

CLUEVOYANT

A QUANTUM PUZZLE MAZE

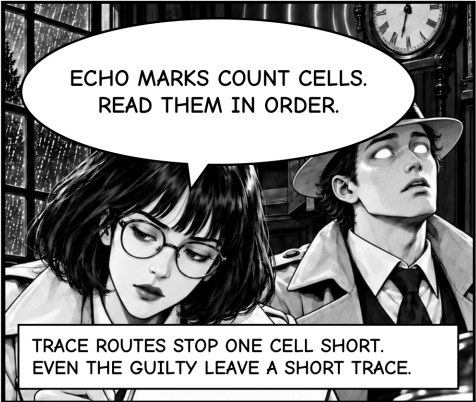
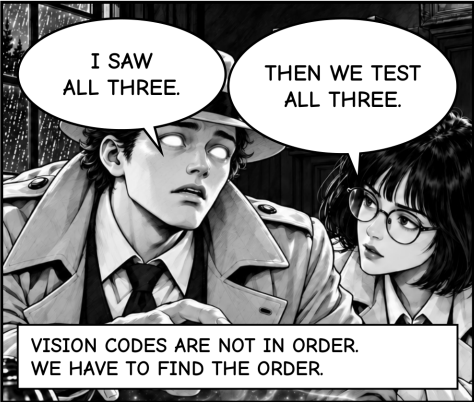
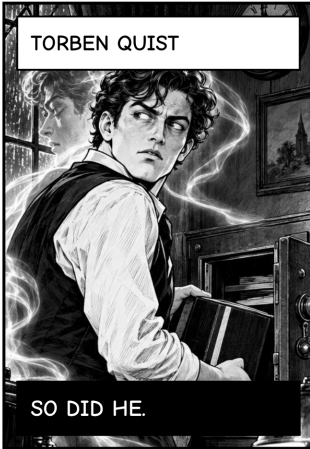
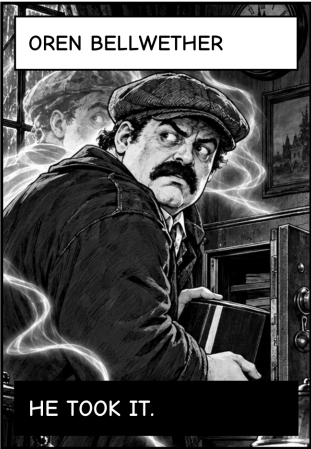
VOL 1



♦ 100 CASES ♦

PSYCHIC DETECTIVE LOGIC PUZZLES
ANTHONY MARTIN

THE MERCY LEDGER



ONE SEGMENT

933

THE SAME THREE CELLS

VISION CODE

ADD: $9 + 3 + 3 =$

15

ECHO MARK

COUNT: 3 CELLS



THE EVIDENCE BOARD

	15	25	24	26	23	16
OREN	1 dot	4 dots	5 dots			
TORBEN		4 dots	5 dots	5 dots		
SABINE	1 dot	4 dots	5 dots	5 dots	5 dots	2 dots

THEIR ECHOES OVERLAP.

EVERY GENUINE CODE, ONCE.
EVERY ECHO MATCHED.

TEST THE FULL ROUTE IN THE GRID.

THE POSSIBILITIES COLLAPSE.



ONE FULL ROUTE ENTERS THE SUSPECT'S CELL.



SABINE.



OUR SECRETS.
HIS MONTHLY BILL.



RETURNING THIS WON'T MAKE THINGS RIGHT.

NO.



THEN WHAT DID WE SOLVE?

WHO TOOK IT.

ONE ANSWER.
TOO MANY CONSEQUENCES.

MEET YOUR PUZZLE

THE MERCY LEDGER is Case 001, your training case. The comic and this guide solve it step by step.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	7	9	9	1	8	6	1	8	5	7	3	9	2	9	2
2	1	4	7	2	4	8	1	8	1	1	6	4	5	2	8
3	5	8	4	5	6	7	3	2	9	6	2	3	7	5	1
4	6	9	9	6	1	3	9	7	9	2	5	9	9	5	6
5	7	3	8	7	8	4	3	2	2		9	5	2	2	4
6	4	2	2	8	3	6	3	6		7	2	7	4	5	7
7	7	4	7	5	4	9	1	4	9	3	3	5	7	9	6
8	8	8	8	7	7	6	1	1	4	6	7	7	8	5	8
9	6	8	5	8	5	6	2	5	9	6	2	7	2	3	8
10	5	1	3	8	1	5	4	4	2	3	4	6	8	2	6
11	3	2	6	6	6	9	2	5	4	3	6	2	2	7	1
12	9	8	5	2	7	2	4	1		9	3	3	7	4	8
13	5	5	9	7	4	7	6	9	5	5	9	4	5	7	9
14	6	7	1	5	4	7	9	5	3	4	3	8	8		8
15	2	1	3	4	6	6	3	2	3	4	7	6	2	7	9

1 START CELL



The small A marks the black starting cell. Include its large digit in your first sum.

