

## The Chess Mysteries Of Sherlock Holmes

Welcome to 223B Baker Street The debut of Sherlock Holmes in the pages of The Strand magazine introduced one of fiction's most memorable heroes. Arthur Conan Doyle's spellbinding tales of mystery and detection, along with Holmes' deep friendship with Doctor Watson, touched the hearts of fans worldwide, and inspired imitations, parodies, songs, art, even erotica, that continues to this very day. "Sherlock Holmes Great War Parodies and Pastiches II: 1915-1919" collects 37 pieces - short stories, poems, and cartoons - all published during the opening years of Conan Doyle's literary career. Also included are much of the original art and more than 300 footnotes identifying obscure words, historical figures, and events that readers were familiar with at the time. Peschel Press' 223B Casebook series - named because they're "next door" to the original stories - is dedicated to publishing the fanfiction created by amateur and professional writers during Conan Doyle's lifetime. Each book covers an era, publication, or writer, and includes lively mini-essays containing insights into the work, Conan Doyle, and those who were inspired by him.

Featuring his famous literary detective Atticus Pund and Susan Ryeland, hero of the worldwide bestseller Magpie Murders, a brilliantly complex literary thriller with echoes of Agatha Christie from New York Times bestselling author Anthony Horowitz. Retired publisher Susan Ryeland is living the good life. She is running a small hotel on a Greek island with her long-term boyfriend Andreas. It should be everything she's always wanted. But is it? She's exhausted with the responsibilities of making everything work on an island where nothing ever does, and truth be told she's beginning to miss London. And then the Trehearnes come to stay. The strange and mysterious story they tell, about an unfortunate murder that took place on the same day and in the same hotel in which their daughter was married—a picturesque inn on the Suffolk coast named Farlingaye Hall—fascinates Susan and piques her editor's instincts. One of her former writers, the late Alan Conway, author of the fictional Magpie Murders, knew the murder victim—an advertising executive named Frank Parris—and once visited Farlingaye Hall. Conway based the third book in his detective series, Atticus Pund Takes the Cake, on that very crime. The Trehearne's, daughter, Cecily, read Conway's mystery and believed the book proves that the man convicted of Parris's murder—a Romanian immigrant who was the hotel's handyman—is innocent. When the Trehearnes reveal that Cecily is now missing, Susan knows that she must return to England and find out what really happened. Brilliantly clever, relentlessly suspenseful, full of twists that will keep readers guessing with each revelation and clue, Moonflower Murders is a deviously dark take on vintage English crime fiction from one of its greatest masterminds, Anthony Horowitz.

The Chess Mysteries of Sherlock Holmes Fifty Tantalizing Problems of Chess Detection Courier Corporation

This 1938 Dr. Gideon Fell British mystery is considered one of the best locked room mysteries of all time.

Reproduction of the original: The Problem of Cell 13 by Jaques Futrelle  
Holmes and Watson find themselves caught up in a complex chess board of a problem, involving a clandestine love affair and the disappearance of a priceless sapphire. Professor James Moriarty is back to tease and torment, leading the duo on a chase through the dark and dangerous back streets of London and beyond. The book before you is a product of what happens when two chess players start a relationship (which started over six years ago) and enter a dialogue about how to get ready for the next tournament. The content of this book is a training program for players who plan to play an over-the-board tournament a few weeks from the time they start training with this book. This book, unlike other similar books in the field of improvement, does not have a central theme. In other words, we are not focused solely on openings, middlegames or endgames. Moreover, the book does not only concentrate on specific themes (calculation, positional decisions, or other strategic aspects), though many of these concepts are addressed throughout the book. Instead, this book offers a holistic view on how to approach every single position in it, regardless of the phase of the game or the nature of the position. We try to teach players how to identify types of decisions in various positions, while pointing at the trade-off between a hardcore calculation and a heuristics judgment.

Eighty paradoxes, logical labyrinths, and intriguing enigmas progress from light fables and fancies to challenging Zen exercises and a novella and probe the timeless questions of philosophy and life

Characters from Alice's Adventures in Wonderland and Through the Looking-Glass populate these 88 intriguing puzzles. Mathematician Raymond Smullyan re-creates the spirit of Lewis Carroll's writings in puzzles involving word play, logic and metalogic, and philosophical paradoxes. Challenges range from easy to difficult and include solutions, plus 60 charming illustrations. "An ingenious book." — Boston Globe.

