

*A Most*  
**Puzzling  
Murder**  
*The Puzzles*

Dear Intrepid Reader,

Consider yourself warned; nothing in these pages is quite what it appears.

As our heroine, Destiny Whip, struggles to uncover the secrets of her past, which are somehow interwoven with the Scruffmore family's own dark machinations, she will be tasked with solving myriad cryptic clues, puzzles, and riddles.

You can do the same alongside her, perhaps even beating her in the race to figure it all out. After all, you'll have insider information that Destiny isn't privy to, and in some instances, you'll actually become different characters in the occasional Choose Your Own Conundrum chapters. Pick wisely in these sections, as your decisions will have consequences in terms of what new information gets revealed to you.

Pay close attention because almost everything is a clue, including the symbols at the top of each chapter, which are part of a greater puzzle. Only when you see \*\* will you be called upon to solve whichever puzzle is being presented to you. This may require going back to earlier chapters to make sense of information whose purpose wasn't clear at the time. You'll also have opportunities throughout the story to engage with Destiny herself, emailing her for clues and important bonus content.

As you're reading, if you spot something that might be important later on, go ahead and underline it or make a note in the text. If the thought of writing in these pages fills you with horror, let me assure you that this book is vastly different from other more prim and proper tomes. This most

peculiar tale positively *demand*s that you engage with it. Each time you bring pen to paper, imagine the pages purring in appreciation.

If this is a library book, or another format you can't mark up, don't fear. You'll find a downloadable booklet on my website that includes all the puzzles as well as various sections for note-taking.

Now, if getting down with your bad code-breaking self sounds nerve-racking, please don't panic. There's absolutely no need to chuck this book at the person who recommended it, especially not if that person is a bookseller. (*Never* chuck anything at a bookseller. Except wads of cash for more books. And maybe snacks!) You can skip each puzzle entirely by flipping to the relevant page at the back for the answer.

The puzzles all vary with regard to the degree of difficulty and the type of skill set required to solve them. Struggling with one doesn't mean you'll battle with all of them. At least give them a try because you just might surprise yourself. And isn't that one of the most incredible experiences of all in this puzzling adventure that we call life?

Signed,  
Your Chief Exasperator,  
*Bianca*



# PUZZLE ONE

Dearest Ms. Whip,

I hereby acknowledge receipt of your application to replace Ms. Le Roux as the Scruffmore family historian. I'm sure you know how coveted the position is—it's no secret that ours is a most illustrious and mysterious lineage—and so I congratulate you on your compelling application and for making the short list of two approved applicants.

Our family history has been a rather fascinating one with most of the information required to unlocking it hidden within the Scruffmore vault, safe from prying eyes. Were you to be successful, you would be one of the rare outsiders granted access to those thousands of records that have come from all over the world, wherever a Scruffmore has lived in the past two thousand years.

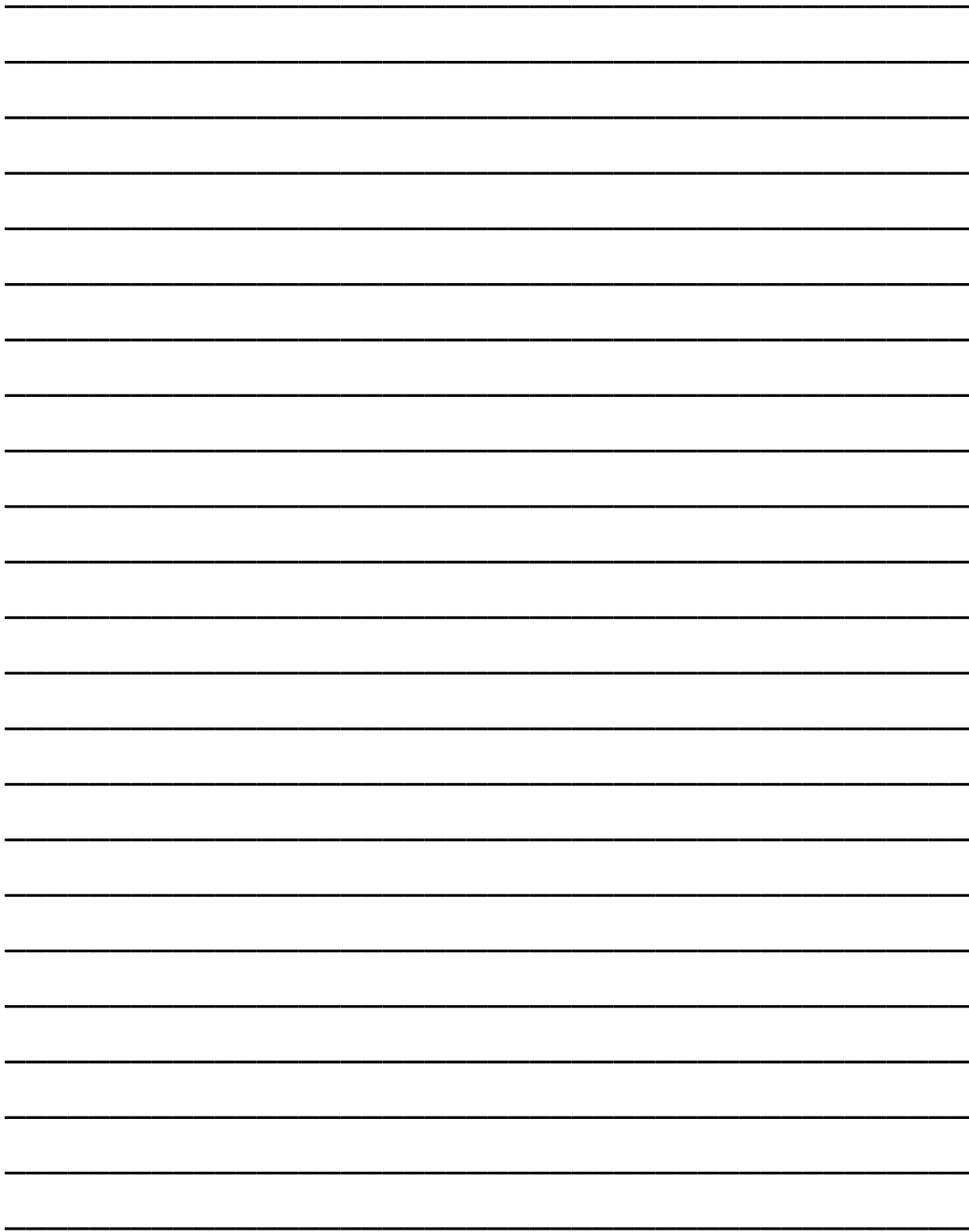
Come via the last ferry on the 27th of February and then make your way to the Grimshaw Inn and Tavern for the night. Tell them arrangements have been made and all expenses will be taken care of. Be at the castle on the morning of the 28th ahead of your interview at 12 p.m. Should you be awarded the position, the secrets of the vault will be yours to be revealed.

