



*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.

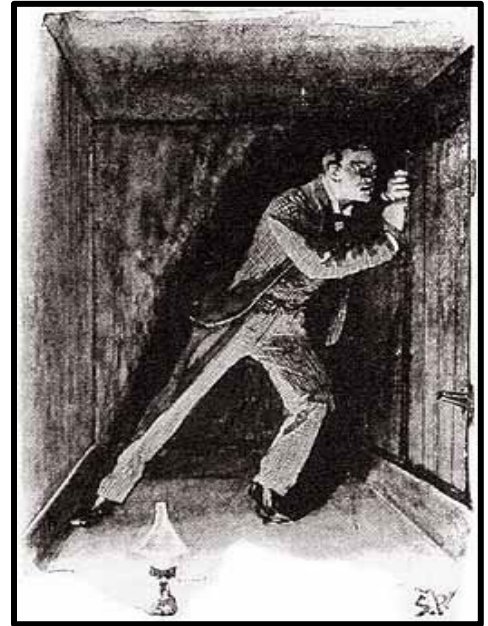
"I've got him here," he whispered, jerking his thumb over his shoulder; "he's all right."

"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 duties, 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 2**

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

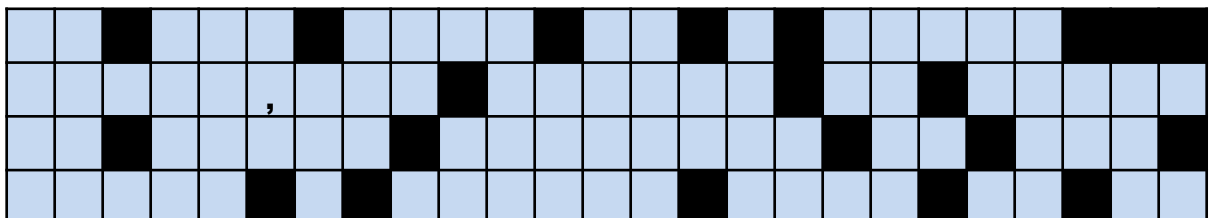
**Thanks to Bill Dorn for his gracious allowance of  
vocabulary words from Study Guide to Sherlock Holmes,  
vols. 1 and 2**

# Engineer's Thumb (Puzzle #4)

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.

