FREE PRINTABLE PACK · LOGIC PUZZLE MIX

Seven Logic Puzzle Mysteries

Easy · 10–20 minutes each · Age 10 and up

HOW IT WORKS

Seven different puzzles, each with its rules on its own case sheet. All of them are the easiest size, and none of them needs a guess.

IN THIS PACK

The Harbour Manifest: a battleships puzzle — pages 2–3

The Red Thread: a loop puzzle (slitherlink) — pages 4–5

The Skyline Witness: a skyscrapers puzzle — pages 6–8

The Disputed Estate: a rectangles puzzle (shikaku) — pages 9–11

The Night Switchboard: a bridges puzzle (hashi) — pages 12–13

Preserve the Evidence: a minesweeper puzzle with no guessing — pages 14–15

The Dead Letter Office: a small sudoku with hidden packets — pages 16–17

Answers — **pages 18–24**

PRINTING

Print pages 2–17 for the puzzles and keep the answers back. The sheets are A4 and plain black and white. On US Letter paper, choose “Fit to page”.

Detective Puzzles

Every puzzle here can be played free, with a new case each time, at detective-puzzles.com/#case-files

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The Harbour Manifest

Case HM-DD4VLFW · Dock Clerk · 6×6 floor · 4 shippers

A tip-off names the Corn Exchange Vaults on Halfmoon Quay: goods stolen across the city are hidden among its crates. The night watchman's log counts the disturbed crates in every aisle. Recover each cache without disturbing honest cargo — then read the goods against the manifests and name the smuggler.

HOW TO SEARCH THE FLOOR

The numbers beside each row and above each column count that line's disturbed crates. Caches are straight lines of crates matching the tip-off inventory, and no two caches touch — not even corner to corner. Solid bays were verified as crates by the night watch; dotted bays are verified clear floor. Every floor can be completed by logic alone — no guessing. Each recovered consignment names goods entered on no honest lading; a shipper whose same-size manifest entry differs is cleared, and only one manifest accounts for everything.

THE MANIFESTS

Caspian Holt — of the Half Moon Import House

- Three-crate runs: rolled gallery canvases.
- Two-crate chests: brass ship fittings.
- Single crates: engraved seal dies.

Theodore Gann — agent for the Northlight Line

- Three-crate runs: crated harps.
- Two-crate chests: cases of bound atlases.
- Single crates: engraved seal dies.

Adelaide Murn — of the Gullwing Shipping Co.

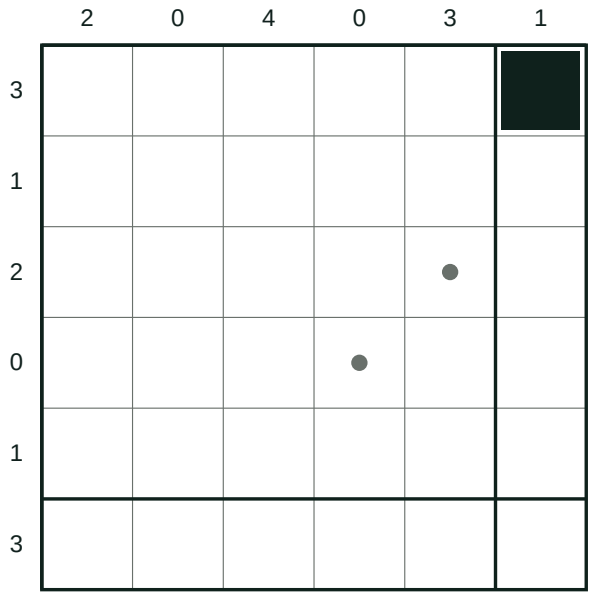
- Three-crate runs: crated harps.
- Two-crate chests: brass ship fittings.
- Single crates: engraved seal dies.

Percy Ashgrove — of Quayside & Sons

- Three-crate runs: crated harps.
- Two-crate chests: brass ship fittings.
- Single crates: jewellery rolls.

The warehouse floor

6×6 — mark the crates the log forces; dot or slash the bays you know are clear.



TIP-OFF INVENTORY

■■■ 1 × three-crate run — contents unknown until recovered

■■ ■■ 2 × two-crate chests — contents unknown until recovered

■ ■ ■ 3 × single crates — contents unknown until recovered

The Red Thread

Case RT-GFS037X · Garden Gate · 5×5 grounds · 4 suspects

Someone slipped into the grounds of the Bellweather Academy grounds in the night, took the Founder’s Medal, made one complete circuit and left exactly the way they came in. The groundskeeper's morning report counts, plot by plot, how many sides show the intruder's tracks. Pin the red thread, reconstruct the round — and see whose knowledge of the grounds accounts for it.

HOW TO PIN THE THREAD

The number in each plot counts how many of its four sides carry the intruder’s route. The route is one unbroken loop along the plot edges: it never branches, never crosses itself, and returns to where it began — every map pin touches exactly zero or two threads. Brass-marked segments were verified at the scene: solid ones carry thread and crossed ones never do. Every map can be completed by logic alone — no guessing. Lettered tags mark the landmarks in the key; the finished route passes exactly one landmark in each group, and a suspect whose file cannot account for a passed landmark is cleared. Only one dossier explains the whole round.

