Stan Lee presents

DOCTOR STRANGE

MYSTIC NUMBER PUZZLES

by Wayne Williams

Let the Master of the Mystic Arts guide you through puzzles of number skill!

MYSTIC MIND-BENDERS FROM THE OUTER DIMENSION

The Marvelous World of Doctor Strange

The Master of the Mystic Arts is here to guide you through startling puzzle adventures. Each puzzle is a new challenge involving patience and skill. All you need is a pencil to be on your way to hours of mad Marvel number fun.

Are you ready to match wits with the master? The action begins when you turn the page.

1. SOMEBODY TO COUNT ON

Numbers are no problem for some people. Solve the problems below, then find the solutions in the block of letters on the next page. When you have circled all of the solutions in the chart, the remaining un-circled letters reading across the chart row after row will spell out the name of someone who is not ruffled by number puzzles.

17 + 5 = _____   3 × 3 = _____

27 − 9 = _____   12 + 4 = _____

9 − 6 = _____   17 + 21 = _____

15 − 4 = _____   5 × 12 = _____

5 × 10 = _____   13 − 9 = _____

8 × 5 = _____   80 − 80 = _____

18 − 6 = _____   10 + 0 = _____

7 × 10 = _____   9 + 6 = _____

27 − 22 = _____   18 − 17 = _____

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

2. THE DOOR BACK FROM TIME

Doctor Strange steps through a Time Portal and encounters a lost time traveller who must exit back on the exact day that he entered. But the Traveller only knows that the year was 1970 and the following four clues. It has baffled him so far, but Dr. Strange uses each clue to eliminate incorrect days until one day is left. The month is obvious, isn't it?

1. It is not in the third week of the month.
2. The date is not an even number.
3. There are two different digits in the number.
4. There is not a 2 in the number.
5. It is not a Monday.

SUN	MON	TUES	WED	THUR	FRI	SAT
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

3. FORCE FIELD BREAKER

Doctor Strange is ensnared in a force field. Its hold can be cracked by discovering a number and then concentrating on that number. Solve the simple problems below and then look for the solution numbers in the squares on the next page. Cross out each answer that you find until only the one that will break the force field is left.

15	37	47	12	51
9	18	8	27	48
32	10	17	38	52
5	11	21	24	40
14	50	6	16	31

$$
\begin{array}{cccccccc}
13 & 62 & 44 & 25 & 8 & 16 & 6 & 12 \\
+34 & -11 & +\ 8 & \times 2 & \times 5 & +15 & \times 8 & -\ 6 \\
\end{array}
$$

$$
\begin{array}{cccccccc}
19 & 23 & 14 & 22 & 8 & 9 & 26 & 7 \\
-11 & -14 & -\ 9 & -12 & +\ 9 & \times 3 & +11 & \times 2 \\
\end{array}
$$

$$
\begin{array}{cccccccc}
15 & 9 & 27 & 8 & 8 & 27 & 26 & 8 \\
+\ 6 & \times 2 & -15 & \times 2 & +\ 3 & -12 & +12 & \times 4 \\
\end{array}
$$

$$9+5=\boxed{}\quad-5=\boxed{}\quad-2=\boxed{}\quad+1=\boxed{}\quad+12=\boxed{}\,-$$

$$5+3=\boxed{}\quad-7=\boxed{}\quad+22=\boxed{}\quad-12=\boxed{}$$

4. TEAMMATE

To battle the menace known as, 'He Who Stalks', Doctor Strange found it necessary to team up with somebody. To find out who, solve the problems on the opposite page working in progression so that the answers keep appearing in the bottom, thin-lined part of the rectangles. Then look for the letters that these answers represent on the code chart below. Putting each letter in the darker boxes will spell out the name of Strange's teammate.