Until then,

*Mordecai Scruffmore*

Scruffmore Castle  
Eerie Island

P.S. Your ferry tickets have been purchased. The ticket number for the 27th is  
L2-3-3-4-5-7-7-8-8-9-12-12-14-14-14-16-13-4-7 and that of the return is  
W1-7-10-2-4-2-4-5-11-2-1-11-2-4-5-9-8-1-9.



PUZZLE TWO

$$\text{⌘} + \text{⌘} + \text{⌘} = 30$$

$$\text{⊕} + \text{⊕} \times \text{⌘} = 55$$

$$\text{⌘}^{\ominus} \div \text{⌘} = 1000$$

$$\text{⌘} \times \text{⌒} + \frac{\text{⊕} \text{⊕}}{\text{⊕} \text{⊕}} \div \text{⊕} = ?$$

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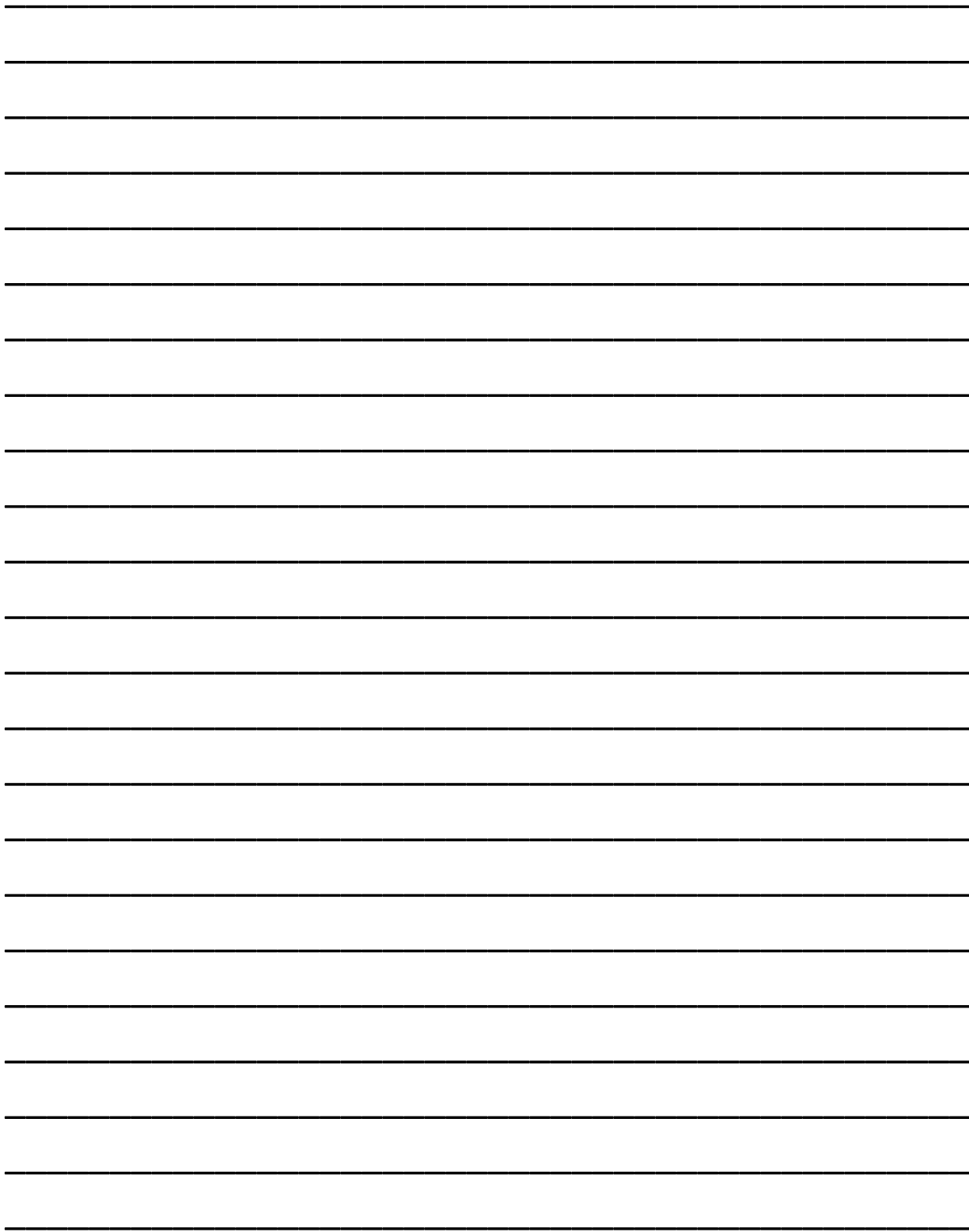




# PUZZLE FOUR

0 2 3 4 5 6 7  
 8 9 10 11 12 13 14  
 15 16 17  
 18 19

0 At  
 2 Pin  
 3 Ee  
 4 Shee  
 5 Kee  
 6 Thuh  
 7 Mor  
 8 Dv  
 9 Dan  
 10 Rhay  
 11 Gee  
 12 Ter  
 13 Lyf  
 14 Vee  
 15 Zzz  
 16 Ban  
 17 Reem  
 18 End  
 19 Ssk  
 20 Lie  
 21 Too  
 22 Nil

