

The
Awesome
Book of
one-minute
MYSTERIES
and BRAIN
teasers

Sandy Silverthorne & John Warner



HARVEST HOUSE PUBLISHERS
EUGENE, OREGON

Cover by Left Coast Design, Portland, Oregon

Cover illustration by Sandy Silverthorne

THE AWESOME BOOK OF ONE-MINUTE MYSTERIES AND BRAIN TEASERS

Copyright © 2009 by Sandy Silverthorne and John Warner

Published by Harvest House Publishers

Eugene, Oregon 97402

www.harvesthousepublishers.com

ISBN 978-0-7369-4973-6 (pbk.)

ISBN 978-0-7369-4974-3 (eBook)

Formerly titled *Return of the One-Minute Mysteries and Brain Teasers*

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 21 / BP-SK / 10 9 8 7 6 5 4 3 2 1

To Mr. Walker—thank you for encouraging
my childhood dream of becoming a detective.

And to my wonderful family—Kristin,
Jaxon, and Chloe.

John

To Vicki and Christy—thank you
for all your encouragement, creativity,
and laughter. I love you both.
And to Mrs. Eidam, my high school art teacher,
for encouraging me to stick to the cartooning.

I'm glad I did.

Sandy

Thanks to Jennifer Thomas for “You Get
Nothing for Free.” Thanks to Wayne Warner
for “Look What the Cat Dragged In.” Thanks
to Kristin Warner for “A Shot in the Dark,”
“Dietary Restrictions,” and “Time Will Tell.”



Contents

Introduction 7

Once upon a Crime 11

- 1 Robbed?
- 2 For Crime's Sake
- 3 Crime Spree
- 4 Caught Red-Handed
- 5 Banking on It
- 6 Shoplifter
- 7 Unarmed Robbery
- 8 Arrested Development
- 9 Buy the Book
- 10 Going Postal
- 11 Eyewitness
- 12 Pick a Pocket
- 13 Having a Ball
- 14 Catch Me If You Can
- 15 Letting Down Your Guard
- 16 At His Fingertips
- 17 Giving Up Crime
- 18 Locked In and Locked Out
- 19 Stolen Car
- 20 Can't Place a Finger on It

See the Light 33

- 21 Lights On, Lights Off
- 22 Walk of Courage
- 23 Black Light
- 24 Light Your Way
- 25 A Shot in the Dark

**A Penny for
Your Thoughts** 41

- 26 That's a Wrap
- 27 Gummed Up
- 28 You Get Nothing for Free
- 29 Wash Your Troubles Away
- 30 Paint Me a Picture
- 31 Hey, Taxi!
- 32 May I Have Your Autograph?
- 33 A Christmas to Forget
- 34 Shortchanged
- 35 Money Mirage

Read Between the Lines .. 53

- 36 Don't Judge a Book by Its Cover
- 37 Food for Thought
- 38 Unread Books
- 39 What's the Story?
- 40 Snail Mail
- 41 Nothing to Write Home About
- 42 Misguided
- 43 Cracking the Code
- 44 Call Me Sometime
- 45 Unanswerable

Thinking Outside

the Cage 65

- 46 Look What the Cat Dragged In
- 47 Do You Noah the Answer?
- 48 In the Doghouse
- 49 Clear as a Bell
- 50 Birds of a Feather

Common Senses 73

- 51 Nonsense
- 52 Can You Hear the Music?
- 53 How Strange
- 54 Can You Hear Me?
- 55 Will You Fall for It?
- 56 Trash Day
- 57 Overdressed
- 58 Dietary Restrictions
- 59 At the End of Your Rope
- 60 Banned for All Time

Time out of Mind 85

- 61 Follow the Leader
- 62 Out of Time
- 63 At This Point in Time
- 64 Late Lately
- 65 Crossings
- 66 Late-Night Call
- 67 Same Time, Same Place
- 68 Not-So-Fast Food
- 69 Time Will Tell
- 70 Right of Passage