THE DOSSIERS

Hugo Pemberly — the housekeeper’s nephew

Comes and goes by the chapel wicket, and holds its only key.
Knows the yew walk well enough to walk it in the dark without a lamp.
Knew the conservatory window would be left unlatched that night.

Sylvia Hollow — keeper of the glasshouse

Comes and goes by the chapel wicket, and holds its only key.
Knows the laundry green well enough to walk it in the dark without a lamp.
Knew the conservatory window would be left unlatched that night.

Casper Thorne — the under-butler

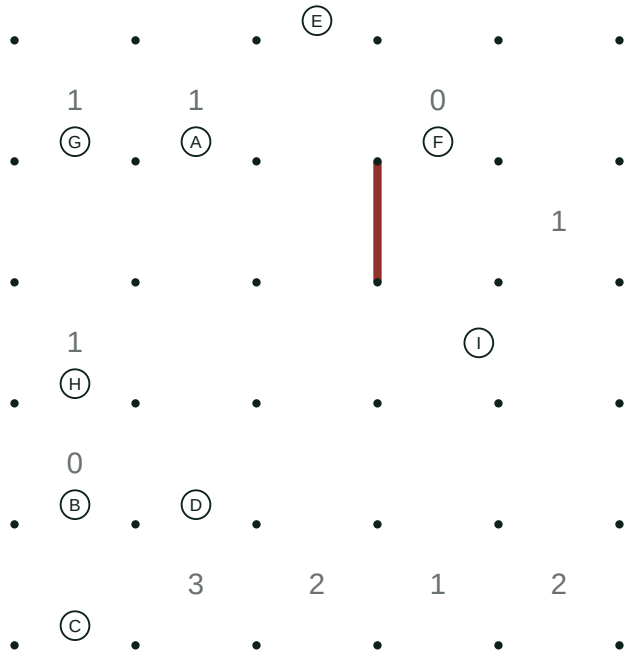
Comes and goes by the orchard door, and holds its only key.
Knows the yew walk well enough to walk it in the dark without a lamp.
Knew the conservatory window would be left unlatched that night.

Ottilie Marsh — the boot boy grown tall

Comes and goes by the chapel wicket, and holds its only key.
Knows the yew walk well enough to walk it in the dark without a lamp.
Knew the music-room window would be left unlatched that night.

The wall map

5×5 — draw the route the counts force; dot or slash the edges you know are clear.



MAP KEY

The way in: A the chapel wicket · B the servants’ gate · C the orchard door

The path kept: D the yew walk · E the laundry green · F the herb border

The window passed: G the conservatory window · H the study window · I the music-room window

The Skyline Witness

Case SW-SALS0CA - Street Level - 4x4 block - 4 witnesses

The Founder’s snuffbox crossed the rooftops of Pennywhistle Row at midnight - lifted from the Guild’s roof-garden, where the snuffbox was passed round after the toast. Half the square swears it was at its windows. But the borough's height records burned years ago; all that survives is the old surveyors' margin notes, counting how many rooftops each could see from each end of each street and lane, and a few heights from the insurance papers. Rebuild the skyline, then test what every witness swears they saw against what their window could really show them. One claim is impossible - and the witness who made it was on the roofs.

HOW TO REBUILD THE SKYLINE

Every square of the block is a building, one to 4 storeys tall, and every street (a row) and every lane (a column) holds one building of each height - no height repeats along a line. The numbers on the edges are the surveyors' tallies: how many rooftops are in view from that end of that street or lane. A rooftop is in view when it stands taller than every building before it, so a tally of 1 means the nearest building is the tallest of all, and a tally of 4 means the buildings climb in order. A blank edge is a note that was lost.
Brass-printed heights come from the insurance papers and never lie. Every block can be completed by logic alone - no guessing.

THE SIGHTLINE LAW

From any window, a rooftop along the same street or lane is in view when it stands taller than every building between it and the observer. The observer's own building never blocks their own view, and a building between that is as tall as the target or taller hides it. Test every sworn claim against the finished skyline: every innocent witness's claims all hold, and exactly one claim, in one statement, is impossible. The witness who swore it was never at their window.

THE BLOCK

Streets (rows): A Ash Street - B Birch Street - C Cedar Street - D Damson Street. Lanes (columns): 1 to 4, west to east. An address such as B3 is Birch Street, Lane 3.

The scene: the Guild roof-garden at D4.

Landmarks: the Surgery (C4) - the Bathhouse (B3).

THE WITNESS STATEMENTS

Dorothea Thistle - the customs searcher - at home at B4

1. The Guild roof-garden (D4)? Not from my window. Something taller stands in the way.

   Hidden means at least one building between the witness's home at B4 and the Guild roof-garden, along Lane 4, stands as tall as the Guild roof-garden or taller. The witness's own building never counts.

2. The building next door to the south blocks everything beyond it - I can't see a single roof past it.

   From B4, nothing beyond the neighbour is in view only when the building next door to the south stands taller than every building past it on that side - exactly one rooftop in view that way.

Matilda Voss - the square’s lamplighter - at home at D2

1. Looking north up Lane 2 from my window, I could count exactly three rooftops.

   Count the rooftops in view from the witness's home at D2 walking north up Lane 2: a building counts when it stands taller than every building before it on that walk. The nearest building always counts, the witness's own building never does, and the count must be exactly three.

