

5 Minute Mysteries For The Armchair Detective

When you have a few minutes to kill. Armchairs 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.

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

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?

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 bumbles 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!

New York Times Best Seller! 1500 5-Star Reviews! From the author that brought you NEW YORK TIMES best selling books The Harbinger, The Mystery of the Shemitah, and The Paradigm selling over 3 MILLION copies Imagine if you discovered a treasure chest in which were hidden ancient mysteries, revelations from heaven, secrets of the ages, the answers to man's most enduring, age-old questions, and the hidden keys that can transform your life to joy, success, and blessing... This is The Book of Mysteries. 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.

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.

Offers forty reproducible mystery stories to help students build skills in multiplication, division, decimals, fractions, mental math, probability, and geometry.

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

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.

Readers test their detective skills as they and the famous sleuth Dr. Haledjian examine clues and attempt to solve sixty-three cases.

Short mysteries with the solution to the whodunit.

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!

Thirteen unfinished mysteries, with their solutions.

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

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!

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

Quick mysteries are presented for the reader to solve, with solutions printed upside down at end of each mystery.

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.

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"LOOT hits the jackpot." -- Rick Riordan, #1 NEW YORK TIMES bestselling author On a foggy night in Amsterdam, a man falls from a rooftop to the wet pavement below. It's Archibald McQuinn, the notorious cat burglar, and he's dying. As sirens wail in the distance, Archie manages to get out two last words to his young son, March: "Find jewels." But March learns that his father is not talking about hidden loot. He's talking about Jules, the twin sister March never knew he had. No sooner than the two find each other, they're picked up by the police and sent to the world's worst orphanage. It's not hard time, but it feels like it. March and Jules have no intention of staying put. They know their father's business inside and out, and they're tired of being pushed around. Just one good heist, and they'll live the life of riches and freedom that most kids only dream about. . . . Hold on to your pearls, because this summer, the world's youngest criminal

masterminds are coming for you. Praise for Loot: "So many things I love about this book: Cursed jewels, a dangerous prophecy, a crash course in the history of thievery, acrobatics and grift . . . This is LOOT you can take to the bank. It's the perfect summer read for kids." -- Rick Riordan, #1 NEW YORK TIMES bestselling author of the Percy Jackson series

"LOOT is one of those books that you'll want to devour in one sitting. Full of twists and turns and thrills aplenty, with the perfect mixture of humor throughout, this is a must-read. I really loved it." -- James Dashner, NEW YORK TIMES bestselling author of THE MAZE RUNNER "LOOT is pure delight -- a super-smart, funny, and exciting ride that I hoped

would last forever. Full of wonderful characters and gratifying twists, this story is truly something special." -- Rebecca Stead, NEW YORK TIMES bestselling author and Newbery Medalist for WHEN YOU REACH ME "A nonstop thrill ride of

cons, schemes, and near misses, with more twists than a pretzel factory. If middle grade heist counts as a genre, Jude Watson is the master." -- Gordon Korman, NEW YORK TIMES bestselling author of SWINDLE "LOOT is proof that Jude

Watson can do it all: an edge-of-your seat mystery that manages to be thrilling, funny, nail-biting, and full of real characters readers will care about. I loved it." -- Peter Lerangis, NEW YORK TIMES bestselling author of The Seven Wonders series "LOOT is one of my favorite reads in a very long time! I could not put this book down!" -- Jennifer A.

Nielsen, NEW YORK TIMES bestselling author of THE FALSE PRINCE "LOOT breezes along in Jude Watson's trademark smart, snappy style, a sophisticated caper with a charming and unforgettable cast of characters." -- Natalie

Standiford, author of THE SECRET TREE "LOOT is fast, fun, and full of exciting twists -- like OCEANS 11 starring kids. Buried beneath the exciting heist adventure is a beautifully written story of love and resilience, but that just serves to

deepen the surprises and suspense that will keep kids flipping pages long after lights out." -- Rachel Vail, author of UNFRIENDED "Bursting with adventure, humor and heart, LOOT is an unputdownable treat. Just make sure to hide it

somewhere genius when you're done, so no one tries to steal it." -- Sarah Mlynowski, bestselling author of the Whatever After series "One deadly curse, four runaway kids and seven magical moonstones all add up to a page-turner full of

action and heart. This is OCEAN'S ELEVEN for the middle grade reader." -- Kirby Larson, Newbery Honor author of HATTIE BIG SKY * "Akin to the best of roller-coaster rides. . . . Taut, engrossing, and unstoppable." -- KIRKUS

REVIEWS, starred review * "Jewel theft has never been as fun as in 39 Clues contributor Watson's action-packed novel featuring Mission: Impossible - style escapades. . . . The high level of suspense, ultra-short chapters, and fast pace will

hook readers of all stripes." -- PUBLISHERS WEEKLY, starred review "Sassy narration, smart quips, pigeon drops, and slang worthy of an episode of DRAGNET make this fast-paced tale of topsy-turvy antics a joy from beginning to end.

Don't try these high jinks at home..." -- BOOKLIST "A richly entertaining romp." -- BULLETIN OF THE CENTER FOR CHILDREN'S BOOKS

"In five minutes or less, try solvin 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 durring a coffe break, a commute, or while waiting for an appointment. Engage a partner in friendly eace to uncover the solution, which appears at the end of each case." -- back cover

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. Al 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.

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

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.

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

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.

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

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.

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

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.

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

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