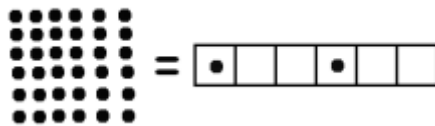
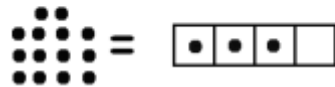
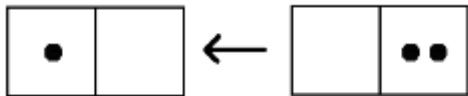


MORE WITHOUT WORDS

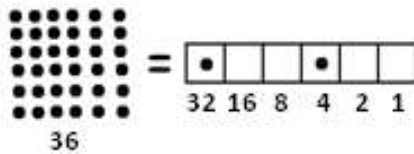
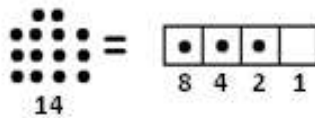
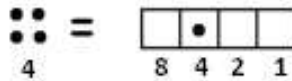
Mathematical Puzzles to Confound and Delight



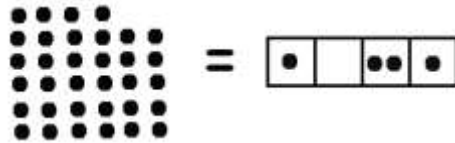
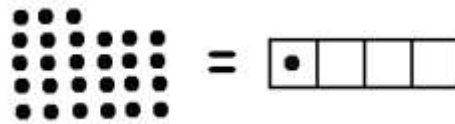
MWW 3: SOLUTION



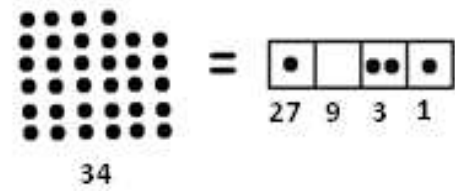
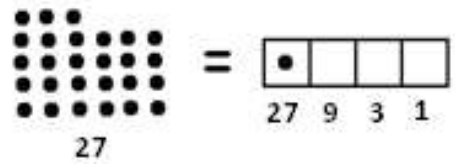
The dots-and-boxes rule here is actually the rule for arithmetic in base 2. Each box is “worth” double the value of the box just to its right. We see:



All this is beautifully and fully explained at www.gdaymath.com/courses/exploding-dots/.



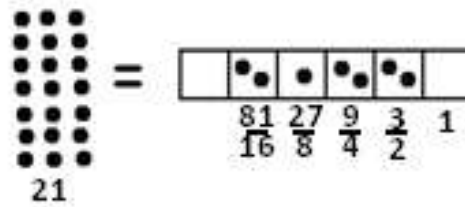
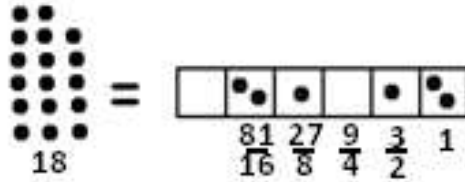
This dots-and-boxes machine gives base 3 arithmetic.



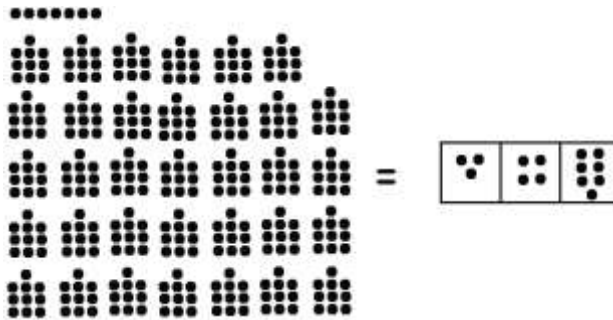
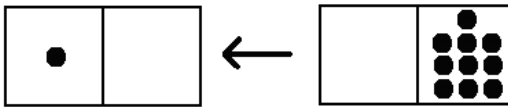
All this too is beautifully and fully explained at www.gdaymath.com/courses/exploding-dots/.



Welcome to base one-and-a-half!



This is definitely explained with clarity at www.gdaymath.com/courses/exploding-dots/ .



This is the familiar ground of base 10.

