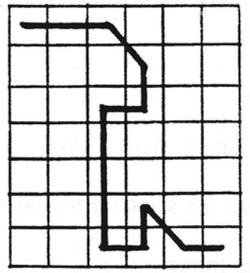
Coppertone girl and dog
Kellog's Tony the Tiger
Luv's baby
Gerber baby food baby
Levi's shield
Dreyfus lion
Buster Brown shoes boy and dog
Borden's Elsie the Cow

ROPE TRICK

Sorry to do this to you, but the answer is...not one!

WHICH WAY OUT?

Here's the shortest pathway through the maze:



RIGHT AS RAIN SIMILE SHOP

These are the similes pictures, reading down the page, left side first:

Left page

Neat as a pin
Hard as a rock
Thick as pea soup
Dumb as an ox
Crazy as a loon
Slow as molasses
Pleased as punch
Sharp as a tack
Straight as an arrow
Smooth as silk
Flat or stiff as a boa
Thin as a rail
Happy as a lark
Easy as pie
Nutty as a fruitcake
Dead as a doornail
Good as gold
Black as coal
Cool as a cucumber
Red as a beet
Fit as a fiddle

Right page

High as a kite
Stubborn as a mule
Fresh as a daisy
Quick as a bunny
Big as a house
Busy as a bee
Blind as a bat
Clear as a bell
Proud as a peacock
Quiet as a mouse
Sick as a dog
Gentle as a lamb
Fat as a pig
Loose as a goose
Dry as a bone
Clean as a whistle
Tight as a drum
Cold as ice

Extra credit

Pretty as a picture (the arrow)
Clear as day (outside)

MIXED DOUBLES

These are the combinations, left side first:

1. Dale Evans and Roy Rogers
2. Burt Reynolds and Dolly Parton
3. Nancy and Ronald Reagan
4. Paul and Linda McCartney
5. Mr. T and Sylvester Stallone
6. Ed McMahon and Johnny Carson
7. Princess Di and Prince Charles
8. Frank Sinatra and John Denver
9. Bo and John Derek
10. Cheech and Chong
11. John Houseman and Orson Welles

SCRABBLE BABBLE

Here are the principles uniting each group of letters, reading down the two pages:

IIII — Another similarity is that this is the only set in which the letter and its numerical value are represented by the same symbol.

DROW — These spell out a well-known word.

EJAG — The numbers on these tiles show a famous date: 1812.

OHNS — The letters on each of these tiles read the same upside down.

FEPR — The second and fourth letters can be formed by adding a single line to the first and third letters.

OTTF — These tiles show the first letters of the words one, two, three, four.

CBRY — All four letters are homophones for words: sea, bee, are, and why.

AXIO — These letters read the same in a mirror, but the trickier answer is that each has another meaning: A and I are words, O is zero, and X is multiplication.

PCEH — These letters are positioned according to the number of ends each letter has (like the ends of a string): P has one, C has two, E has three and H has four.

JHDB — The number on each tile shows the alphabetical position of the next letter in the group.

MNVI — Each letter in this sequence can be formed by removing one line from the letter that precedes it.

RUOK — These letters sound out the question "are you okay?"

STRANGE SIGNS

The answers, reading from left to right in rows:

1. Pitney Bowes
2. Chrysler
3. Minolta
4. Atlantic Richfield
5. Rockwell
6. Ralston Purina
7. Nabisco
8. Burlington
9. Ford
10. Mercedes Benz
11. Coca Cola
12. Knoll
13. Adidas
14. Chase Manhattan Bank
15. Amtrak
16. General Electric
17. Pepsico
18. Parker Brothers
19. Weyerhauser
20. Cotton