"Another scintillating collection of brilliant problems and paradoxes by the most entertaining logician and set theorist who ever lived." — Martin Gardner. Inspired by the classic tale of a prisoner's dilemma, these whimsically themed challenges involve paradoxes about probability, time, and change; metapuzzles; and self-referentiality. Nineteen chapters advance in difficulty from relatively simple to highly complex.

Mr Holmes, save my sister from whatever nameless horror has just driven this friend of ours to her death! It is late on a foggy November afternoon and a desperate young woman arrives at Baker Street, imploring Sherlock Holmes to help her. She is terrified about what may be going on inside a secretive London refuge for Russian exiles, where her sister works. And so begins a frightening case which deeply strains both Holmes and Watson because of dreadful consequences of failure and the mystifying nature of the forces against them. The case leads into strange territory. Into the circles of Victorian London's radicals and idealists, where early feminists and socialists rub shoulders with exiled foreign revolutionaries. To a utopian anarchist commune in Essex wilderness, which imitates Tolstoy's farm communes in Russia. Into the dark political

world from which London's Russian exiles have fled. The trail leads on - to one shocking discovery after another, as Holmes unravels a conspiracy as evil and twisted as a labyrinth in hell. Lengthwise, *The Case of the Russian Chessboard* totals three original Sherlock Holmes Short Stories. Narrated by Dr Watson, the tale respects Sherlock Holmes traditions and 1890s historical facts. Mingling mystery with gaslight, it offers a gripping, atmospheric and thought-provoking read.

The sister of Bram Stoker and the niece of Sherlock Holmes investigate missing girls and murder in this steampunk fantasy mystery series opener. Evaline Stoker and Mina Holmes never meant to get into the family business. But when you're the sister of Bram and the niece of Sherlock, vampire hunting and mystery solving are in your blood. And when two society girls go missing, there's no one more qualified to investigate. Now fierce Evaline and logical Mina must resolve their rivalry, navigate the advances of not just one but three mysterious gentlemen, and solve murder with only one clue: a strange Egyptian scarab. The stakes are high. If Stoker and Holmes don't unravel why the belles of London society are in such danger, they'll become the next victims. Praise for *The Clockwork Scarab* "With its fog-shrouded setting, its heart-racing and clever plot and, most of all, its two completely delightful, kick-butt heroines, *The Clockwork Scarab* is pure, delicious fun from beginning to end." —Rachel Hawkins, *New York Times*—bestselling author of the *Hex Hall* series "The author's writing exudes energy, romance, and humor, and she gives her heroines strong, vibrant personalities as they puzzle out the expansive mystery unfolding before them." —*Publishers Weekly* "The mishmash of popular tropes (steampunk! vampires! Sherlock Holmes!) will bring readers in, but it's the friendship between the two girls that will keep them." —*Kirkus Reviews* "This book has it all: plot, setting, character development . . . All in all, the vivid setting and the finely drawn, compelling heroines make this a fine choice for readers who like their stories with steampunk spice and smart, strong women." —*School Library Journal*

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Embark on a journey through the Old and New Testament with Sherlock Holmes and Dr. John Watson as they explore exotic and spice-laden places in search of clues. The detective and the doctor travel back in time with the help of a Moriarty-designed time machine to investigate ten Bible destinations, unlocking clues to ten Bible mysteries. The most fascinating crime cases are those that are already solved, those that have been investigated by the police and brought to a swift, satisfying, and almost inevitable conclusion. So it is with Bible stories which the reader may consider familiar and unremarkable. But under close scrutiny these stories give up their hidden clues, their long kept secrets. Like a jewel newly polished, they sparkle and shine with a fresh, introspective light. While traveling back in time to witness certain scenes, Holmes and Watson unravel ten different Biblical mysteries, including the following: · *The Hanging Tree*: Why did Ahithophel hang himself? · *Righteous Blood is Red*: Is Zechariah the son of Berechiah or Jehoiada in Matthew 23? · *You Miss, You Die*: Why did David take five stones against Goliath? · *Dead Man Walking*: Why did Jesus delay in coming to Lazarus in John 11?