2. I watched the Guild roof-garden (D4) from my window the whole evening, and I saw nobody on it.

   In view means the Guild roof-garden stands taller than every building between it and the witness's home at D2, reading along Damson Street. The witness's own building never blocks their view; any building between that is as tall as the Guild roof-garden or taller hides it.

Philippa Rudd - a piano teacher - at home at A4

1. Looking south down Lane 4 from my window, I could count exactly two rooftops.

   Count the rooftops in view from the witness's home at A4 walking south down Lane 4: a building counts when it stands taller than every building before it on that walk. The nearest building always counts, the witness's own building never does, and the count must be exactly two.

2. The Guild roof-garden (D4)? Not from my window. Something taller stands in the way.

   Hidden means at least one building between the witness's home at A4 and the Guild roof-garden, along Lane 4, stands as tall as the Guild roof-garden or taller. The witness's own building never counts.

Piers Harting - a dressmaker - at home at D1

1. I couldn't have seen the Guild roof-garden (D4) from my window if I'd tried - a roof between blocks it entirely.

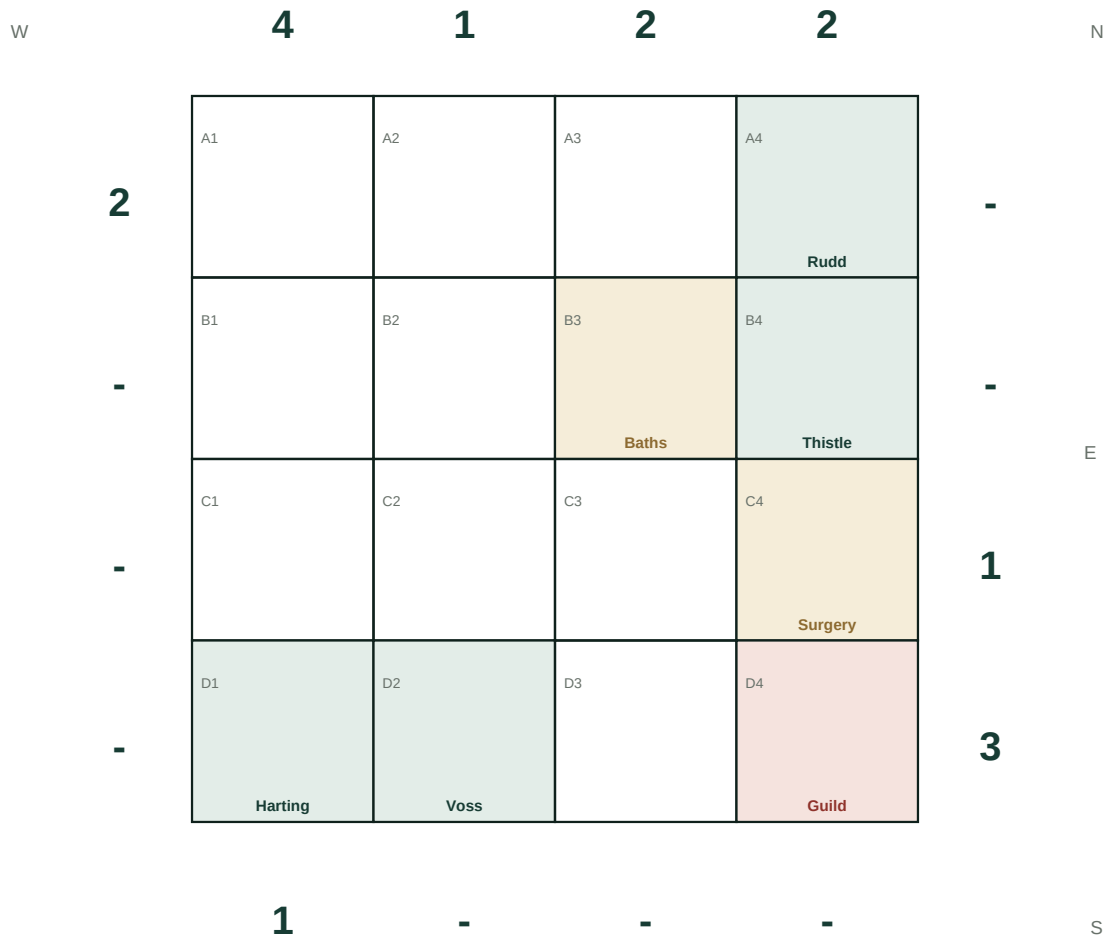
Hidden means at least one building between the witness's home at D1 and the Guild roof-garden, along Damson Street, stands as tall as the Guild roof-garden or taller. The witness's own building never counts.

2. Looking north up Lane 1 from my window, I could count exactly one rooftop.

   Count the rooftops in view from the witness's home at D1 walking north up Lane 1: a building counts when it stands taller than every building before it on that walk. The nearest building always counts, the witness's own building never does, and the count must be exactly one.

The block: Pennywhistle Row

Top tallies look south down each lane; bottom tallies look north. Left tallies look east along each street; right tallies look west.



Brass heights are verified. Pink: the scene. Green: a witness's home. Buff: a landmark.

The Disputed Estate

Case DE-P14L9GB - Parish Clerk - 7x7 estate - 12 deeds - 4 claimants

Old Hepzibah Quayle of Coldharbour left the estate divided among four relations - and the original map went into the fire the night the will was read. Each deed survives, recording only its acreage and the marker stone it was measured from; the founder's one iron rule was that every parcel be a perfect rectangle. Redraw the boundaries, see whose land the landmarks fall on - and test every sworn deposition against the finished map. One deed was doctored before the will was read, and its holder has sworn to the doctored line.

