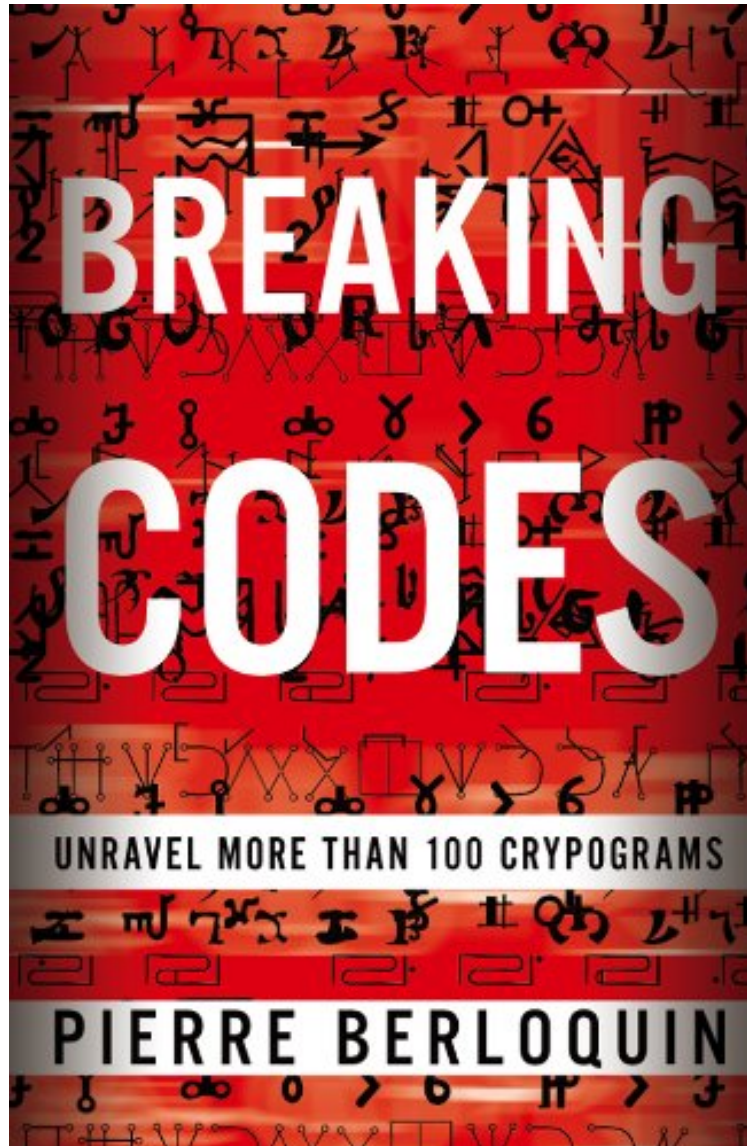


(Download pdf ebook) Breaking Codes: Unravel 100 Cryptograms

Breaking Codes: Unravel 100 Cryptograms

Pierre Berloquin

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Pierre Berloquin : Breaking Codes: Unravel 100 Cryptograms before purchasing it in order to gauge whether or not it would be worth my time, and all praised Breaking Codes: Unravel 100 Cryptograms:

3 of 3 people found the following review helpful. Not just your regular cryptogram book. By Janelle I purchased this for my son for Christmas and he has had a blast learning all of the codes in it. The only problem is I am now having to learn the codes because he keeps writing me notes in weird symbols. One thing I really enjoy is the history behind each code in this book, there are 100. You are given a little history about Thomas More and his decipher, codes and

history of Mary Stuart, Queen of Scots, and even J.R.R Tolkien Runes. This book has 20 chapters, each giving a little history of the code writer, (usually only a page so it's not anything that kids would be annoyed with) a page with the decipher, and then a few pages of cryptograms to work on. There is also an answer key in the back. Very fun book! I would recommend it to adults and children who enjoy breaking codes.0 of 0 people found the following review helpful. Five StarsBy Mauricio GraminhaniGood package and merchandise arrived as promised.1 of 1 people found the following review helpful. Lots of fun, slightly challenging puzzles with interesting background information about ...By ErinLots of fun, slightly challenging puzzles with interesting background information about each code. Great for passing time on buses or airplanes! Book arrived in perfect condition and shipping was very fast.

For anyone interested in the science of secrecy and clandestine codes, renowned puzzle whiz Pierre Berloquin has created a collection of colorful exercises that gives amateurs an opportunity to test their deciphering skills. Berloquin formulates his clever cryptograms around the stories of 20 characters from fiction and history, including Sherlock Holmes, Edgar Allan Poe, Hildegard of Bingen, and H. P. Lovecraft. Each short chapter features a brief historical background of the character and code, as well as five cryptograms using authentic alphabets to give your brain a fun workout. Unravel the messages faster as you go along, and watch your rank increase from shrewd detective to master cryptographer!"

About the AuthorRenowned puzzle creator Pierre Berloquin has published more than 40 books on puzzles and games, translated into several languages. They include: Hidden Codes Grand Designs, 150 Challenging and Instructive Puzzles: The Garden of the Sphinx, and 100 Games of Logic (all Sterling). As a consultant, he pioneered the use of encounter group techniques in creativity shops in the 1970s and applied it to businesses and research facilities in Europe and America. As an engineer, he developed innovative software, including 1995 12 Screen Test Lab with touch-screen interfaces to assess Paris Transit Authority's employees. As a multimedia creator, he developed in 1984-85 the first video game with avatars ever to work on a network, which was exhibited for several weeks at the Centre Georges Pompidou in Paris.