In the third book of this critically-acclaimed series, Sherlock Holmes' daughter faces a new unsolvable mystery with spies and a threat to the crown. Joanna and the Watsons receive an unexpected visitor to 221b Baker Street during a nocturnal storm. A rain-

drenched Dr. Alexander Verner arrives with a most harrowing tale. Verner has just returned from an unsettling trip to see a patient who he believes is being held against his will. Joanna quickly realizes that Verner's patient is a high-ranking Englishman who the Germans have taken captive to pry vital information about England's military strategies for the Great War. The man is revealed to be Alistair Ainsworth, a cryptographer involved in the highest level of national security. The police are frantic to find Ainsworth before the Germans can use him to decode all of England's undeciphered messages. Ainsworth must be found at all costs and Joanna and the Watsons might be the only ones who can connect the clues to find him. USA Today bestselling author Leonard Goldberg returns with another puzzling case for the daughter of Sherlock Holmes to unravel in this exciting mystery sure to be enjoyed by fans of Sherlock Holmes.

The Adventures of Sherlock Holmes is a collection of twelve stories by Sir Arthur Conan Doyle, featuring his famous detective and illustrated by Sidney Paget.

"A sleek, sophisticated, madly clever chamber mystery" from the international bestselling author—the basis for the film *Uncovered* starring Kate Beckinsale (The New York Times Book Review). A fifteenth-century painting by a Flemish master is about to be auctioned when Julia, a young art restorer, discovers a peculiar inscription hidden in a corner: Who killed the knight? In the painting, the Duke of Flanders and his knight are locked in a game of chess, and a dark lady lurks mysteriously in the background. Julia is determined to solve the five-hundred-year-old murder, but as she begins to look for clues, several of her friends in the art world are brutally murdered in quick succession. Messages left with the bodies suggest a crucial connection between the chess game in the painting, the knight's murder, the sordid underside of the contemporary art world, and the latest deaths. Just when all of the players in the mystery seem to be pawns themselves, events race toward a shocking conclusion. A thriller like no other, *The Flanders Panel* presents a tantalizing puzzle for any connoisseur of mystery, chess, art, and history. "A beguiling puzzle—a game within a game within a game—solved in perplexing but entertaining fashion."—The Philadelphia Inquirer "For mystery fans who yearn for literate, intelligent, sophisticated whodunits, Spanish author Pérez-Reverte's highly acclaimed story fills the bill perfectly . . . An inventive plot, gripping suspense, fascinatingly complex characters, and innovative incorporation of art, literature, and music will enthrall readers looking for something a little different."—Booklist "This intelligent mystery . . . comes up with a satisfying twist at the end."—Library Journal

In this entertaining and challenging collection of logic puzzles, Raymond Smullyan - author of *Forever Undecided* - continues to delight and astonish us with his gift for making available, in the thoroughly pleasurable form of puzzles, some of the most important mathematical thinking of our time. In the first part of the book, he transports us once again to that wonderful realm where knights, knaves, twin sisters, quadruplet brothers, gods, demons, and mortals either always tell the truth or always lie, and where truth-seekers are set a variety of fascinating problems. The section culminates in an enchanting and profound

metapuzzle in which Inspector Craig of Scotland Yard gets involved in a search for the Fountain of Youth on the Island of Knights and Knaves. In the second part of *To Mock a Mockingbird*, we accompany the Inspector on a summer-long adventure into the field of combinatory logic (a branch of logic that plays an important role in computer science and artificial intelligence). His adventure, which includes enchanted forests, talking birds, bird sociologists, and a classic quest, provides for us along the way the pleasure of solving puzzles of increasing complexity until we reach the Master Forest and - thanks to Godel's famous theorem - the final revelation.

