One Minute Mysteries and Brain Teasers

Sandy Silverthorne & John Warner
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, 1951-
One-minute mysteries and brain teasers / Sandy Silverthorne and John Warner.
p. cm.
Includes index.
ISBN-10: 0-7369-1942-2 (pbk.)
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

07 08 09 10 11 12 13 14 15 / VP-SK / 12 11 10 9 8 7 6 5 4 3 2 1
Introduction .................................. 7

Time to Think ................................ 9
  1 When Time Stands Still
  2 Lunch Time
  3 Egg Timer
  4 Timeless
  5 Got the Time?

On the Case ................................. 17
  6 Primary Evidence
  7 The Hotel Guest
  8 Women's Intuition
  9 T-Shirt Trouble
 10 The Missing Socks
 11 The Deductive Neighbor
 12 Lost and Found
 13 The Hotel Thief
 14 Filthy Rich

Sleep on It ............................... 29
  15 The Early Bird
  16 The Failed Prank
  17 Siesta and Fiesta
  18 Unfamiliar Surroundings
  19 New Year's News
  20 Sheepless in Seattle
  21 Rise and Shine...or Not

Call Me with the Answer ... 39
  22 First Date
  23 Unknown Caller
  24 Seven Digits
  25 What Is Your Emergency?
  26 Whom Shall I Say Is Calling?

Criminal Puzzlement .......... 47
  27 A Dog's Life
  28 The Intruder
  29 In for Questioning
  30 The Tidy Crook
  31 The Witty Cop
  32 Robbed Again?
  33 Sixth Sense
  34 The Unsafe Safe
  35 The Cheap Fix
  36 Joy Ride
  37 Quick Thinking
  38 Above the Law?
  39 Autograph Snatcher
  40 Not So Safe

For the Road ......................... 63
  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 interactive mysteries are examples of lateral thinking puzzles. Each puzzle describes an unusual scenario, and your job is to figure out what is going on. The puzzles may seem open-ended, but they generally have only one satisfying answer, one solution that suddenly appears when the light bulb goes on in your head and you say, “Aha!” Each mystery takes only a minute to read, and then you can take your time to enjoy the sleuthing process!

How Do I Solve Them?

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 that he or she can answer by saying “yes,” “no,” or “doesn’t matter.” If the detectives get stumped, the case master can turn to the clues and provide them as needed.

If you decide to investigate these mysteries on your own, the clues section will help you along the way. If you have a hunch of what the solution is, before looking at the answer, first examine
the clues to see if you’re on the right track. Some of the clues will surprise you!

When solving these puzzles, throw out all your assumptions about what is going on, and of course, be open-minded, flexible, and creative. Oh—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

TIME TO THINK
1.

**When Time Stands Still**

As a burglar reaches for something on the mantle, 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?
TOP SECRET

CLUES
TIME TO THINK

1. **When Time Stands Still**
   - The police could see the clock.
   - The burglar did not alter the clock in any way after it fell.
   - The police didn’t expect to be able to read the clock.
   - What kind of clock is it?

2. **Lunch Time**
   - Nothing supernatural happened.
   - The man was on his lunch break.
   - It was like this before he went to lunch.
   - What time is it?

3. **Egg Timer**
   - Elevation doesn’t matter in this case.
   - Outdoor temperature doesn’t matter in this case.
   - What other factors affect cooking time?
   - What kind of bird are you assuming the egg came from?

4. **Timeless**
   - The man can see and tell time perfectly well.
   - The clock is normal and in plain sight.
   - More than one clock is in the room.
TIME TO THINK

1. **When Time Stands Still**
   The burglar knocked over a digital clock. When it broke and stopped, it no longer displayed the time.

2. **Lunch Time**
   The man worked the night shift and took his lunch break in the middle of the night.

3. **Egg Timer**
   Some eggs are larger than others. Ostrich eggs can weigh three to six pounds and can take between 45 minutes and two hours to hard-boil. One ostrich egg is equivalent to two dozen chicken eggs.

