

A MURDER IN STORYLAND

Q HINT FILES

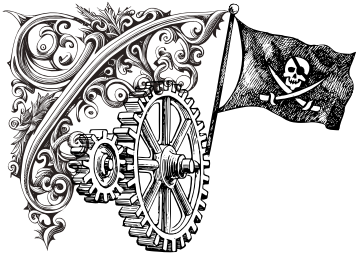
*One Puzzle Per Page

Table of Contents

Page

2. Victor's Machine/Electrical Switches
3. Oracle of Storyland/Frankenstein's Books/Ask A Question
4. Playing The Game/A Journey Through Storyland/The Mad Hatter
5. Mad Hatter's Tea Party
6. Sheriff of Nottingham
7. Maze/Find The Muse
8. Hall of Creators
9. Bram Stoker/Grid Puzzle in Newspaper
10. Necropolis Cemetery Ad/Connect the Dots
11. Witch/Submarine
12. Dupin/Cat Burglar Strikes Again
13. Dupin/Classifieds
14. Mystery Author in Book of Creators
15. Sherlock Holmes/Frankenstein Article
16. Seance and Chant
17. A Murder in Storyland





VICTOR'S MACHINE /ELECTRICAL SWITCHES

1. One of the first things you are told to do by the Mad Hatter is to find the combination of five switches to equal a very specific number.
2. Find the number in the Hatter's interview and pull the letters that correspond to the five switches that equal that number.





ORACLE OF STORYLAND /FRANKENSTEIN'S BOOKS/ASK A QUESTION

1. In order to determine more about the case and eliminate one suspect right off the bat, you need to retrace the gameplay of the six suspects and determine who won the game.
2. To gain more information about the gameplay movements, you will first need to consult the Oracle of Storyland.
3. The business card that says "Asks A Question" tells you how to contact the Oracle of Storyland.
4. You are given several statements on the card about several authors whose books are on Frankenstein's bookshelf.
5. Using the rules given on the business card, arrange the books of those authors correctly.
6. Once you have the books in the proper order, take the numbers from each of the titles and use those as the number that will contact the Oracle of Storyland.
7. Note: this game is replayable after the box is completed and can serve as a standalone game.

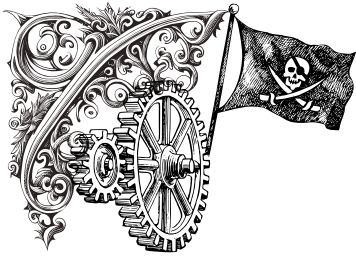




PLAYING THE GAME/A JOURNEY THROUGH STORYLAND/THE MAD HATTER

1. The Mad Hatter has asked you to determine which of the game players won 'A Journey Through Storyland' and to calculate their renown score in the game.
2. To do this, you must have first obtained each player's list of moves from the Oracle of Storyland.
3. Once you have that, set up the game board, put the Oz, Artifact, and Moriarty Cards in their appropriate places, and put all six game tokens at the start point.
4. Then, retrace each player's movements using what the Oracle of Storyland gave you and keep up with their renown score according to the rule sheet that is included in the evidence bag.
5. The Oracle will tell you what their dice roll was and what card they drew if they drew a card.
6. Once you have completed all players' moves and know who the winner is along with their renown score, you can let the Mad Hatter know.

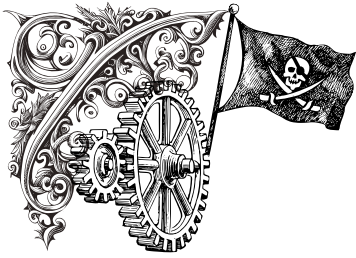




MAD HATTER'S TEA PARTY

1. After determining the winner of the game and their renown score, the Mad Hatter asks you to help him set up his tea party.
2. He provides you with a set of conditions that the tea party should follow.
3. Rearrange the letters around the table in a way that makes three words.



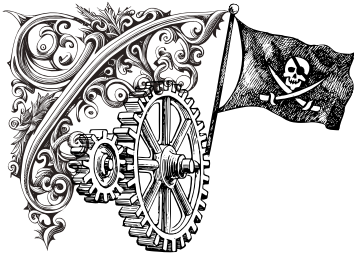


SHERIFF OF NOTTINGHAM



1. The Sheriff of Nottingham request that you provide the location of the winner of the 'Journey Through Storyland' game.
2. To do that you will need to help the Mad Hatter set up his tea party and speak to his special tea party guest.
3. Once you have unlocked the tea party, you should be able to provide the correct name of the place where the winner of the game is located.