Driving You Crazy 97

- 71 Free Parking
- 72 Speedy like Molasses
- 73 Red Light

- 74 Weather to Travel
- 75 My Weigh or the Highway
- 76 Parked Too Fast
- 77 Alone in the Pool
- 78 Park at Your Own Risk
- 79 Bus Pass
- 80 Tattletale Fine
- 81 Need for Speed
- 82 Good for Nothing
- 83 Cop Out
- 84 Sense of Direction
- 85 Parking a Lot

Gunning Conundrums .. 115

- 86 Stake Her Claim
- 87 Not from Around Here
- 88 In Over His Bread
- 89 Describing the Unknown
- 90 Missing Page

Puzzling Puzzles 123

- 91 Giving Thanks
- 92 Going the Distance
- 93 Birthday Blues
- 94 If the Shoe Fits, Don't Wear It
- 95 Sick Day
- 96 All Shook Up
- 97 Phone Home
- 98 Locked Door
- 99 Locker Up
- 100 Communication Breakdown

Clues 135

Solutions 159

INTRODUCTION

What Are One-Minute Mysteries?

These short mysteries are also known as lateral thinking puzzles, situation puzzles, and yes/no puzzles. Each puzzle describes an unusual scenario, and your job is to figure out what is going on. The puzzles may appear to be open-ended and may seem to have many possible answers, but the goal is to figure out the most satisfying answer, the one that suddenly appears when the lightbulb goes on in your head and you say, “Aha!” (In other words, the solution in the back of the book.) Some solutions may include interesting and possibly unknown facts, but the key to each puzzle can be figured out without any special knowledge. 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?

The solving process is similar to the game of twenty questions, but you may ask as many questions as you like. You’ll need at least one other person to enjoy these puzzles to the fullest, and the more people the better! Choose one person to be the case master, and everyone else is a detective. The case master reads the puzzle aloud and privately consults the solution in the back of the book. The detectives can then pose questions to the case master, who responds

by saying yes or no or a phrase like “doesn’t matter” or “rephrase your question.” If the detectives get stumped, the case master can provide clues as needed.

Solving these puzzles can be a little tricky, so here are a few helpful hints to get you started.

1. 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. Instead, start with a broad question so you will have something to build on. As you figure out what is going on, you can ask more specific questions.
2. Always check your assumptions. If a puzzle doesn’t come right out and say something, don’t assume it is true. Ask yourself, *What am I assuming?* 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 that isn’t true!
3. The five senses are often important in these puzzles. Ask questions about sight, sound, touch, taste, and smell. Don’t forget to check the opposite of what you initially observe. Should the person see, hear, smell, taste, or feel something that he or she can’t?
4. Eliminate red herrings. Look at each element of the puzzle and ask if it is important. This way you can focus your questioning on important details.
5. Ask if you are being tricked. Many times these puzzles aren’t as straightforward as they seem and are actually leading you to believe something that isn’t true.
6. Think laterally. In other words, 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.

If you investigate these mysteries on your own, the clues section will serve as your guide. Spend some time really thinking about the puzzle and forming an answer. Does your answer make sense? Is it satisfying? Could another answer work better? Then consult the first clue to see if your answer still makes sense and if you are on the right track. Continue through the clues this way. If suddenly your answer doesn't work anymore, just start over. If you get to the final clue and your answer is still appropriate, check the solution in the back of the book. If all the clues fit with your answer but the solution in the back of the book is different from yours, congratulations—you are clever indeed!

When solving these puzzles, remember to throw out all your assumptions about what is going on. You'll have to think outside the box, use deductive reasoning, and see things from new perspectives. In other words, think like a detective! And one last thing: Don't let the illustrations mislead you. They will 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

Once upon a Crime



1.

Robbed?

Ben tells an officer that his house was robbed the previous night.

“What seems to be missing from your house?” the officer asks.

“As far as I know, nothing.” Ben replies.

How does Ben know he was robbed?





2.

For Crime's Sake

A burglar breaks into a stranger's home late at night. He doesn't plan on stealing anything or causing harm, and he isn't seeking refuge. What is going on?