A	B	C	D	E	F	G	H
1	2	3	4	5	6	7	8

I	J	K	L	M	N	O	P	Q	R
9	10	11	12	13	14	15	16	17	18

S	T	U	V	W	X	Y	Z
19	20	21	22	23	24	25	26
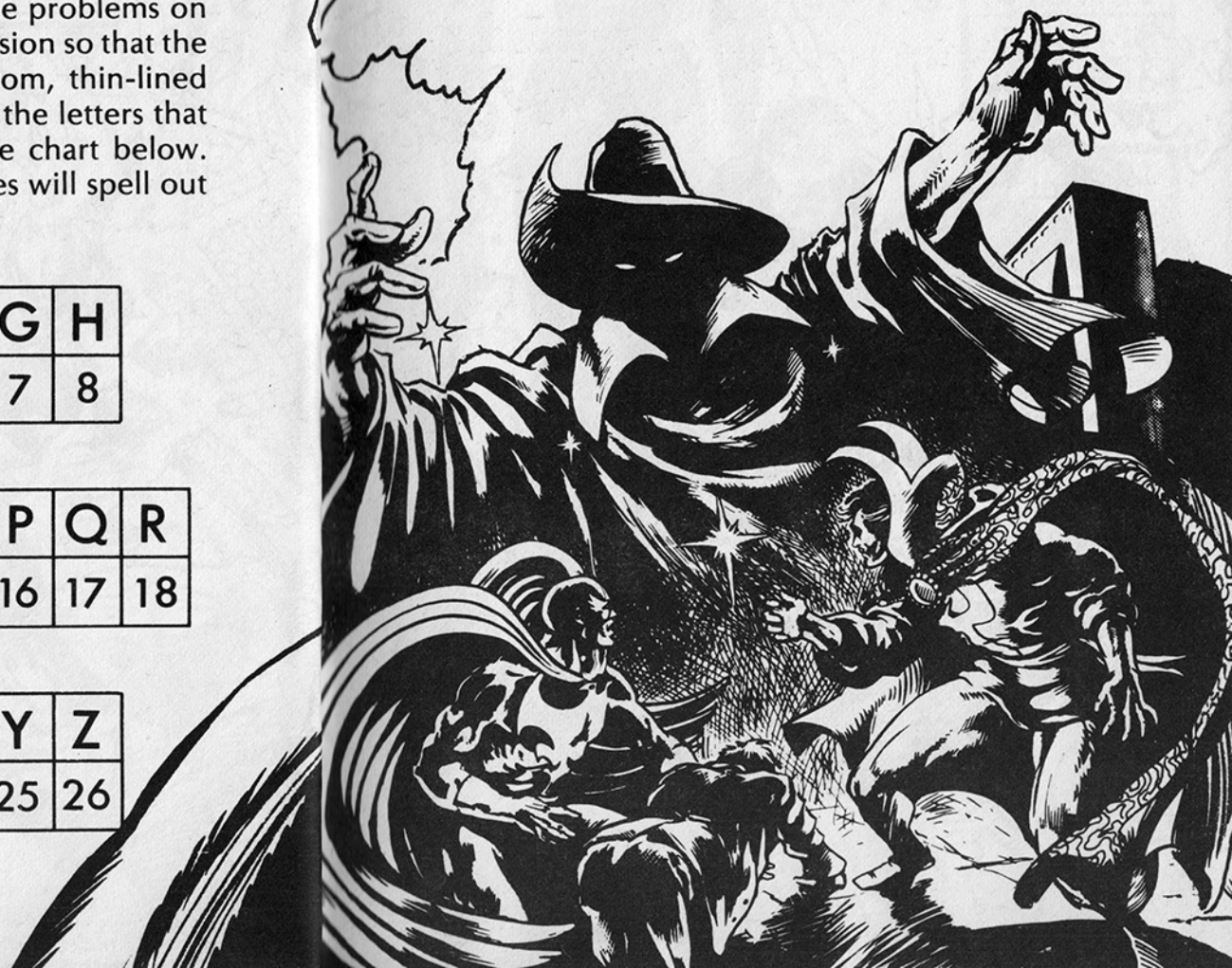
5. MISSING PERSON

Someone is missing and Doctor Strange wants to find out who it is. To find out who has been kidnapped, simply blacken in any rectangle containing a number that can *not* be evenly divided by the number on the left of each block of rectangles. When finished, the blackened rectangles will spell out the name of the victim.

÷2

29	13	71
15	26	14
45	30	24
77	46	38
11	7	23

÷8

68	40	72
54	24	56
14	64	32
9	48	16
20	26	46

÷9

29	31	91
13	54	63
46	50	18
42	81	27
37	38	40

÷5

51	12	11
22	35	13
31	16	84
43	50	27
18	60	4

6. RIGHT SOLUTION, WRONG PROBLEM

The Ancient One showed the four problems in the left column on the page opposite to Doctor Strange, who immediately pointed out that all of the solutions were wrong. But the Ancient One told him to look again. The solutions are correct as they are. However, the 4 digits that make up the top number and the 4 digits that make up the middle number are not in the proper order. Rearrange the digits in the top number and the digits in the middle number of each problem, so that their sum is as shown and correct.

```
  4 1 9 8            □ □ □ □
+ 5 2 1 8          + □ □ □ □
─────────          ─────────
  3 6 7 4            3 6 7 4


  5 3 6 1            □ □ □ □
+ 1 8 2 4          + □ □ □ □
─────────          ─────────
  9 7 4 1            9 7 4 1


  7 5 3 6            □ □ □ □
+ 1 6 7 2          + □ □ □ □
─────────          ─────────
  9 3 5 2            9 3 5 2


  7 4 2 3            □ □ □ □
+ 9 1 8 4          + □ □ □ □
─────────          ─────────
  7 2 6 5            7 2 6 5
```

7. STYGYRO'S SUM SEARCH SNARE

His life in danger, Dr. Strange must solve his first Sum Search under exceedingly adverse conditions. His release from Stygyro's snare depends on his ability to find the fourteen 4-digit numbers in the grid on the next page. However, he only knows the first two digits of each number. Fortunately he discovers that the sum of the first two digits and the last two digits is always 100. e.g. 36 + 64 = 100, 76 + 24 = 100 etc. So Doctor Strange breaks Stygyro's snare but he'll be back with more.

4	1	4	2	6	8	3	1
2	6	7	7	8	4	7	5
0	1	6	1	3	8	4	1
1	2	2	3	2	7	7	5
4	0	4	4	2	9	3	8
8	2	6	9	2	5	2	7
6	5	5	9	7	4	7	8
4	6	5	8	8	2	1	6

3 6 _6_ _4_   1 2 __ __

7 6 _2_ _4_   5 4 __ __

1 4 __ __   8 5 __ __

7 7 __ __   4 6 __ __

4 2 __ __   2 6 __ __

2 9 __ __   7 3 __ __

2 2 __ __   8 8 __ __

8. NO. PROBLEM

Anagrams are no problem for Dr Strange, whose mind's eye corrects scrambled letters so that he actually sees the words in their corrected form. These scrambled words spell numbers. Unscramble each one and insert one letter at a time in the horizontal boxes. When you have finished, read down the darker boxes to see the name of one of Strange's mightiest opponents.