HOW TO REDRAW THE ESTATE

Every square of the map is an acre, and every acre belongs to exactly one parcel. Each numbered square is a marker stone: the number is the acreage of the parcel measured from it, and that parcel must contain the stone and no other. Draw the parcels as rectangles. A deed of four acres is a 2x2 square or a strip of four; a deed of six is 2x3 or 3x2 - work out which shape fits around each stone without swallowing another stone, crossing a fence or leaving an acre no deed can reach. Thick brass lines are surviving stretches of the old fence: a fence stood on a boundary, so no parcel may straddle one. Every estate can be completed by logic alone - no guessing.

THE FOUNDER'S RULE

Every parcel is a perfect rectangle, holds exactly one marker stone, and covers exactly as many acres as its deed says. No parcel straddles a surviving fence, no two parcels overlap, and every acre belongs to someone. Test every sworn deposition against the finished map: every innocent claimant's claims all hold, and exactly one claim, in one deposition, is impossible. The claimant who swore it holds the doctored deed.

THE ESTATE

Rows are lettered A to G from the north; lanes are numbered 1 to 7 from the west. An acre such as B3 is Row B, Lane 3. Boundaries: north, the old Roman road; east, the river Cold; south, the Quayle plantation; west, the green lane.

Landmarks: the shell grotto (C7) - the rabbit warren (C5) - the lime kiln (C3).

Deeds sworn to: Ember, the stone at B7 (six acres) - Dallow, the stone at G3 (six acres) - Upcott, the stone at A5 (three acres) - Tully, the stone at C6 (four acres). Every other stone is a tenanted parcel, measured the same way and sworn to by nobody.

THE DEPOSITIONS

Letitia Ember - a relation from the city - deed measured from the stone at B7, six acres

1. One side of my parcel is the Quayle plantation itself, on the south side - my acres reach right to it.

   The Quayle plantation forms the south boundary of the whole estate. A parcel touches it only when at least one of its acres lies in the southernmost row (Row G).

2. Not a yard of my land touches the old Roman road on the north side.

   The old Roman road forms the north boundary of the whole estate. A parcel is clear of it only when none of its acres lies in the northernmost row (Row A).

Ambrose Dallow - a cousin twice removed - deed measured from the stone at G3, six acres

1. My land is a single furrow wide - one acre across, and no more.

   The parcel measured from the stone at G3 (six acres) must be exactly one row or exactly one lane across - a strip of six acres in a single line.

2. My land takes in the lime kiln (C3); the deed was measured to it.

   Read the finished map: the acre C3, where the lime kiln stands, must lie inside the parcel measured from the stone at G3 (six acres). Every acre belongs to exactly one parcel, so a landmark is either on a claimant's land or it is not - there is no standing on a boundary.

Ursula Upcott - the gamekeeper’s eldest - deed measured from the stone at A5, three acres

1. The rabbit warren (C5) stands on my acres - it always has.

   Read the finished map: the acre C5, where the rabbit warren stands, must lie inside the parcel measured from the stone at A5 (three acres). Every acre belongs to exactly one parcel, so a landmark is either on a claimant's land or it is not - there is no standing on a boundary.

2. My land marches with Thaddeus Tully's - we share a boundary.

   Two parcels march together when they share at least one full acre-side - the parcel measured from the stone at A5 (three acres) and the one measured from the stone at C6 (four acres) must touch along an edge. Meeting corner to corner does not count.

Thaddeus Tully - the tenant of the home farm - deed measured from the stone at C6, four acres

