

The Kettlecombe Gazette

FREE EDITION · A KETTLECOMBE MINI MYSTERY TO PRINT AND SOLVE

THE LAST QUESTION

DIFFICULTY ★☆☆☆☆

53 suspects · 2 streets · 6 clues

Every November the village hall holds a quiz night for the households of two streets, and the prize is a tin of shortbread nobody has ever won twice. This year 53 players came, in teams of four, with pencils.

At half past nine, Mr. Edwin Tolley, quizmaster for as long as anyone can remember, opened the envelope with the last question, read it to himself, and never read it aloud.

Constable Ruth Oakes has the score sheets and six facts about the killer. The Reverend Wetherby has put the kettle on. The church cat is sitting on the answer sheet.

BY ORDER OF CONSTABLE R. OAKES

POLICE NOTICE

Every clue is true of the killer

- 1

The killer lives on a bird street.

☐
- 2

The killer's house number is lower than 5.

☐
- 3

Fewer than 4 people live in the killer's house.

☐
- 4

The killer's name contains the letter L (capital or small).

☐
- 5

The killer's name has fewer than 7 letters.

☐
- 6

The killer's name has at least 2 vowels (Y is not a vowel).

☐

Tick each clue once you have used it.

THE GUEST LIST

STREET BY STREET

OXLIP CRESCENT

Kettlecombe · flower street

- 1

Thea · Malcolm · Layla · Emily · Louis · Hannah
- 2

Calum · Maisie · Thea · Samuel
- 3

Colin
- 4

Isaac
- 5

Joshua
- 6

Sarah
- 7

Rita
- 8

Maria · Luke · Charlie · Megan · Alex
- 9

Evelyn · Nicholas

Oxlip Crescent · 22 residents

THRUSH MEWS

Kettlecombe · bird street

- 1

Gillian · Paul · Fatima · Phoebe · Paige
- 2

Janet · Charles
- 3

Sarah · Lewis
- 4

Sally · Tomas
- 5

Rosie · Julian · Alice · Ada · Ayla
- 6

Mary · William
- 7

Brenda · James
- 8

Amy · Helen · Yazan
- 9

Barry
- 10

Morgan
- 11

Elizabeth · Clifford
- 12

Danielle · Christopher · Mason · Harley

Thrush Mews · 31 residents

HOW TO PLAY

1.

Every player at the quiz night lives on Oxlip Crescent or Thrush Mews, listed house by house.
2.

Take the clues in any order. Cross out every guest a clue rules out. A street clue rules out a whole street.
3.

Crossing out a name changes nothing else: a crossed-out guest still counts in every household.
4.

When one name is left, you have found the killer. Check it against the coded answer on page 2.

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NO PEEKING · THE LAST QUESTION

THE ANSWER, IN CODE

The line below is the killer's name, house number and street, written in this case's own code. To read it, find each code letter in the CODE row of the table and write down the letter in the MEANS row beneath it. Numbers are written as symbols and work the same way. Spaces and dots stay as they are.

TZ0HB · ♦ · EJMxBJ NZ0B

THE DECODER

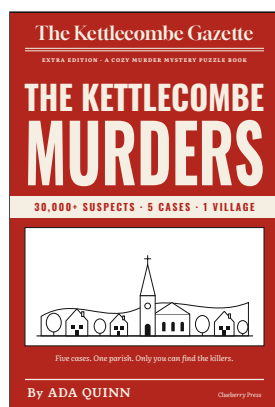
CODE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
MEANS	G	S	Y	X	T	D	C	I	A	H	F	N	R	M	W	V	Z	J	B	L	K	O	Q	U	P	E

CODE	♥	▼	×	♦	▲	♠	♣	+	●	■
MEANS	0	1	2	3	4	5	6	7	8	9

STUCK HALFWAY? CHECKPOINTS

These counts check your work without spoiling the answer. After the street clue, 31 suspects are left. After the street clue and all the clues about the name, 7 are left. After the street clue and all the clues about the house, 6 are left.

YOUR NOTES



ENJOYED THE LAST QUESTION?

THE KETTLECOMBE MURDERS

A Cozy Murder Mystery Puzzle Book by Ada Quinn

- Five full cases in one English village and its neighbors, from 245 suspects to 17,997. Over 30,000 in all.
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- Checkpoints to check your work halfway, and the answers in code at the back, a different code for every case.
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