HYGITE

TINNEY

INILBLO

TENSYEV

TYFIF

VETELW

VEENLE

GITHE

TYNEWT

VEENS

REHET

9. NUMBER LOCK

Dr. Strange encounters a door sealed by a number lock. Only one number button can be pushed safely to open the door. All others mean death. To open the door notice that every number in the circle of squares is the sum of 2 numbers in the cross of squares......except two. Find the two numbers in the circle that are not the sum of 2 numbers in the cross, then add them together. The sum will be a number in the circle of squares that can be safely pushed to open the door.

	4	
19	6	16
	28	

32	18	22	25
47			20
23			44
34	10	26	35

10. NUMBER WEB

A Number Web entangles Doctor Strange in space in the vicinity of a star about to go nova. Strange must fit all of the numbers below into the web on the opposite page. They are grouped according to the number of digits. By the Sacred Vishanti, Strange did it in less than 15 min.! Can You?

4 Digits	5 Digits	6 Digits	7 Digits	9 Digits
1071	03822	588924	3041525	004994542
2280	10732	928191	3517748	128039132
3640	22610	945132	5464615	386575871
4346	26436	966775	8776655	
6931	28901			
7519	37590			
8064				
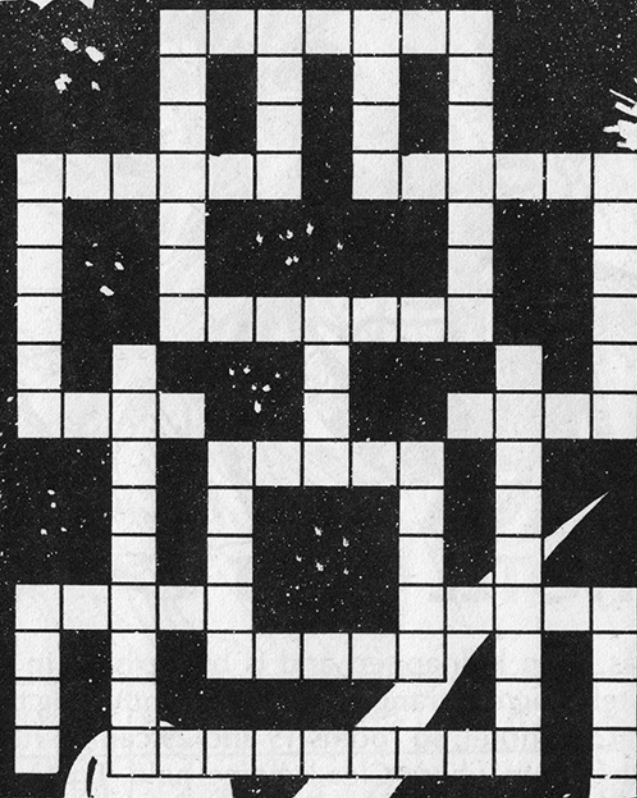
11. HOTEL HUNT

Clea has been kidnapped and is being held in the Star Hotel. Doctor Strange and his servant Wong take rooms at the hotel, so rooms 19 and 29 can be ruled out as the room where Clea is being held. Try to determine from the clues below in which room she is being held. Eliminate the rooms in which she could not be until only one is left.

1. Both digits in the number of the room are not the same.
2. There is not a 7 or a 3 in the room number.
3. The room number is not a multiple of five.
4. She is not being held in an even numbered room.
5. The room number doubled would be less than 100.
6. The room number is not evenly divisible by 7.

