

GAMES

MAGAZINE

THE BOOK OF SENSE AND NONSENSE



Edited by Ronnie Shushan

GAMES

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THE BOOK OF SENSE AND NONSENSE PUZZLES

Edited by Ronnie Shushan

Designed by Don Wright

Workman Publishing, New York

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Games magazine sense and nonsense puzzles.

Includes index.

I. Puzzles. I. Shushan, Ronnie. II. Games.

III. Title: Sense and nonsense puzzles.

GV1493.G29 1985 793.73 85-40528

ISBN 0-89480-930-X (pbk.)

Cover design by Bill Jensen and Tedd Arnold

Cover illustration by Akio Matsuyoshi

Back cover illustration by Dave Calver; typography by Dave Herbick

Workman Publishing Company, Inc.

708 Broadway

New York, New York 10003


Manufactured in the United States of America

First Printing October 1985

10 9 8 7 6 5

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INTRODUCTION

ntroductions generally try to lead a reader to some understanding of the book in hand.

Calling this page an introduction contributes to the illusion that what you are holding is a book, and that you are in fact a reader.

What you are holding is nonsense, or at least the illusion of nonsense.

When you are able to make some sense of the words and pictures herein, consider yourself clever and witty and exceedingly good-humored. And when you are not, consider the answer section.

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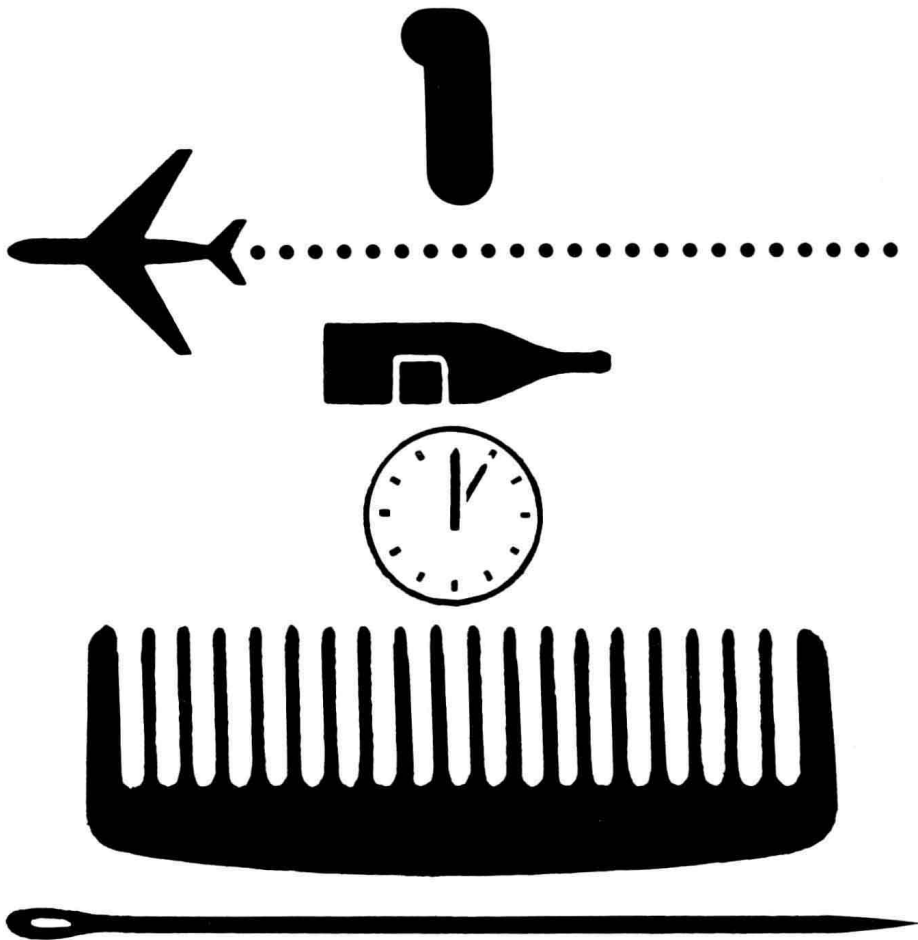
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CHAPTER



What do these items have in common?

IT'S AS
PLAIN AS
THE
NOSE
ON YOUR
KNEE

ONE NEVER KNOWS, DO ONE?

In this battle of wit, there's more than one way to skin a cat.

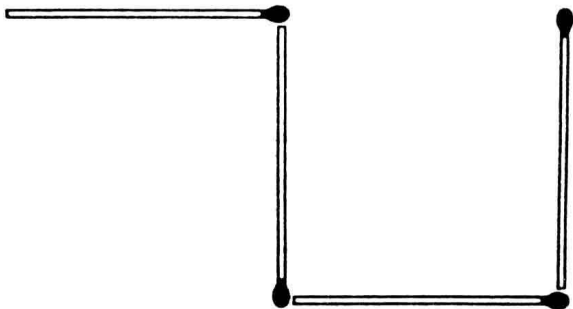
1

Can you connect the dots with the shortest possible line?



2

Can you move one match to make a perfect square?



3

What is the next number in this series?

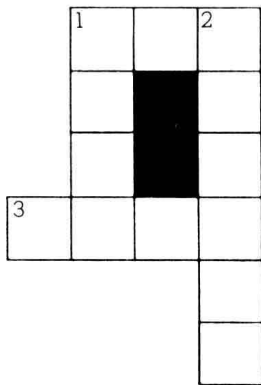
3 6 9 12 _____

4

Complete this simple crossword.

ACROSS

- 1** Canine
- 3** Take a breather



DOWN

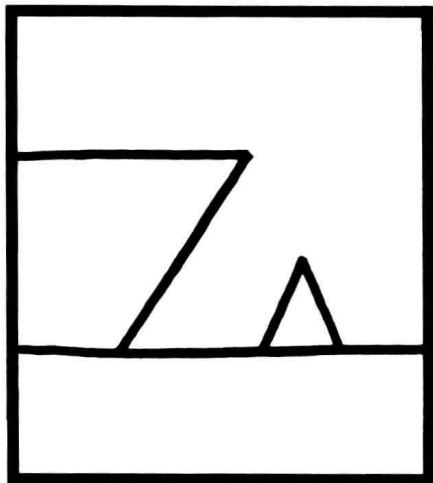
- 1** Small coin
- 2** Rubbed abrasively

DROODLES

Roger Price, who invented Doodles in the 1950s, calls them dopey little drawings that don't look like much of anything until you know the correct title. For example, the drawing below, at left, could be A Mother Pyramid Feeding Her Young. It could be, but it's not. How do you know? Because the title says it's A Ship Arriving Too Late To Save A Drowning Witch. The drawing at right is much more straightforward; unless you turn it 90° counterclockwise and find, alas, A Deceased Trombone Player.

Can you give an appropriate title to the Doodles on the following pages?

A Ship Arriving Too Late
To Save A Drowning Witch



Man Playing Trombone
In A Phone Booth