Here: I12

Column I, row 12. The start can be anywhere in the grid.



A numbered person marks a suspect.

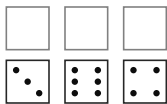
2 VISION CODES

24	23	15	16	26	25
----	----	----	----	----	----

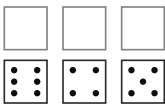
All six boxes are segment totals, NOT in route order. You must find the order.



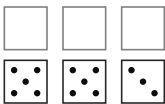
Oren Bellwether



Torben Quist



Sabine Vey



3 ECHO MARKS

Same segment, two clues: add its numbers for the Vision Code; count its cells for the Echo Mark. Read the dice in order; never add them. Write each code above its die.

TRACE, COUNT, MATCH

SUNNY: Trace 3-6 cells; turn 90 degrees. Count shared turns twice. Light cells show evidence traces.



• OREN BELLWETHER / EVIDENCE

	H	I	J	K	L	M	N	O
9	5	9	6	2	7	2	3	8
10	4	2	3	4	6	8	2	6
11	5	4	3	6	2	2	7	1
12	1	9	3	3	7	4	8	8
13	9	5	5	9	4	5	7	9
14	5	3	4	3	8	8	9	8
15	2	3	4	7	6	2	7	9

Segment 1 I12 → I10

$9 + 4 + \boxed{2} = 15$



Segment 2 I10 → N10

$\boxed{2} + 3 + 4 + 6 + 8 + 2 = 25$



Segment 3 N10 → N13

$2 + 7 + 8 + 7 = 24$



Boxed 2 = turn at I10, counted twice.

Ends N13; suspect N14. Digit excluded.



▪ TORBEN QUIST / EVIDENCE

	C	D	E	F	G	H	I	J
5	8	7	8	4	3	2	2	8
6	2	8	3	6	3	6	5	7
7	7	5	4	9	1	4	9	3
8	8	7	7	6	1	1	4	6
9	5	8	5	6	2	5	9	6
10	3	8	1	5	4	4	2	3
11	6	6	6	9	2	5	4	3
12	5	2	7	2	4	1	9	3
13	9	7	4	7	6	9	5	5

Segment 1 I12 → D12

$9 + 1 + 4 + 2 + 7 + 2 = 25$



Segment 2 D12 → D9

$2 + 6 + 8 + 8 = 24$



Segment 3 D9 → H9

$8 + 5 + 6 + 2 + 5 = 26$



Segment 4 H9 → H6

$5 + 1 + 4 + 6 = 16$

4 cells

Ends H6; suspect I6. Digit excluded.



8 SABINE VEY / EVIDENCE

	H	I	J	K	L	M	N
4	7	9	2	5	9	9	5
5	2	2	8	9	5	2	2
6	6	5	7	2	7	4	5
7	4	9	3	3	5	7	9
8	1	4	6	7	7	8	5
9	5	9	6	2	7	2	3
10	4	2	3	4	6	8	2
11	5	4	3	6	2	2	7
12	1	9	3	3	7	4	8
13	9	5	5	9	4	5	7

Segment 1 I12 → I9

$9 + 4 + 2 + 9 = 24$

4 cells

Segment 2 I9 → M9

$9 + 6 + 2 + 7 + 2 = 26$



Segment 3 M9 → M5

$2 + 8 + 7 + 4 + 2 = 23$



Segment 4 M5 → K5

$2 + 5 + 9 = 16$



Ends K5; suspect J5. Digit excluded.

SAME CODE, DIFFERENT CELL COUNT?

Outside an Echo window, yes: Torben's 16 uses 4 cells; Sabine's full route uses 3. Echo-marked segments must match BOTH the sum and the cell count.

JOIN THE EVIDENCE

SUNNY: Match both sums AND cell counts. Overlapping clues describe the same segment, so use each code only once.