80	81	82	83	84	85	86	87	88	89
70	71	72	73	74	75	76	77	78	79
60	61	62	63	64	65	66	67	68	69
50	51	52	53	54	55	56	57	58	59
40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
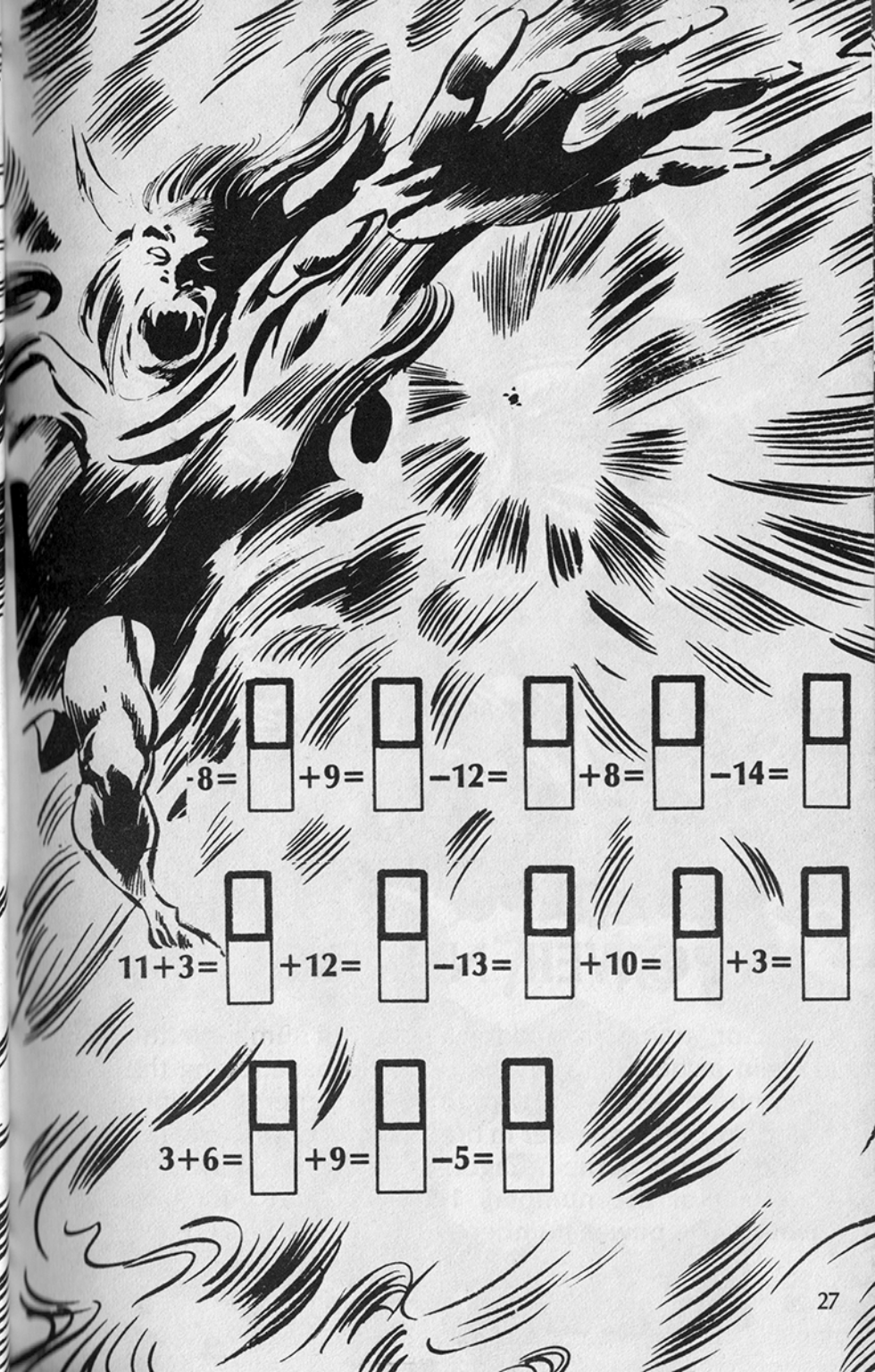
12. A FIGHT TO THE DEATH

One of Doctor Strange's fiercest enemies has challenged him to a fight to the death. To find out who, solve the progression code on the next page. As each solution goes in the lower, thin-lined half of the rectangles, look on the chart below to see what each number represents. When you have all of the letters in the top, darker-lined half of the rectangles, you will see who has challenged Doctor Strange.

Z	Y	X	W	V	U	T	S
1	2	3	4	5	6	7	8

R	Q	P	O	N	M	L	K	J	I
9	10	11	12	13	14	15	16	17	18

H	G	F	E	D	C	B	A
19	20	21	22	23	24	25	26

-8= +9= −12= +8= −14=

11+3= +12= −13= +10= +3=

3+6= +9= −5=

13. POWER NUMBER

Doctor Strange has hidden a powerful number in the chain of hexagons on the opposite page. Using the numbers 1-2-4-7-11, add any two of them together and you get a number in the hexagon chain. Find the one number in the hexagon chain that is not the sum of two of the numbers 1-2-4-7-11 and you have found the power number.

12 15 8 6 11 3 7 18 5 13 9

14. GEOMETRIC WEB

Rama Kaliph and Lord Phyffe are stumped by this geometric Number Web. Eventually they have to call on Doctor Strange for help. The numbers have been grouped according to number of digits. Fit them all into the web on the next page.

4 Digits	5 Digits	6 Digits	7 Digits
0154	00168	104825	3570183
2002	12191	316277	4370681
3647	15381	409321	5872106
4526	26921	865752	7589432
4590	33687		
6325	60498		
8803	64324		
9375	65942		
	76124		
	76172		
	79438		
	98090		
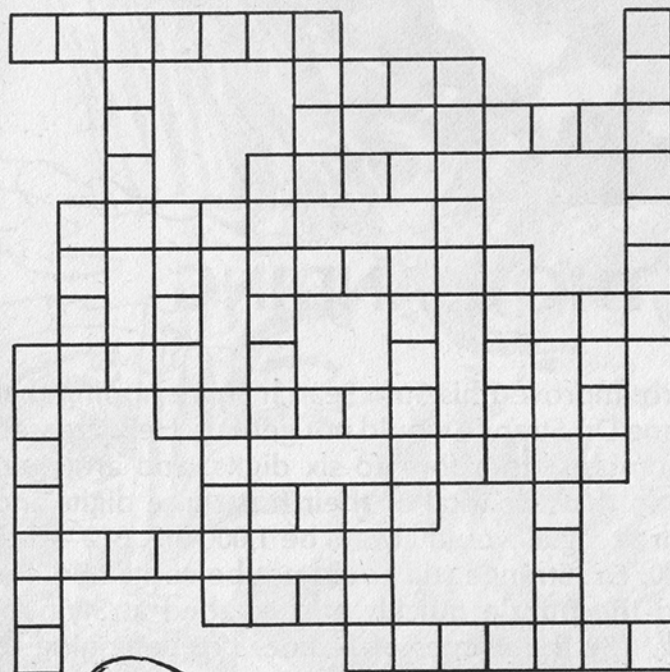
15. THOUSANDING

Stygyro improved his Sum Search Snare hoping that this time Dr. Strange would not get out. He increased the numbers from four to six digits, and arranged them so that the total of their first three digits and last three digits would always be 1,000 e.g. 812 + 188 = 1000. Dr. Strange still could not be contained. He solved the puzzle quickly and laughed at Stygyro, saying, "By the Flames of Faltine, I'm beginning to enjoy your problems, Stygyro!"

