

Journal 29 Interactive Book Game

Codex Enigmatum is a richly illustrated puzzle book, filled with a diverse mix of unique and interrelated brain teasers, riddles and conundrums. It features many one-of-a-kind escape room type puzzles designed specifically for this book, as well as unconventional twists on well-known puzzle genres. Each puzzle solution yields a key to unlock future puzzles and in order to unlock the secrets of the codex, you will need to quest your way through over 60 varied and eccentric enigmas requiring a combination of lateral thinking, logical deduction, spatial reasoning and pattern recognition. Are you up to the challenge?

Can you navigate The Paper Labyrinth? The Paper Labyrinth is an interconnected journey of puzzles and riddles. Every page solved will reveal either where to turn next or a component for a more complex puzzle you are already working on. The puzzles within are a mix of difficulties including riddles, word, number and logic puzzles which are all connected to one another as part of the greater challenge! You can solve the entire book without the need for an internet connection too, everything you need is right here - perfect for taking with you on a long journey! Originally published as three separate titles, this complete edition contains; The Paper Labyrinth - the original 'Part One' first published in late 2019. Return to the Paper Labyrinth - the new 'Part Two' published autumn 2021, a direct continuation from the first part, containing more puzzles and an even more labyrinthine journey. The Paper Labyrinth: The Power of Four - created in the lockdowns of 2020, The Power of Four is a four-player game (though you can play alone if you wish!) where you must solve seven puzzles that have each been split into four constituent parts and confer with the others in order to make sense of them - all in the familar Paper Labyrinth style. The book contains hints, solutions and route trackers for the first two titles, plus solutions for 'The Power of Four', as well as a few extra puzzles too! Behind the Pages The author was inspired by 'choose your own path' style novels and created a puzzle book which contains interconnected puzzles and challenges that are all entirely self contained within the book. You do not need to use the internet, so the book is perfect for travelling, or just relaxing away from screens. You can dive into the whole journey in one go, or equally do a few pages at a time! About The Author Charlie Wheeler is a freelance game and puzzle designer who has worked on various well known attractions within the UK and overseas, from indoor game attractions to theme parks. He published his first puzzle book in 2019, after failing to find something interesting enough to captivate him on a long train journey - spending the entire journey instead planning out his own book. While they remain a passion project for him, he strives to create the most captivating puzzle books possible and created Ultimate Quest as a home for all of his puzzle books and other activities. Leading expert Paul Booth explores the growth in popularity of board games today, and unpacks what it means to read a board game. What does a game communicate? How do games play us? And how do we decide which games to play and which are just wastes of cardboard? With little scholarly research in this still-emerging field, Board Games as Media underscores the importance of board games in the ever-evolving world of media.

This book has been considered by academicians and scholars of great significance and value to literature. This forms a part of the knowledge base for future generations. So that the book is never forgotten we have represented this book in a print format as the same form as it was originally first published. Hence any marks or annotations seen are left intentionally to preserve its true nature.

A Novel Problem

Journal 29 Revelation

A Dictionary Of Arts, Sciences, Literature And General Information (Volume I) A To Androphagi

Escape Room Puzzles

A Practical Guide to Writing Your Own Clues, Designing Puzzles, and Creating Your Own Challenges

The Master Theorem

A Modern Introduction to Programming

In the last months of 1947, as World War II came to a close, Walter Brattain and his physicist colleagues at Bell labs were reorganised into a solid-state research group. They theorised that new experiments with semiconducting silicon could produce a more efficient amplifier which would bring huge improvements in telecommunications. Little did they know that their experimental results would revolutionise the emerging world of micro-electronics, fuelling far-reaching advances in technology, be applied to new "computing" machines and lead to December 1947 being dubbed the "miracle month". They also had little idea that many people would go to great lengths to get their hands on Brattain's laboratory notebook to uncover the secrets of this research and turn them to other sinister uses as the cold war got underway. Who were these people, who was funding them and how did they keep getting one step ahead of Bell's security? Brattain was forced to encode all of his findings - including his suspicions about his colleague and rival, William Shockley. Discover from the puzzles and riddles in his lab book what he had stumbled upon and the decoy trail that he left to foil his infiltrators.As you work through and solve each of the 40 puzzles, visit the unique website URL for each puzzle to collect the key for a correct answer. Write them down in the book as you'll need these to solve further puzzles and ultimately piece the story together. You'll need an internet connected device with a browser, but no special app.You may need to think laterally to solve for the word or number answer in each puzzle. Walter left clues on the pages - everything was intentional. The keys are words or numbers that will be used later on in the book.You don't need to understand the subject matter, but it will be intriguing to the more technically minded. You'll be prompted to write, draw, combine pages, listen and move puzzle pieces around. Some puzzles you may see straight away, others will be a journey of discovery and mystery as you get into the story to find the correct answer.

