



*This full-immersion experience challenges you to solve these slightly re-imagined scenarios inspired by Sir Arthur Conan Doyle's most famous Sherlock Holmes short stories: Interactive Challenge 1: Begins with a short introduction to the short story/crime, giving a summary of the main characters and plot. Following the introduction, 24 puzzles—including cryptograms, crosswords, logic conundrums, visual puzzles, ciphers, and word searches—are presented, for a grand total of 144puzzles. Interactive Challenge 2: Utilizes maps that readers use to maneuver around the chapters, completing each puzzle not in a chronological order but, instead, relying on tips and clues from each solved puzzle to travel around the book, like a maze. Interactive Challenge 3: Drops hidden clues that accumulate into a final, overarching word search, which requires the completed clues from all 6 chapters. The Puzzlecraft series from Wellfleet Press tackles some of the greatest conundrums of our time. Learn how to navigate the world's trickiest mazes, solve the most complex crosswords, and finally get the answer to "Why is a raven like a writing desk?" Follow literature's most famous detective, Sherlock Holmes, as he guides you through hundreds of challenging cross-fitness brain exercises inspired by his most popular cases and adventures. You can also train your memory to perform better and learn the meanings behind your own personality traits or the traits of others. These handy and portable paperbacks are sized perfectly to travel, whether on vacation or just for your daily commute. The intricately designed covers and bold colors will capture your attention as much as the engaging content inside. Other titles in the series include: The Curious History of Mazes; The Curious History of the Crossword; The Curious History of the Riddle; Escape from Sherlock Holmes; Sherlock Holmes Puzzles: Code Breakers; Sherlock Holmes Puzzles: Math & Logic Games; Sherlock Holmes Puzzles: Visual Puzzles; Sherlock Holmes Puzzles: Lateral Brain Teasers; Solving Sherlock Homes; Maximize Your Memory; and The Book of Personality Tests.*

*The official Unlock! Escape Adventure puzzle book, offering the same fun game-play experience as the escape room experiences and hours of endless fun in a book!*

*Ten New Cases For You To Crack*

*The Goblin's Puzzle*

*Mazes, Word Games, Puzzles & More! Hours of Fun!*

*The Everything Lateral Thinking Puzzles Book*

*Murder Most Puzzling*

*Deep Learning in Gaming and Animations*

*A Collection of Enigmas to Puzzle Even the Greatest Detective of All*

This collection includes 150 word puzzles designed just for kids ages 8 to 11 that strengthen vocabulary, reward agile thinking, and reinforce the idea of using the brain. Full color. Consumable.

E-Learning and Games for Training, Education, Health and Sports

A Teacher's Guide to Using Technology in the Classroom