

Adventures of Sherlock Holmes.
IX.—THE ADVENTURE OF THE ENGINEER'S THUMB.

By A. CONAN DOYLE.



IF all the problems which have been submitted to my friend Mr. Sherlock Holmes for solution during the years of our intimacy, there were only two which I was the means of introducing to his notice, that of Mr. Hatherley's thumb and that of Colonel Warburton's madness. Of these the latter may have afforded a finer field for an acute and original observer, but the other was so strange in its inception and so dramatic in its details, that it may be the more worthy of being placed upon record, even if it gave my friend fewer openings for those deductive methods of reasoning by which he achieved such remarkable results. The story has, I believe, been told more than once in the newspapers, but, like all such narratives, its effect is much less striking when set forth *en bloc* in a single half-column of print than when the facts slowly evolve before your own eyes and the mystery clears gradually away as each new discovery furnishes a step which leads on to the complete truth. At the time the circumstances made a deep impression upon me, and the lapse of two years has hardly served to weaken the effect.

It was in the summer of '89, not long after my marriage, that the events occurred which I am now about to summarise. I had returned to civil practice, and had finally abandoned Holmes in his Baker-street rooms, although I continually visited him, and occasionally even persuaded him to forego his Bohemian habits so far as to come and visit us. My practice had steadily increased, and as I happened to live at no very great distance from Paddington Station, I got a few patients from among the officials. One of these whom I had cured of a painful and lingering disease, was never weary of advertising my virtues, and of endeavouring to send me on every sufferer over whom he might have any influence.

One morning, at a little before seven o'clock, I was awakened by the maid tapping at the door, to announce that two men had come from Paddington, and were waiting in the consulting room. I dressed hurriedly, for I knew by experience that railway cases were seldom trivial, and hastened downstairs. As I descended, my old ally, the guard, came out of the room, and closed the door tightly behind him.

"I've got him here," he whispered, jerking his thumb over his shoulder; "he's all right."

"What is it, then?" I asked, for his manner suggested that it was some strange creature which he had caged up in my room.

"It's a new patient," he whispered. "I thought I'd bring him round myself; then he couldn't slip away. There he is, all safe and sound. I must go now, doctor. I have my doxies just the same as you." And off he went, this trusty tout, without even giving me time to thank him.

I entered my consulting room, and found a gentleman seated by the table. He was quietly dressed in a suit of heather tweed, with a soft cloth cap, which he had laid down upon my books. Round one of his hands he had a handkerchief wrapped, which was mottled all over with blood-stains. He was young, not more than five-and-twenty, I should say, with a strong masculine face; but he was exceedingly pale, and gave me the impression of a man who was suffering from some strong agitation, which it took all his strength of mind to control.

"I am sorry to knock you up so early, doctor," said he. "But I have had a very serious accident during the night. I came in by train this morning, and on inquiring at Paddington as to where I might find a doctor a worthy fellow very kindly escorted me here. I gave the maid a card, but I see that she has left it upon the side-table." I took it up and glanced at it. "Mr.

SHERLOCK HOLMES CANON PUZZLES

Word Search, Criss Cross & Crossword Puzzle

DEVELOPED BY STEVE MASON

The Casebook of Sherlock Holmes

The Adventure of the Engineer's

Thumb -- Part 1

These Puzzles include specific terms related to the story. All words and terms come directly out of the Canon.

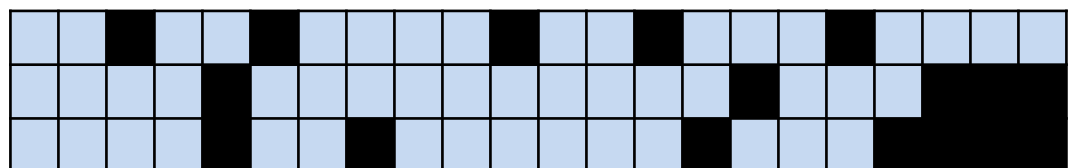
Thanks to Bill Dorn for his gracious allowance of vocabulary words from Study Guide to Sherlock Holmes, vols. 1 and 2

Engineer's Thumb (Puzzle #1)

WORDCIRCLE: Find each of the listed words in the puzzle. Click on each letter found and circle it with a CAPITAL "O". You can tab between letters. Once all terms are found, the remaining un-circled letters should complete a quote from the story below.