Leonardo's lost notes is a book game where you solve visual riddles and puzzles. Based on the notes written by Leonardo da Vinci, there are over 30 original sketches from Leonardo's notes within the puzzle pages. All you need is a pencil and a copy of Leonardo's lost notes, no internet connected device is required. You can write and draw in the book, search books and online sources and combine methods to solve the puzzles within. Solve all the puzzles to reveal Leonardo's final secret.Leonardo's lost notes is a 126 page book counting over 50 puzzles to solve. Every two pages of Leonardo's lost notes is a chapter, containing the puzzle and a place to write the solution. To play: Step 1: Read a chapter and solve the puzzle. Step 2: Write the solution on the line provided. Step 3: Solve all the puzzles to reveal Leonardo's final secret.Optional step: Hints are provided at the back of the book. The Story:

The most powerful journal on the planet. In the international bestseller The 5 Second Rule, Mel Robbins inspired millions to 5 - 4 - 3 - 2 - 1...take action, get results, and live a more courageous life! Now, in The 5 Second Journal, Mel guides you step-by-step through a simple research-backed daily journaling method that will help you become the most productive, confident, and happiest you. It is the most powerful journal on the planet because it uses science to unlock the greatest force in the universe...YOU. Using this journal, you will: GET SH*T DONE You won ' t just get more done—you ' ll do it in half the time. Your life is way too important to spend it procrastinating. Invest a little time in here every day and in return you ' ll get the best tools psychology, organizational behavioral, and neuroscience have to offer. KISS OVERWHELM GOODBYE Stop being ruled by your to-do list and start getting the important work done. Filling your days with menial tasks will not lead to a meaningful life. This journal will keep your focus on what ' s most important, even in between conference calls and running errands. CULTIVATE ROCKSTAR CONFIDENCE Confidence is a skill YOU can build. Yes, you. And it ' s not as difficult as you may think. Every day this journal will give you a chance to step outside your comfort zone so you can feel proud of yourself and watch your self-confidence grow. AMP YOUR PASSION Want to live a more passionate life? Stop focusing on sh*t that drains you. Seriously. This journal will show you a cool way to power up your energy levels and tap into that inner zen that knows exactly what fuels your fire. GET CONTROL OF YOUR LIFE If you get to the end of the day and wonder where it all went, it ' s time to take stock. Using research from Harvard Business School, you ' ll learn one simple mindset trick that keeps you present to what matters most, which is the secret to being in control. BE THE HAPPIEST YOU Science proves that your mood in the morning impacts your entire day. That ' s why this journal is designed to boost your mood first thing, so you can become a happier, smarter, and more positive person all day. The fact is, happier people get sh*t done.

Journal 29 is a unique book game where you can solve riddles and puzzles and submit your answers online to get the keys and move forward.To solve the riddles, you need to think out of the box.You can write, draw, search, fold pages, combine different methods and try to get those riddles right.Journal 29 is a 148 pages book providing over 63 riddles you can solve.

Watch Dogs: Dark Clouds

Trip 1907 (2nd Edition)

The Best Daily Journal and Fastest Way to Slow Down, Power Up, and Get Sh*t Done

Maze

Collect the Clues and Crack the Cases

The Complete Edition

The Escape Book

THE ULTIMATE CHRISTMAS GIFT FOR WANNABE SPIES: AN INTERACTIVE PUZZLE BOOK FROM THE CREATOR OF THE BESTSELLING CULT PHENOMENON, JOURNAL 29! In this brain-bending interactive game, you'll solve puzzles on every page, and obtain keys to move forward by submitting answers online. To solve each puzzle, you'll need to think outside the book. You are an agent of C.Y.P.H.E.R., the secret international agency working on 'unsolvable' code-based cases. Called upon to investigate cryptic clues discovered in the wake of a series of mysterious disappearances, the clock is ticking to crack the codes before it's too late. To escape this book, you must write, draw, search, fold and cut pages, explore virtual escape rooms and think laterally to identify the perpetrator and solve the mystery. All you need to play is a pencil, a pair of scissors, an internet connection, and a curious mind.