1. My parcel stops well short of the shell grotto (C7); that acre is somebody else's.

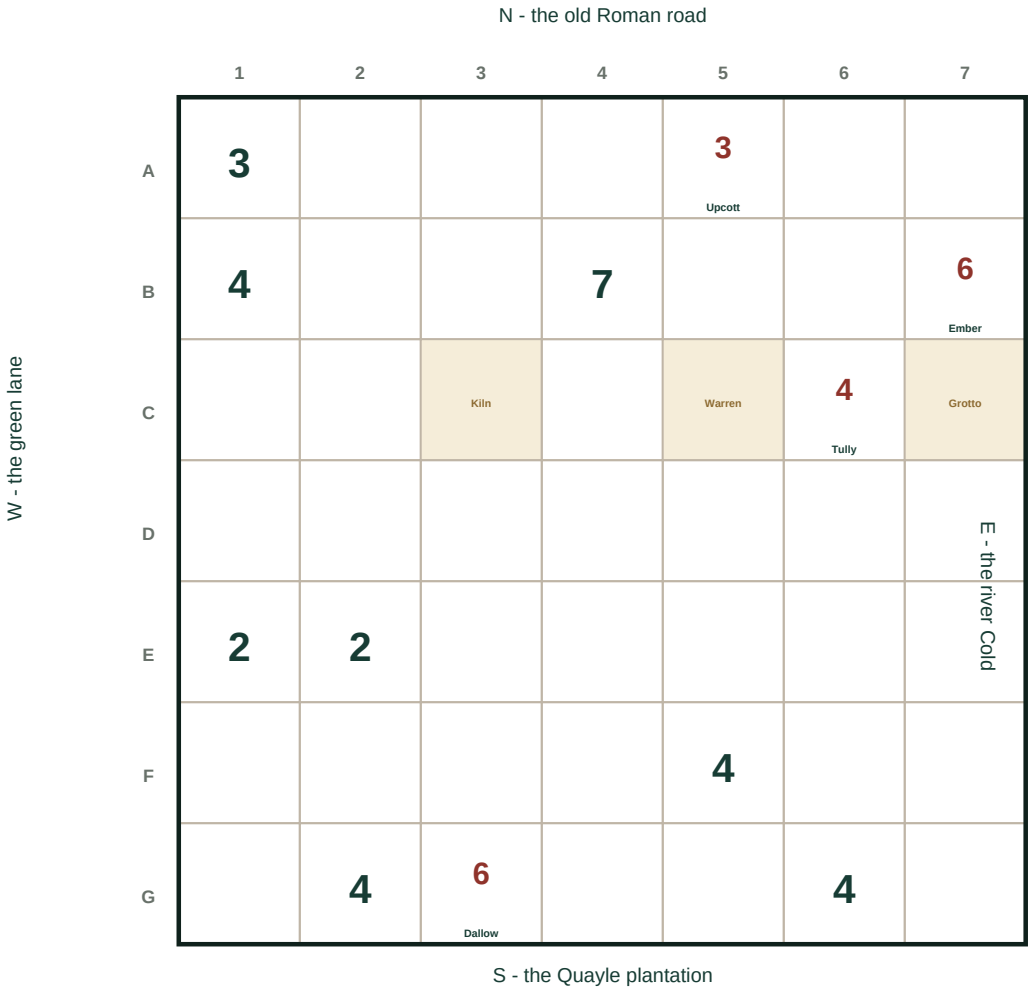
   Read the finished map: the acre C7, where the shell grotto stands, must lie outside the parcel measured from the stone at C6 (four acres). Every acre belongs to exactly one parcel, so the landmark is on the claimant's land or it is not.

2. Not a yard of my land touches the old Roman road on the north side.

The old Roman road forms the north boundary of the whole estate. A parcel is clear of it only when none of its acres lies in the northernmost row (Row A).

The estate: Coldharbour

Numbers are marker stones: each is the acreage of the rectangle measured from it. Brass lines are surviving fences.



Red numbers with a name are the claimants' deeds. Green numbers are tenanted parcels. Buff acres are landmarks.

The Night Switchboard

Case NS-NFJ5CE8 - Night Operator - 8 lines - 4 suspects

The Aldermoor emeralds vanished from the goldsmiths' row in the small hours, and every telephone call in the quarter that night passed through the Aldermoor Exchange. The operator's tally sheet survives — it records only how many calls each line carried. Rewire the night's traffic cord by cord, read the slips, and find whose line answers the bureau's every verified fact.

HOW TO REWIRE THE NIGHT

Every numbered jack is a subscriber's line; its number counts the calls the line carried. Draw cords between jacks that share a row or column with nothing between them: one line for a single call, two parallel lines for a doubled cord - never more than two between the same pair. Cords run straight and never cross, and the finished traffic is one connected web: every call that night passed through this one switchboard. Brass-marked slots were verified by the bureau - a confirmed call or a line proved silent - and never lie. Every exchange can be completed by logic alone - no guessing. Then read the finished traffic against the verified facts below: exactly one subscriber's line answers all of them.

THE VERIFIED FACTS

THE FENCE

The Aldermoor emeralds surfaced before dawn at the telegraph counter. The thief's line spoke to the telegraph counter that night.

> A call in either direction counts — the tape never says who placed it. Read this against the finished traffic: a subscriber whose line carried no cord to the telegraph counter cannot be the thief and is cleared.

THE HOUR

The night operator remembers the arranging call going through between half past ten and eleven — the plugs were quiet, and the voice was not. The thief's line carried a call between half past ten and eleven.

> Read this against the call slips: every slip is stamped with its times. A line with no logged call between half past ten and eleven cannot be the thief's and is cleared — a call to or from the line counts equally.

