

5 Minute Mysteries For The Armchair Detective

Readers of all ages will enjoy the challenge of discovering the answers to—or being stumped by—these interactive mysteries. In brief paragraphs and black-and-white illustrations, award-winning author Sandy Silverthorne and John Warner present 70 puzzles, each with a logical "aha" answer that requires thinking outside the box. Clues and answers are included in separate sections. **Mystery:** A man is looking at a clock that displays the correct time, but he doesn't know what time it is. **Why not?** **Clues:** The man can see and tell time perfectly well. The clock is normal and in plain sight. More than one clock is in the room. **Solution:** Each clock in the room is displaying a different time, so he doesn't know which one is correct. Hours of wholesome entertainment is practically guaranteed!

5 Minute Mysteries for the Armchair Detective

Short mysteries with the solution to the whodunit.

Why can't Kara remember anything—even her name? What crime is Shawn's uncle really guilty of --jaywalking or murder? Did the same person who robbed Mr. Measures also kill him? And how can a bloody crow solve the case? For the answers, read **MORE SIX-MINUTE MYSTERIES**, a clue-packed collection of mini-mysteries sure to have you stumped right up to the mind-bending end. The perfect book for a murder mystery lover. Each of the 11 murder mysteries can be read in five minutes. The solution to the cases are in the back of the book, challenging the reader to work out the intricacies of each plot prior to reading what actually happened. Titles include: *Death in a Deepfreeze*, *Two Plus Two Equals Death*, *Postmarked Murder*, *Death on the Wind*, and *Charmed to Death*. Six brain-teasing sleuthing quizzes about people, places and mystery writers add to the enjoyment. All of the unique scenarios were authored by Jack Pachuta, whose downloadable murder mystery party kits are sold worldwide via the Internet.

"In five minutes or less, try solving these 26 short coy mysteries, most under 600 words. Challenge your inner detective to track clues while dodging red herrings to identify perps and do-gooders. Tackle them during a coffee break, a commute, or while waiting for an appointment. Engage a partner in friendly ease to uncover the solution, which appears at the end of each case." -- back cover

Waldo's ultimate antidote to "there's nothing to do" brims with searches, puzzles, and games of all stripes -- plus a five-minute challenge on each page. Flying off on vacation or taking a long car ride? Stuck inside for hours on a rainy day? Fend off boredom with this hefty compendium of searches and activities featuring everyone's favorite wanderer and his wily friends. You'll find mazes, matching games, connect-the-dots, coloring pages, word searches, quizzes, stickers, and more, all guaranteed to occupy sharp-eyed fans.

Another installment in our wildly successful series of succinct whodunits, *Utterly Ingenious Five-Minute Mysteries* offers more than 40 new intriguing cases to thrill, entertain, and solve in less time than it takes to brew a cup of tea! Astute readers can test their powers of observation and deductive reasoning, then turn to the end of the book for ingenious solutions to each case.

The latest (and smallest) installment in our wildly successful series of succinct whodunits, this new Miniature Edition(TM) offers intriguing mysteries to thrill, entertain, and solve in less time than it takes to brew a cup of tea! All told, our Five-Minute Mysteries have sold nearly 1 million copies, and author Ken Weber is a masterful spinner of short, taut tales.

Presents one hundred mysteries and brain teasers which readers can attempt to solve with the provided clues.

Award-winning author Sandy Silverthorne and John Warner's first collection of one-minute mysteries has sold more than 100,000 copies, and now the two offer more fun thinking puzzles for super-sleuths of all ages. It's an entertaining book for the whole family. Each one-page mystery is illustrated with a hilarious cartoon that presents an obvious (and obviously incorrect!) solution. Readers can turn to a page of clues, each one revealing more information until the a-ha! moment finally arrives. Sure to make folks scratch their heads and think outside the box, this is the perfect book to pass the time or pep up a party—good clean fun for anytime, anywhere, and anyone! Previously released as *Return of the One-Minute Mysteries and Brain Teasers*.

Sharpen Your Sleuthing Skills with These Super Brain-Strainers **Mystery:** A burglar robs many homes throughout the day. At the last house, he breaks in through the back door. This house has more valuables than any of the other houses, and nothing is there to stop him from taking them, but he doesn't take anything. How come? Put on your detective hat and prepare to solve the best mindbenders from the popular puzzle book series *One-Minute Mysteries*. This collection of crazy conundrums will keep you guessing until the final page and provide hours of entertainment for detectives of all ages. Are you up for the challenge? Let's find out. **Solution:** The burglar broke into his own house because he'd accidentally locked himself out.