8 1 2 _____   7 4 4 _____

5 3 8 _____   5 0 4 _____

7 4 1 _____   3 5 5 _____

5 8 2 _____   8 2 8 _____

1 9 8 _____   6 2 8 _____

4 0 3 _____   1 7 7 _____

2 0 5 _____   3 7 1 _____

8	2	1	2	1	4	1	6	8
6	8	8	7	7	1	7	3	6
6	3	1	4	5	3	7	2	7
7	5	4	2	6	4	8	3	5
9	4	2	7	1	0	2	2	4
2	0	8	2	1	8	3	5	6
6	2	5	4	2	9	3	9	5
1	9	8	8	0	2	9	0	5
7	5	1	0	5	3	4	8	3
3	7	0	5	7	4	5	0	9
2	9	1	2	9	3	2	9	1
9	3	4	6	5	2	4	4	7

16. A HOUSE DIVIDED

There is trouble in the Sanctum Sanctorum. Baron Mordo has influenced someone under hypnosis, and plans to use his subject to trap Doctor Strange. Who is Mordo's helpless pawn? Each of the four sections of squares on the next page represents a letter. In the top section of squares, blacken in the squares containing numbers evenly divisible by seven. In the second (section of squares), blacken in the squares containing numbers evenly divisible by six. In the third (section), numbers divisible by 3, and in the fourth (bottom) letter section, divisible by 4. The remaining unblackened squares will spell out the name of Mordo's unwilling pawn.

÷7

58	70	56	35	27
17	63	40	7	16
8	21	15	49	47
41	29	37	50	22

÷6

14	63	20	26	25
68	18	54	42	16
58	30	12	48	40
56	34	44	64	86

÷3

8	41	26	20	34
59	21	9	48	40
23	24	3	42	13
43	6	15	57	10

÷4

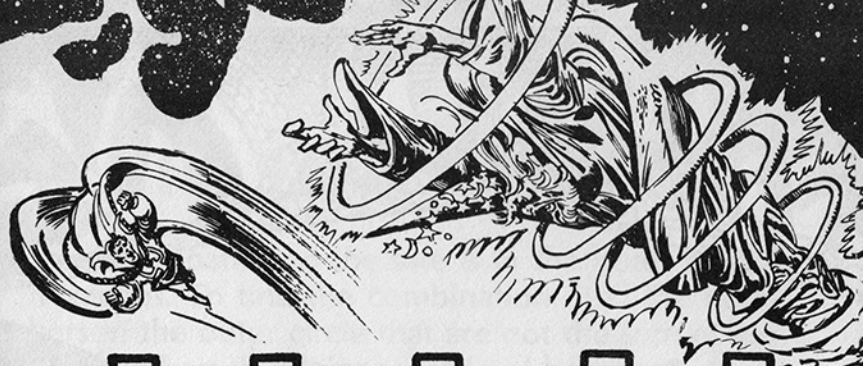| 15	26	11	5	9
14	52	20	60	32
66	12	36	34	82
18	21	2	13	29

17. UNCONTAINED STYGYRO

Doctor Strange used something to try to hold Stygyro, but without success. To find out what it was, solve the progression code on the opposite page. As each solution goes in the lower, thin-lined part of each rectangle, refer to the chart below to see what letter each number represents. When you have put each letter in the Darker-lined top half of the rectangles, you will know what Strange tried to use against Stygyro.

Z	F	U	Y	B	N	M	T
1	2	3	4	5	6	7	8

H	D	A	S	L	Q	X	G	P	C
9	10	11	12	13	14	15	16	17	18

V	J	R	I	W	K	E	O
19	20	21	22	23	24	25	26

$13+8=\square \quad +1=\square \quad -16=\square \quad +10=\square \quad -4=\square$

$14+12=\square \quad -24=\square$

$17+4=\square \quad -10=\square \quad +5=\square \quad +0=\square \quad -5=\square$