9



● Oren Bellwether

5



■ Torben Quist

8



◆ Sabine Vey

15

25

24

26

23

16













Grey dice are copies of Oren’s and Torben’s marks, lined up where their codes match Sabine’s. Sabine’s own marks are the dark dice.

Dark grey: guilty. Pale grey: innocent. Corner symbols match names.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	7	9	9	1	8	6	1	8	5	7	3	9	2	9	2
2	1	4	7	2	4	8	1	8	1	1	6	4	5	2	8
3	5	8	4	5	6	7	3	2	9	6	2	3	7	5	1
4	6	9	9	6	1	3	9	7	9	2	5	9	9	5	6
5	7	3	8	7	8	4	3	2	2	8	9	5	2	2	4
6	4	2	2	8	3	6	3	6	5	7	2	7	4	5	7
7	7	4	7	5	4	9	1	4	9	3	3	5	7	9	6
8	8	8	8	7	7	6	1	1	4	6	7	7	8	5	8
9	6	8	5	8	5	6	2	5	9	6	2	7	2	3	8
10	5	1	3	8	1	5	4	4	2	3	4	6	8	2	6
11	3	2	6	6	6	9	2	5	4	3	6	2	2	7	1
12	9	8	5	2	7	2	4	1	9	3	3	7	4	8	8
13	5	5	9	7	4	7	6	9	5	5	9	4	5	7	9
14	6	7	1	5	4	7	9	5	3	4	3	8	8	8	8
15	2	1	3	4	6	6	3	2	3	4	7	6	2	7	9

Segment 1 / I12 → K12

$9 + 3 + 3 = 15$

CELLS



Segment 2 / K12 → K7

$3 + 6 + 4 + 2 + 7 + 3 = 25$



Segment 3 / K7 → N7

$3 + 5 + 7 + 9 = 24$



Segment 4 / N7 → N3

$9 + 5 + 2 + 5 + 5 = 26$



Segment 5 / N3 → J3

$5 + 7 + 3 + 2 + 6 = 23$



Segment 6 / J3 → J5

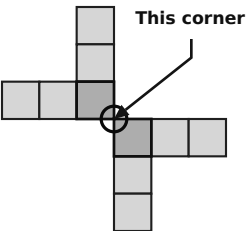
$6 + 2 + 8 = 16$



SABINE VEY / GUILTY

Full route: I12 → K12 → K7 → N7 → N3 → J3 → J5

Her 8 completes the route. Circle her icon on the Evidence Board; clear the others.



NOT ALLOWED: CORNER TOUCH

These two parts of the same route touch at a corner. That counts as touching, even though no edge is shared.

Non-joining segments must stay apart. A normal turn shares one cell between consecutive segments.

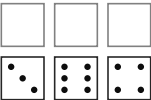
QUICK START

You investigate alongside Noah and Sunny. Start at A, recover evidence, and prove the complete route.



1 START AT THE SMALL A

Include the digit in the black cell. The start can be anywhere in the grid.



2 READ THE ECHO DICE

Read 3, 6, 4 as consecutive segments: 3 cells, then 6, then 4. Find that window anywhere on the trace unless Opening help says it begins at A.

3 STOP FOR EVIDENCE. ENTER TO PROVE GUILT.

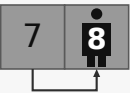
EVIDENCE TRACE



Stop one cell above, below, left or right of the suspect. Never diagonally.

Suspect's digit EXCLUDED.

FULL GUILTY ROUTE



Use every genuine code, then enter the suspect's cell. This proves guilt.

Suspect's digit INCLUDED.

4 COMPLETE THE EVIDENCE BOARD

The printed codes are unordered. Arrange them into route order and align the Echo counts. Circle a culprit only when the full route reaches their cell.

3-6 cells per segment. Turn 90 degrees; count the turn in BOTH sums.
Use each code once per trace. Different traces may share codes.
Traces may overlap. Never revisit a cell within the same trace.
Never pass through a suspect. A short trace is not a verdict.
Non-joining segments cannot touch, even at a corner.
Echo-marked segments must match BOTH sum and cell count.

READING THE ANSWER KEY

Trace detail					
	G	H	I	J	K
9	2	5	9	6	2
10	4	4	2	3	4
11	2	5	4	3	6
12	4	1	9	3	3
13	6	9	5	5	9



Sabine Vey

GUILTY

15 25 24 26 23 16



Evidence sums: 24 → 26 → 23 → 16

Full route: I12 → K12 → K7 → N7 → N3 → J3 → J5

Evidence: I12 → I9 → M9 → M5 → K5

● Oren ■ Torben. Shared cells stay dark.

