

Mischief Night

On the last night of October 1931, Lord Ashcombe's guests would not go home. They came in costume, and his secretary, Miss Pell, dealt the murder game all night long, wherever it was darkest: at the party in the Hall, out in the churchyard, in the chapel and down in the cellars. Every guest was dealt a card in silence: one said victim, one said murderer. The lights went out for one minute. When they came back, nobody was allowed to move, and Miss Pell went from guest to guest with her notebook.

HOW TO PLAY

1. **Every statement is true.** Read each one against the plan.
2. **Exactly one suspect stands in every row and every column.** The body is not a suspect. Areas have no such rule: an area may hold several suspects, or none.
3. **The murderer is the one suspect in the area with the body.** That area always holds exactly one suspect, and the rule works while you solve: once one suspect must be there, nobody else can be.

Rows are numbered from the top and columns from the left, so R2C5 is the second row, fifth column; north is the top of the plan. Hatched squares are where nobody can stand. A dark outline around a whole square means nobody can see past it, like a wall. Write initials on the plan as you go: small where a suspect *might* be, large where they *must* be. There is exactly one answer, and you never need to guess.

Beside: in a square next to it, up, down, left or right, and in the same area. Never diagonally, and never through a wall or a doorway. Sitting or standing on something, a chair or a rug, is not being beside it, but another one next to your square is.

Of the people beside a sink, exactly two wore a bowler: counts the bowlers among whoever stood there; it does not say how many stood there.

Wore, had: what the lineup shows under each suspect's picture. *Everyone beside a clock, if anyone, had a beard* does not say that anyone stood beside one.

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	C1	C2	C3	C4	C5	C6
R1						HALL
R2						
R3	LIBRARY					
R4						
R5				BUTLER'S PANTRY		
R6	GALLERY					

THE SUSPECTS

1. Nora
a witch's hat
a monocle

2. Sam
a monocle
a beard

3. Peter
a top hat
spectacles
a beard

4. Ivy
a witch's hat
spectacles

5. Jack
a witch's hat
a beard

6. Bernard
spectacles
a beard

The scarecrow had been carried in from the garden, so that it could come to the party too. When the lanterns were lit again, Ursula lay in the Library.

THE CLUES

1. Nora was not beside the body.
2. Ivy was beside a scarecrow.
3. Sam was in the fifth row.
4. Peter was in the top row.
5. Bernard was not beside a candle stand.
6. Jack was in the second column.

GENERAL CLUES

7. The person in the rightmost column had a beard.
8. Of the people in the Hall, exactly three wore spectacles.

THE MURDERER _____

The Furniture

Every piece in this case, drawn as on the plan, and the two things that matter about each: whether a suspect can stand on its square, and whether a suspect can see past it.



apple-bobbing tub
 X nobody can stand here
 ✓ can see past it



bookcase
 X nobody can stand here
 X blocks the view



candle stand
 X nobody can stand here
 ✓ can see past it



china cabinet
 X nobody can stand here
 X blocks the view



grandfather clock
 X nobody can stand here
 X blocks the view



hay bale
 ✓ can sit or stand here
 ✓ can see past it



jack-o'-lantern
 X nobody can stand here
 ✓ can see past it



portrait
 X nobody can stand here
 ✓ can see past it



rug
 ✓ can sit or stand here
 ✓ can see past it



scarecrow
 X nobody can stand here
 X blocks the view



stool
 ✓ can sit or stand here
 ✓ can see past it

Stuck?

Three hints, each giving away a little more than the last. Read one, then go back to the plan.

Hint I · Where to begin. Start with Ivy. Clues 2 and 7 together leave her exactly one square. Clue 7 names nobody, but it applies to her too: find her in the lineup.

Hint II · When you are stuck. Read clues 5 and 8 together: they are enough to place the next suspect. Clue 8 is about what people wore, and it applies to Bernard: find him in the lineup, then read the clue against the squares still open to him. By this point three suspects should be placed.

Hint III · A checkpoint. Ivy at R4C5, Sam at R5C4, Peter at R1C6.

Who did it?

The answer, step by step, is at whereaboutspuzzles.com on Saturday.

Twenty more murders in one night

Miss Pell dealt her game all through that Halloween night: at the party in the Hall, in the churchyard by lantern light, at a seance in the Library at midnight, in the haunted chapel and down in the cellars before dawn. She kept the night's games in a notebook of their own. **Whereabouts: Murder in the Dark** is that notebook: twenty Halloween murder mysteries, gentle at dusk and hard before dawn, with a practice case solved for you, three levels of hints for every case, and the answers step by step.

Find it in the Whereabouts shop on Etsy: whereaboutspuzzles.etsy.com

And every Friday, a new case is free at whereaboutspuzzles.com.

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