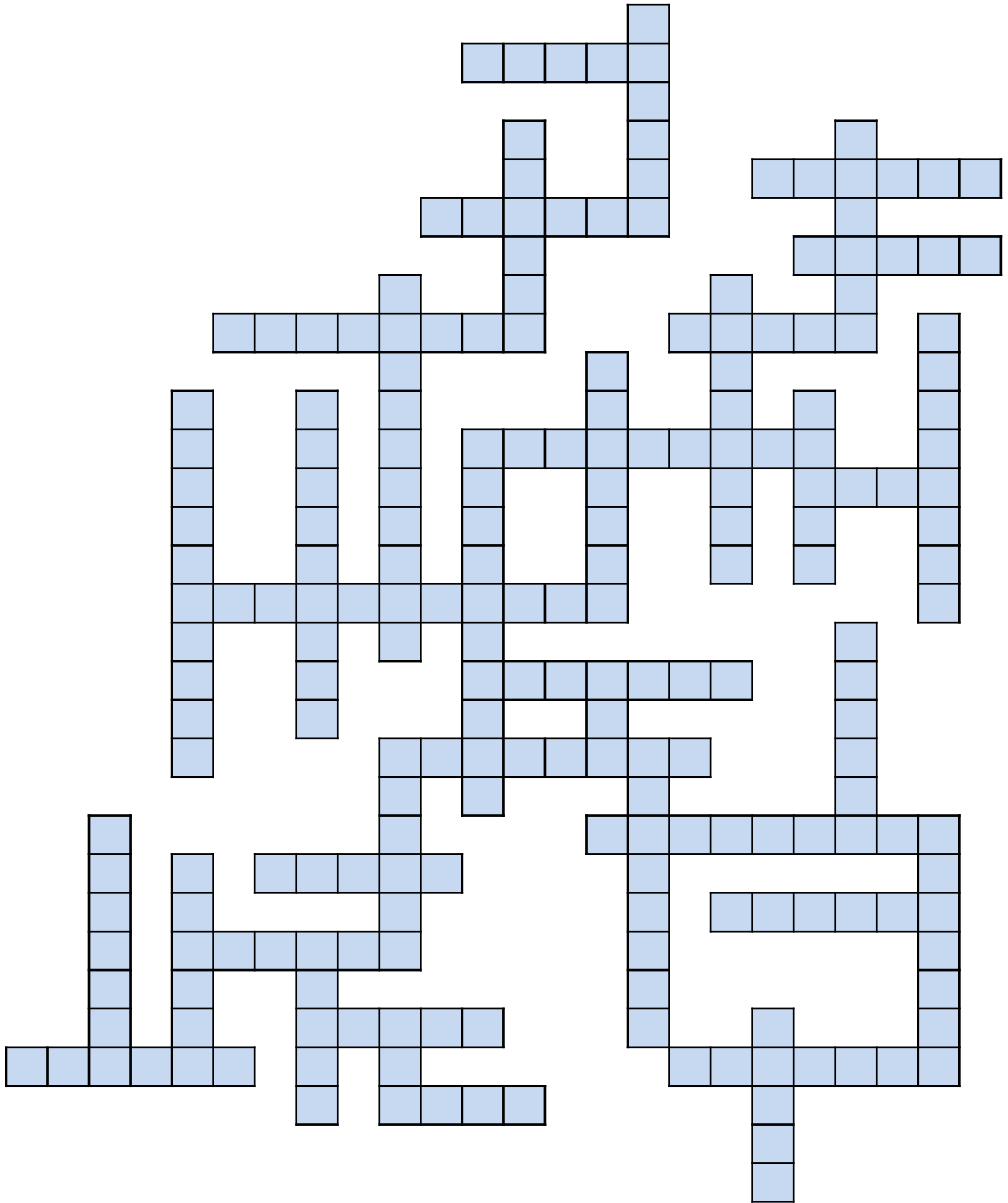
- ACUTE
- ALONE
- APPRENTICED
- BALEFUL
- BOSOM
- CARAFE
- CHARACTER
- COMMISSION
- CUTTINGS
- DEN
- DOWN
- EAGER
- FLAGGED
- GAPED
- GUINEA
- HARDENED
- HEADSTRONG
- HORRID
- ILL
- INQUIRING
- JOLTED
- LEST
- LURCHED
- MONOMANIAC
- MONOTONY
- MOULD
- ORDER
- PARISH
- PISTON
- PORTER
- PROVINCE
- RASHNESS
- RUBBER
- SHUDDER
- SLINK
- STIMULANT
- TENFOLD
- TROUGH
- VEILED
- WHENCE