$7+3=\square \quad +16=\square \quad -5=\square \quad -0=\square$

18. THE SAFE

The combination to the safe is in the outer ring of hexagons. To find the combination, find the numbers in the outer circle that are not the sum of any two numbers in the inner circle of hexagons.
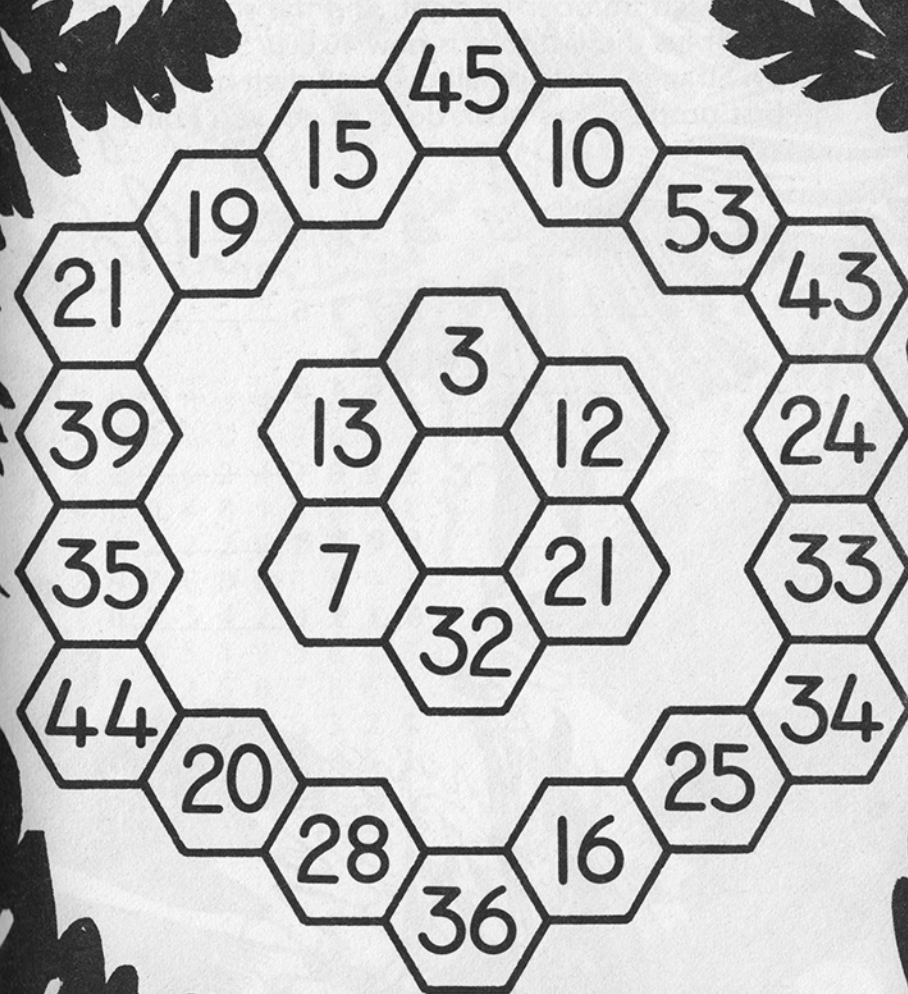
19. TO SNARE THE SORCERER SUPREME

Must the Prince of Sorcerers bow to the Sorcerer Supreme? Stygyro once again tries to hold Doctor Strange in a Sum Search Snare. He has increased the digits in each number to eight, and the sum of the first four plus the last four is now 10,000. See if you, like Dr. Strange, can find all twelve 8-digit numbers. The first problem has been done to get you going.

7 3 1 4 2 6 8 6   4 3 0 6 _ _ _ _

5 3 6 2 _ _ _ _   8 7 3 6 _ _ _ _

3 9 3 3 _ _ _ _   2 6 4 9 _ _ _ _

7 3 2 1 _ _ _ _   3 1 2 2 _ _ _ _

1 5 6 1 _ _ _ _   6 8 6 8 _ _ _ _

2 3 8 5 _ _ _ _   6 3 5 1 _ _ _ _

```
7 9 5 8 3 4 3 6 7 4
2 3 1 3 8 6 8 6 9 6
9 2 1 6 2 4 7 6 9 2
4 6 0 4 8 1 5 8 0 1
6 1 2 2 2 6 2 7 5 6
3 9 7 6 0 6 3 3 9 3
1 0 8 3 4 2 8 1 5 7
5 7 4 5 1 9 5 6 4 8
3 1 2 2 6 8 7 8 6 3
6 2 6 7 5 3 6 3 2 4
3 7 2 1 6 9 1 8 5 1
9 3 4 8 1 6 5 1 0 1
```

20. A SUPPORTING STAR

One of the Universe's most powerful beings, a living star, lends Doctor Strange a hand in a battle with The Creators. Each of the rectangles on the next page represents a letter in the star creature's name. Simply blacken in all the squares containing a number that can be evenly divided by the number above (top row) or below (the bottom row). When finished, the blackened squares will spell out the name of the Star being.

÷2

14	36	18
4	19	2
8	12	46
74	21	52
92	27	38

÷3

42	18	24
33	17	48
15	30	12
27	46	22
21	35	19

÷4

20	68	32
52	41	8
12	48	24
72	19	16
40	23	80

5	23	14
80	54	8
15	3	27
30	43	73
55	50	10

18	13	26
42	62	47
24	56	21
72	35	11
30	60	48

28	42	21
56	17	63
14	35	7
70	22	77
84	27	49

÷5   ÷6   ÷7

21. THE CREATORS

The Creators have control over something that Doctor Strange would like to wrest from them. To find out what it is, solve this progression code. As you find the solution numbers that go in the lower, thin-lined half of each rectangle, use the code chart below to determine what letter each solution number represents. Then, when all of the letters are put in the darker top half of the rectangles, you will know what Doctor Strange is trying to get away from the Creators.

