

ONE-MINUTE MYSTERIES AND BRAIN TEASERS



Sandy Silverthorne & John Warner



HARVEST HOUSE PUBLISHERS
EUGENE, OREGON

Cover by Left Coast Design, Portland, Oregon

Cover illustration © Sandy Silverthorne

Back cover author photo © Milo J. Skinner

ONE-MINUTE MYSTERIES AND BRAIN TEASERS

Copyright © 2007 by Sandy Silverthorne and John Warner

Published by Harvest House Publishers

Eugene, Oregon 97402

www.harvesthousepublishers.com

Library of Congress Cataloging-in-Publication Data

Silverthorne, Sandy

One-minute mysteries and brain teasers / Sandy Silverthorne and John Warner.

p. cm.

Includes index.

ISBN 978-0-7369-5472-3 (pbk.)

ISBN 978-0-7369-5473-0 (eBook)

1. Puzzles. 2. Detective and mystery stories. I. Warner, John., 1980- II Title.

GV1493.S585 2007

793.73—dc22

2007002500

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means—electronic, mechanical, digital, photocopy, recording, or any other—except for brief quotations in printed reviews, without the prior permission of the publisher.

Printed in the United States of America

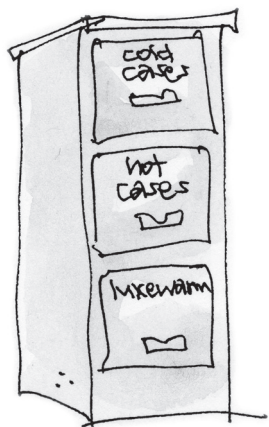
13 14 15 16 17 18 19 20 / BP-SK / 10 9 8 7 6 5 4 3 2 1

To Katie and Ty—thank you for getting me
addicted to lateral thinking puzzles.
And to Kristin—thank you for your
encouragement and inspiration.

John

To Vicki and Christy—you constantly help
me figure out the mysteries of life.

Sandy



Thanks to Kristin Warner for
“Choosing Sides,” “The Long Way
Home,” “The New Girl,” and
“Teacher’s Pet.” Thanks to Katie
Trimble for “What Is Your
Emergency?” and “Underpaid?”



Contents

Introduction	7	Call Me with the Answer ...	39
Time to Think	9	22 First Date	
1 When Time Stands Still		23 Unknown Caller	
2 Lunch Time		24 Seven Digits	
3 Egg Timer		25 What Is Your Emergency?	
4 Timeless		26 Whom Shall I Say Is Calling?	
5 Got the Time?			
On the Case	17	Criminal Puzzlement	47
6 Primary Evidence		27 A Dog's Life	
7 The Hotel Guest		28 The Intruder	
8 Women's Intuition		29 In for Questioning	
9 T-Shirt Trouble		30 The Tidy Crook	
10 The Missing Socks		31 The Witty Cop	
11 The Deductive Neighbor		32 Robbed Again?	
12 Lost and Found		33 Sixth Sense	
13 The Hotel Thief		34 The Unsafe Safe	
14 Filthy Rich		35 The Cheap Fix	
Sleep on It	29	36 Joy Ride	
15 The Early Bird		37 Quick Thinking	
16 The Failed Prank		38 Above the Law?	
17 Siesta and Fiesta		39 Autograph Snatcher	
18 Unfamiliar Surroundings		40 Not So Safe	
19 New Year's News			
20 Sheepless in Seattle		For the Road	63
21 Rise and Shine...or Not		41 Homeward Bound	
		42 Running on Empty	
		43 Stuck in Traffic	
		44 Choosing Sides	

- 45 Weather to Forget
- 46 Seeing Is Believing
- 47 Pulled Over for No Reason?
- 48 The New Sound System
- 49 Fast-Food Freakishness
- 50 Windshield Wipers Won't Work?
- 51 Green Light, Red Light
- 52 Locked Road
- 53 The Long Way Home

For a Price 79

- 54 The Inheritance
- 55 The Costly Item
- 56 Two of a Kind
- 57 Buyer's Remorse
- 58 The Right Bank
- 59 The Rare Book
- 60 One Person's Junk...
- 61 Underpaid?