As seen on *The Today Show*! One of the best summer mystery picks! Charlotte Holmes, *Lady Sherlock*, returns in the Victorian-set mystery series from the USA Today bestselling author of *A Conspiracy in Belgravia* and *A Study in Scarlet Women*, an NPR Best Book of 2016. Under the cover of "*Sherlock Holmes, consulting detective*," Charlotte Holmes puts her extraordinary powers of deduction to good use. Aided by the capable Mrs. Watson, Charlotte draws those in need to her and makes it her business to know what other people don't. Moriarty's shadow looms large. First, Charlotte's half brother disappears. Then, Lady Ingram, the estranged wife of Charlotte's close friend Lord Ingram, turns up dead on his estate. And all signs point to Lord Ingram as the murderer. With Scotland Yard closing in, Charlotte goes under disguise to seek out the truth. But uncovering the truth could mean getting too close to Lord Ingram--and a number of malevolent forces...

"Join the master sleuth as he and Dr. Watson examine interrupted chess matches at clubs and country homes, examining the pieces' current positions to identify previous moves. Rather than predicting the outcome of these games, the Baker Street duo focus on past events, using the same variety of logical reasoning that unlocks the secrets to their ever-popular mysteries. Holmes instructs Watson (and us) in the intricacies of retrograde analysis in order to deduce on which square the white queen was captured, whether a pawn has been promoted, and which piece has been replaced by a coin. The mysteries grow increasingly complex, culminating in a double murder perpetrated by the devious Professor Moriarty. Philosopher and logician Raymond Smullyan brilliantly recaptures the mood of Sir Arthur Conan Doyle's tales. Readers need only a knowledge of how the pieces move; the first puzzles explain all of the concepts that arise later on. These witty and challenging problems will captivate chess aficionados, puzzle enthusiasts, Sherlock Holmes fans, and everyone who relishes mysteries, crime stories, and tales of detection"--Cover (page 4).

This book features a unique approach to the teaching of mathematical logic by putting it in the context of the puzzles and paradoxes of common language and rational thought. It serves as a bridge from the author's puzzle books to his technical writing in the fascinating field of mathematical logic. Using the logic of lying and truth-telling, the au

*Forever Undecided* is the most challenging yet of Raymond Smullyan's puzzle

collections. It is, at the same time, an introduction—ingenious, instructive, entertaining—to Gödel's famous theorems. With all the wit and charm that have delighted readers of his previous books, Smullyan transports us once again to that magical island where knights always tell the truth and knaves always lie. Here we meet a new and amazing array of characters, visitors to the island, seeking to determine the natives' identities. Among them: the census-taker McGregor; a philosophical-logician in search of his flighty bird-wife, Oona; and a regiment of Reasoners (timid ones, normal ones, conceited, modest, and peculiar ones) armed with the rules of propositional logic (if X is true, then so is Y). By following the Reasoners through brain-tingling exercises and adventures—including journeys into the “other possible worlds” of Kripke semantics—even the most illogical of us come to understand Gödel's two great theorems on incompleteness and undecidability, some of their philosophical and mathematical implications, and why we, like Gödel himself, must remain Forever Undecided!

The New York Times bestselling guide to thinking like literature's greatest detective. "Steven Pinker meets Sir Arthur Conan Doyle" (Boston Globe), by the author of *The Confidence Game*. No fictional character is more renowned for his powers of thought and observation than Sherlock Holmes. But is his extraordinary intellect merely a gift of fiction, or can we learn to cultivate these abilities ourselves, to improve our lives at work and at home? We can, says psychologist and journalist Maria Konnikova, and in *Mastermind* she shows us how. Beginning with the “brain attic”—Holmes's metaphor for how we store information and organize knowledge—Konnikova unpacks the mental strategies that lead to clearer thinking and deeper insights. Drawing on twenty-first-century neuroscience and psychology, *Mastermind* explores Holmes's unique methods of ever-present mindfulness, astute observation, and logical deduction. In doing so, it shows how each of us, with some self-awareness and a little practice, can employ these same methods to sharpen our perceptions, solve difficult problems, and enhance our creative powers. For Holmes aficionados and casual readers alike, Konnikova reveals how the world's most keen-eyed detective can serve as an unparalleled guide to upgrading the mind.