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



# Engineer's Thumb (Puzzle #5)

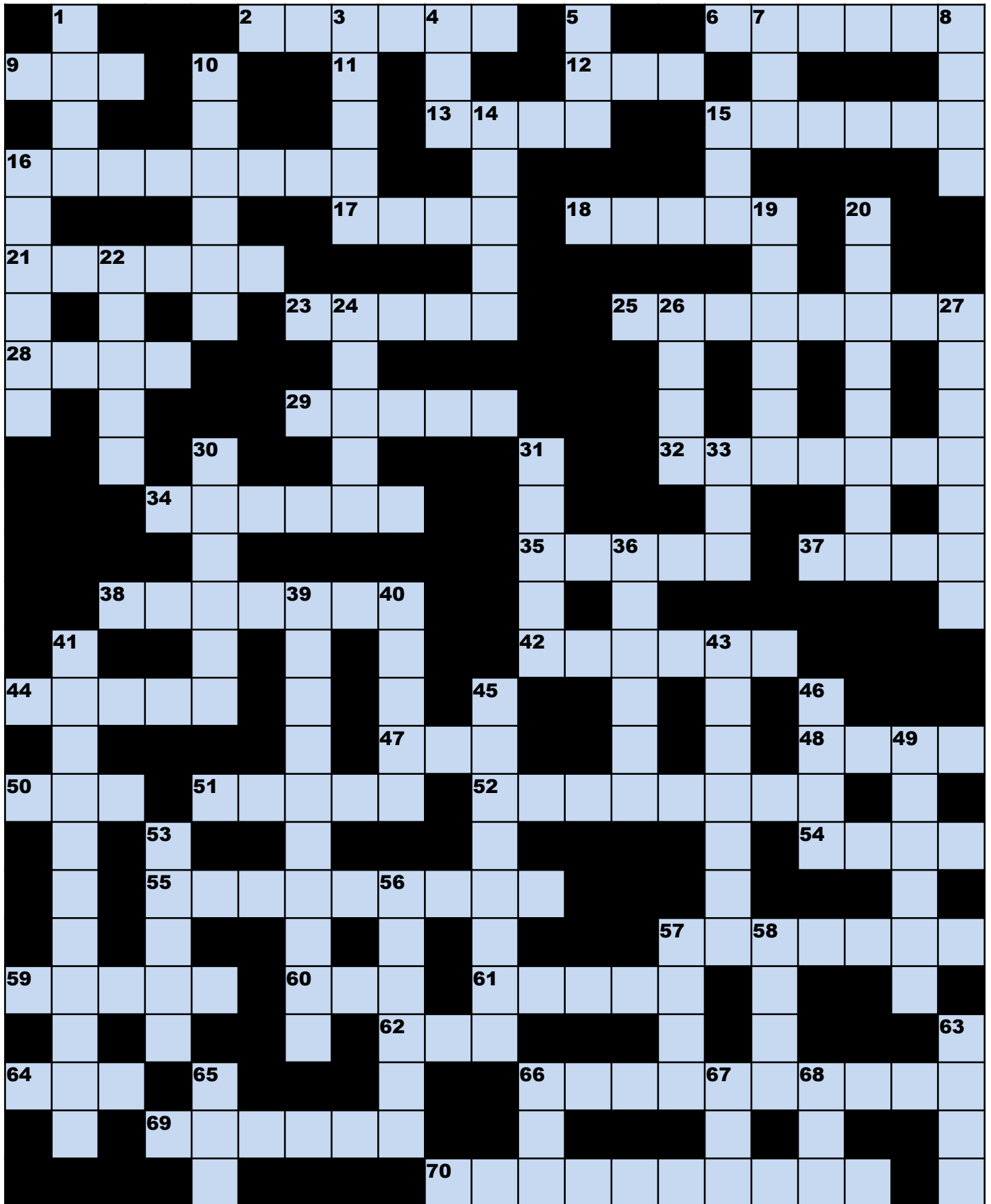
CRISS-CROSS: Fit each word into their proper place in the Framework.



- |       |       |        |        |         |          |           |             |
|-------|-------|--------|--------|---------|----------|-----------|-------------|
| DEN   | ALONE | ORDER  | JOLTED | TROUGH  | LURCHED  | MONOTONY  | STIMULANT   |
| ILL   | BOSOM | SLINK  | PARISH | VEILED  | SHUDDER  | PROVINCE  | COMMISSION  |
| DOWN  | EAGER | CARAFE | PISTON | WHENCE  | TENFOLD  | RASHNESS  | HEADSTRONG  |
| LEST  | GAPED | GUINEA | PORTER | BALEFUL | CUTTINGS | CHARACTER | MONOMANIAC  |
| ACUTE | MOULD | HORRID | RUBBER | FLAGGED | HARDENED | INQUIRING | APPRENTICED |