Puzzling Behavior 89

- 62 Is It a Miracle?
- 63 Always Be Prepared
- 64 Scared Silly
- 65 If the Shoe Fits
- 66 Trouble at Work
- 67 That's Unheard Of
- 68 A Passing Failure
- 69 No Mulligan?
- 70 For Sale Fib
- 71 Sudden Outburst
- 72 What Not to Do
- 73 The Forgotten Gift

Clever Thinkers 103

- 74 A Needle in a Haystack
- 75 A Key Solution
- 76 Who's There?
- 77 It's Not Polite to Stare
- 78 All in a Name

Puzzling Situations 111

- 79 The New Girl
- 80 Teacher's Pet
- 81 Special Delivery
- 82 Playing Hooky
- 83 All Trick and No Treat
- 84 Blind Date
- 85 The Invisible Girl
- 86 More or Less?
- 87 Fleeting Interest
- 88 Art for the Ages
- 89 Losing with Style
- 90 Mirror, Mirror
- 91 Puzzle Puzzle
- 92 Artistic License
- 93 The House Painter
- 94 Water Rules
- 95 Lucky Bug
- 96 Power Outage
- 97 A Case of Amnesia?
- 98 Good Advice
- 99 Bad Hair Day
- 100 When It Rains, It Pours

Clues 135

Solutions 157

INTRODUCTION

What Are One-Minute Mysteries?

These short mysteries, also known as lateral thinking puzzles, are often used in groups as an interactive game. Each puzzle describes an unusual scenario, and it is up to you and your friends to figure out what is going on. Although it is possible to come up with many answers that seem to solve the puzzle, the challenge is to find the solution that matches the one in the back of the book. Each mystery takes less than a minute to read, and then you can take your time and enjoy the sleuthing process.

How Do I Solve Them?

These puzzles do not provide you with enough information to find the solution, but you can fill in the gaps by asking yes-or-no questions. The process is similar to the game of 20 questions, but instead of finding the identity of a thing, you solve a mystery. You'll need one other person in order to enjoy these puzzles to the fullest, and the more people, the better! Choose one person to be the case master. This person reads a puzzle aloud and privately consults the answer in the back of the book. All other players are the detectives. They take turns posing questions to the case master, who can respond by saying yes or no or something like "That doesn't matter" or "Rephrase your question." The case master provides clues from the back of the book as needed. The game is won when someone figures out the key to the solution. It isn't necessary to recite the entire solution, but only to figure out the part that explains what is puzzling.

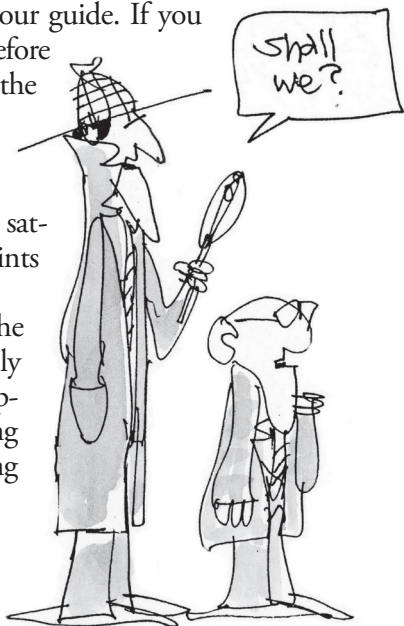
What Else Do I Need To Know?

Start by asking big-picture questions. You will be tempted to jump right in and guess the answer, but you will most likely be wrong. Give yourself something to build on by asking questions like these: Is the location important? Is anyone else involved? Could this happen to me? As you figure out what is going on, you can ask more specific questions. Also, ask completely random and off-the-wall questions. Think laterally—that is, think creatively or outside the box. If you have exhausted all the obvious possibilities and don't know where else to go, use your imagination and view the problem from a new perspective.

Eliminate red herrings and always check your assumptions. Look at each element of the puzzle and ask if it is important, and then focus on the details that matter. If a puzzle doesn't come right out and say something, don't assume it to be true. If the case master can't answer one of your questions with a yes or no but instead tells you to rephrase your question, you are probably assuming something.