4. **Timeless**
   Each clock in the room is displaying a different time, so he doesn’t know which one is correct.
Return of the One Minute Mysteries and Brain Teasers

Sandy Silverthorne & John Warner
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

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

See the Light .......................... 53
  21 Lights On, Lights Off
  22 Walk of Courage
  23 Black Light
  24 Light Your Way
  25 A Shot in the Dark

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

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

Driving You Crazy ........... 97
71 Free Parking
72 Speedy like Molasses
73 Red Light

Cunning Conundrums .......... 115
86 Stake Her Claim
87 Not from Around Here
88 In Over His Bread
89 Describing the Unknown
90 Missing Page

Clues ........................................ 135

Solutions .............................. 159
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?
ONCE UPON A CRIME

1. Robbed?
   - Something was stolen.
   - No evidence was left behind.
   - Nothing was missing from house.
   - Everything Ben owned was stolen.
   - What kind of house did Ben live in?

2. For Crime’s Sake
   - The burglar wasn’t looking for anything.
   - He has a good reason to be in the house.
   - He is new to burglary, but he isn’t practicing.
   - The burglar had been in the house before.
   - He felt very guilty and wanted to make things right.

3. Crime Spree
   - The officer isn’t restrained and is present.
   - There is nothing the officer can do.
   - The burglars aren’t breaking the law.
   - The officer is very jealous of the burglars.
   - A scarecrow, a pirate, and a princess are also envious.
Solutions
ONCE UPON A CRIME

1. **Robbed?**
   Ben’s motor home was stolen along with everything in it.

2. **For Crime’s Sake**
   The burglar, after feeling guilty for robbing the house earlier that night, was returning the items he stole.

3. **Crime Spree**
   It is Halloween. The older kids, dressed as burglars, were getting more candy than the younger boy, who was dressed as a police officer.
MIND-BOGGLING
one-minute
MYSTERIES
and
BRAIN
teasers

Sandy Silverthorne & John Warner

HARVEST HOUSE PUBLISHERS
EUGENE, OREGON
Contents

Introduction ................................... 7

A Crime in Mind ............................... 13
  1 Take It or Leave It
  2 Safe but Not Sound
  3 Point the Finger
  4 In Hot Water
  5 Evident Evidence
  6 Running Blind
  7 Hide-a-Key
  8 Hidden in Plain Sight
  9 False Accusations?
 10 Telling Time
 11 Wrongly Accused
 12 Art of Intrusion
 13 Off the Beaten Track
 14 Knock on Wood
 15 The Counterfeit Coin

Time After Time ............................. 43
  26 Question of Time
  27 Buying Time
  28 It's Only a Matter of Time
  29 Time and Again
  30 One More Time
  31 Timing Is Everything
  32 No Time to Wait
  33 Times Are Changing
  34 No Time like the Present
  35 Time Is Up

Making Sense .................................. 55
  36 Bird's-Eye View
  37 Eye-Opener
  38 Sudden Blindness
  39 Turn Up the Music
  40 Sensory Deprivation

Find Your Way ................................. 31
  16 At the Bus Stop
  17 Out like a Light
  18 Running Out of Gas
  19 Going Nowhere Fast
  20 That's the Ticket
  21 Spotless
  22 Driving in the Dark
  23 Denied Passage
  24 Breaking the Speed Limit
  25 Going Green

Getting the Job Done .......................... 63
  41 Change Your Tune
  42 Behind Closed Doors
  43 Come In, We're Closed
  44 State of the Art
  45 Not Maid for the Job

Two Sides to Every Question .............. 71
  46 When Right Is Wrong
Ask About the Weather

When You Sleep

Communication Breakdown

Mystifying Mysteries

Other Side of the Coin

Where There's a Will, There's a Way

Undisturbed When You Sleep

Ready for Bed

Letting Them Sleep

Asleep at the Wheel

Wake Up and Go to Bed

Sleepwalk It Off

Dropped Call

Uncalled For

Ready or Not

Changed Her Mind?