THE SUBSCRIBERS

Edmund Crane - the customs house copyist

Panel label: Crane

Randolph Sorrel - a jobbing engraver

Panel label: Sorrel

Cordelia Ashdown - the hotel's night manager

Panel label: Ashdown

Ursula Mabbott - a dealer in curiosities

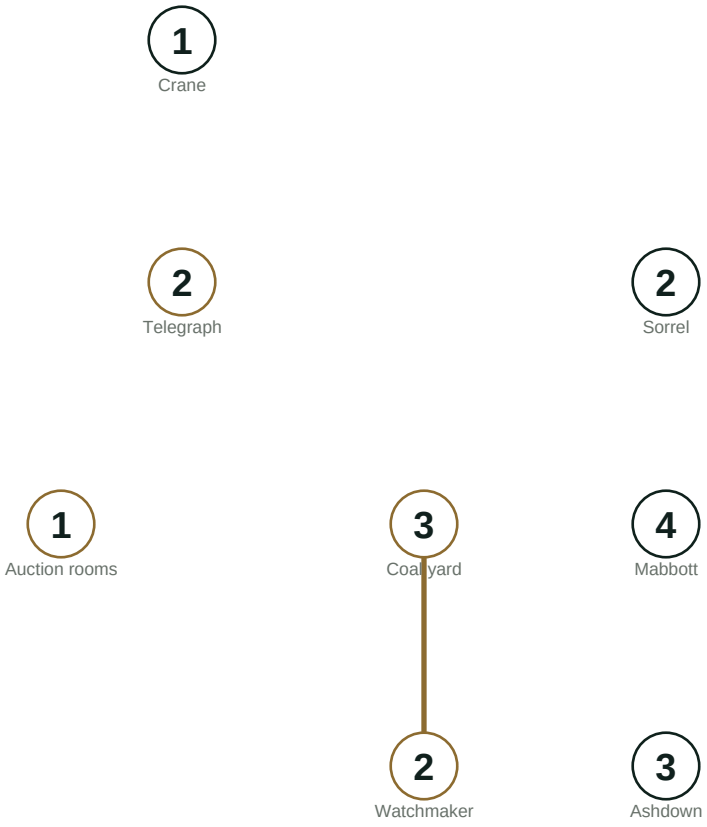
Panel label: Mabbott

THE BUSINESS LINES

the coal merchant's yard - the watchmaker's workshop - the telegraph counter - the auction rooms

The switchboard panel

Draw the cords the tallies force; cross the slots you know stayed silent.



Preserve the Evidence

Case PE-FFOWQIP - Filing Clerk - 6x6 shelf - 6 rigged boxes

Someone slipped into the Old Sessions Archive overnight and rigged evidence boxes across a whole shelf wall with dye-cannisters — lift a lid and the papers inside are ruined. The night clerk's stocktake survives: every checked box carries a count of exactly how many of its shelf-neighbours are rigged. The saboteur tore the docket tag off every box they rigged and pocketed the lot; the bureau recovered one loose heap of tags from a coat left at the scene — no order, no bundles. Flag every rigged box by logic alone and the heap unseals; hiding inside it is a six-letter creature (the alias). File the alias and the informer's notes unseal — they alone say which member of staff it belongs to.

HOW TO CLEAR THE SHELF

Every number is a checked box: it counts exactly how many of its neighbours - sides and corners - are rigged, and a checked box is never rigged itself. Every other square is a closed box. The requisition tally gives the total number of rigged boxes on the shelf, and every shelf can be completed by logic alone - no guessing. When every rigged box is flagged, sort the recovered tag heap below into its words: the alias is always a six-letter creature, a file codename a four-letter word, a motive word six letters - and the heap splits only one way. The alias names the saboteur on the staff list.

THE RECOVERED TAG HEAP

N R I M L E

One loose heap - the saboteur tore one tag off every rigged box and kept no order. Hiding inside: a six-letter creature (the alias).

THE INFORMER'S NOTES

- Whatever else is whispered, the Merlin is not the map-room custodian.
- The Merlin’s first name shares exactly 1 letter of the alphabet with the word _____.

The blank is the alias - the sorted heap gives it to you. Exactly one member of staff fits every note.

THE ARCHIVE STAFF

Tabitha Greyloch - the deposition copyist
Hugo Pennyweather - the requisitions officer
Ivy Charlock - the map-room custodian
Osbert Fernsby - the retired sergeant on the desk

The record-room shelf

6x6 - 6 boxes are rigged. Numbers are checked boxes; flag the rigged lids, dot the safe.

	1	2	3	4	5	6
A		1		1	1	1
B	1					1
C	1	1		1	2	2
D			1	2		
E	1	2				
F		1	1	2	1	1

REQUISITION TALLY: 6 BOXES ON THIS SHELF ARE RIGGED

The Dead Letter Office

Case DL-S84FHZI · Sorting Clerk · 6×6 wall · 4 listed aliases

A smuggling ring has been using the pigeonhole wall of the Wintergate Parcel Depot as its post box. The old postmaster numbered the wall to an exacting rule — every row, column and bay holds each digit exactly once — and the night inspector has counted the disturbed pigeonholes on every shelf and stack. Restore the smudged board, find every hidden packet, and read the marked digits through the return-post card: the ring's wires always give the alias.

HOW TO WORK THE WALL

Two laws govern the wall. The postmaster's rule: every row, column and bay holds each digit exactly once. The packet law: hidden bundles are straight runs of one to four pigeonholes that never touch, not even corner to corner, and the edge numbers count each shelf and stack's disturbed pigeonholes. Brass-ringed holes were verified by the bureau. Both layers can be completed by logic alone — no guessing. When every pigeonhole of a bundle is found and correctly numbered, its digits join the wire tape in wall order. Read the tape two digits at a time — backwards, the way returned post is read: the SECOND digit picks the card's row, the first its column. The decoded wire gives the alias.

THE INSPECTOR'S CARDS

- No packet sits in a pigeonhole showing 3.
- Every single-pigeonhole packet sits on even digits only.

THE RING ROSTER

ROOK — Araminta Vell, the parcels clerk
SWAN — Mortimer Quince, a telegraph boy grown grey
SMEW — Edith Sallow, the undeliverables auditor
RHEA — Horace Twine, the twine-and-wax steward

The pigeonhole wall

6×6 — restore the digits, then ring the packets the counts force.

