1135-H5-135   **Brittany Anne Carlson*** (`bcarl005@ucr.edu`). *Victorian Puzzle Addiction: "The Final Problem" as a Mathematical Puzzle.*

"Victorian Puzzle Addiction: 'The Final Problem' as a Mathematical Puzzle" examines the social conditions leading to the popularity of the Sherlock Holmes canon and the Victorian fascination with puzzles found in both detective fiction and recreational mathematics. This paper argues that Sir Arthur Conan Doyle's "The Final Problem," uniquely functions as both detective fiction and a mathematical puzzle, forcing its audience to think beyond the text to derive a solution to what game theoretical scholars term the "Holmes-Moriarty Paradox." In "The Final Problem," Holmes and Moriarty allegedly arrive at their untimely deaths, with no witnesses, at Reichenbach Falls. The "Holmes-Moriarty Paradox" arises out of the tensions leading to their deaths at Reichenbach Falls when the audience is confronted with the question of who will prevail and how: Professor Moriarty, who is an unstoppable evil genius, or Sherlock Holmes and his untouchable facilities of logic. This paper asserts that although Conan Doyle attempts to transcend the bounds of the short story genre with a witty paradoxical puzzle to distract his fans from the loss of Holmes, it is a failure, forcing Conan Doyle to revive him in "The Empty House." (Received August 01, 2017)