Dark: guilty. Pale: innocent.

THE MERCY LEDGER

At Mercy Pines, a blackmail ledger has vanished from a locked safe. Oren Bellwether, Torben Quist and Sabine Vey each had a key. Noah sees three conflicting possibilities. Help Sunny order the evidence and prove who took it.

GUIDED START (full culprit route): Segment 1 I12 to K12: 9 + 3 + 3 = 15 (3 cells). Segment 2 K12 to K7: 3 + 6 + 4 + 2 + 7 + 3 = 25 (6 cells). Continue from K7, turn 90 degrees, and count the turning cell again. Use each remaining genuine code once. Short evidence traces may take different steps from A.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	7	9	9	1	8	6	1	8	5	7	3	9	2	9	2
2	1	4	7	2	4	8	1	8	1	1	6	4	5	2	8
3	5	8	4	5	6	7	3	2	9	6	2	3	7	5	1
4	6	9	9	6	1	3	9	7	9	2	5	9	9	5	6
5	7	3	8	7	8	4	3	2	2	8	9	5	2	2	4
6	4	2	2	8	3	6	3	6	5	7	2	7	4	5	7
7	7	4	7	5	4	9	1	4	9	3	3	5	7	9	6
8	8	8	8	7	7	6	1	1	4	6	7	7	8	5	8
9	6	8	5	8	5	6	2	5	9	6	2	7	2	3	8
10	5	1	3	8	1	5	4	4	2	3	4	6	8	2	6
11	3	2	6	6	6	9	2	5	4	3	6	2	2	7	1
12	9	8	5	2	7	2	4	1	9	3	3	7	4	8	8
13	5	5	9	7	4	7	6	9	5	5	9	4	5	7	9
14	6	7	1	5	4	7	9	5	3	4	3	8	8	9	8
15	2	1	3	4	6	6	3	2	3	4	7	6	2	7	9



Oren Bellwether



Torben Quist



Sabine Vey

VISION CODES

24

23

15

16

26

25

EVIDENCE BOARD

Top row: codes in route order. Suspect rows: Echo counts under matching codes.

	1	2	3	4	5	6
Vision Codes						
Oren Bellwether						
Torben Quist						
Sabine Vey						

Full route solved? Circle the culprit's numbered icon on this board.

BET AGAINST THE HOUSE

The casino claimed it had lost money on every table. Then its auditor vanished between the lobby and the lift. Tess Hawkwind, Odette Mereford and Marina Wintermoor were expecting the auditor upstairs. Now nobody can establish whether the lift ever moved. The auditor's shoes are still in the lobby.

GUIDED START (full culprit route): Segment 1 C7 to G7: 8 + 3 + 6 + 4 + 5 = 26 (5 cells). Segment 2 G7 to G2: 5 + 4 + 4 + 5 + 7 + 3 = 28 (6 cells). Continue from G2, turn 90 degrees, and count the turning cell again. Use each remaining genuine code once. Short evidence traces may take different steps from A.



Tess Hawkwind

1

2

3

4

5

6



Odette Mereford

1

2

3

4

5

6



Marina Wintermoor

1

2

3

4

5

6

	A	B	C	D	E	F	G	H	I	J	K
1	6	1	1	3	4	4	1	1	7	3	6
2	8	9	6	3	3	1	3	9	6	8	7
3	7	6	8	3	6	1	7	8	4	6	
4	5	1	2	9	8	3	5	3	5	6	4
5	1	9	1	5	9	8	4	8	8	1	3
6	5	5	9	4	1	1	4	2	2	8	4
7	3	1	8	3	6	4	5	8		8	2
8	6	6	5	4	1	5	6	2	4	2	1
9	4	5	8	1	2	7		4	6	7	8
10	1	2	2	4	6	9	4	8	3	8	4
11	3	9	3	2	8	5	4	6	4	5	9
VISION CODES											
	23	9		28	12		18		26		

EVIDENCE BOARD

Top row: codes in route order. Suspect rows: Echo counts under matching codes.

	1	2	3	4	5	6
Vision Codes						
 Tess Hawkwind						
 Odette Mereford						
 Marina Wintermoor						

Opening help: each short evidence trace begins with its Echo Marks at A.
Full route solved? Circle the culprit's numbered icon on this board.