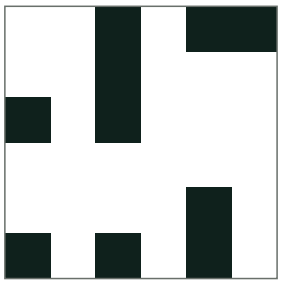
	1	2	1	2	1	1
0	6	4		3	1	2
4						
0						
0	1		2	6	4	
4		6	1	5	2	
0				1	3	6

THE WIRE KEY: THE RETURN-POST CARD

	1	2	3	4	5	6
1	S	R	M	A	S	O
2	E	B	J	M	N	G
3	O	J	B	G	P	U
4	U	Z	B	L	K	M
5	A	V	C	G	Z	F
6	L	R	Y	O	J	C

Read the tape two digits at a time — backwards, the way returned post is read: the SECOND digit picks the card's row, the first its column.

Answer key



One three-crate run dug out of the aisles: crated harps, entered on no honest lading.

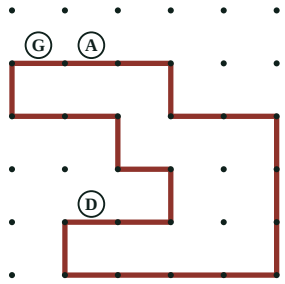
Two two-crate chests dug out of the aisles: brass ship fittings, entered on no honest lading.

Three single crates dug out of the aisles: engraved seal dies, entered on no honest lading.

THE SMUGGLER: Adelaide Murn — of the Gullwing Shipping Co.

Adelaide Murn, of the Gullwing Shipping Co., kept the only manifest that accounted, entry for entry, for everything dug out of the Corn Exchange Vaults. The stolen goods travelled under their own paperwork, and the warrant is signed before the morning tide.

Answer key



The thread runs straight through the chapel wicket — the intruder came and went there.

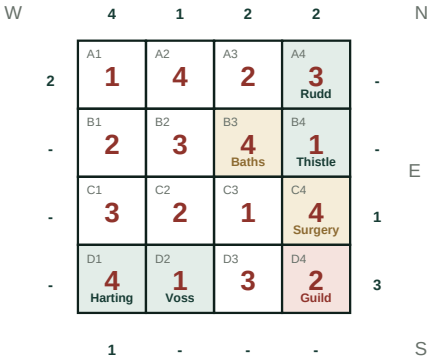
The thread runs the whole length of the yew walk.

The thread passes directly beneath the conservatory window.

THE INTRUDER: Hugo Pemberly — the housekeeper’s nephew

Hugo Pemberly, the housekeeper’s nephew, kept the only file that accounts for every pinned stretch of the route. Nobody else could have walked that round unseen — the Founder’s Medal is back under glass by breakfast, and the warrant is signed before the dew lifts.

Answer key



THE WITNESS WHO LIED: Matilda Voss - the square’s lamplighter - D2

The impossible claim: "I watched the Guild roof-garden (D4) from my window the whole evening, and I saw nobody on it."

From D2, the Guild roof-garden is hidden: the building at D3 stands between at three storeys, taller than the Guild roof-garden's two storeys.

EVERY CLAIM, TESTED

Dorothea Thistle (B4)

1. HOLDS - The Guild roof-garden (D4)? Not from my window. Something taller stands in the way.
2. HOLDS - The building next door to the south blocks everything beyond it - I can't see a single roof past it.

Matilda Voss (D2)

1. HOLDS - Looking north up Lane 2 from my window, I could count exactly three rooftops.
2. IMPOSSIBLE - I watched the Guild roof-garden (D4) from my window the whole evening, and I saw nobody on it.

Philippa Rudd (A4)

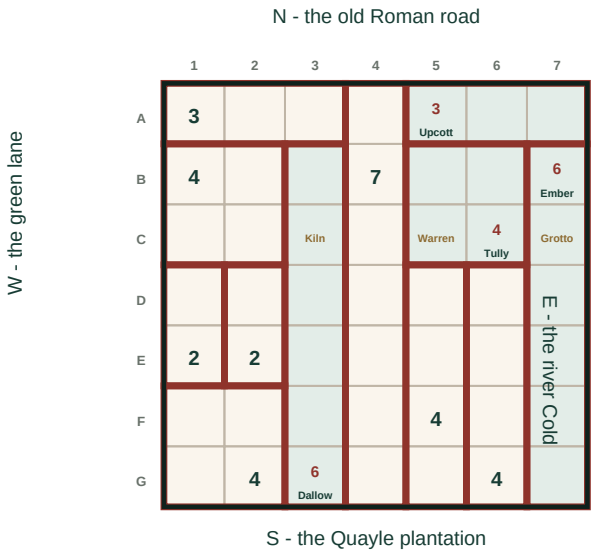
1. HOLDS - Looking south down Lane 4 from my window, I could count exactly two rooftops.
2. HOLDS - The Guild roof-garden (D4)? Not from my window. Something taller stands in the way.

Piers Harting (D1)

1. HOLDS - I couldn't have seen the Guild roof-garden (D4) from my window if I'd tried - a roof between blocks it entirely.
2. HOLDS - Looking north up Lane 1 from my window, I could count exactly one rooftop.

Matilda Voss, the square’s lamplighter, swore: “I watched the Guild roof-garden (D4) from my window the whole evening, and I saw nobody on it.” From D2, the Guild roof-garden is hidden: the building at D3 stands between at three storeys, taller than the Guild roof-garden's two storeys. Nobody at that window could have sworn it - because nobody was at that window. Voss was on the leads with the Founder’s snuffbox in a coat pocket, and behind it all, a forged copy that would never survive a comparison. The warrant is signed by lamplight, and the skyline of Pennywhistle Row stands exactly as the surveyors counted it.