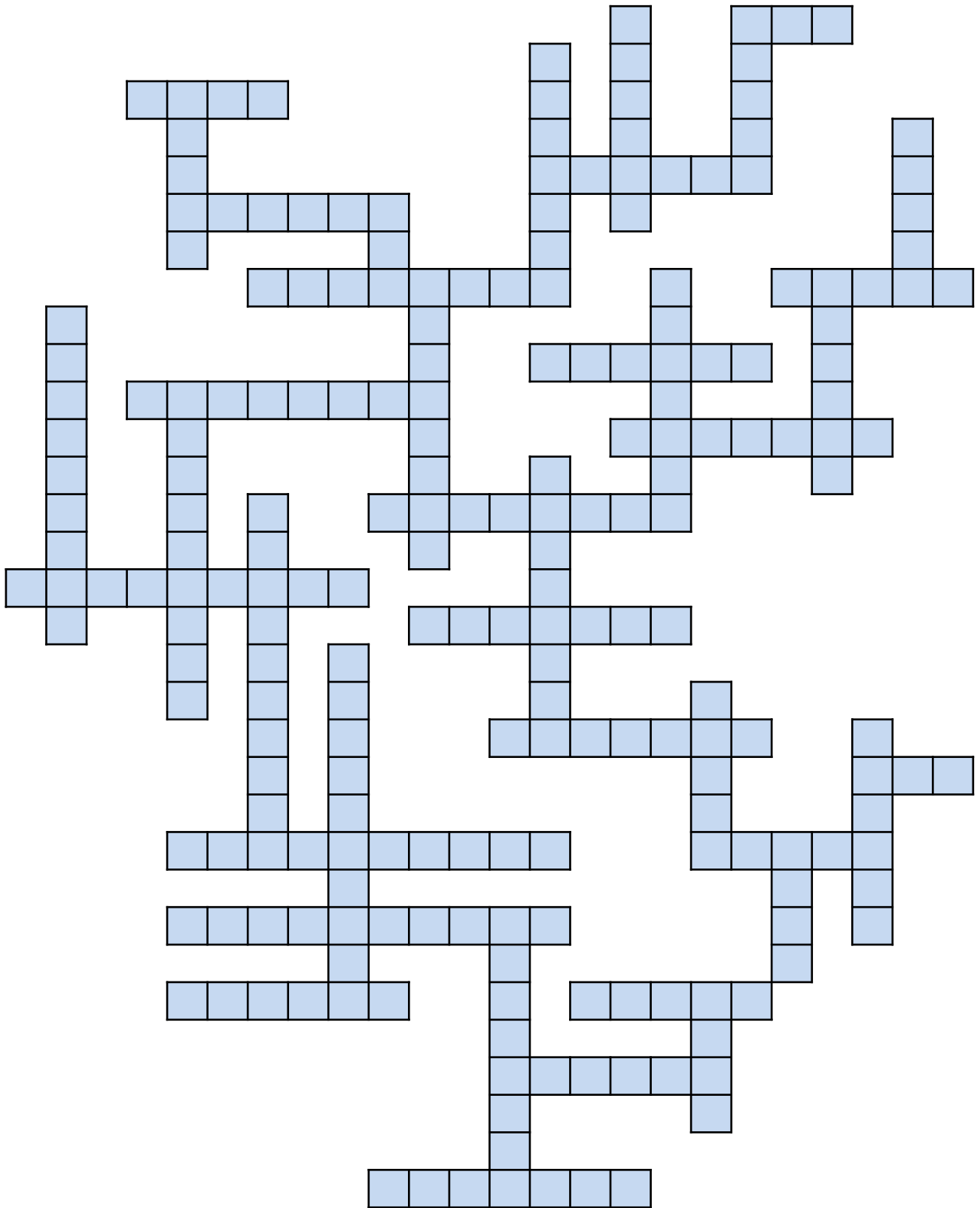
- ABODE
- AGONY
- AIR
- ALLY
- APERTURE
- ASSURED
- BOHEMIAN
- CADAVEROUS
- CHAMBERS
- COINER
- CREASES
- DASHED
- DIM
- DREARY
- ENTREATIES
- FOREGO
- GENIAL
- HALF
- HANSOM
- HAZARDED
- HINDERS
- INEXORABLE
- JERKILY
- LABYRINTH
- LOUNGING
- MEREST
- MOTTLED
- MUNICIPENT
- OUT
- PERTURBED
- PLUGS
- PRESS
- RASHER
- SCORN
- SILL
- STATE
- SURGEON
- TREATISE
- UTTER
- WAISTCOAT

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



Engineer's Thumb (Puzzle #2)