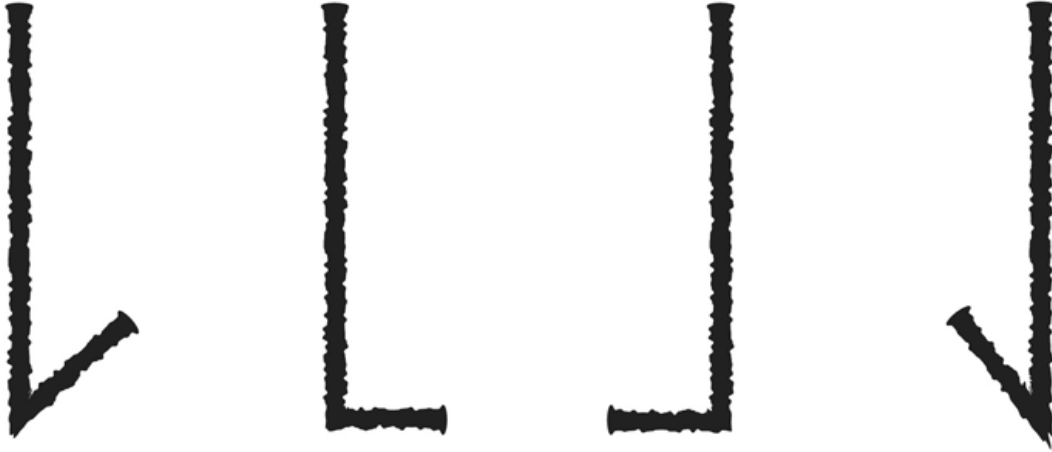








# PUZZLE SEVEN



*“Time is of the essence.”*

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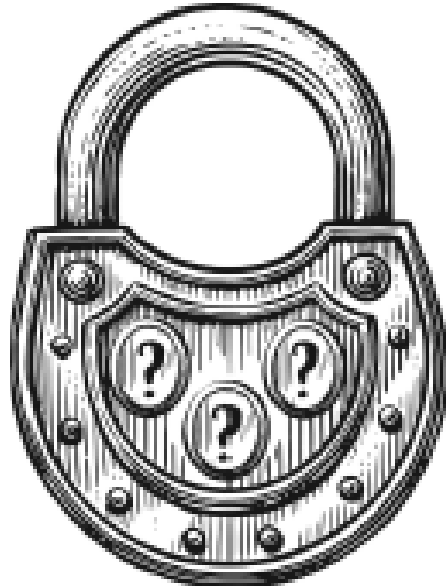
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## PUZZLE EIGHT



804 – One digit is correct and in the correct place

836 – One digit is correct and in the incorrect place

428 – Two digits are correct, but neither is in the correct place

950 – None of these digits are part of the code

502 – One digit is correct but in the incorrect place

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## PUZZLE NINE

After midnight, five women sneak from the castle's foyer to head out for various nefarious reasons.

Each of them

- has a specific destination in mind,
- is wearing a distinct item of clothing,
- is carrying a unique object,
- has a personal reason for her late-night mission.

Unlike **the vault** that's sunken, **the library** and **Morty's office** are on the same floor as the foyer, while **the Tower** is elevated.

There are muddy prints from a pair of **sneakers** in **Mordecai's office**, where, from the looks of the rifled drawers, it appears someone was searching for something.

One of the women pauses at the castle's enormous wooden carved doors, hiding a **purse** under a **cloak** before heading out into the maelstrom.

**Evangeline** sighs, wishing she had a **cell phone** like **Angel's** so that she could make use of its flashlight. Instead, she pulls a burning **torch** from the wall sconce as she heads down the stairs.

**Tempest** pauses at a corner, spotting Minx carrying a **baseball bat** up the stairs.

**Newton** hides in a corner booth of **the Grimshaw Inn's tavern** as she waits to **meet an informant**.

**The vault** is the best place to **uncover a secret**.

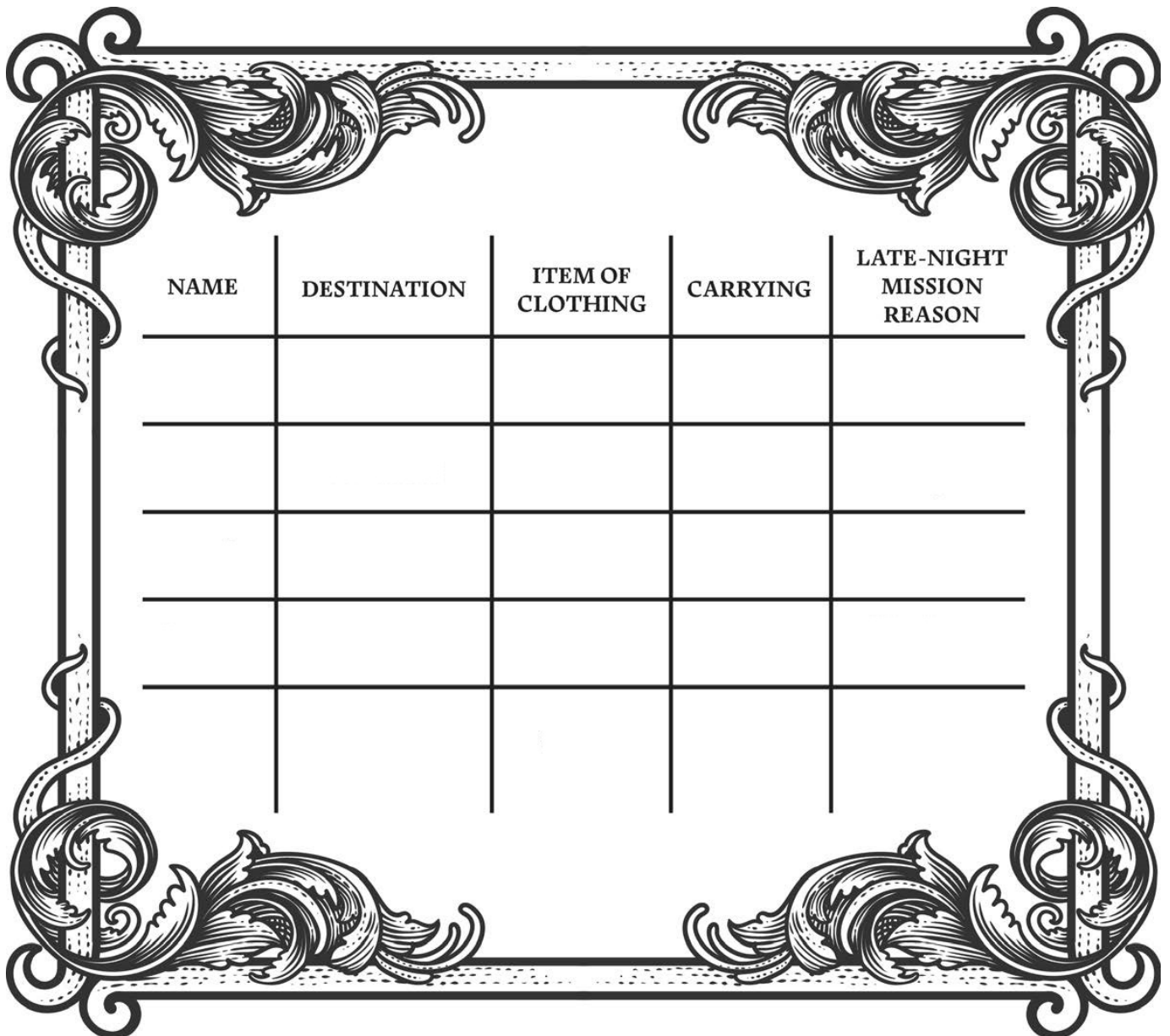
The woman **searching for Mordecai's will** is not carrying a **journal**.