# Engineer's Thumb (Puzzle #6)

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



## Engineer's Thumb (Puzzle #6)

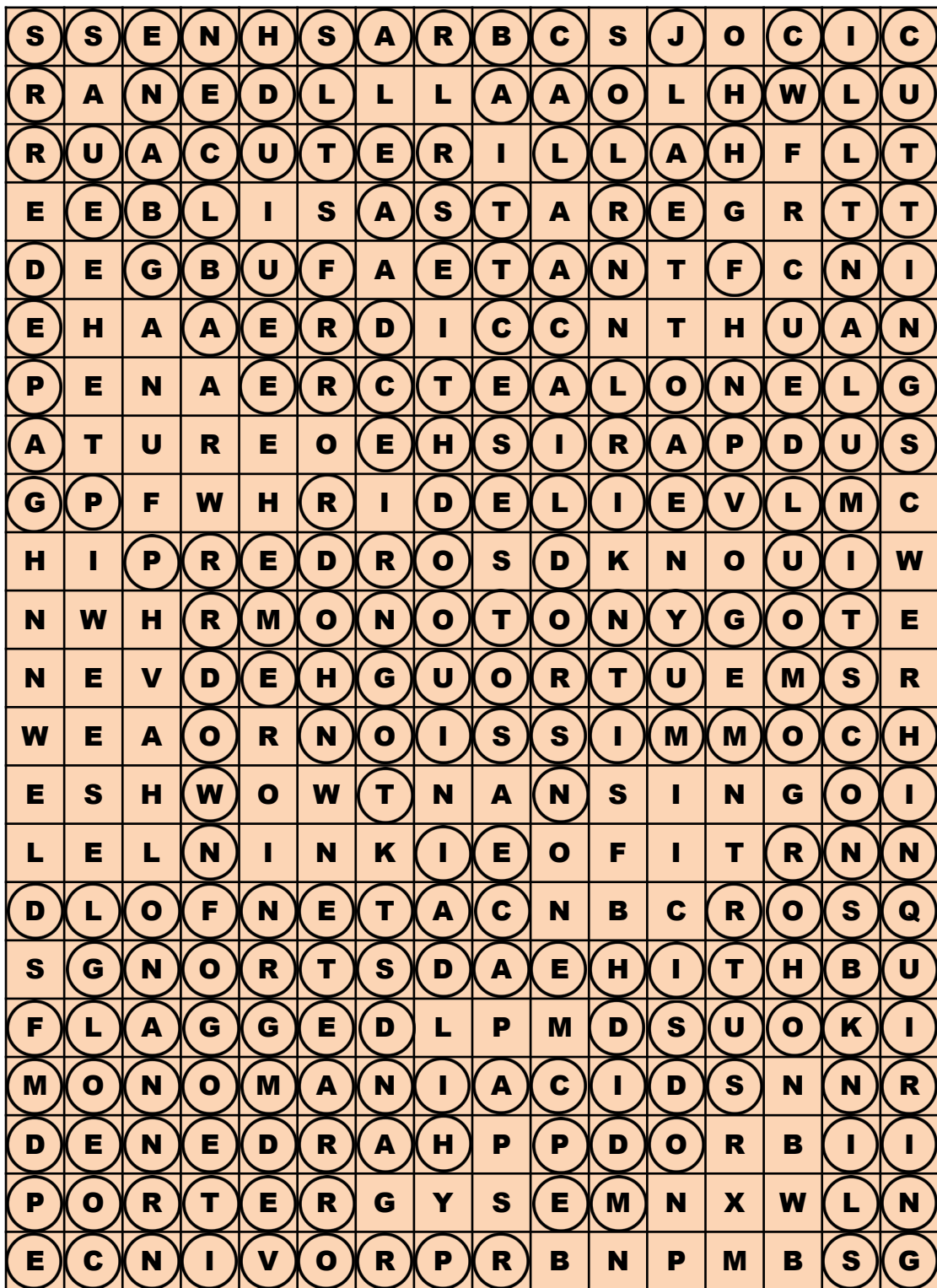
### Across

2. Short cylinder fitting closely within a tube in which it moves up and down against a liquid
6. Long, narrow open container
9. Thick cloud of tiny water droplets in the atmosphere
12. Make a mistake
13. \_\_\_\_\_ - down; place to sleep
15. Succeed in persuading or influencing someone to do something
16. Area of special knowledge, interest, or responsibility
17. Long, thin stick or rod
18. Fungi that often cause disintegration of organic matter
21. India - \_\_\_\_\_
23. Wanting to do or have something very much
25. Pieces from a larger piece after trimming
28. Test
29. Loving care and protection of
32. Ten times as great or as numerous
34. Moved with sudden lurches
35. Be or become wide open
37. Sort; kind
38. Rolled or pitched suddenly or erratically
42. Woody plants near the ground
44. Pay out money in buying or hiring goods or services
47. Exclamation of surprise
48. Rim of an object
50. Before the present time
51. Criminal act of setting fire to property
52. Acting too hastily or without due consideration
54. One of two children born at the same birth
55. Mental and moral qualities distinctive to an individual
57. Declined in interest
59. Quality of being religious or reverent
60. Neither \_\_\_\_\_
61. Feeling of listlessness and dissatisfaction arising from a lack of excitement
62. Join something to something else
64. Recent; not old
66. Order for something to be produced
69. From which; from where
70. Person with a pathological obsession with one idea or subject