Q	R	S	T	U	V	W	X
1	2	3	4	5	6	7	8

Y	Z	A	B	C	D	E	F	G	H
9	10	11	12	13	14	15	16	17	18

I	J	K	L	M	N	O	P
19	20	21	22	23	24	25	26

$7+6=\Box$ $+12=\Box$ $-22=\Box$ $+20=\Box$

$-4=\Box$ $-6=\Box$

$4+3=\Box$ $+11=\Box$ $-3=\Box$ $+0=\Box$ $+7=\Box$

$13+12=\Box$ $-9=\Box$

$9+4=\Box$ $+5=\Box$ $-7=\Box$ $+13=\Box$

$-7=\Box$ $-2=\Box$

22. TRIAD

Doctor Strange is trapped in a Triad Number Web. In order to escape, he must fit the 36 numbers below into the Number Web on the opposite page. The numbers have been grouped according to the number of digits.

4 Digits	5 Digits	6 Digits	7 Digits
0935	01720	008171	0239014
1238	19331	056812	8098209
1675	27501	456978	8621392
2435	33401	485810	9357072
3874	36354	927564	9405844
6697	42855		
7469	46120		
7471	46417		
8362	47537		
	51587		
	56283		
	67311		
	67890		
	75241		
	79489		
	86145		
	90129		
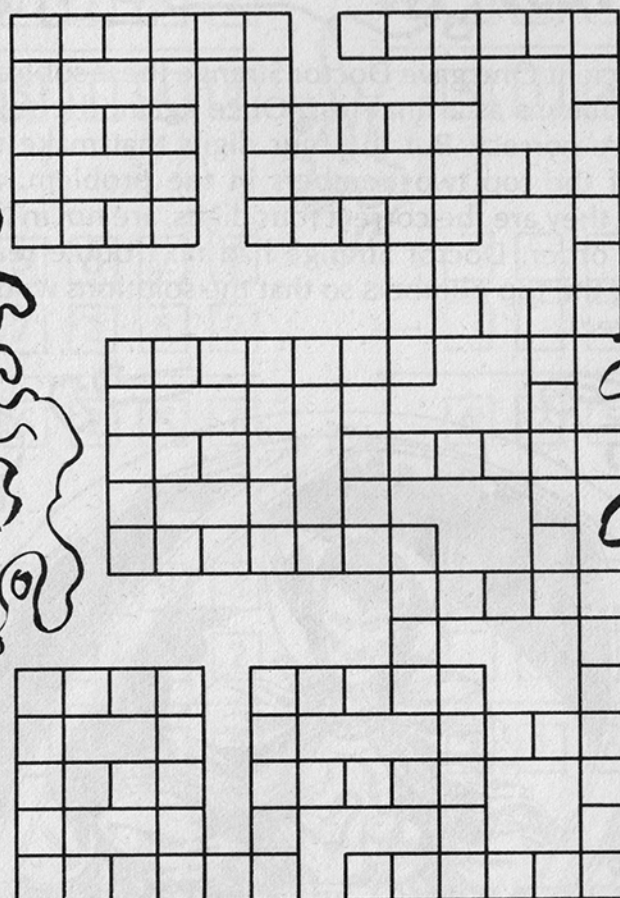
23. THE ANCIENT ONE'S TEST

The Ancient One gave Doctor Strange these subtraction problems as a final test. Once again, the solutions are correct. But the four digits that make up each of the top two numbers in the problem, although they are the correct four digits, are not in the proper order. Doctor Strange had no trouble rearranging the top numbers so that the solutions would be correct.

6	2	9	8
− 1	7	3	2
5	1	4	2

□	□	□	□
− □	□	□	□
5	1	4	2

5	6	2	9
− 7	3	5	2
6	2	5	1

□	□	□	□
− □	□	□	□
6	2	5	1

1	4	9	3
− 6	1	5	2
2	1	6	3

□	□	□	□
− □	□	□	□
2	1	6	3

6	1	7	4
− 7	6	3	2
4	6	5	3

□	□	□	□
− □	□	□	□
4	6	5	3

SOLUTIONS

1. SOMEBODY TO COUNT ON

DOCTOR STRANGE SORCERER SUPREME

2. THE DOOR BACK FROM TIME

FEBRUARY 13, 1970

3. FORCE FIELD BREAKER

The number is 24.

4. TEAMMATE

NIGHTHAWK

5. MISSING PERSON

26	14
30	24
46	38

40	72
24	56
64	32
48	16

54	63
	18
81	27

35

50
60

6. RIGHT SOLUTION, WRONG PROBLEM

$$\begin{array}{r} 1849 \\ + 1825 \\ \hline 3674 \end{array}$$

$$\begin{array}{r} 5613 \\ + 4128 \\ \hline 9741 \end{array}$$

$$\begin{array}{r} 6735 \\ + 2617 \\ \hline 9352 \end{array}$$

$$\begin{array}{r} 2347 \\ + 4918 \\ \hline 7265 \end{array}$$

7. STYGYRO'S SUM SEARCH SNARE
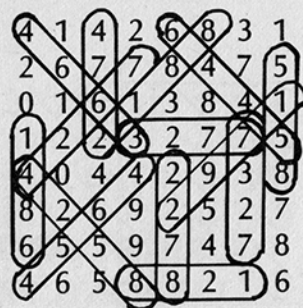
8. NO. PROBLEM

EIGHTY
NINETY
BILLION
SEVENTY
FIFTY
TWELVE
ELEVEN
EIGHT   IN-BETWEENER
TWENTY
SEVEN
THREE

9. NUMBER LOCK

The number is 44.