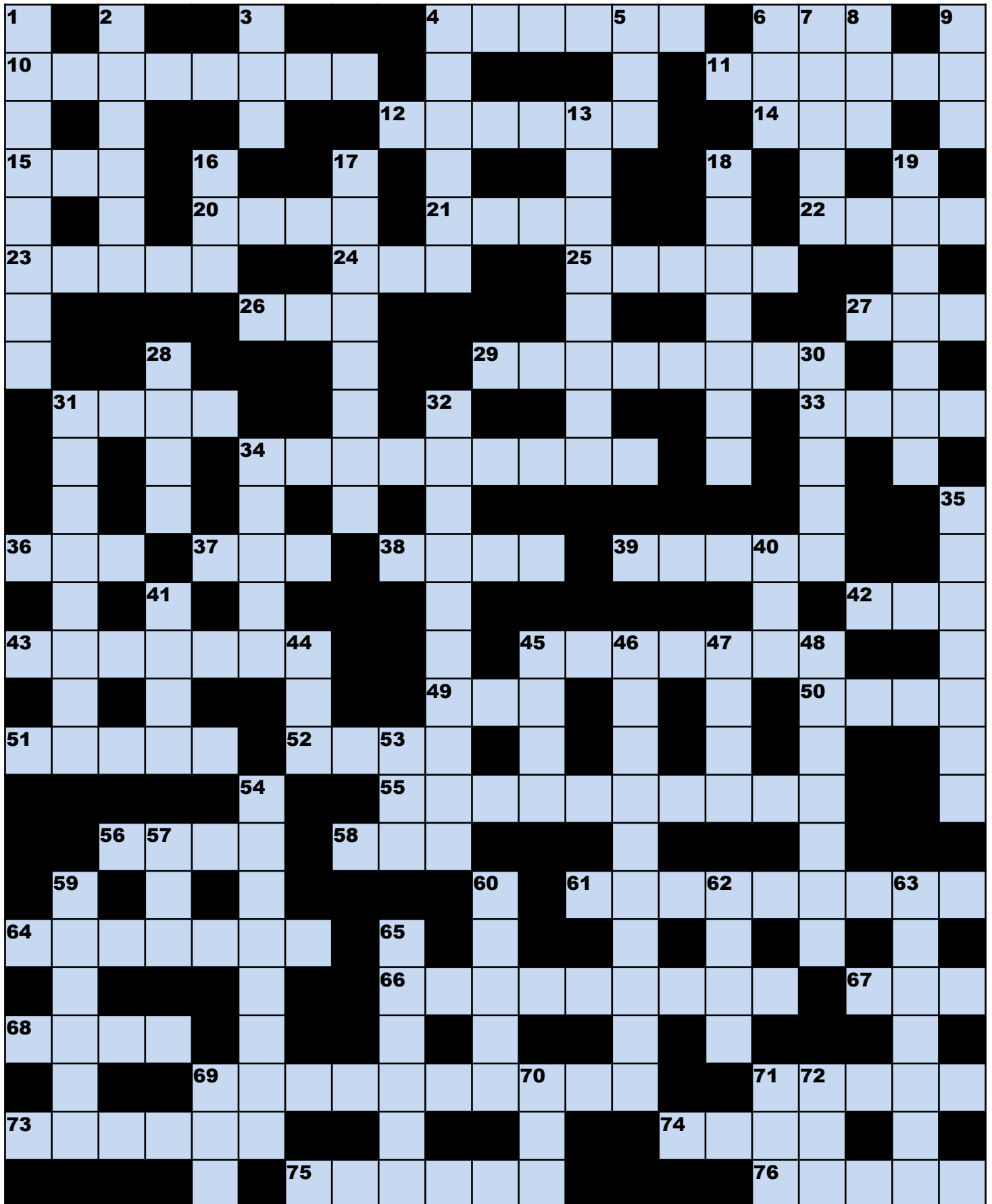
CRISS-CROSS: Fit each word into their proper place in the Framework.



- | | | | | | | | |
|------|-------|--------|--------|---------|----------|-----------|------------|
| AIR | SILL | SCORN | DREARY | RASHER | MOTTLED | HAZARDED | WAISTCOAT |
| DIM | ABODE | STATE | FOREGO | ASSURED | SURGEON | LOUNGING | CADAVEROUS |
| OUT | AGONY | UTTER | GENIAL | CREASES | APERTURE | TREATISE | ENTREATIES |
| ALLY | PLUGS | COINER | HANSOM | HINDERS | BOHEMIAN | LABYRINTH | INEXORABLE |
| HALF | PRESS | DASHED | MEREST | JERKILY | CHAMBERS | PERTURBED | MUNICIPENT |

Engineer's Thumb (Puzzle #3)

CROSSWORD: Each clue is a term from the Canon. Highlighted clues on the next page are from this Story.