### Down

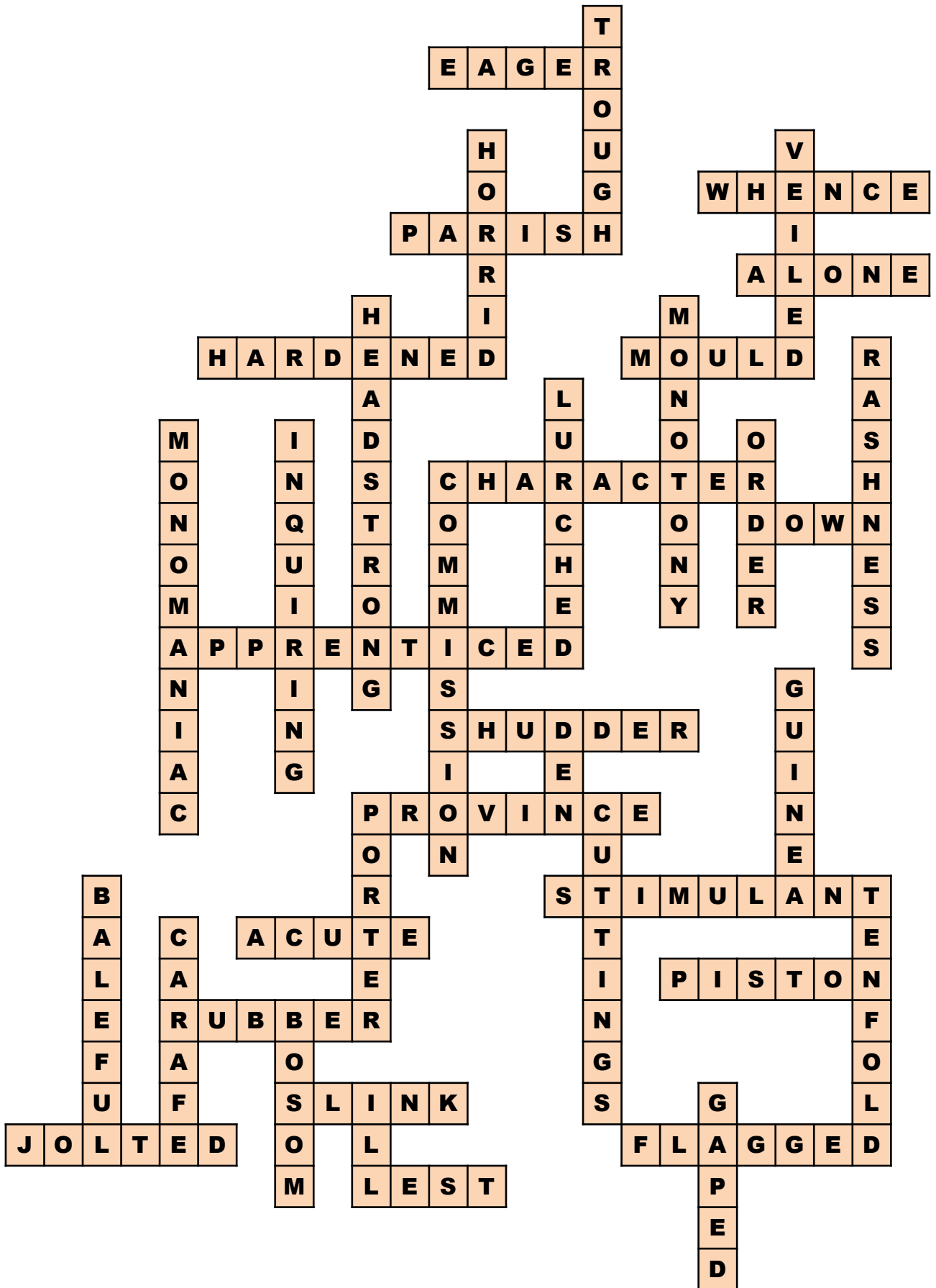
1. Relentlessly severe, stern, or gloomy
3. Cork for wine bottle
4. Out of the ordinary
5. Private room
7. Sped away
8. Take notice of something
10. Partially concealed, disguised, or obscured
14. State in which everything is in its correct or appropriate place
15. \_\_\_\_\_ - used
16. Attendant who carries travelers' baggage
19. Keep someone from proceeding
20. Lack of variety and interest
22. Strong gust of wind or air
24. Having no one else present
26. Particular item in a set
27. Tremble convulsively
30. Very unpleasant or disagreeable
31. Elevator transports
33. Termination
36. Small ecclesiastical area served by one Anglican church
39. Self-willed and obstinate
40. Long low sofa against a wall
41. Worked for another in order to learn a trade
43. Portending evil; ominous
45. Strengthened or made secure
46. With the intention of preventing
49. One pound plus a shilling
53. Keenly perceptive; discerning
56. Bottle used for serving water
57. Business; entity
58. Expression of grief, pity, or concern