3.

Crime Spree

Two burglars enter a wealthy neighborhood late one night and take everything they can get their hands on. A police officer is upset with what he sees but doesn't do anything about it. Why not?



4.

Caught Red-Handed

A burglar goes out of his way to cover up his hands so he won't leave any fingerprints, but this actually causes him to be convicted for his crime. How come?

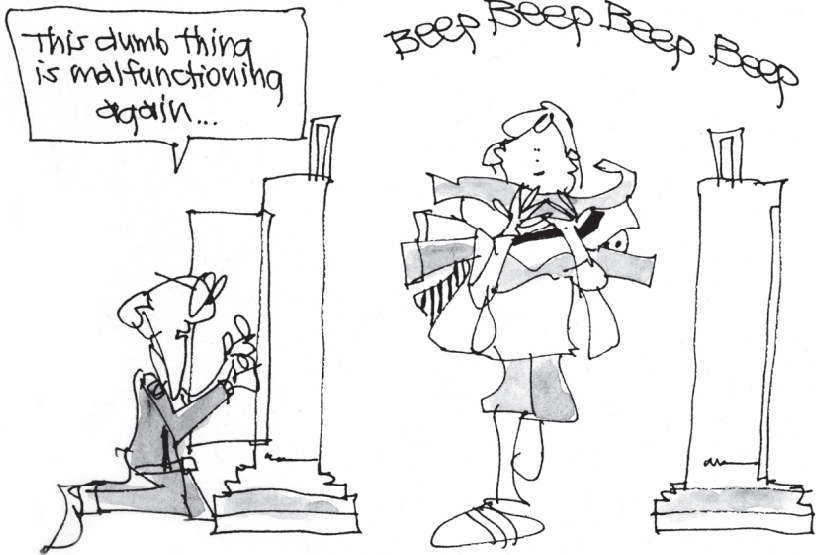




5.

Banking on It

A man sat in his car and listened to a police scanner while his partner robbed a bank. They knew the exact whereabouts of the police, yet they were still caught. How come?



6.

Shoplifter

Lenny stole some clothes at a store. He forgot to take off the security devices, and when he walked past a scanner, an alarm sounded. But the security guard didn't stop him. Why not?

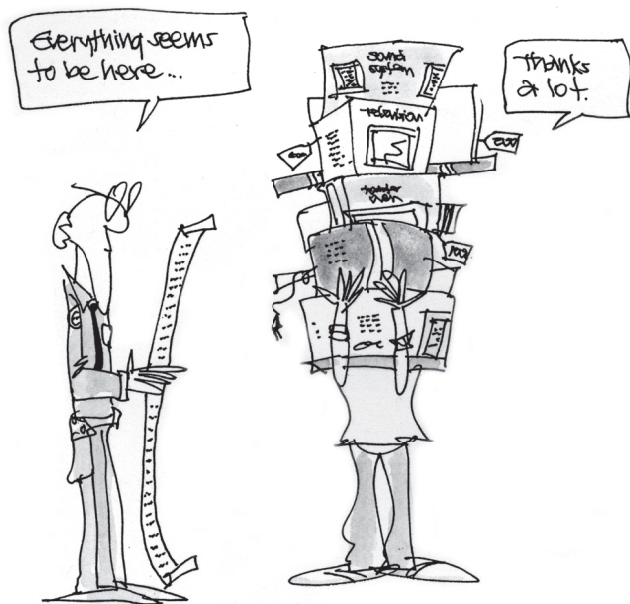
7.

Unarmed Robbery

Harry hands his receipt to a security guard on duty at the entrance of a store.

“Everything looks fine. The checker must have forgotten to remove a security device again. Don’t worry about the alarm. You can go ahead,” the guard says as he waves him through.

Yet Harry walks out with a bag full of stolen merchandise. What is going on?



8.

Arrested Development

The police catch Adam in the act of stealing from a store. They don't arrest him, and he isn't sent to jail. He also isn't let off with a warning. What is going on?