Prisoner 7 is an unknown person, kept in an unknown location, and is a blight on Henry VIII's reputation. In this book, you need to use logic, clues and tangental thinking to firstly identify the prisoner, and then help them escape.Each of the 41 puzzles can be done in sequence ideally. Some puzzles rely upon previous clues in order to be completed.Once you think you have solved each puzzle, visit www.escapages.co.uk to enter the key, or scan the QR code. You will be given a clue: write this down (they are vital for future puzzles). You will only need a pencil, the Internet and your wits to solve the puzzles. Good luck and godspeed.

Gather all your wits for this book-wide riddle solving, puzzle completing adventure. Can you solve it? To solve The Paper Labyrinth, you will need to flick from page to page solving a maze of interconnected riddles and puzzles. Each puzzle will either send you to another page, or give you a component for a puzzle that you are already solving. The Paper Labyrinth is suitable for all ages - adults and kids alike, but recommended for ages 11+. The puzzles and riddles within are of a range of difficulties to hopefully cater for most audiences. If you ever get stuck on a puzzle, there are hints and solutions pages within the book.

A family relocates to a small house on Ash Tree Lane and discovers that the inside of their new home seems to be without boundaries

How to Learn Anything ... Fast

Exploring Digital Workflow

Interactive Book Game

The Paper Labyrinth

Murder Most Puzzling

The First 20 Hours

A Riddle In Words and Pictures

Solve the puzzles and reveal the conspiracy. If you enjoy riddles, brainteasers or escape room games, 404 is for you: A mysterious book, packed with over 65 hidden messages No puzzle instructions - you must work out what to do Every code has a unique design and a unique solution Reveal the story as you solve Hints are available for every puzzle, should you need them 404 can be solved entirely offline but you can verify your solutions on the book's dedicated website, which you can also reach by scanning the QR barcode on every puzzle page. The website features intelligent checking, to encourage you and provide assistance if you are on the right path but haven't quite found the answer. Visit the book's website at www.book-404.com for more information.

Further explore the world of Watch Dogs with a new story, an entirely digital novel project created inside Ubisoft in collaboration with John Shirley, prolific author and pioneer of the cyberpunk movement John Shirley naturally transcribed Watch Dogs' atmosphere, the world of hacking and of a not that fictional Chicago, into a thriller combining high-tech crimes and a bunch of known and new characters. The novel introduces Mick Wolfe, a veteran, who get caught in a dangerous game in Chicago's hyper connected and violent underground. A tie in to the Watch_Dogs game.

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: -Understand the essential elements of programming: syntax, control, and data -Use object-oriented and functional programming techniques to organize and clarify your programs -Script the browser and make basic Web applications -Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

An immersive escape-room experience. Featuring artworks ranging from ancient Egypt to modern masterpieces, you will need to solve visual riddles and discover the hidden secrets that lie within the paintings if you want to figure out what is going on, and why you are imprisoned in this warped gallery.

The Cypher Files

Sebastião Salgado. Amazônia

Daedalian Depths

A Book-Wide Puzzle Solving Adventure

404: Interactive Puzzle Book

Unique and eccentric brain teasers, puzzles and enigmas

Journal 29

Josh Kaufman, bestselling author of The Personal MBA, is back with his new book, The First Twenty Hours, to teach readers how to learn anything... fast! 'Lots of books promise to change your life. This one actually will' -Seth Godin Pick up any new skill in just 20 hours... Want to learn to paint, play the piano, launch a business, fly a plane? Then pick up this book and set aside twenty hours to go from knowing nothing to performing like a pro. That's it. Josh Kaufman, author of international bestseller The Personal MBA, has developed this brilliant approach to mastering anything fast. You'll learn how to: • Focus energy on acquiring key skill sets • Eliminate obstacles and discover critical tools • Create rapid feedback loops • Work against the clock to get better fast With examples ranging from writing a web program to learning an instrument to picking up windsurfing, Kaufman shows how to break complexity into simple tasks, make the very best of your limited time and solve unexpected problems. In The First 20 Hours you'll learn how to acquire any skill in record time - and have a lot of fun along the way. 'After reading this, you'll be ready to take on any number of skills and make progress on that big project you've been putting off for years' Chris Guillebeau, author of The \$100 Startup