63. On one occasion or for one time only
65. Timid; quiet
66. Ability to do something
67. Small lodging for travellers
68. Large body of water

# Engineer's Thumb (Puzzle #4)



SO ALL LIFE IS A GREAT  
 CHAIN, THE NATURE OF WHICH  
 IS KNOWN WHENEVER WE ARE  
 SHOWN A SINGLE LINK OF IT

# Engineer's Thumb (Puzzle #5)



# Engineer's Thumb (Puzzle #6)

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

	1	D			2	P	I	S	T	O	N		5	D			6	T	R	O	U	G	8	H						
9	F	O	G		10	V		11	C	D			12	E	R	R		A						E						
		U				E		R		13	14	D	O	W	N			15	I	N	D	U	C	E						
16	P	R	O	V	I	N	C	E										L					D							
	O			L				17	W	A	N	D			18	M	O	U	L	D			20	M						
21	R	U	22	B	B	E	R											E				O								
	T		L		D			23	24	E	A	G	E	R		25	26	C	U	T	T	I	N	G	27	S				
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50	E	R	E			51	A	R	S	O	N			52	R	A	S	H	N	E	S	S					U			
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											62	A	D	D						R		A							63	O
64	N	E	W			65	S								66	C	O	M	M	67	I	S	68	S	I	O	N			
		D				69	W	H	E	N	C	E					A				N		E						C	
						Y									70	M	O	N	O	M	A	N	I	A	C					E