Answer key



THE FORGER: Ursula Upcott - the gamekeeper’s eldest - the stone at A5

The impossible claim: "The rabbit warren (C5) stands on my acres - it always has."

Ursula Upcott's parcel, measured from the stone at A5 (three acres), runs A5-A7 - 1 row by 3 lanes. The rabbit warren (C5) lies outside it, on Thaddeus Tully's land.

THE PARCELS

Ember: B7-G7 (six acres) - Dallow: B3-G3 (six acres) - Upcott: A5-A7 (three acres) - Tully: B5-C6 (four acres)

EVERY CLAIM, TESTED

Letitia Ember (B7)

1. HOLDS - One side of my parcel is the Quayle plantation itself, on the south side - my acres reach right to it.
2. HOLDS - Not a yard of my land touches the old Roman road on the north side.

Ambrose Dallow (G3)

1. HOLDS - My land is a single furrow wide - one acre across, and no more.
2. HOLDS - My land takes in the lime kiln (C3); the deed was measured to it.

Ursula Upcott (A5)

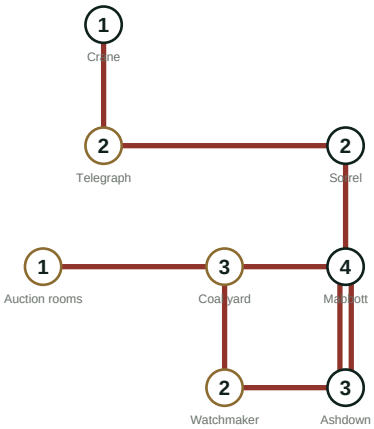
1. IMPOSSIBLE - The rabbit warren (C5) stands on my acres - it always has.
2. HOLDS - My land marches with Thaddeus Tully's - we share a boundary.

Thaddeus Tully (C6)

1. HOLDS - My parcel stops well short of the shell grotto (C7); that acre is somebody else's.
2. HOLDS - Not a yard of my land touches the old Roman road on the north side.

Ursula Upcott, the gamekeeper’s eldest, swore: “The rabbit warren (C5) stands on my acres - it always has.” Ursula Upcott's parcel, measured from the stone at A5 (three acres), runs A5-A7 - 1 row by 3 lanes. The rabbit warren (C5) lies outside it, on Thaddeus Tully's land. No honest deed could say it - because the deed was doctored. Upcott redrew the deed to take in the acre at C5, where the rabbit warren stands - and under that acre lay the Quayle deeds-box. Behind it all, a mortgage called in at Michaelmas. The strongbox comes up by lantern light, and the estate of Coldharbour stands exactly as old Hepzibah Quayle measured it.

Answer key



The Aldermoor emeralds surfaced before dawn at the telegraph counter. The thief's line spoke to the telegraph counter that night.

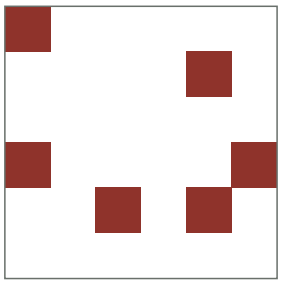
The night operator remembers the arranging call going through between half past ten and eleven — the plugs were quiet, and the voice was not. The thief's line carried a call between half past ten and eleven.

THE THIEF'S LINE: Randolph Sorrel - a jobbing engraver

The arranging call went through at 10:30.

Randolph Sorrel, a jobbing engraver, held the only line that answers every verified fact. The arranging call to the telegraph counter went through at 10:30, with an old grudge against its owner, nursed for years behind it — the Aldermoor emeralds is recovered before the plugs cool, and the warrant is signed by the light of the switchboard lamps.

Answer key



Alias: MERLIN.

The target box: E3. Every other cannister was cover.

THE SABOTEUR: Tabitha Greyloch - the deposition copyist

The tags sorted out to MERLIN — and the informer's notes left exactly one name standing on the staff list: Tabitha Greyloch, the deposition copyist, who signs as the Merlin. Only one box on that shelf ever threatened them — box E3 — and every other cannister was cover, rigged so a hasty search would never see which file mattered. The bureau opened the boxes with gloves on, and nothing was lost but the saboteur's liberty.

The pigeonhole wall

The inspector's own ledger: every digit and every packet.

	1	2	1	2	1	1
0	6	4	5	3	1	2
4	2	1	3	4	6	5
0	4	3	6	2	5	1
0	1	5	2	6	4	3
4	3	6	1	5	2	4
0	5	2	4	1	3	6

THE WIRE KEY: THE RETURN-POST CARD

	1	2	3	4	5	6
1	S	R	M	A	S	O
2	E	B	J	M	N	G
3	O	J	B	G	P	U
4	U	Z	B	L	K	M
5	A	V	C	G	Z	F
6	L	R	Y	O	J	C

Read the tape two digits at a time — backwards, the way returned post is read: the SECOND digit picks the card's row, the first its column.

THE WIRE: 21466154 reads ROOK

THE RING'S LEADER: ROOK — Araminta Vell, the parcels clerk

The wire read ROOK — and only one member of the ring answers to the Rook: Araminta Vell, the parcels clerk. The constables were waiting, and the whole ring came quietly by morning.