Murder Most Puzzling is a gorgeous and witty book that invites readers to play detective and solve a series of absorbing, murder-mystery-themed puzzles. Readers are cast as the faithful sidekick to amateur sleuth Medea Thorne in order to solve 20 puzzling cases. Meet a cast of colorful characters—from ghost hunter extraordinaire Augustin Artaud, to Leonard Fanshawe, a competitor in the Annual Perfect Pickled Foods Festival. • A witty riff on the classic whodunit that brings out everyone's inner detective • Each mystery is sumptuously illustrated. • The mysteries require different deductive tactics, making them a good brain exercise A body in the topiary garden, a death at a clairvoyants' convention, and the mysterious accident of the boating lake—prepare for a whirlwind adventure, laced with humor and a dash of the macabre. This book will delight fans of Agatha Christie, Arthur Conan Doyle, and Edward Gorey. • This is a collection of darkly humorous puzzles. • Features illustrations in a gorgeous gothic style by Stephanie von Reiszwitz • Perfect for Edward Gorey fans, mystery buffs, puzzle addicts, and fans of true crime podcasts and TV shows • You'll love this book if you love books like The Gashlycrumb by Edward Gorey, File Under: 13 Suspicious Incidents by Lemony Snicket, and The Composer Is Dead by Lemony Snicket.

Initiation is the beginning; an invitation to something new. Through basic training, prepare your mind to see beyond the obvious, to find deeper meaning and to search for truth. This is more than a puzzle book. It is an interactive book that uses keys to unlock hidden clues on a secret website. Once you solve the puzzle and enter the key, the website will give you new clues and instructions to help you progress through the book. In five different stages you will encounter:MazesWord SearchSudokuCiphersWord GamesDrop Quotes and moreBe careful because Initiation uses mazes and puzzles in a different way. With multi-dimensional meanings, you may wonder if you uncovered every detail. Complete your Initiation today.

Offers a practical do-it-yourself guide to creating your own escape room. Divided into two parts, the first half covers what an escape room is, how to develop theme and plot, how to set up a room, how to structure clues, and how to run the event. The second half of the book provides multiple chapters of clues and challenges to use in your escape room: codes, ciphers, mathematics, puzzles, physical objects, and more.

Montague Island Mysteries and Other Logic Puzzles

An Interactive Mystery

Codex Enigmatum

Initiation

Laboratory Journal Interactive Puzzle Book

The Librarian's Almanaq

A Book of Puzzles, Intrigue, and Wit

For six years Sebastião Salgado traveled the Brazilian Amazon and photographed the unparalleled beauty of this extraordinary region: the rainforest, the rivers, the mountains, the people who live there--this irreplaceable treasure of humanity in which the immense power of nature is felt like nowhere else on earth.

Journal 29 Revelation: Interactive Book Game is a unique book game where you can solve puzzles and submit your answers online to get the keys and move forward. To solve the riddles, you need to think out of the box. Write, draw, search, fold pages, combine different methods and try to get those riddles right. Over 57 puzzles to solve.

Use your verbal, visual, and logic skills to investigate an array of puzzles! This puzzle collection contains a mix of verbal and visual puzzles themed around crimes and investigation. Read about true crimes and see how you much you can remember Play detective as you find witnesses, use logic to track

down criminals, and see what details you can decipher in crime scenes Spiral bound 192 pages

Will you get to the Orwellians before the Wanstein Club get to you? The clock is ticking... Based on the global phenomenon of Escape Rooms, and following on from the international bestseller The Escape Book by Ivan Tapia, this book puts your ingenuity, wit and perseverance to the test with even more fiendish challenges, puzzles, and enigmas that you must solve to thwart the sinister Wanstein Club. Investigative journalist Candela Fuyertes is at rock bottom: her fight against Castian Warnes, the head of the powerful and sinister Wanstein Club, has undermined her credibility as a journalist, and meanwhile she suspects Warnes is behind the car accident that put her boss in hospital. Corroded by the thirst for revenge, she decides to turn to the only people who can help her in a cause that seems already lost: the Orwellians, a group of hackers hell bent on revealing the secrets of the rich and famous. In order to get to the Orwellians, you and Candela must follow their trail all over London. The chapters of the book are jumbled up, and to know where to continue reading, you must solve the puzzles, optical illusions, conundrums and anagrams that you find. Each time you solve a puzzle, the number you arrive at will indicate the page from which you can continue the story.