10

RECEPTION TIME

Every clock in the reception area showed a different time. The courier arrived, argued, left, and lost a parcel of negotiable bonds somewhere in between. Juliet Roseberry, Clive Firemoor and Wilbur Burnmill present the visitors' book with the air of people finally producing something reliable. Its entries are immaculate; their sequence makes no sense.

GUIDED START (full culprit route): Segment 1 C4 to C6: 8 + 9 + 9 = 26 (3 cells). Segment 2 C6 to H6: 9 + 1 + 8 + 1 + 6 + 8 = 33 (6 cells). Continue from H6, turn 90 degrees, and count the turning cell again. Use each remaining genuine code once. Short evidence traces may take different steps from A.

	A	B	C	D	E	F	G	H	I	J	K
1	3	3	7	6	9	4	8	4	7	6	7
2	7	3	4	3	6	4	3	9	1	3	2
3	1	2	1	2	1	3	3	1	8	9	8
4	2	3	8	5	8	7	4	9	9	7	8
5	7	1	9	8	5	5	9	3	4	2	8
6	6	9	9	1	8	1	6	8	6	9	6
7	3	1	5	3	8	6	8	7	8	6	5
8	3	7	7	8	4	9	5	9	5	8	1
9	4	8	6	7	2	1	4	4	6	3	1
10	3	4	8	4	1	1	4	5	7	5	1
11	5	3	6	3	7	5	4	3	6	2	7

8

Juliet Roseberry

5

Clive Firemoor

7

Wilbur Burnmill

VISION CODES

102826271333

EVIDENCE BOARD

Top row: codes in route order. Suspect rows: Echo counts under matching codes.

	1	2	3	4	5	6
Vision Codes						
8 Juliet Roseberry						
5 Clive Firemoor						
7 Wilbur Burnmill						

Opening help: each short evidence trace begins with its Echo Marks at A.
Full route solved? Circle the culprit's numbered icon on this board.

THE HAND THAT WAVED GOODBYE

A hand waved from the departing taxi. Witnesses assumed it belonged to the missing merchant. What Thea Cedarcombe, Finn Eastwood and Joy Mereview remember best is a bright glove, although the merchant always wore dark ones. When the taxi was found, its luggage compartment held a mannequin with one bare hand.

GUIDED START (full culprit route): Segment 1 H9 to D9: 2 + 2 + 5 + 8 + 5 = 22 (5 cells). Segment 2 D9 to D7: 5 + 6 + 1 = 12 (3 cells). Continue from D7, turn 90 degrees, and count the turning cell again. Use each remaining genuine code once. Short evidence traces may take different steps from A.



Thea Cedarcombe

1

2

3



Finn Eastwood

4

5

6



Joy Mereview

7

8

9

	A	B	C	D	E	F	G	H	I	J	K
1	1	6	6	1	3	8	5	6	9	5	1
2	7	2	3	9	6	8		4	5	6	7
3	7	8	9	4	1	7	3	2	3	2	7
4	4	2	8	8	6	4	3	7	1	4	3
5	4	7	1	2	1	9	8	4	2	3	2
6	6	6	3	9	9	2	3	5	1	8	8
7		5	9	1	2		4	8	2	6	4
8	8	2	1	6	4	4	1	5	9	7	2
9	6	3	4	5	8	5	2		4	8	5
10	2	9	4	4	4	9	2	8	2	7	3
11	4	8	6	4	6	3	5	6	8	4	8
	VISION CODES										
	20	22	13	15	31	12					

EVIDENCE BOARD

Top row: codes in route order. Suspect rows: Echo counts under matching codes.

	1	2	3	4	5	6
Vision Codes						
 Thea Cedarcombe						
 Finn Eastwood						
 Joy Mereview						

Opening help: each short evidence trace begins with its Echo Marks at A.
Full route solved? Circle the culprit's numbered icon on this board.

A CRASH WITHOUT PERCUSSION

The studio advertised perfect soundproofing. Its owner died while a session ran next door. Felix Rainwild, Lilah Whiteburn and Giselle Woodbank remember a crash mistaken for percussion, then bring out a score that contains no percussion part. The recording stops exactly there.

GUIDED START (full culprit route): Segment 1 D5 to D3: 5 + 8 + 9 = 22 (3 cells). Segment 2 D3 to H3: 9 + 4 + 9 + 4 + 5 = 31 (5 cells). Continue from H3, turn 90 degrees, and count the turning cell again. Use each remaining genuine code once. Short evidence traces may take different steps from A.