Join Holmes and Watson as they examine interrupted games to deduce prior moves. A series of increasingly complex chess mysteries culminates in a double murder perpetrated by Professor Moriarty. The master sleuth instructs his companion (and us) in the intricacies of retrograde analysis; readers need only a knowledge of how the pieces move.

In this entertaining and challenging new collection of logic puzzles, Raymond Smullyan—author of *What Is the Name of This Book?* and *The Lady or the Tiger?*—continues to delight and astonish us with his gift for making available, in the thoroughly pleasurable form of puzzles, some of the most important mathematical thinking of our time. In the first part of the book, he transports us once again to that wonderful realm where knights, knaves, twin sisters, quadruplet brothers, gods, demons, and mortals either always tell the truth or always lie, and where truth-seekers are set a variety of fascinating problems. The section culminates in an

enchanting and profound metapuzzle (a puzzle about a puzzle), in which Inspector Craig of Scotland Yard gets involved in a search of the Fountain of Youth on the Island of Knights and Knaves. In the second and larger section, we accompany the Inspector on a summer-long adventure into the field of combinatory logic (a branch of logic that plays an important role in computer science and artificial intelligence). His adventure, which includes enchanted forests, talking birds, bird sociologists, and a classic quest, provides for us along the way the pleasure of solving puzzles of increasing complexity until we reach the Master Forest and—thanks to Gödel's famous theorem—the final revelation. To Mock a Mockingbird will delight all puzzle lovers—the curious neophytes as well as the serious students of logic, mathematics, or computer science.

Except for this preface, this study is completely self-contained. It is intended to serve both as an introduction to Quantification Theory and as an exposition of new results and techniques in "analytic" or "cut-free" methods. We use the term "analytic" to apply to any proof procedure which obeys the subformula principle (we think of such a procedure as "analysing" the formula into its successive components). Gentzen cut-free systems are perhaps the best known example of analytic proof procedures. Natural deduction systems, though not usually analytic, can be made so (as we demonstrated in [3]). In this study, we emphasize the tableau point of view, since we are struck by its simplicity and mathematical elegance. Chapter I is completely introductory. We begin with preliminary material on trees (necessary for the tableau method), and then treat the basic syntactic and semantic fundamentals of propositional logic. We use the term "Boolean valuation" to mean any assignment of truth values to all formulas which satisfies the usual truth-table conditions for the logical connectives. Given an assignment of truth-values to all propositional variables, the truth-values of all other formulas under this assignment is usually defined by an inductive procedure. We indicate in Chapter I how this inductive definition can be made explicit—to this end we find useful the notion of a formation tree (which we discuss earlier).

More than two hundred new and challenging logic puzzles—the simplest brainteaser to the most complex paradoxes in contemporary mathematical thinking—from our topmost puzzlemaster ("the most entertaining logician who ever lived," Martin Gardner has called him). Our guide to the puzzles is the Sorcerer, who resides on the Island of Knights and Knaves, where knights always tell the truth and knaves always lie, and he introduces us to the amazing magic—logic—that enables to discover which inhabitants are which. Then, in a picaresque adventure in logic, he takes us to the planet Og, to the Island of Partial Silence, and to a land where metallic robots wearing strings of capital letters are noisily duplicating and dismantling themselves and others. The reader's job is to figure out how it all works. Finally, we accompany the Sorcerer on an alluring tour of Infinity which includes George Cantor's amazing mathematical insights. The tour (and the book) ends with Satan devising a diabolical puzzle for one of Cantor's prize students—who outwits him! In sum: a devilish magician's cornucopia of puzzles—a delight for every age and level of ability.

In this collection of problems, Raymond Smullyan transports the game of chess to the world of the Arabian knights. The White King is Haroun Al Rashid, the White Bishop is his Grand Vizier, Archie. They are out to counter the Black King Kazir's attempts at invisibility, and to unmask the disguised Queen Medea. In addition, using the deductive logic that is the hallmark of these exercises in retrograde analysis, Haroun and Archie discover pawns who've robbed the royal treasury, lazy knights who refuse to move more than once or twice, and buried castles, as well as encountering any number of phantoms, genii, magicians, philosophers, and hermits. Sherlock Holmes, Arsene Lupin, and Irene Adler meet up in London only to find a strange chess problem in the Times signed by "The Black Friar." It's written in an unknown code which Sherlock is eager to solve. The next day, the city is rocked by the news of a rich merchant found murdered. On the merchant's desk was scarlet rose: the same flower used as the calling

card for a brazen criminal group that haunted the streets of London twenty years ago. Could the Scarlet Rose Gang be back? Find out in this ebook from the Sherlock, Lupin and Me series.