The person wearing **stiletto boots** heads in the opposite direction from **Evangeline**, who is wearing **jeans**.

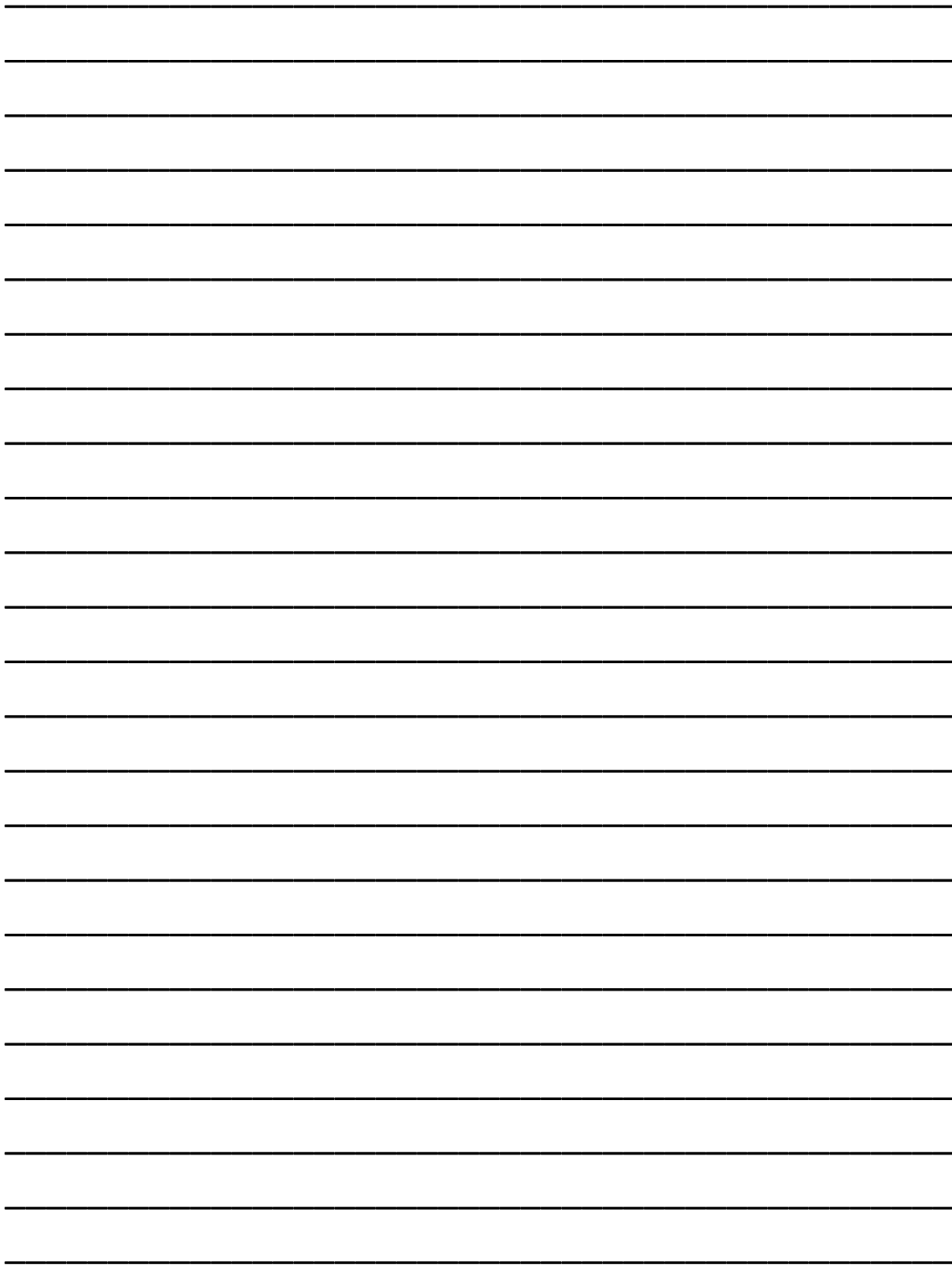
**Tempest** slinks along the main floor to **hide something away**.

The person going to **smash the hourglass** is not wearing **slippers**.