	A	B	C	D	E	F	G	H	I	J	K
1	6	1	6	5		8	7	4	4	4	5
2	4	7	5	4	5	5	6	8	6	4	7
3	7	4	2	9	4	9	4	5	6	7	1
4	3	3	8	8		5	7	3	4	4	4
5	3	6	1		5	6	6	7	9	7	6
6	1	3	7	7	3	6	7	3	3	3	3
7	7	1	3	6	3	4	5	1		7	7
8	3	8	3	8	4	9	5	8	4	8	9
9	8	1	8	5	5	7	8	3	3	6	1
10	4	7	1	2	2	5	9	8	2	9	1
11	3	9	9	6	2	8	4	7	9	6	1

VISION CODES

31

26

19

22

17

14



Felix Rainwild



Lilah Whiteburn



Giselle Woodbank

EVIDENCE BOARD

Top row: codes in route order. Suspect rows: Echo counts under matching codes.

	1	2	3	4	5	6
Vision Codes						
 Felix Rainwild						
 Lilah Whiteburn						
 Giselle Woodbank						

Opening help: each short evidence trace begins with its Echo Marks at A.
Full route solved? Circle the culprit's numbered icon on this board.

PLEASE WELCOME THE IMPOSTOR

The impostor charmed the supper club, collected a charity donation and vanished. The real guest speaker then arrived, considerably less charming. Griffin Cedarglade, Bridget Fireworth and Estelle Foxholt compare the seating plan with a place card corrected twice before dinner. The impostor had known about both corrections.

GUIDED START (full culprit route): Segment 1 C4 to F4: 6 + 1 + 7 + 8 = 22 (4 cells). Continue from F4, turn 90 degrees, and count the turning cell again. Use each remaining genuine code once. Short evidence traces may take different steps from A.



Griffin Cedarglade



Bridget Fireworth



Estelle Foxholt

	A	B	C	D	E	F	G	H	I	J	K
1	9	7	1	9	9	9	1	9	5	9	3
2	7	9	7	2	6	2	8	7	7	2	7
3	2	2	3	4	4	7	5	7	5	5	
4	5	4	6	1	7	8	3	6	1	3	7
5	3	5	5	9	4	7	5	4	8	3	3
6	8	3	2	8	7	2	5	4	4	9	4
7	3	5	8	8	4	3	6	8	7	1	5
8	6	9	3	1	5	8	8	5	1	9	4
9	2	6	9	7	2	2	5	1	9	3	7
10	3	8		1	6	4	1	3		6	7
11	6	8	8	5	7	5	7	8	9	9	3

VISION CODES

17

13

33

22

24

25

EVIDENCE BOARD

Top row: codes in route order. Suspect rows: Echo counts under matching codes.

	1	2	3	4	5	6
Vision Codes						
 Griffin Cedarglade						
 Bridget Fireworth						
 Estelle Foxholt						

Opening help: each short evidence trace begins with its Echo Marks at A.
Full route solved? Circle the culprit's numbered icon on this board.

CASE 001

THE MERCY LEDGER

Dark grey: guilty · Pale grey: innocent · Symbols match names

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	7	9	9	1	8	6	1	8	5	7	3	9	2	9	2
2	1	4	7	2	4	8	1	8	1	1	6	4	5	2	8
3	5	8	4	5	6	7	3	2	9	6	2	3	7	5	1
4	6	9	9	6	1	3	9	7	9	2	5	9	9	5	6
5	7	3	8	7	8	4	3	2	2	8	9	5	2	2	4
6	4	2	2	8	3	6	3	6	5	7	2	7	4	5	7
7	7	4	7	5	4	9	1	4	9	3	3	5	7	9	6
8	8	8	8	7	7	6	1	1	4	6	7	7	8	5	8
9	6	8	5	8	5	6	2	5	9	6	2	7	2	3	8
10	5	1	3	8	1	5	4	4	2	3	4	6	8	2	6
11	3	2	6	6	6	9	2	5	4	3	6	2	2	7	1
12	9	8	5	2	7	2	4	1	9	3	3	7	4	8	8
13	5	5	9	7	4	7	6	9	5	5	9	4	5	7	9
14	6	7	1	5	4	7	9	5	3	4	3	8	8	8	8
15	2	1	3	4	6	6	3	2	3	4	7	6	2	7	9