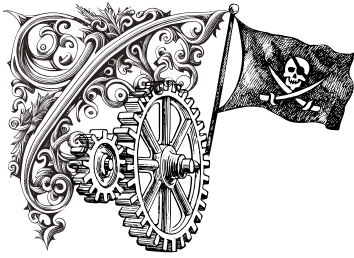




MAZE/FIND THE MUSE

1. In order to find out more about which suspects can be eliminated, you need to speak to The Muse, who resides in the Hall of Creators.
2. To do that, you have to follow a very specific path.
3. The winner of the Journey in Storyland game (that you speak to after completing the Sheriff of Nottingham's objective) tells you how to find The Muse, using a very specific set of directions.
4. Be sure to read through all the character cards in the evidence bag carefully.
5. The card that corresponds to the winner gives some useful information that applies to the set of directions, namely, to do the opposite of everything you were told.
6. Example: if you were told to go up, go down, etc.

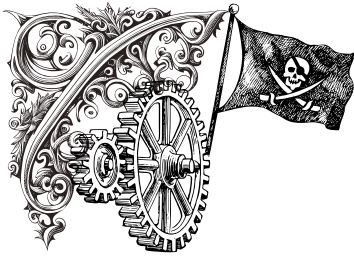




HALL OF CREATORS

1. The Hall of Creators has numerous authors that you will speak to.
2. Each of them will give you some needed information to help eliminate a suspect.

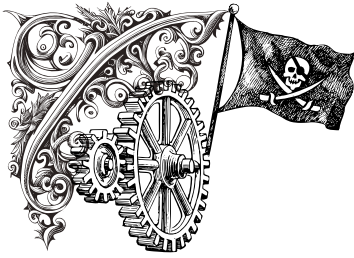




BRAM STOKER /GRID PUZZLE IN NEWSPAPER

1. Bram Stoker tells you that you can obtain more information about one of the suspects by “killing” his creation.
2. Dracula tells you what things are lethal to him. Those are the symbols on the left side of the grid to focus on.
3. Bram Stoker also gives you column headers to focus on, providing specific grid points to pull from in a specific order.
4. Example: Dracula first mentions that fire is lethal to him. Stoker gives you the order of skull, fangs, rat, etc...
5. By pulling those coordinates out of the grid (skull, fire) (fangs, fire) (rat, fire), you get the first three letters VAM.
6. Continue this process and eliminate a suspect with what you learn.

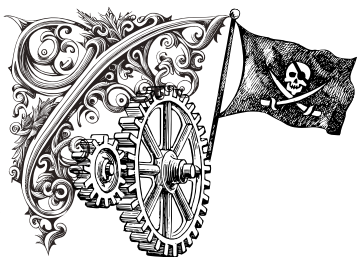




NECROPOLIS CEMETERY AD /CONNECT THE DOTS

1. Connect the dots in numerical order and get a phrase written in cursive letters.
2. You should notice the first two words of what you obtain are the same bold words on the tombstone in the Necropolis ad.
3. The connect-the-dots phrase should give you the password to unlock this and gain information that will eliminate a suspect.

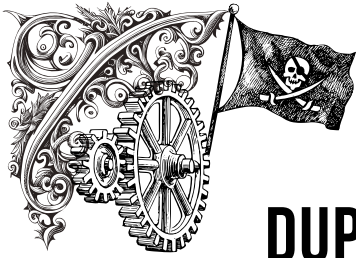




WITCH/SUBMARINE

1. The submersible/submarine is obviously a reference to submersible captain, Nemo.
2. In the Book of Creators, Jules Verne tells you something very specific about what his creation's name means in Latin.
3. He also tells you to convert letters to numbers, reference what Nemo's name means, and then convert back to letters.
4. Number the entire alphabet with A=1, B=2, etc, and assign those numbers to the letters on the submarine.
5. Now, by taking note of what Nemo's name means, eliminate that digit from every number you have.
6. This should change some of the numbers so that when you convert them back to letters again you obtain a message that tells you what to do with regard to the witch.
7. When you speak to the witch, you will eliminate a suspect.

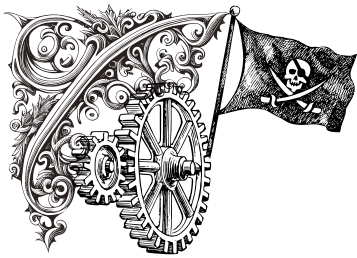




DUPIN/CAT BURGLAR STRIKES AGAIN

1. When you speak to Poe in the Book of Creators, he tells you to enlist the help of his detective, Dupin.
2. Dupin requires a code word to prove that you've actually got Poe's blessing.
3. Poe mentions using a raven to visit the dreams of Sir Arthur Conan Doyle.
4. Doyle mentions consulting Dr. John Watson, who has an article in the paper.
5. Doyle also mentions "Treasure Island," which specifically ties to Long John Silver.
6. Long John Silver talks a lot about the Black Spot and references one of the symbols in the newspaper article.
7. Pull all the letters that correspond to that symbol and provide the word to Dupin to enlist his help.