Twenty Mysterious Cases to Solve

Brain Games - Criminal Mind Puzzles

Escape from the Gallery

Mark Z. Danielewski's House of Leaves

The 5 Second Journal

Prisoner 7

Board Games as Media

The Librarian's Almanaq is the culmination of Literally centuries Of tremendous work by a dedicated team Of researchers who just couldn't Keep it under wraps. Here, you'll get the advice you need to be successful in the World and learn the sine qua non of puzzledom. Never before has a wealth of Information like This been gathered in one place, let alone a single volume. Your Hunger for sacred knowledge can finally be sated! Examine the Almanaq carefully and make sure to read the Instructions, and you can turn onto a New path toward enlightenment. [The Librarian's Almanaq is an all-in-one puzzlehunt, an interconnected suite of a dozen unique and fun puzzles, culminating in a satisfying conclusion, and all put together in a form you've never seen before. Solving time is 8-40 hours for 1 person; proportionally less for groups. You will need a large table or floor space to work on, plus a pen or pencil, scissors, and transparent tape to solve the puzzles. A highlighter, felt-tip marker, and a live duck would be handy.]

**** WINNER OF 'STOCKING FILLER OF THE YEAR AWARD' GUARDIAN **** Pit your wits against the people who cracked Enigma in the official puzzle book from Britain's secretive intelligence organisation, GCHQ. 'A fiendish work, as frustrating, divisive and annoying as it is deeply fulfilling: the true spirit of Christmas' Guardian 'Surely the trickiest puzzle book in years. Crack these fiendish problems and Trivial Pursuit should be a doddle' Daily Telegraph If 3=T, 4=S, 5=P, 6=H, 7=H ...what is 8? What is the next letter in the sequence: M, V, E, M, J, S, U, ? Which of the following words is the odd one out: CHAT, COMMENT, ELF, MANGER, PAIN, POUR? GCHQ is a top-secret intelligence and security agency which recruits some of the very brightest minds. Over the years, their codebreakers have helped keep our country safe, from the Bletchley Park breakthroughs of WWII to the modern-day threat of cyberattack. So it comes as no surprise that, even in their time off, the staff at GCHQ love a good puzzle. Whether they're recruiting new staff or challenging each other to the toughest Christmas quizzes and treasure hunts imaginable, puzzles are at the heart of what GCHQ does. Now they're opening up their archives of decades' worth of codes, puzzles and challenges for everyone to try. In this book you will find: - Tips on how to get into the mindset of a codebreaker - Puzzles ranging in difficulty from easy to brain-bending - A competition section where we search for Britain's smartest puzzler Good luck! Ideal for the crossword enthusiasts' Daily Telegraph

Exploring Digital Workflow presents a clear and concise introduction to developing the strategic workflow processes needed to effectively manage and deliver creative content today. From formatting data for delivery to managing cross-media projects, this timely text combines valuable information on workflow techniques with insight and recommendations from some of the top names in the industry. Coverage includes digital workflow for print and the web, metadata, PDF, XML, automation, scripting, and project management-all presented in a way that is accessible to content creators at all levels.

Armed with the knowledge in this information-packed resource, designers and content creators can make the transition from working harder to working smarter.

The ultimate narrative escape room experience with Sherlock Holmes and his faithful companion Dr. John Watson, offering the fun of a physical escape room in a book for endless hours of fun!

Dark Sails

An Escape Room... in a Book!

The Coding Manual for Qualitative Researchers

Sherlock Holmes Escape Room Puzzles

Miracle 47

Can you escape this book?

The Second Edition of Johnny Saldaña's international bestseller provides an in-depth guide to the multiple approaches available for coding qualitative data. Fully up to date, it includes new chapters, more coding techniques and an additional glossary. Clear, practical and authoritative, the book: -describes how coding initiates qualitative data analysis -demonstrates the writing of analytic memos -discusses available analytic software -suggests how best to use The Coding Manual for Qualitative Researchers for particular studies. In total, 32 coding methods are profiled that can be applied to a range of research genres from grounded theory to phenomenology to narrative inquiry. For each approach, Saldaña discusses the method's origins, a description of the method, practical applications, and a clearly illustrated example with analytic follow-up. A unique and invaluable reference for students, teachers, and practitioners of qualitative inquiry, this book is essential reading across the social sciences.