Sixty-three "quickie" mysteries for you to solve.

Forty cases of murder and mayhem you can solve in under five minutes!

When you have a few minutes to kill. Armchair sleuths can test their powers of deduction with 40 of the best quick-read whodunits in this fifth volume of the popular *Five-minute Mysteries* series. Here's the idea. Readers take about five minutes to read a short mystery. Next, they must solve the question posed at the end by putting themselves in the shoes of the detective to examine the evidence and figure out who done it. All the clues they need are found somewhere in the story. A sampling of the mysteries to solve: A murderer describes in detail the Perfect Crime. But the plan is flawed... how? An English arrow kills a French soldier during the Hundred Years' War. Which clues point to a cold-blooded murder? What clues did the rookie cop see that went unobserved by the veteran sheriff? What exactly told investigators that the forged painting wasn't picture perfect? Cases are rated easy, moderate and challenging. Some mysteries will unravel faster than a dime-store sweater while others will take longer to solve. Solutions for all, however, are revealed at the back of the book. *Five-minute Mysteries 5* is a treat for both puzzle aficionados and mystery fans, and a rare opportunity to step into the shoes of law enforcement professionals.

While Audrey yearns for new adventures, her brother Oliver dreams of hidden treasures. When the twins explore different biomes, they find plenty of both in *5-Minute Adventures for Minecrafters*, an all-new series of stories for *Minecrafters* that can be read in 5 minutes! In *Extreme Stories from the Extreme Hills*, Audrey and Oliver collect many treasures—and mini adventures. For every dangerous hike up a rocky cliff, there's a waterfall roaring back down. Each dungeon hides a treasure chest—but also a monster spawner! As the mobs get deadlier, the stakes grow higher. The twins hope to make it back to Birchtown with their treasures in hand. Will the next ravine lead to riches or to a river of hot lava? There's only one way to find out. These five-minute stories promise plenty of twists and turns—and surprise endings. In *5-Minute Adventures for Minecrafters: Extreme Stories from the Extreme Hills*, the twins explore one of the Overworld's most treacherous terrains, one exciting step at a time.

A collection of Scooby-Doo stories that can each be read aloud in 5 minutes! Boys and girls ages 3 to 7 who love Scooby-Doo will enjoy this hardcover *5-Minute Story Collection* of tales. Featuring Scooby-Doo, Shaggy, Velma, and the rest of Mystery Inc. chasing monsters and solving mysteries, each exciting story can be read in five minutes or less, making it perfect for bedtime-or

anytime!

Gathers several unsolved mysteries, from stolen diamonds to a New Year's Eve murder, and gives subtle clues that lead to the solution of the crimes.

For use in schools and libraries only. A collection of 158 mini-mysteries in which readers play Dr. Watson to master-detective Dr. Haledjian.

Every five minutes, another crime is committed. Can you Trap a murderer? Catch a thief? Expose a blackmailer? Spot a deception? Test your logic, your knowledge and your powers of perception with these baffling mysteries. All the clues are contained in each story - all you have to do is find them. Can you reconstruct the crimes and identify the culprits? Double Suicide on Midland Ridge; The bodies of two lovers are found in a car, a hose running from the exhaust pipe through the rear window. Obviously a suicide pact. Or was it? The Case of the Erring Arsonist; A workshop burns to the ground. The man who stands to gain from the blaze admits to starting it, but swears it was an accident. How do you know if he's telling the truth? The Case of the Thieving Welder; A stylish woman claims she knows who stole her diamonds. The detective knows better. Do you? These stumpers will sharpen your powers of observation. And if you can't wait to figure out whodunnit - the answers are in the back.

65 short mysteries introduce readers to science facts ranging from the life, earth and space, physical and chemical, to the general sciences. Tap into your science wisdom and critical thinking skills to solve these brainteasers!

Features short mysteries that test the reader's powers of observation and deductive skills.

Thirteen unfinished mysteries, with their solutions.

Readers examine the evidence of thirty unsolved mysteries to figure out the solution to the crimes.

Characters from the American Girl books are featured in thirteen short stories with mysteries, puzzles, and riddles the reader can solve.

When someone steals the money the town has been collecting to help the ducks, Josh and his friends try to find the thief.

A collection of 158 mini-mysteries in which readers play Dr. Watson to master-detective Dr. Haledjian.

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.

Presents sixty-five mysteries to solve using one's knowledge of fractions, geometry, and algebra.