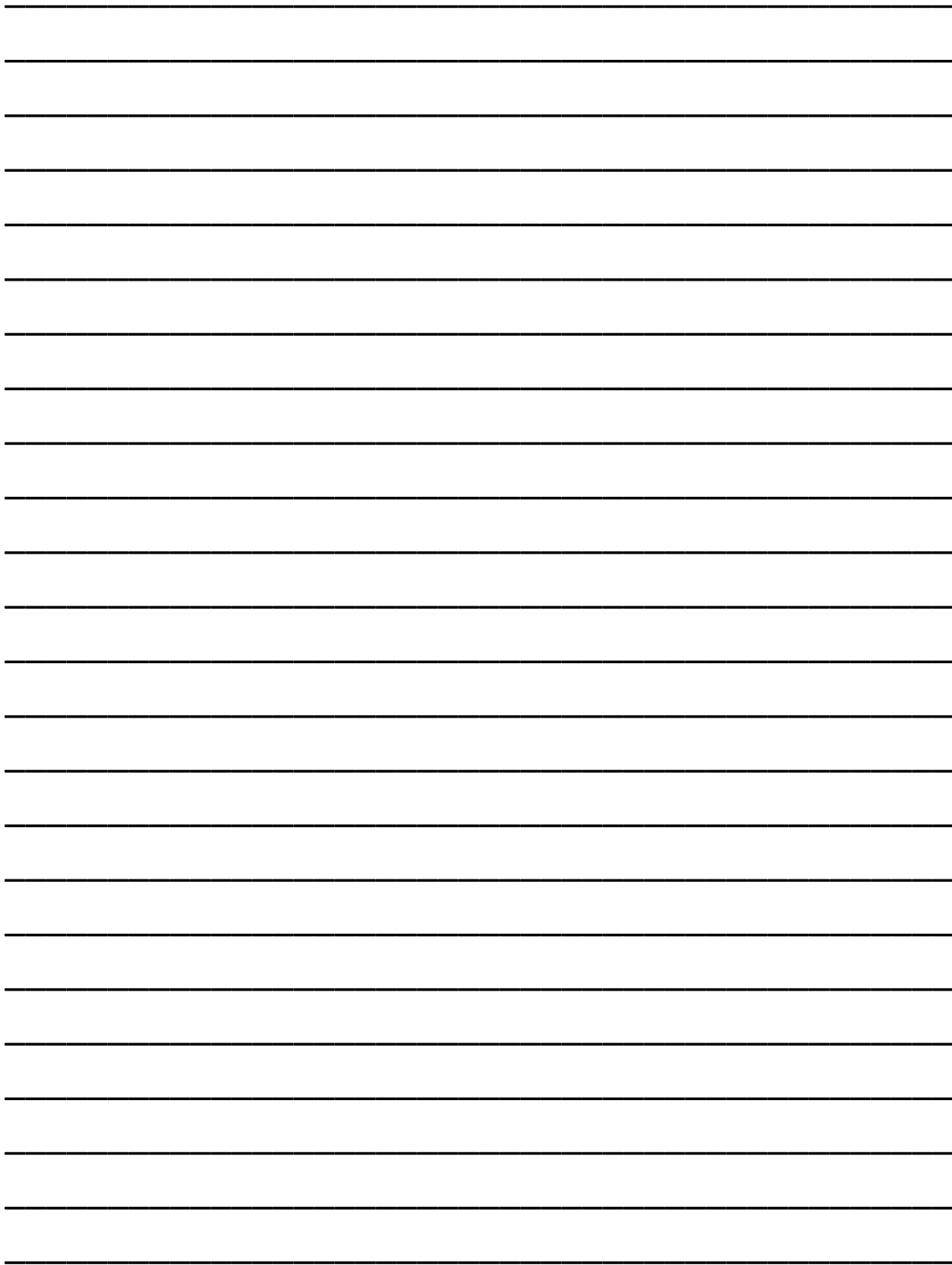
Who is wearing the slippers?