Full route: I12 → K12 → K7 → N7 → N3 → J3 → J5

Sabine Vey



15 25 24 26 23 16

GUILTY

Evidence sums: 24 → 26 → 23 → 16

Evidence: I12 → I9 → M9 → M5 → K5

Oren Bellwether



15 25 24

INNOCENT

Evidence sums: 15 → 25 → 24

Evidence: I12 → I10 → N10 → N13

Torben Quist



25 24 26

INNOCENT

Evidence sums: 25 → 24 → 26 → 16

Evidence: I12 → D12 → D9 → H9 → H6

CASE CLOSED · Sabine Vey took the ledger to protect the people being blackmailed. Using her key, she opened the safe and hid the ledger in her satchel.

CASE 002

BET AGAINST THE HOUSE

Dark grey: guilty · Pale grey: innocent · Symbols match names

	A	B	C	D	E	F	G	H	I	J	K
1	6	1	1	3	4	4	1	1	7	3	6
2	8	9	6	3	3	1	3	9	6	8	7
3	7	6	8	3	6	1	7	8	4	6	2
4	5	1	2	9	8	3	5	3	5	6	4
5	1	9	1	5	9	8	4	8	8	1	3
6	5	5	9	4	1	1	4	2	2	8	4
7	3	1	8	3	6	4	5	8	8	8	2
8	6	6	5	4	1	5	6	2	4	2	1
9	4	5	8	1	2	7	7	4	6	7	8
10	1	2	2	4	6	9	4	8	3	8	4
11	3	9	3	2	8	5	4	6	4	5	9

Full route: C7 → G7 → G2 → I2 → I5 → K5 → K3

Marina Wintermoor



26 28 18 23 12 9

GUILTY

Evidence sums: 18 → 23 → 12 → 26

Evidence: C7 → C5 → F5 → F3 → J3

Tess Hawkwind



26 28 18

INNOCENT

Evidence sums: 26 → 28 → 18

Evidence: C7 → C11 → H11 → H9

Odette Mereford



23 12 9

INNOCENT

Evidence sums: 23 → 12 → 9 → 18

Evidence: C7 → C10 → E10 → E8 → I8

CASE CLOSED · The casino's losses were money diverted into a private company. Marina Wintermoor took the auditor through a service door before the accounts could be checked.

CASE 003**RECEPTION TIME**

Dark grey: guilty · Pale grey: innocent · Symbols match names

	A	B	C	D	E	F	G	H	I	J	K
1	3	3	7	6	9	4	8	4	7	6	7
2	7*	3*	4*	3*	6*	4*	3	9	1	3	2
3	1*	2	1	2	1	3*	3	1	8	9	8
4	2*	3*	8	5	8	7*	4	9	9	7	8
5	7	1	9	8	5	5*	9	3	4	2	8
6	6	9	9	1	8	1*	6	8	6	9	6
7	3	1	5	3	8	6*	8	7	8	6	5
8	3	7	7	8	4	9	5	9	5	8	1
9	4	8	6	7	2	1	4	4	6	3	1
10	3	4	8	4	1	1	4	8	7	5	1
11	5	3	6	3	7	5	4	3	6	2	7

Full route: C4 → C6 → H6 → H9 → J9 → J11 → E11

Wilbur Burnmill**GUILTY**

26 33 28 13 10 27

Evidence sums: 28 → 13 → 10 → 26

Evidence: C4 → F4 → F6 → D6 → D11

Juliet Roseberry**INNOCENT**

13 10 27

Evidence sums: 13 → 10 → 27 → 26

Evidence: C4 → A4 → A2 → F2 → F7

Clive Firemoor**INNOCENT**

26 33 28

Evidence sums: 26 → 33 → 28

Evidence: C4 → C6 → H6 → H9

CASE CLOSED · The bonds were removed while witnesses argued about who had arrived first. Wilbur Burnmill altered the clocks to confuse accounts of the parcel's handover.