Talk Is Cheap

Reading You like a Book

Return Mail

Private Messages

Answer Me This

Long Time No Hear

Lost and Not Found

Face the Music

Show Me the Money

Up a Tree

No Fighting Chance

All Washed Up

Straightening Up

For Richer or Poorer

In the Hole

Cold Feet

Weather Forecast

Dry Run

Getting Wind Of

In a Fog

Record High

Photo 1

Photo 2

Photo 3

Photo 4

Photo 5

Photo 6

Photo 7

Photo 8

Photo 9

Photo 10

Gone Fishing

Big Time

Read to Me

All in a Day's Work

Home, Sweet Home

A Day in the Park

Look for a Book

All Natural

At the Beach

Game Plan

Clues

Solutions
**INTRODUCTION**

**What Are One-Minute Mysteries?**

These short interactive mysteries are usually played in a group as an interactive game. You might know them as lateral thinking puzzles, yes/no puzzles, or situation puzzles. Each puzzle describes an unusual scenario, and your job is to figure out what is going on. Although the puzzles may seem open-ended, the goal is to figure out the most satisfying answer, the one that suddenly appears when the lightbulb goes off in your head and you say, “Aha!” (In other words, you’re looking for a 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 don’t generally provide you with enough information to find the solution, but you can fill in the gaps by asking yes-or-no questions. The solving 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 Kind of Questions Should I Ask?**

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. In the game of 20 questions, you wouldn’t start by guessing if the person is thinking of a tow truck. Instead, you’d get some general information first. Use the same strategy here. 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. You never know what will spark some new insight!

Here is a sample puzzle and some dialogue that shows how the questioning process works:

**Case Master:** Bob is a delivery man, and he’s in a hurry. He approaches a railroad crossing as the barriers start lowering. He won’t cross the intersection before they close, but he doesn’t have time to stop. What does he do?

**Detective:** Does his speed matter?

**Case Master:** No.

**Detective:** Does he go a different way?

**Case Master:** No.

**Detective:** Does he drive over or under a bridge?

**Case Master:** No and no.
Detective: Does the kind of vehicle Bob is driving matter?

Case Master: Yes!

Detective: Is the vehicle Bob is driving really short?

Case Master: It doesn’t matter.

Detective: Okay, is Bob driving an ambulance and the train stops for Bob?

Case Master: No.

Detective: Um…is Bob driving something that doesn’t have to stop for the railroad crossing?

Case Master: Yes!

Detective: Oh! Is Bob actually driving the train himself?

Case Master: Yes! Bob is driving the train, so he continues through the crossing.

Detective: That was tricky.

What Else Do I Need to Know?

1. 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.

2. 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?
3. Ask yourself who, what, when, why, how, and where. Who is involved? What is important in the puzzle? When did this occur? Is the time of day or the year important? Why did things happen this way? Does it matter where this happened? How did it happen?

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—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.

**Can I Solve Them by Myself?**

If you investigate these mysteries on your own, the clues section will serve as your guide. Once you have read all the clues, your goal is to come up with a satisfying solution that fits all the constraints of the mystery and clues. This process is still fairly open-ended because you might come up with solutions that are different from the one in the back of the book. If you come up with a solution that is more satisfying than the one in the back of the book, congratulations—you are clever indeed! If you have never solved lateral thinking puzzles before, try solving them with the help of someone else first so you can learn how they work. The last 20 puzzles in the book are more suited for doing alone.
What About the Illustrations?

This book contains two kinds of puzzles. The first 80 puzzles include illustrations that show a humorous yet incorrect assumption of what is happening. These are purely for your viewing enjoyment, so don’t let them mislead you! The last 20 mysteries in this book are picture puzzles. These mysteries require you to find clues within the image to figure out what is going on. These puzzles are completely self-contained and can be solved alone but are still fun to do in a group.
A Crime in Mind
1.

**Take It or Leave It**

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?
2.

**Safe but Not Sound**

A bank robber worked through the night trying to crack a bank vault. As morning approached, he knew the bank employees would be arriving soon, but he didn’t stop. How come?