Six murders. One hundred pages. Millions of possible combinations... but only one is correct. Can you solve Torquemada's murder mystery? In 1934, the Observer's cryptic crossword compiler, Edward Powys Mathers (aka Torquemada), released a novel that was simultaneously a murder mystery and the most fiendishly difficult literary puzzle ever written. The pages have been printed in an entirely haphazard order, but it is possible - through logic and intelligent reading - to sort the pages into the only correct order, revealing six murder victims and their respective murderers. Only three puzzlers have ever solved the mystery of Cain's Jawbone: do you have what it takes to join their ranks? Please note: this puzzle is extremely difficult and not for the faint-hearted.

This is not really a book. This is a building in the shape of a book...a maze. Each numbered page depicts a room in the maze. Tempted? Test your wits against mine. I guarantee that my maze will challenge you to think in ways you've never thought before. But beware. One wrong turn and you may never escape!

Can you help Dr. Watson find his missing friend Sherlock Holmes? Follow the trail of clues in a series of interconnected logic puzzles to solve the mystery! Sherlock Holmes is missing, and he's left a fiendishly puzzling trail of clues to his whereabouts. In Sherlock Holmes Escape Room Puzzles, you'll take on the role of Sherlock's trusted friend Dr. Watson and attempt to solve 10 interconnected puzzles to sort out the mystery. Each of the story-driven puzzles requires that you use logical reasoning, mathematics, and observation skills to find the solution. The puzzle pages in the book can also be downloaded using an included QR code if you want to share the fun with your friends. If you're stumped, clues of three levels of difficulty will give you a push in the right direction. Button up your coat and don your sleuthing hat!for the game is afoot!

The GCHQ Puzzle Book

An Interactive Escape Book

The Do-It-Yourself Escape Room Book

Interactive Puzzle Game

Leonardo's Lost Notes

Cain's Jawbone

Eloquent JavaScript

In this choose-your-own-path version of Hamlet, readers can play as either Hamlet, Ophelia, or King Hamlet, Sr., and then make decisions that will determine which direction the story will take.

Can you escape this book? The first book to be based on the fast-growing phenomenon of escape rooms, The Escape Book is filled with challenges, puzzles and mysteries for you to solve and escape!

Sometimes, there is no easy way out... You're an investigative journalist - and you've learned too much. Your mission is to escape the labyrinth where you have been trapped and expose the corrupt, high-flying businessman, Castian Warnes. This is no easy feat, but your life depends on it. Based on the worldwide phenomenon of Escape Rooms, this book puts your ingenuity and perseverance to the test. You must solve puzzles, optical illusions, conundrums and anagrams to finally escape both the labyrinth and the book - it's a reading experience like no other. Put your puzzle-solving skills to the test with The Escape Book... Are you ready for the challenge?

You wake up and find yourself in a strange and eerie place. Numbered doors lead off into the unknown, but which one to select and what awaits beyond? Daedalian Depths locks the reader into an otherworldly labyrinth wherein astute readers may recognize the myriad clues embedded in the text and enigmatic illustrations. Gather your wits, challenge your perceptive and deductive abilities, and try to escape. But make too many wrong choices and the maze may swallow you whole. This is a mind twisting book you could read in a few minutes, but if you want to solve the mystery, prepare to spend several hours poring over the text and illustrations. You will need to go back and forth between the pages, scrutinizing each clue. You will likely find yourself doubling back and going around in circles, but the persistent reader will find their way out and meet their destiny.

Solve these fiendishly fun escape room puzzles without leaving your house! Escape rooms have become a popular group activity in cities across the world, with more than 8,000 venues in existence today. In Escape Room Puzzles, you can play the escape room games from the comfort of your chair, honing your mental skills in the process. Each of the puzzles in this book includes three different levels of difficulty, allowing first-timers and veterans alike to partake in the fun. Use your logical reasoning, mathematics, and observation skills to solve the puzzles and break out of the rooms!

To Be Or Not to Be

The Encyclopaedia Britannica

Solve the Interactive Cases to Break Out of These Mysterious Rooms

The Escape Book 2

An Entertaining Time-Travel Escape Room Puzzle Experience