CASE 004**THE HAND THAT WAIVED GOODBYE**

Dark grey: guilty · Pale grey: innocent · Symbols match names

	A	B	C	D	E	F	G	H	I	J	K
1	1	6	6	1	3	8	5	6	9	5	1
2	7	2	3	9	6	8	7	4	5	6	7
3	7	8	9	4	1	7	3	2	3	2	7
4	4	2	8	8	6	4	3	7	1	4	3
5	4	7	1	2	1	9	8	4	2	3	2
6	6	6	3*	9*	9*	2*	3*	5*	1	8	8
7	8	5	9*	1	2	8	4	8*	2	6	4
8	8	2	1*	6*	4*	4*	1	5*	9	7	2
9	6	3	4	5	8	5	2	2	4	8	5
10	2	9	4	4	4	9	2	8	2	7	3
11	4	8	6	4	6	3	5	6	8	4	8

Full route: H9 → D9 → D7 → B7 → B4 → G4 → G2

Joy Mereview**GUILTY**

22 12 15 20 31 13

Evidence sums: 15 → 20 → 31 → 22

Evidence: H9 → H7 → K7 → K2 → H2

Thea Cedarcombe**INNOCENT**

20 31 13

Evidence sums: 20 → 31 → 13 → 15

Evidence: H9 → H6 → C6 → C8 → F8

Finn Eastwood**INNOCENT**

22 12 15

Evidence sums: 22 → 12 → 15

Evidence: H9 → D9 → D7 → B7

CASE CLOSED · The false journey created time to remove valuable stock from the merchant's shop. Joy Mereview staged the departure with the mannequin while confining the merchant nearby.

CASE 005

A CRASH WITHOUT PERCUSSION

Dark grey: guilty · Pale grey: innocent · Symbols match names

	A	B	C	D	E	F	G	H	I	J	K
1	6	1	6	5	4	8	7	4	4	4	5
2	4	7	5	4	5	5	6	8	6	4	7
3	7	4	2	9	4	9	4	5	6	7	1
4	3	3	8	8	5	7	3	4	4	4	4
5	3	6	1	5	6	6	7	9	7	6	4
6	1	3	7	7	3	6	7	3	3	3	3
7	7	1	3	6	3	4	5	1	5	7	7
8	3	8	3	8	4	9	5	8	4	8	9
9	8	1	8	5	5	7	8	3	3	6	1
10	4	7	1	2	2	5	9	8	2	9	1
11	3	9	9	6	2	8	4	7	9	6	1

Full route: D5 → D3 → H3 → H5 → K5 → K7 → I7

Felix Rainwild

GUILTY



22 31 17 26 14 19

Evidence sums: 31 → 17 → 26 → 19

Evidence: D5 → D9 → F9 → F6 → I6

Lilah Whiteburn

INNOCENT



22 31 17

Evidence sums: 22 → 31 → 17 → 19

Evidence: D5 → D3 → H3 → H1 → F1

Giselle Woodbank

INNOCENT



26 14 19

Evidence sums: 26 → 14 → 19

Evidence: D5 → D2 → F2 → F4

CASE CLOSED · Felix Rainwild attacked the owner to recover tapes documenting a financial fraud. The interrupted session, rather than the walls, concealed the sound of the struggle.

CASE 006

PLEASE WELCOME THE IMPOSTOR

Dark grey: guilty · Pale grey: innocent · Symbols match names

	A	B	C	D	E	F	G	H	I	J	K
1	9	7	1	9	9	9	1	9	5	9	3
2	7	9	7	2	6	2	8	7	7	2	7
3	2	2	3	4	4	7	5	7	5	5	4
4	5	4	6	1	7	8	3	6	1	3	7
5	3	5	5	9	4	7	5	4	8	3	3
6	8	3	2	8	7	2	5	4	4	9	4
7	3	5	8	8	4	3	6	8	7	1	5
8	6	9	3	1	5	8	8	5	1	9	4
9	2	6	9	7	2	2	5	1	9	3	7
10	3	8	2	1	6	4	1	3	1	6	7
11	6	8	8	5	7	5	7	8	9	9	3

Full route: C4 → F4 → F2 → A2 → A6 → C6 → C10

Estelle Foxholt

GUILTY



22 17 33 25 13 24

Evidence sums: 25 → 13 → 24 → 22

Evidence: C4 → G4 → G6 → C6 → C9

Griffin Cedarglade

INNOCENT



22 17 33

Evidence sums: 22 → 17 → 33

Evidence: C4 → F4 → F2 → K2

Bridget Fireworth

INNOCENT



33 25 13

Evidence sums: 33 → 25 → 13 → 24

Evidence: C4 → C9 → G9 → G11 → I11

CASE CLOSED · Knowledge of the seating changes placed the deception close to the organisers. Estelle Foxholt borrowed the speaker's identity and collected money for a fictitious cause.