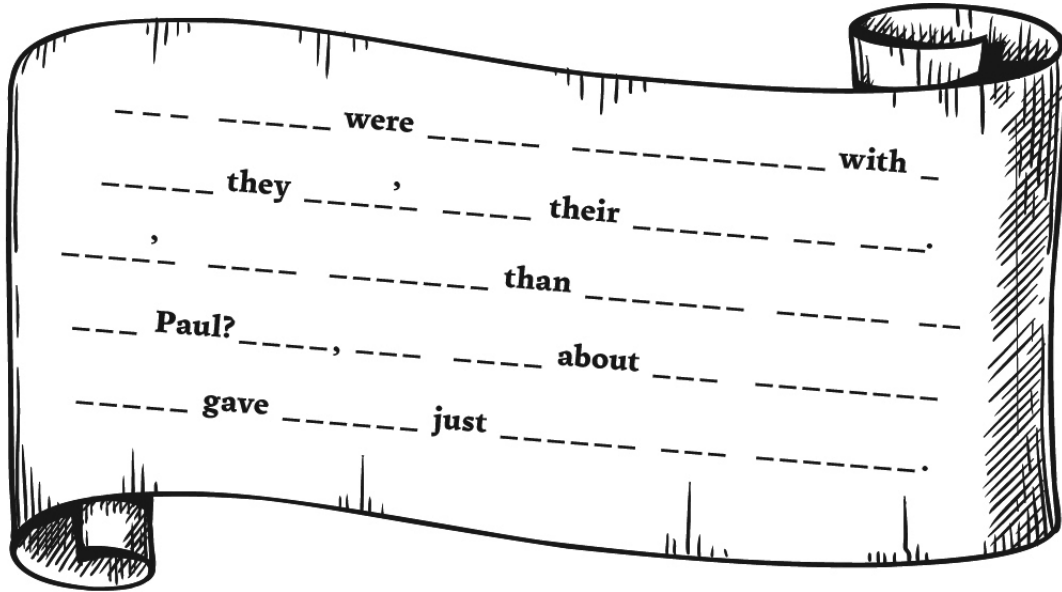
NAME	DESTINATION	ITEM OF CLOTHING	CARRYING	LATE-NIGHT MISSION REASON



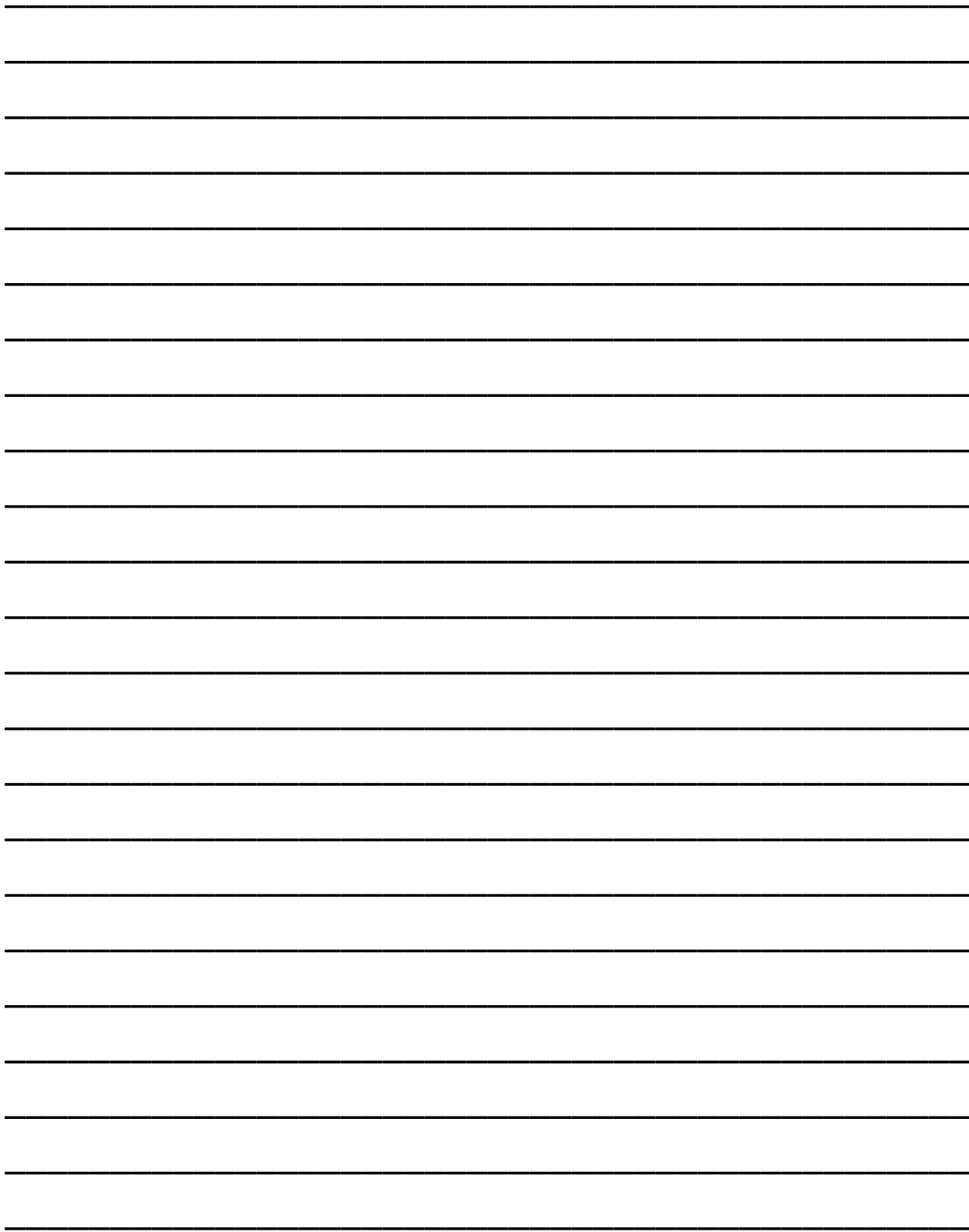




# PUZZLE ELEVEN



What's	video	Peter	father
the	Newton	before	envelope
a	the	to	Also
blackmailed	ask	twins	want
meeting	being	Morty	cunning
see	The	didn't	Minx
more	pay	to	bribing







