

# A STRANGE OCCURRENCE AT CROWN HOUSE HINT FILES

\*One Puzzle Per Page

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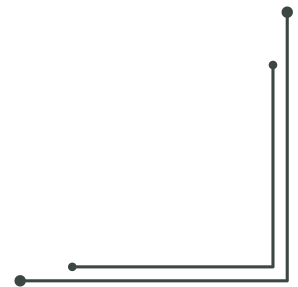
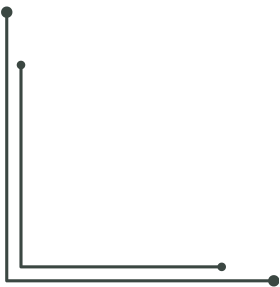
# STRANGE PICTURE AND BUSINESS CARD

1. Use the text on the back of the family doctor's business card with the picture of the Family(the animals in suits).
2. You are looking for two animals.
3. One doesn't have a hat, smokes, has eyewear, and one hand in his pocket. The other has a hat, nothing in their mouth, no eyewear, and both hands in pockets. Use these names with the word search.



# WORD SEARCH


1. You will need to have figured out which two animals the family doctor business card is talking about.
2. Once you have done that, find those two animals' names in the word search. They will appear multiple times. (Forward, backward, down, and up)
3. They will create four numbers you can use on the drawer. Use the two numbers from the first animal first, followed by the second animal.





# DRAWER

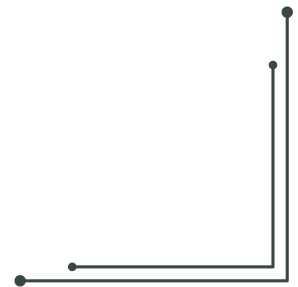
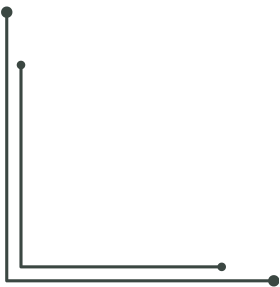
1. You need to solve the word search puzzle(see previous hint) in order to unlock this.





# CLOCK PUZZLE AND NOTES

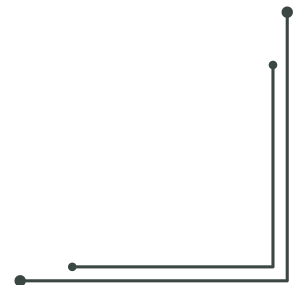
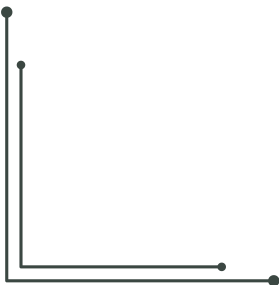
1. Read the typed paper, and then you will need to figure out what times are all mentioned.
2. Once you have done that, put those times on the clock. Example: the first time is 5:15, so the hour hand(LINE) would point to 5, and the minute hand(WORD) would point to 3.
3. Then, use the yellow paper to get the words you need. You will get 8 words.





# MESSAGE FROM NOTE

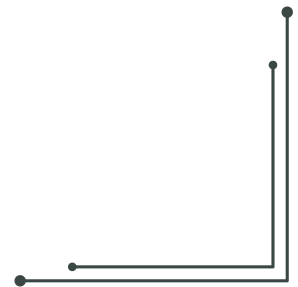
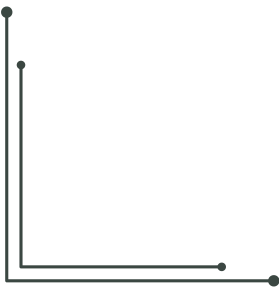
1. Read the typed paper and then figure out what times are all mentioned.
2. Once you have done that, put those times on the clock. Example: the first time is 5:15, so the hour hand(LINE) would point to 5, and the minute hand(WORD) would point to 3.
3. Then, use the yellow paper to get the words you need. You will get 8 words.






