

The library drawer

An original two-puzzle tabletop story

A fictional library drawer needs a word and a number. Solve both notes. This is a paper story; no real lock or door is involved.

Note 1: Use A=1, B=2, and so on through Z=26. Decode 3 - 1 - 20.

Word: _____

Note 2: Give amber, blue and green one different number each from 2, 3 and 5. Blue is greater than amber. Amber is greater than green.

Read the numbers in this order: green, amber, blue.

Number: _____

The library drawer answers

Facilitator copy - keep separate from the puzzle page

Word: CAT. The given alphabet rule makes 3=C, 1=A and 20=T.

Number: 235. Green=2, amber=3 and blue=5. The strict inequalities and three distinct numbers give exactly one assignment.

Hints: start with the smallest number for green; then check both comparisons. The solution was exhaustively enumerated. No independent human playtest or difficulty rating is claimed.