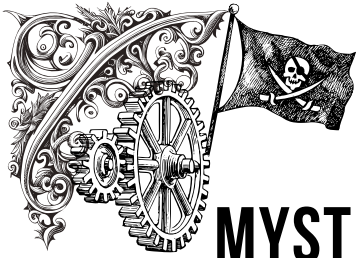




DUPIN/CLASSIFIEDS

1. After giving Dupin the correct code word and getting him to talk, he mentions some information that is 'classified'
2. He also provides a series of numbers in a grid-pattern.
3. You should notice that the grid is the same size as the classified ad section in the newspaper.
4. In each square, the number corresponds to what word you should pull out.
5. Example: upper left corner is 21. Count the 21st word and pull it out.
6. You should get a message that leads you to the mystery author in the Book of Creators.

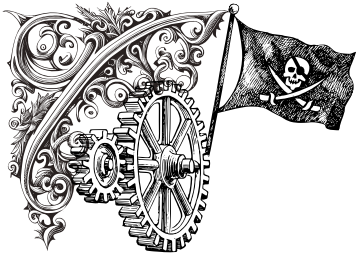




MYSTERY AUTHOR IN BOOK OF CREATORS

1. The classified ad puzzle (with Dupin) should tell you the name of the mystery author.
2. The mystery author will give you a phrase that is significant.
3. Take note of this. You will need it.

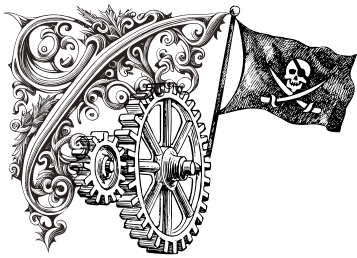




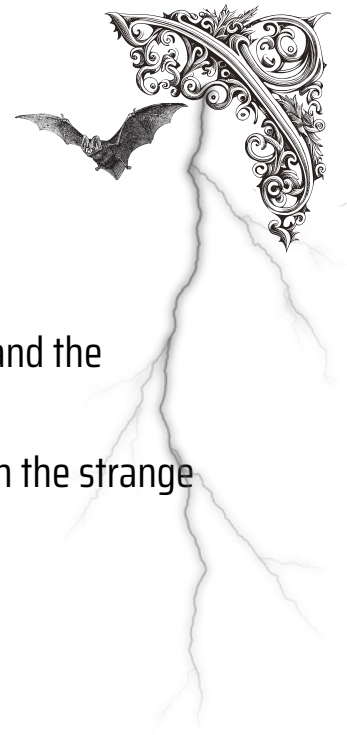
SHERLOCK HOLMES /FRANKENSTEIN ARTICLE

1. As a cruel joke on his most famous creation, Sir Arthur Conan Doyle tasks Sherlock Holmes with performing a seance to contact the dead spirit of Victor Frankenstein.
2. Holmes, although unhappy with the prospect, suggests a word or phrase that is significant to Frankenstein.
3. He mentions the Hatter's article and provides a clue about what to pull from the article.
4. Use the first letter of each line to obtain a phrase that Sherlock Holmes will use to contact the spirit of Frankenstein.
5. The directions Holmes provides will match up with the phrase the mystery author gave you.

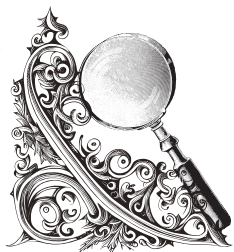


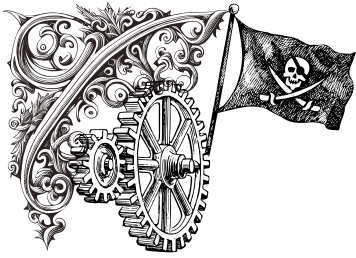


SEANCE AND CHANT



1. You will need to have solved/unlocked both Sherlock Holmes and the “Unknown Author” before you can do this puzzle.
2. Use the instructions Sherlock gives you to change the letters in the strange chant you are given.
3. You will get a three word message.
4. The first word will be, “The...”





A MURDER IN STORYLAND

1. After solving everything in the newspaper/last envelope, you should have eliminated all but one suspect.
2. Sherlock Holmes provides a shift for each letter of the phrase the mystery author provided, which gives you the answer to the second half of the mystery and tells you who is behind everything.