# PHONE

1. Listen to the voicemail. It will tell you what to do with the apps.
2. The lowercase letters are in order, so you just need to fill in the missing vowels. You might be able to get more than one word from a few of the apps, BUT when you look at them in context with the rest of the message, it will be clear what words to use.
3. The message will start with “Numbers for door are...” The message you get is 1 of 2 clues you need for the 5-digit door code.





# TEXT MESSAGE CONVERSATION

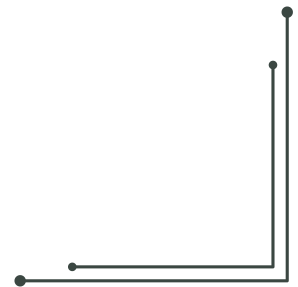
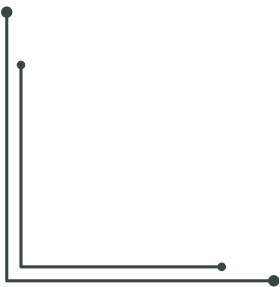
1. Cut out the text conversation pieces. Reorder them so that the conversation makes sense.
  2. Once they are in the correct order, look at the emojis and see if they connect to anything else you have. You will need to use them in the order they show up in during the conversation.
  3. Use them with the crime board.
- 





# CRIME BOARD

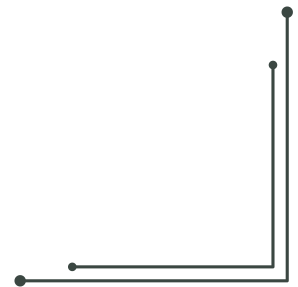
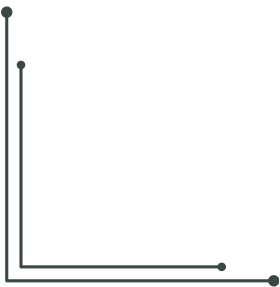
1. You will need to have the text message conversation in the correct order to solve this puzzle.
2. Match the emojis to the photos on the crime board to get the letters you need.
3. The message you get is 1 of 2 clues you need for the 5-digit door code.





# DOOR ONE

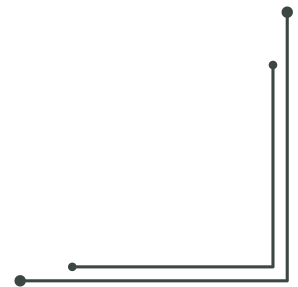
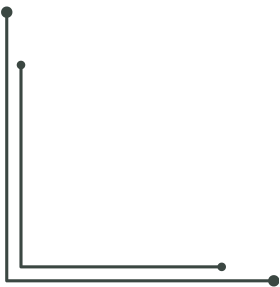
1. You need to have solved all of the puzzles in this section(see all previous hints).
2. You will get a key from the draw, it will have a letter and a number on it.
3. Use the three-letter word you got from the clock puzzle here.
4. Use the messages from the phone apps and the crime board to get the five-digit number code you need.





# CARDS

1. Watch the video and see where the cards move.
2. Tip: It is easier for most people to follow a smaller part of the puzzle than trying to take in everything all at once. So pick a color and follow those three cards to the end and not where they land.
3. Use the letters of the numbered cards to get a word. This will be used as part of the code to get out.



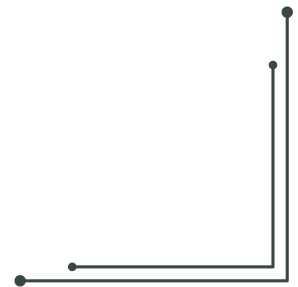
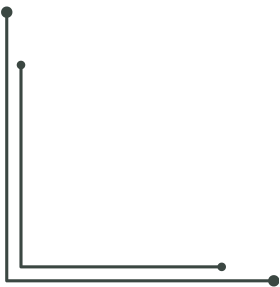
# BARTENDER

1. Read what the bartender has to say. Then, reread Carter's thoughts on the room.
2. The last part of Carter's thought on the room mentions Carter ordering drinks. You will also need to look at other things for the first part in order to figure out what drinks Carter ordered.
3. Carter ordered three drinks. Read the bartender for the first drink, then see what pairs with the food Carter ordered. Finally, look back at the typed paper that mentions a nightcap and look over the text conversation. Once you have solved this, there is a word in the bartender unlock you will need for the door.