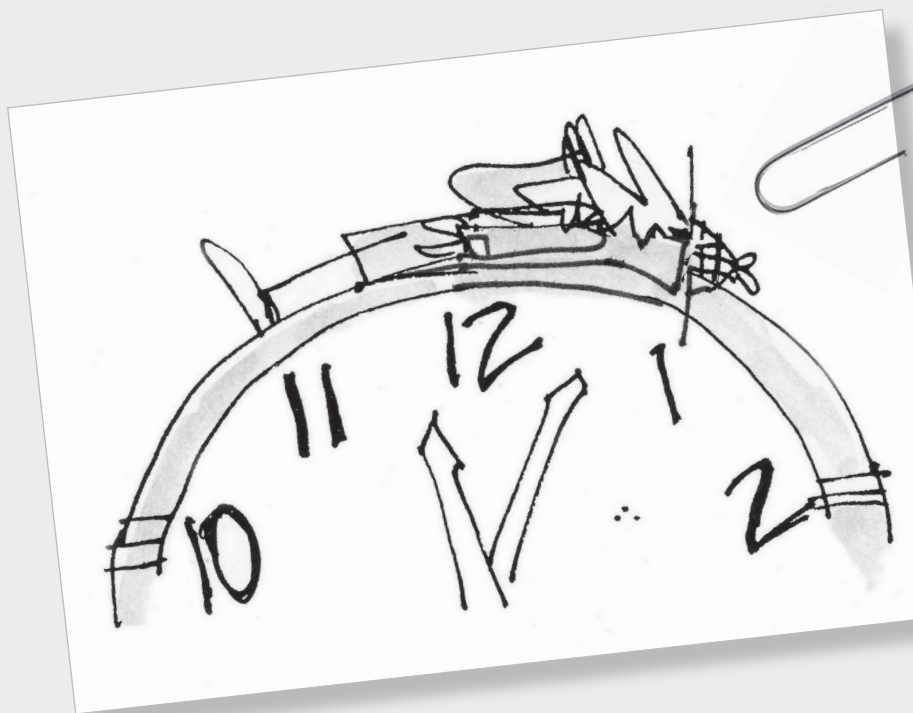
If you decide to investigate these mysteries on your own, the clues section will serve as your guide. If you have a hunch of what the solution is, before looking at the answer, first examine the clues to see if you are on the right track. Some of the clues will surprise you! Once you have read all of the clues, your goal is to come up with a satisfying solution that fits all the constraints of the mystery and clues.

Oh—one last thing. Don't let the illustrations mislead you. They generally depict humorous but incorrect assumptions and are purely for your viewing enjoyment. Now put on your sleuthing caps and get on the case!



TOP SECRET

TIME TO THINK



1.

When Time Stands Still

As a burglar reaches for something on the mantel, he accidentally knocks over a clock. It falls to the floor, breaks, and stops. The next morning, however, police aren't able to determine what time the robbery took place. Why not?



2.

Lunch Time

Robbie goes into a restaurant and orders a deli sandwich and a cola for lunch. Afterward, he pays his bill, tips his waitress, and goes outside. He slowly takes in his surroundings. The sky is black and the city streets are deserted.

What happened?

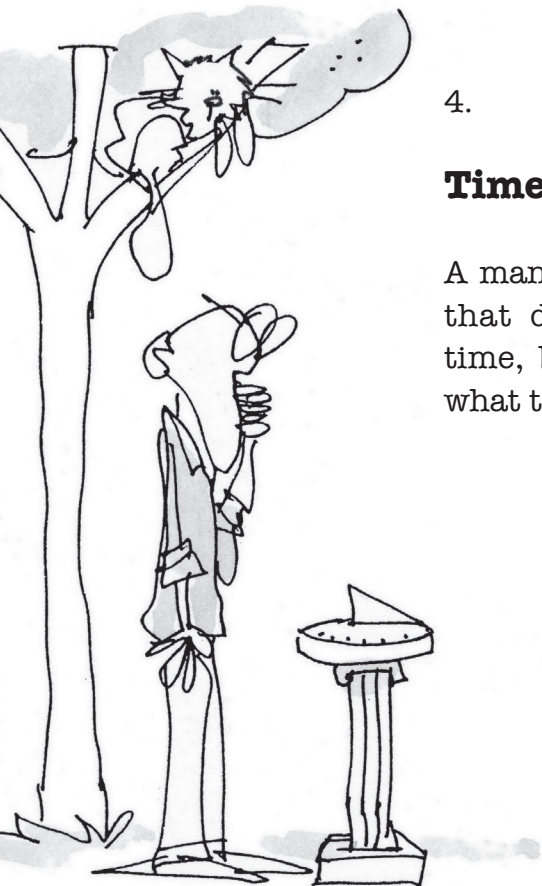


3.

Egg Timer

Hard-boiling an egg takes approximately ten minutes, but it isn't always as simple as that. Many factors can alter the time it takes. For example, in different parts of the world, hard-boiling an egg can take up to forty minutes. Why?





4.

Timeless

A man is looking at a clock that displays the correct time, but he doesn't know what time it is. Why not?

5.

Got the Time?

Why does a secret agent check the time of day every time he finishes a phone call?