Mathematical Recreations and Essays W. W. Rouse Ball For nearly a century, this sparkling classic has provided stimulating hours of entertainment to the mathematically inclined. The problems posed here often involve fundamental mathematical methods and notions, but their chief appeal is their capacity to tease and delight. In these pages you will find scores of "recreations" to amuse you and to challenge your problem-solving faculties-often to the limit. Now in its 13th edition, Mathematical Recreations and Essays has been thoroughly revised and updated over the decades since its first publication in 1892. This latest edition retains all the remarkable character of the original, but the terminology and treatment of some problems have been updated and new material has been added. Among the challenges in store for you: Arithmetical and geometrical recreations; Polyhedra; Chess-board recreations; Magic squares; Map-coloring problems; Unicursal problems; Cryptography and cryptanalysis; Calculating prodigies; ... and more. You'll even find problems which mathematical ingenuity can solve but the computer cannot. No knowledge of calculus or analytic geometry is necessary to enjoy these games and puzzles. With basic mathematical skills and the desire to meet a challenge you can put yourself to the test and win. "A must to add to your mathematics library."-The Mathematics Teacher We are delighted to publish this classic book as part of our extensive Classic Library collection. Many of the books in our collection have been out of print for decades, and therefore have not been accessible to the general public. The aim of our publishing program is to facilitate rapid access to this vast reservoir of literature, and our view is that this is a significant literary work, which deserves to be brought back into print after many decades. The contents of the vast majority of titles in the Classic Library have been scanned from the original works. To ensure a high quality product, each title has been meticulously hand curated by our staff. Our philosophy has been guided by a desire to provide the reader with a book that is as close as possible to ownership of the original work. We hope that you will enjoy this wonderful classic work, and that for you it becomes an enriching experience.

In his new book, Raymond Smullyan, grand vizier of the logic puzzle, joins Scheherazade, a charming young woman of "fantastic logical ingenuity," to give us 1001 hours of brain-teasing fun. Scheherazade, we find, has gotten back into hot water with the king, and is once more in danger of losing her head at dawn. But, thinking quickly, she tempts the king to stay her execution by posing him the most delightfully devious mathematical and logic puzzle ever invented. They keep him guessing for many more nights until the fatal hour has passed, and she keeps her head. The Riddle of Scheherazade includes several wonderful old chestnuts and many fiendishly original puzzles, 225 in all. There are logic tricks and number games, metapuzzles (puzzles about puzzles), liar/truth-teller exercises, Gödelian brain twisters, baffling paradoxes, and an excursion, under Scheherazade's expert guidance, into an amusing new field invented by Smullyan, called "coercive" logic, in which the answer to a problem can actually change the fate of the puzzler! An absolute must for all puzzle fans—from the middle-school whiz to the sophisticated mathematician or computer scientist.

Literary Nonfiction. Memoir. Humor. Music. Of all of Raymond Smullyan's many books, A MIXED BAG: JOKES, PUZZLES, RIDDLES AND MEMORABILIA perhaps best captures the timeless delight of the casual conversation of this American polymath. A seamless continuum of jokes, stories, puzzles, and reflections, caught in an deliciously unpremeditated arc that nonetheless is remarkably cohesive, it is sparkling and charming proof that cheerfulness need not be incompatible with intelligence, nor pleasure with wisdom.