# TRAINS

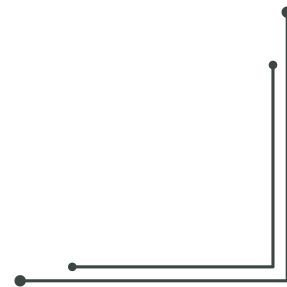
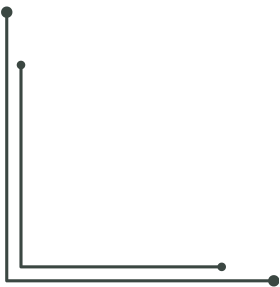
1. Read what the man dressed as a train conductor has to say.
2. You are looking for a path that hits less than 20 people. There is only one path that does this.
3. Start with the N and then E paths. Use the word you get with the door.





# REPORT CARD

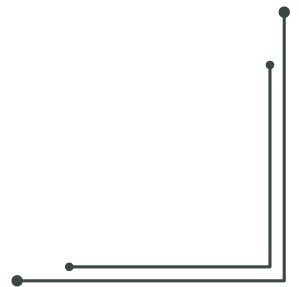
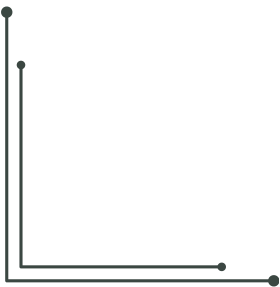
1. Read the note from Emily at the bottom of the report card.
2. Look at the letter grade Emily has for each subject she mentions.
3. You will get a word. Use it with the door.





# DOOR TWO

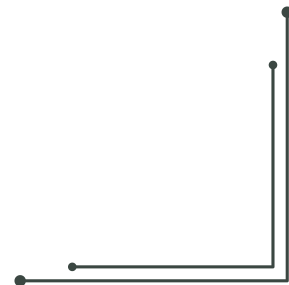
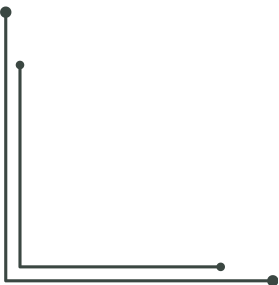
1. You need to solve the four other puzzles in the room before you try this.
2. Use the four words you get to fill in the correct blanks and use the circled letters as the password.





# CIRCUITS AND WIRES

1. Read what Travis has to say about the circuits and wires. Cut out the five circuit pieces.
2. There is only one combination that will meet all of the requirements Travis gives you.
3. Start with fifteen at A.





# SPIRAL

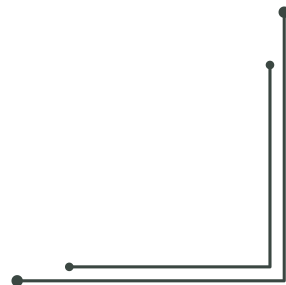
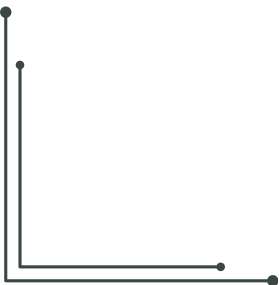
1. Read the message in the spiral, and on the other side, shade in the correct spots.
2. You will make a letter.



# GREY CARD




1. The text on the grey card is wrapped around it.
2. Once you read it, you will see it is a riddle.
3. The riddle will give you a letter.





# EYE COINS

1. Read the text on the back of the “Eye want to help” business card. There are several clues in the text on how to solve the eye coins. Cut out the eye coins. You can place them in the correct order by looking at the eyes. They go from closed to open.
  2. The comment about the “lowliest of creatures” refers to the ant. Look at the coins from the ant’s perspective. You will need to tilt each coin so it is almost flat. When you do, you will see words. The first coin gives you “Start with...”
  3. Do the math as you are reading them.
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# SOLUTION/ DOOR 3

1. You will need to have solved all the puzzles before you can do this.
2. Read the instructions from the circuit board unlock to know how to use the letters and numbers you have.