Engineer's Thumb (Puzzle #3)

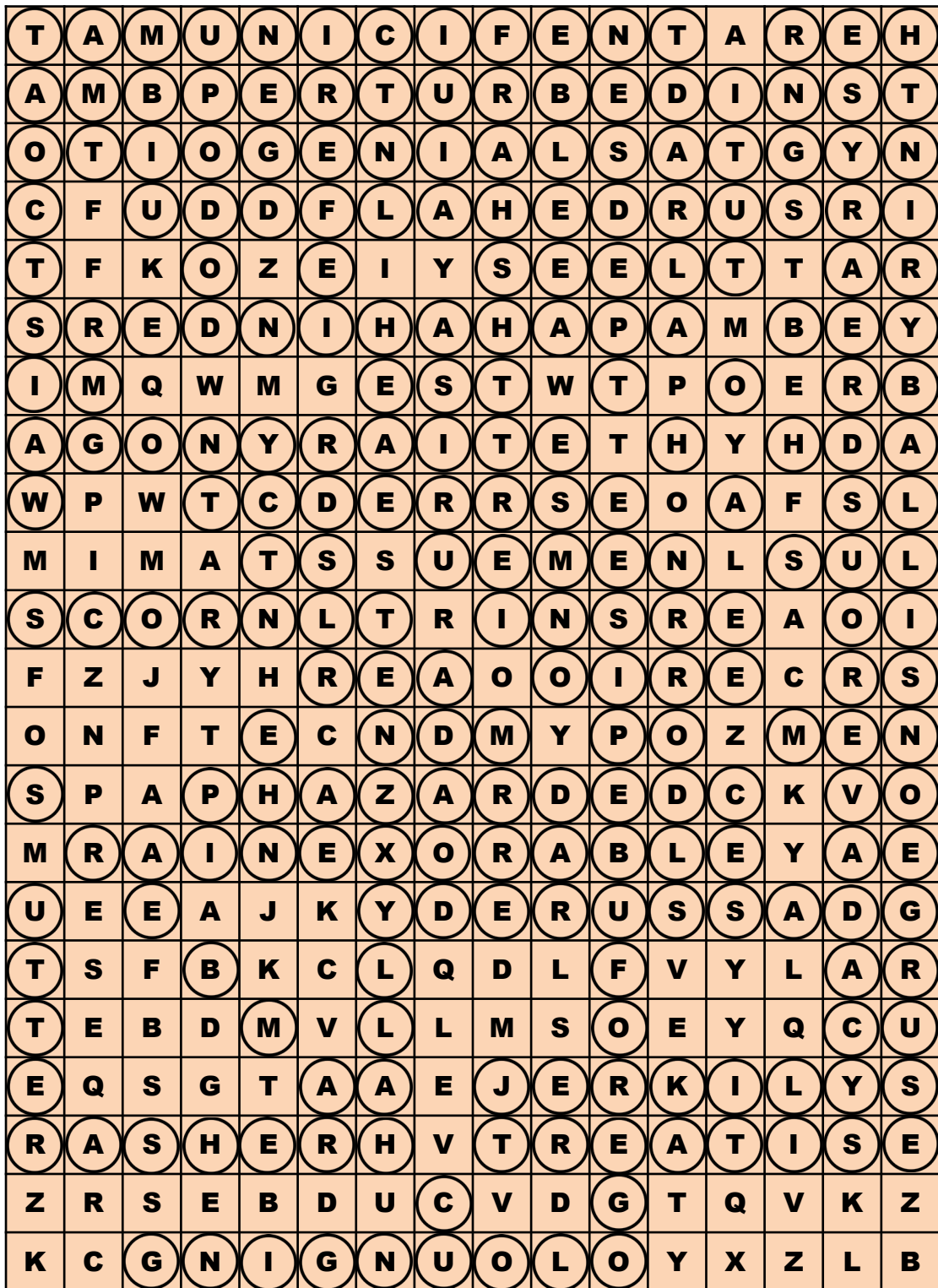
Across

4. Quickly placed
6. Watch someone without their knowledge
10. Systematic, usually extensive written discourses on a subject
11. Go without
12. Friendly and cheerful
14. Wager money on an event
15. Frozen water
20. Very short distance
21. Less common; out of the ordinary
22. Speak indistinctly so the sounds run into one another
23. Complete; absolute
24. Referring to one of a number of things
25. Full, deep prolonged cries
26. _____ - lit station; not shining brightly
27. Years in existence
29. Lie, sit, or stand in a relaxed or lazy way
31. _____ - column
33. Apparatus for making fabric by weaving yarn or thread
34. Feeling anxiety or concern; unsettled
36. Arrest a person
37. Small dog; pup
38. Shelf of stone or wood at the foot of a window
39. _____ column; personal advertisement in newspaper
42. Light brown in colour
43. Place where someone lives or works
45. Wrinkles or furrows in the skin
49. To and _____
50. Not working; resting
51. Most suitable; absolute
52. Having the power or means to do something
55. Not capable of being persuaded by pleading; relentless
56. Sport played on horses on a large field
58. Trap someone
61. Vest
64. Marked with spots of different colors
66. Intricate structure of interconnecting passages
67. Tobacco residue
68. _____ - room
69. Suggestive of death; corpse-like
71. Feeling or belief that someone or something is worthless or despicable; contempt
73. State or federal jail
74. Earnestly ask for something, such as a favour