This full-immersion experience challenges you to solve these slightly re-imagined scenarios inspired by Sir Arthur Conan Doyle's most famous Sherlock Holmes short stories: Interactive Challenge 1: Begins with a short introduction to the short



story/crime, giving a summary of the main characters and plot. Following the introduction, 24 puzzles—including cryptograms, crosswords, logic conundrums, visual puzzles, ciphers, and word searches—are presented, for a grand total of 144 puzzles. Interactive Challenge 2: Utilizes maps that readers use to maneuver around the chapters, completing each puzzle not in a chronological order but, instead, relying on tips and clues from each solved puzzle to travel around the book, like a maze. Interactive Challenge 3: Drops hidden clues that accumulate into a final, overarching word search, which requires the completed clues from all 6 chapters. The Puzzlecraft series from Wellfleet Press tackles some of the greatest conundrums of our time. Learn how to navigate the world's trickiest mazes, solve the most complex crosswords, and finally get the answer to "Why is a raven like a writing desk?" Follow literature's most famous detective, Sherlock Holmes, as he guides you through hundreds of challenging cross-fitness brain exercises inspired by his most popular cases and adventures. You can also train your memory to perform better and learn the meanings behind your own personality traits or the traits of others. These handy and portable paperbacks are sized perfectly to travel, whether on vacation or just for your daily commute. The intricately designed covers and bold colors will capture your attention as much as the engaging content inside. Other titles in the series include: *The Curious History of Mazes*; *The Curious History of the Crossword*; *The Curious History of the Riddle*; *Escape from Sherlock Holmes*; *Sherlock Holmes Puzzles: Code Breakers*; *Sherlock Holmes Puzzles: Math & Logic Games*; *Sherlock Holmes Puzzles: Visual Puzzles*; *Sherlock Holmes Puzzles: Lateral Brain Teasers*; *Solving Sherlock Homes*; *Maximize Your Memory*; and *The Book of Personality Tests*.

Irene's family has moved to Evreux, Normandy. Soon after arriving at her new home, she is approached by a mysterious woman who mutters some strange words about Irene's mother being in danger, before vanishing into thin air. It's just the first in a series of unsettling events that Irene, Sherlock, and Lupin must decipher. The three sleuths questions will lead them to a secret crypt far beneath the streets of Paris and to an ancient relic that it is rumored to be worth a fortune. But how far will someone go to obtain the priceless treasure? Secrets and twists await the young detectives at every turn as they solve the case of *The Cathedral of Fear*.

These logic puzzles provide entertaining variations on Gödel's incompleteness theorems, offering ingenious challenges related to infinity, truth and provability, undecidability, and other concepts. No background in formal logic necessary. Evaline Stoker and Mina Holmes never meant to get into the family business. But when you're the sister of Bram and the niece of Sherlock, vampire hunting and mystery solving are in your blood, so to speak. In this third installment of the Stoker and Holmes series, Evaline Stoker and Mina Holmes have reluctantly agreed to act as social chaperones and undercover bodyguards for Princess Lurelia of Betrovia, who has arrived in London to deliver a letter that details the secret location of an ancient chess queen that's been missing for centuries. But when the letter—which will heal a centuries-old rift between England and the Betrovians—is stolen out from under Evaline and Mina's watchful eyes, the two girls are forced into a high-stakes race to ensure they find the chess queen before anyone else does.

This fanciful, original collection for readers of all ages features arithmetic puzzles, logic problems related to crime detection, and logic and arithmetic puzzles involving King

Arthur and his Dogs of the Round Table.

Charlotte Holmes comes face to face with her enemy when Moriarty turns to her in his hour of need, in the USA Today bestselling series set in Victorian England. A most unexpected client shows up at Charlotte Holmes's doorstep: Moriarty himself. Moriarty fears that tragedy has befallen his daughter and wants Charlotte to find out the truth. Charlotte and Mrs. Watson travel to a remote community of occult practitioners where Moriarty's daughter was last seen, a place full of lies and liars. Meanwhile, Charlotte's sister Livia tries to make sense of a mysterious message from her beau Mr. Marbleton. And Charlotte's longtime friend and ally Lord Ingram at last turns his seductive prowess on Charlotte—or is it the other way around? But the more secrets Charlotte unravels about Miss Moriarty's disappearance, the more she wonders why Moriarty has entrusted this delicate matter to her of all people. Is it merely to test Charlotte's skills as an investigator, or has the man of shadows trapped her in a nest of vipers?

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