10. NUMBER WEB
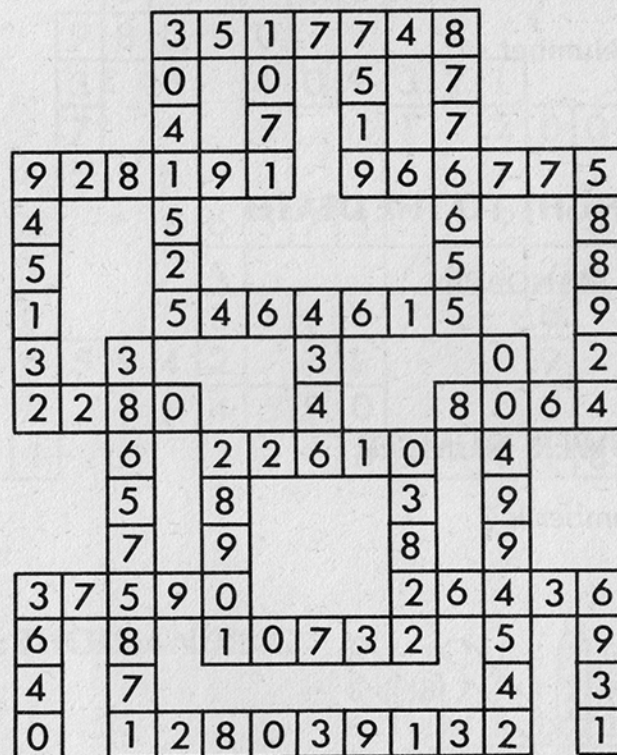
11. HOTEL HUNT

Room Number 41

12. A FIGHT TO THE DEATH

JAMES MANDARIN

13. POWER NUMBER

The number is 7

14. GEOMETRIC WEB
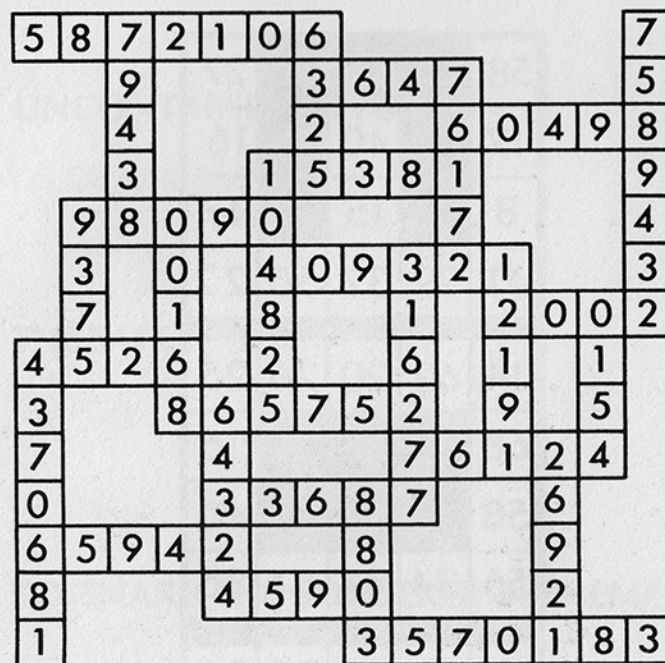
15. THOUSANDING
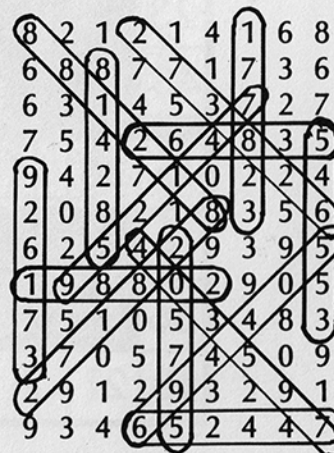
16. A HOUSE DIVIDED

58				27
17		40		16
8		15		47
41	29	37	50	22

14	63	20	26	25
68				16
58				40
56	34	44	64	86

8	41	26	20	34
59				40
23				13
43				10

15	26	11	5	9
14				
66			34	82
18	21	2	13	29

17. UNCONTAINED STYGYRO

RINGS OF RAGGADORR

18. THE SAFE

21   36   43

19. TO SNARE THE SORCERER SUPREME

20. A SUPPORTING STAR

19
21
27

17	
46	22
35	19

41
19
23

23	14
54	8
3	27
43	73

13	86
62	47
56	21
35	11

17
22
27

21. THE CREATORS

COSMIC WHEEL OF CHANGE

22. TRIAD

0	5	6	8	1	2		4	5	6	9	7	8
1		6		7				7				0
7	4	7	1		5	6	2	8	3			9
2		4		0				1	2	3	8	
0	9	3	5		1	9	3	3	1			2
								8				0
								7	9	4	8	9

9	4	0	5	8	4	4			6		
0			1		6				2		
1	6	7	5		4	8	5	8	1	0	
2			8		1				3		
9	3	5	7	0	7	2			9		
					4	6	1	2	0		
					3				2		

6	6	9	7		3	6	3	5	4		3
7			3			3		7	4	6	9
8	3	6	2		4	2	8	5	5		0
9		4		0			3				1
0	0	8	1	7	1	9	2	7	5	6	4

23. THE ANCIENT ONE'S TEST

```
  8 2 6 9
− 3 1 2 7
─────────
  5 1 4 2


  9 5 2 6
− 3 2 7 5
─────────


  4 3 1 9
− 2 1 5 6
─────────
  2 1 6 3


  7 4 1 6
− 2 7 6 3
─────────
  4 6 5 3
```