# PUZZLE THIRTEEN

$$\text{♀} + \text{♀} + \text{♀} = 30$$

$$\text{⊕} + \text{⊕} \times \text{♀} = 66$$

$$\text{⊕} \div \text{€} = 3$$

$$\text{♀} \times \text{€} + \text{⊕} + \text{⊕} = ?$$

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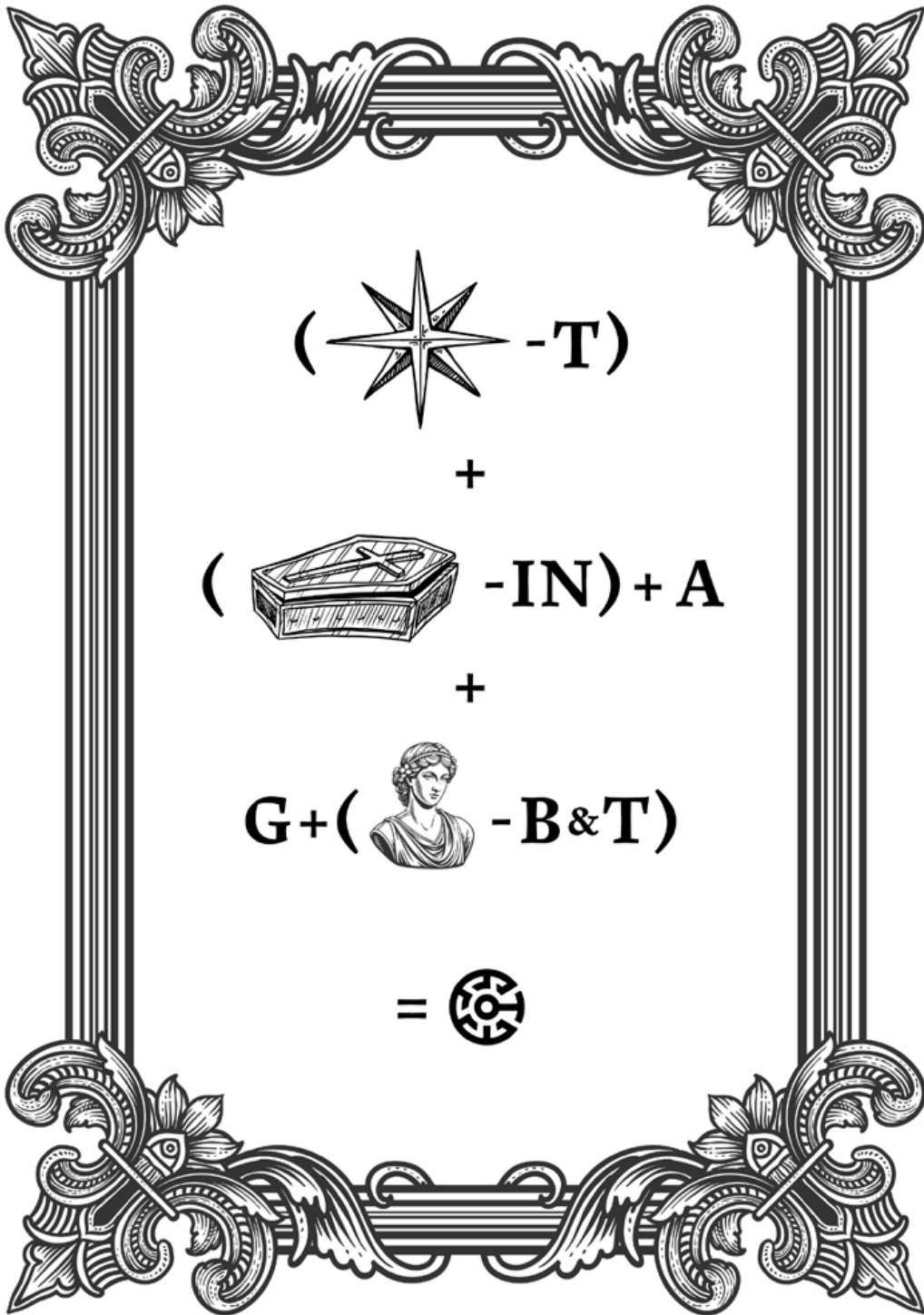
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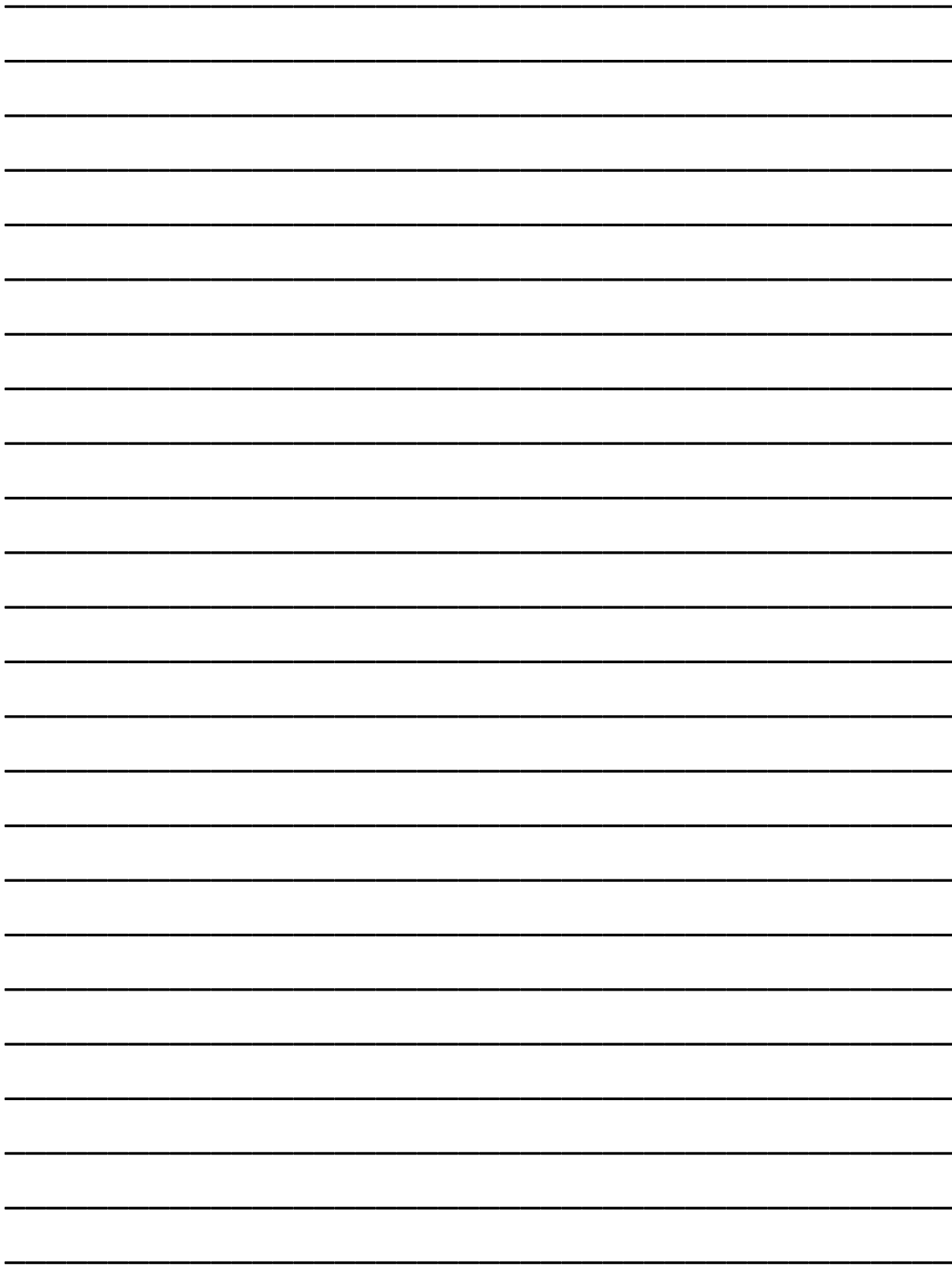
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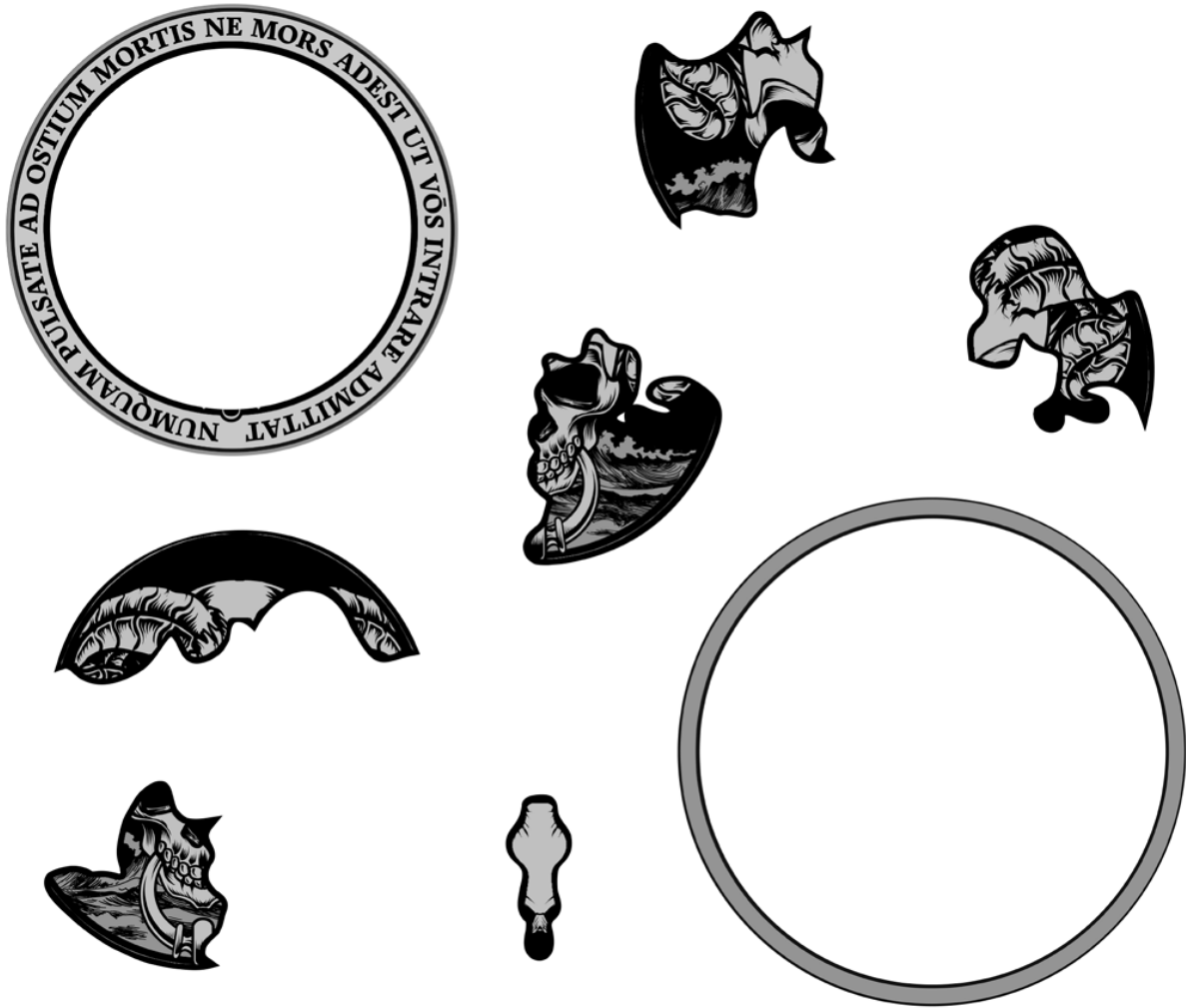
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# PUZZLE FOURTEEN