75. Thin slices of fried or broiled bacon
76. Residence; dwelling

Down

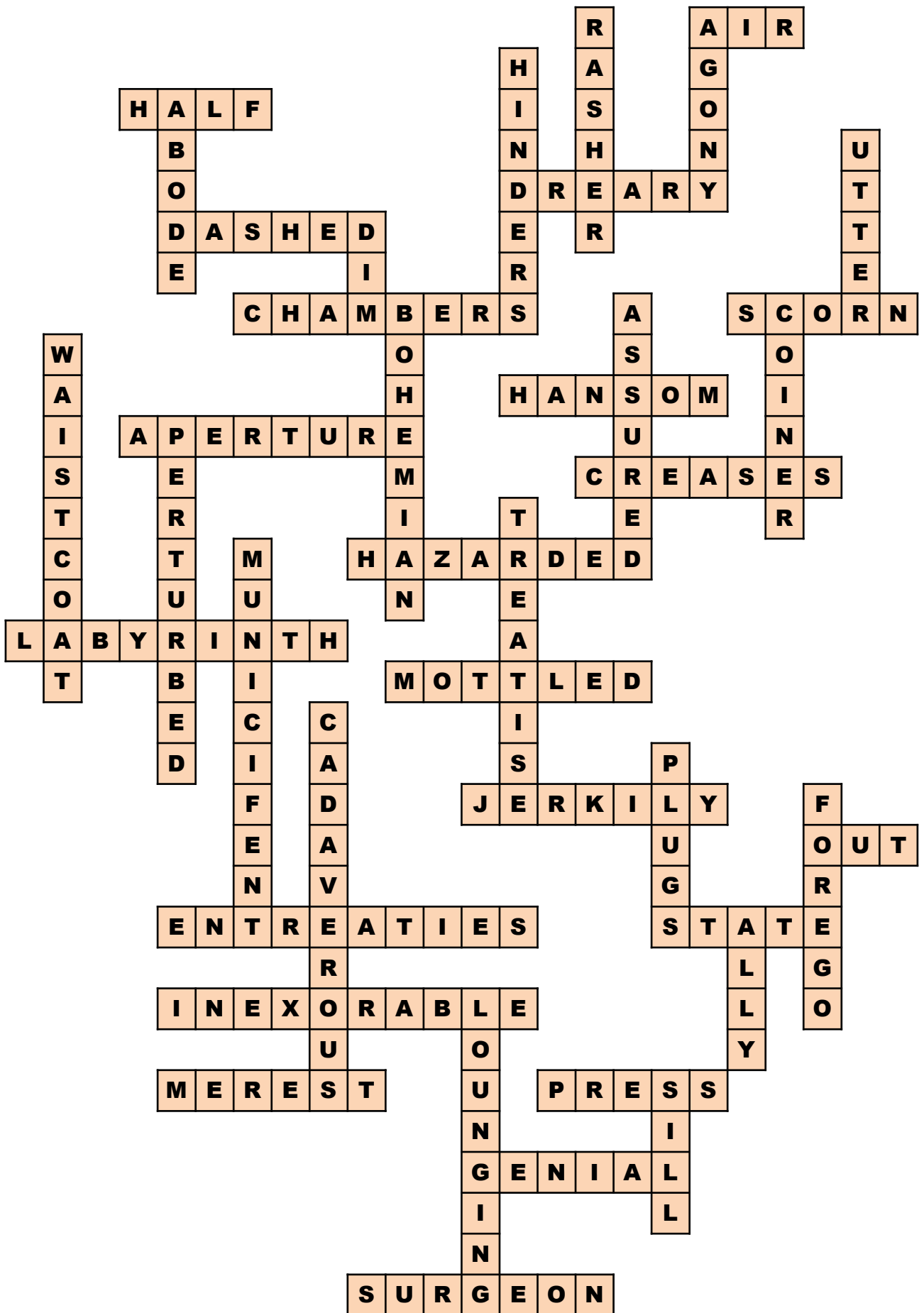
1. Settled way of thinking about something or someone
2. Smallest or slightest
3. Transgression
4. Dull, bleak, and lifeless
5. Snake-like fish
6. Cry out loudly; wail
7. Device for applying pressure to something in order to flatten or shape it
8. Up to the present time
9. Capture someone
13. Opening, such as a hole, gap, or slit
16. Impression of a quality or manner given by someone or something
17. Private rooms
18. In a way that is not smooth or pleasant; quick and sudden
19. Medical practitioner qualified to practice surgery
28. Person that cooperates with or helps another
30. Magnificence or great beauty
31. Moved with sudden lurches
32. Very liberal in giving, lavish
34. _____ and dottles; small pieces of tobacco
35. Create difficulties for someone, resulting in delay or obstruction
40. Maiden name
41. Region or part of a town or county
44. Therapeutic resort
45. Obtain something from someone by gentle persuasion
46. Earnest requests
47. Catch or lock on a door or window
48. Complete absence of sound
53. Tell an untruth
54. Behavior of a person who disregards conventional standards
57. _____ - house; building separated from the main building
59. Person who coins money
60. Hard fossilized resin
62. Place where a particular event occurs
63. Confident; guaranteed
65. Hand coverings
69. Small portable bed
70. Boat paddle
71. Large body of water
72. Public transportation vehicle