Creepers abound in Birchtown. So do mysteries! Like, who destroyed the village garden? What's that strange music coming from the cobblestone well? And who or what keeps blowing up the blacksmith shop? Oliver and Audrey investigate in 5-Minute Mysteries for Minecrafters, an all-new series of stories for Minecrafters that can be read in five minutes! In this new series, Oliver and Audrey learn there's a reward for tracking creepers and cracking cases. From secrets in the swamp to bungles in the jungle, there are mysterious happenings in every block of the biome. But with Oliver's eye for detail, Audrey's courage, and their wolf-dogs' super-sniffing nose, no case is too tough for these twins to crack. You can solve each mystery, too by searching for clues hidden in the stories and illustrations! Help decipher messages, hunt for clues and try to solve each mystery before Audrey and Oliver do!

Updated covers revitalize the first two titles in our extremely popular Five-Minute Mysteries series by Ken Weber, the master of the succinct whodunit. This attractive new series look is sure to appeal to young adults, introducing them to the lifelong literary pleasures of mystery novels. Each book contains more than 30 baffling cases, each with an ingenious solution guaranteed to challenge and entertain. Best of all, every mystery is short and sweet—easy to read in less time than it takes to microwave popcorn!

Hannah Morrissey's Hello, Transcriber is a captivating mystery suspense debut featuring a female police transcriber who goes beyond the limits to solve a harrowing case. Every night, while the street lamps shed the only light on Wisconsin's most crime-ridden city, police transcriber Hazel Greenlee listens as detectives divulge Black Harbor's gruesome secrets. As an aspiring writer, Hazel believes that writing a novel could be her only ticket out of this frozen hellscape. And then her neighbor confesses to hiding the body of an overdose victim in a dumpster. The suspicious death is linked to Candy Man, a notorious drug dealer. Now Hazel has a first row seat to the investigation and becomes captivated by the lead detective, Nikolai Kole. Intrigued by the prospects of gathering eyewitness intel for her book, Hazel joins Kole in exploring Black Harbor's darkest side. As the investigation unfolds, Hazel will learn just how far she'll go for a good story—even if it means destroying her marriage and luring the killer to her as she plunges deeper into the city she's desperate to claw her way out of.

Creepers abound in Birchtown. So do mysteries! Like, who destroyed the village garden? What's that strange music coming from the cobblestone well? And who—or what—keeps blowing up the blacksmith shop? Oliver and Audrey investigate in 5-Minute Mysteries for Minecrafters, an all-new series of stories for Minecrafters that can be read in five minutes! In Deciphering the Code, the very first book in this mystery series, Oliver and Audrey learn there's a reward for tracking creepers and cracking cases. From secrets in the swamp to bungles in the jungle, there are mysterious happenings in every block of the biome. But with Oliver's eye for detail, Audrey's courage, and their wolf-dog's super-sniffing nose, no case is too tough for these twins to crack. Follow twins Oliver and Audrey as they solve mini mysteries in Birchtown—and all around the Overworld in Deciphering the Code. In between mini mysteries are coded messages for you to decipher. You

can solve each mystery, too—by searching for clues hidden in the stories and illustrations! Help decipher messages written in the “creeper code.” Hunt for clues and try to solve each mystery before Audrey and Oliver do!

"Celebrate Christmas with the Paw Patrol, Shimmer and Shine, Blaze, and all your friends from Nickelodeon. In this festive collection, you will find tales of holiday adventure and magic! Each story can be read aloud in about five minutes, making it ideal for bedtime, story time, or anytime"--

A bestselling modern classic—both poignant and funny—about a boy with autism who sets out to solve the murder of a neighbor's dog and discovers unexpected truths about himself and the world. Nominated as one of America's best-loved novels by PBS's The Great American Read Christopher John Francis Boone knows all the countries of the world and their capitals and every prime number up to 7,057. He relates well to animals but has no understanding of human emotions. He cannot stand to be touched. And he detests the color yellow. This improbable story of Christopher's quest to investigate the suspicious death of a neighborhood dog makes for one of the most captivating, unusual, and widely heralded novels in recent years.

Collects nine stories featuring the cat in the hat in a variety of adventures, including a trip to Bing-Bungle-Ba-Boo to search for creatures with unique feet and a visit to Boris the bear, for his tips on falling asleep.

As I sat down to record my memoirs, old emotions came to the surface--both good and bad. I shared some of the bad with an acquaintance. He said, "That's tragic!" I thought about that later. I'm like a man who was born visually challenged. Although I'm not experiencing the same challenge, my experiences are the only ones I know. That's the only life I have known. It doesn't seem tragic to me. In fact, those tragic experiences have instilled in me perseverance and determination to win and a bond with others. Join me as you read the good and the bad. Do you see yourself in the story?

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