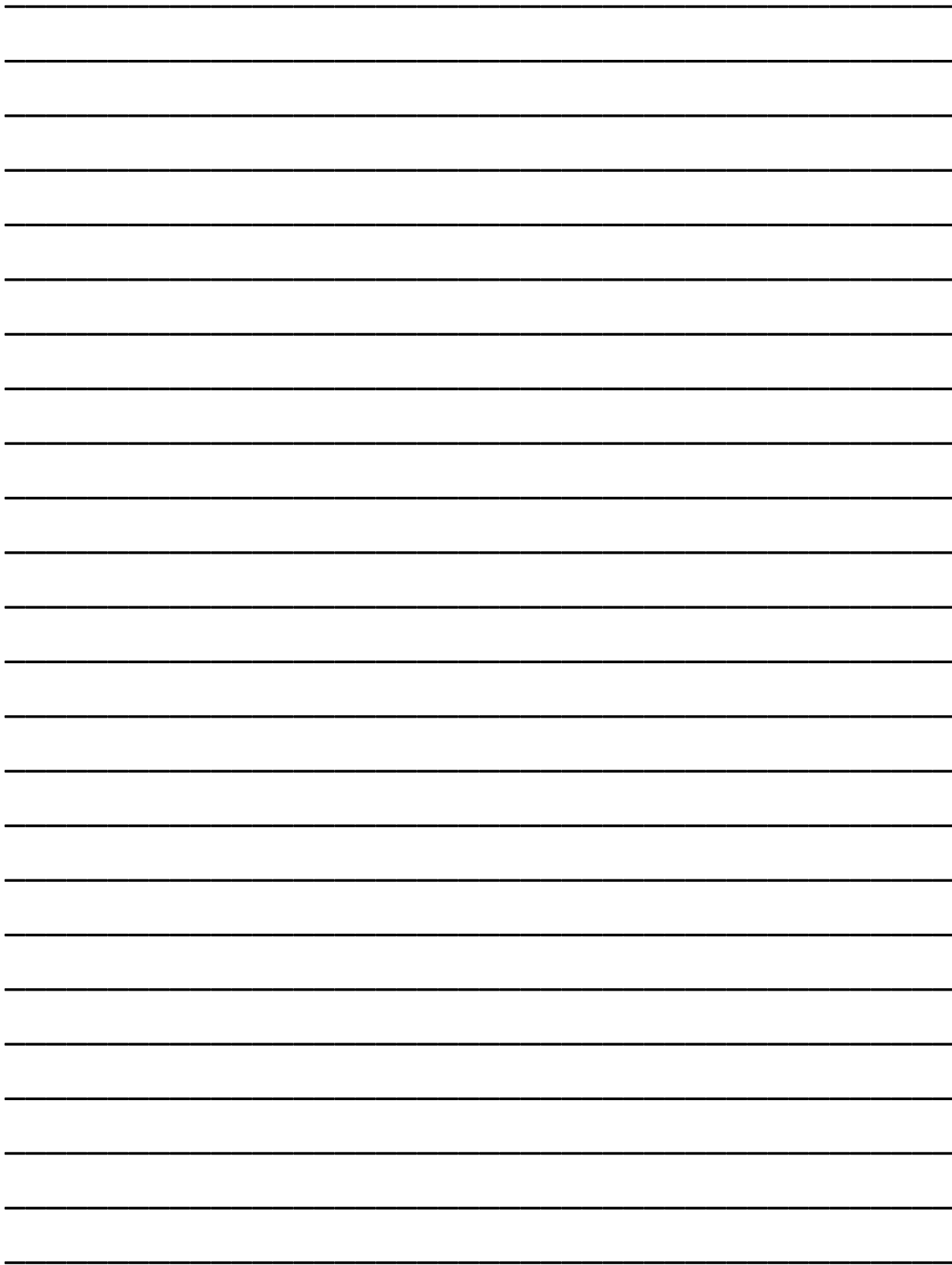




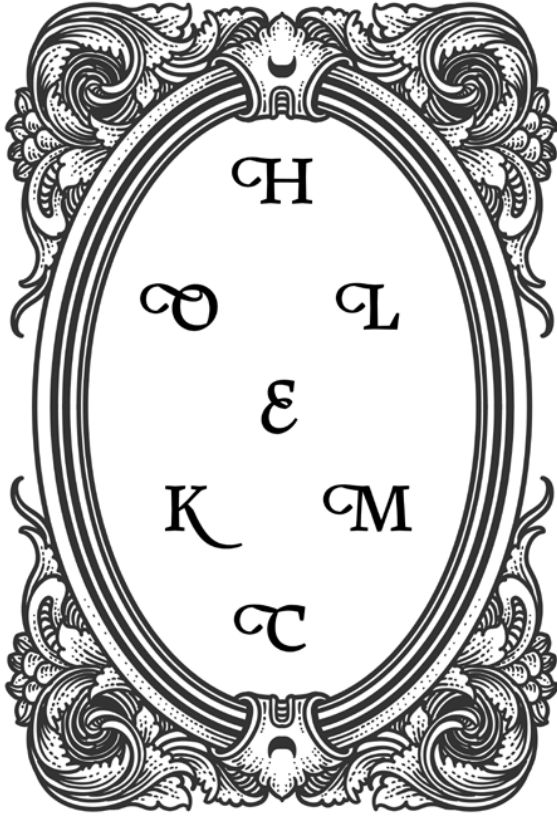
## PUZZLE FIFTEEN



You now have all the information you require to solve the puzzle of how the sigils connect and how this enabled the killer to murder Mordecai Scruffmore. For a clue, email [DestinyWhipClue@gmail.com](mailto:DestinyWhipClue@gmail.com) using the subject line Clue Fifteen. To check your answer, continue reading for Madigan's explanation.



PUZZLE SIXTEEN



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