Engineer's Thumb (Puzzle #1)



I	T		I	S		E	A	S	Y		T	O		S	E	E		T	H	A	T	
Y	O	U	R			E	X	P	E	R	I	E	N	C	E		H	A	S			
B	E	E	N			N	O			C	O	M	M	O	N			O	N	E		

Engineer's Thumb (Puzzle #2)



Engineer's Thumb (Puzzle #3)

1	A		2	M		3	S		4	D	A	S	H	E	D		6	S	P	Y		9	C	
10	T	R	E	A	T	I	S	E		R				E			11	F	O	R	E	G	O	
	T		R				N		12	G	E	N	I	A	L		14	B	E	T			P	
15	I	C	E		16	A		17	C		A			P			18	J		S		19	S	
	T		S		20	I	N	C	H		21	R	A	R	E		E		22	S	L	U	R	
23	U	T	T	E	R			24	A	N	Y			25	R	O	A	R	S				R	
	D				26	D	I	M						T			K			27	A	G	E	
	E		28	A				B		29	L	O	U	N	G	I	N	G		30			E	
	31	H	A	L	F				32	M						L			33	L	O	O	M	
	A		L		34	P	E	R	T	U	R	B	E	D		Y			O				N	
	Z		Y		L		S		N														35	H
36	L	A	G		37	C	U	R		38	S	I	L	L		39	A	G	O	N	Y			I
		R		41	A		G				C							E		42	T	A	N	
43	A	D	D	R	E	S	S			I		45	C	R	E	A	S	E	S				D	
		E		E			P			49	F	R	O	N		N			50	I	D	L	E	
51	I	D	E	A	L		52	A	B	53	L	E	A		T		I		L				R	
					54	B			55	I	N	E	X	O	R	A	B	L	E					S
		56	57	P	O	L	O		58	N	E	T												
	59	C		U		H				60	A		61	W	A	I	S	T	C	O	A	T		
64	M	O	T	T	L	E	D		65	G	M												S	
		I				M			66	L	A	B	Y	R	I	N	T	H		67	A	S	H	
68	A	N	T	E		I			O	E													U	
		E			69	C	A	D	A	V	E	R	O	U	S			71	S	72	C	O	R	N
73	P	R	I	S	O	N											74	P	L	E	A		E	
					T		75	R	A	S	H	E	R				76	A	B	O	D		E	