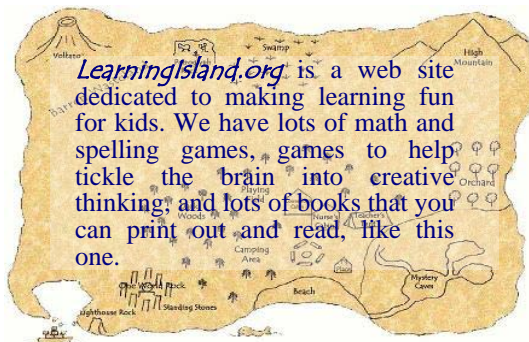




It was a quarter to twelve at night when Dr. Watson's doorbell rang. This could not be a visitor at so late an hour. A patient, evidently, and possibly an all-night sitting. With a wry face he went out into the hall and opened the door. To his astonishment it was Sherlock Holmes who stood upon the step.

That's when Watson was called onto the case of the crooked man. Using his awesome powers of observation and deduction he seeks out the clues and solves the case. Match wits with the famous detective and see if you can solve the case before he does.



LearningIsland.org is a web site dedicated to making learning fun for kids. We have lots of math and spelling games, games to help tickle the brain into creative thinking, and lots of books that you can print out and read, like this one.

Fiction
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THE CROOKED MAN



A Sherlock Holmes Mystery

by
Sir Arthur Conan Doyle

A LearningIsland.org
Classic Mystery