

# THE CASE OF THE ANONYMOUS KIDNAPPER

## Q HINT FILES

\*One Puzzle Per Page

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# LINDBERG'S LOST SON/LIBRARY CHECK OUT

1. The first thing you are told to examine is the title page of the book about Lindberg's kidnapped son.
2. The note at the bottom tells you to 'follow the fish.' Note that the name of the publisher is Green Tuna Press.
3. Spell out the words Green Tuna Press on the grid on the title page.
4. The directions also emphasize "check out" which indicates the library checkout card will be used as well.
5. Note that the grid on the library check out card is the same configuration as the grid on the title page.
6. Take the pattern that you used to spell Green Tuna Press on the title page and apply that same pattern to the grid on the library checkout card.
7. You will obtain a name.
8. Use this name on the True Crime QR code on the Library Sections page.



# TRUE CRIME UNLOCK/NOTES PAGE/EXCALIBUR SHEET

1. In the true crime unlock, you find a second title page for a book called Abduction.
2. It mentions the phrase, "There were no kids in Camelot."
3. On the notes page, you have a drawing that indicates that a kid is another word for a goat.
4. On the excalibur sheet (features a sword), eliminate the letters of the word 'goat' from the code.
5. What is left will provide a message and unlock the 'fantasy' unlock.



# FANTASY UNLOCK/STRANGE SYMBOLS ON NOTES SHEET

1. In the fantasy unlock, you have a book called “Merlin’s Curse.”
2. You will notice a speech bubble showing the same sorts of symbols that are written on the “Notes” page.
3. In the book description, Merlin is credited as having said a specific phrase.
4. The phrase matches up perfectly to the symbols, thus providing a way to convert each symbol to the letter it corresponds to.
5. Use that to decode the message and unlock the ‘horror’ unlock.



# HORROR UNLOCK/MICROCHIP DIAGRAM ON NOTES SHEET

1. In the horror unlock, you have a strange arrangement of letters.
2. On the Notes page, you have a microchip drawing with a similar arrangement of numbers.
3. Imagine that the microchip could be placed atop the letter configuration on the title page of, "The Shining," and you could pull those letters in numerical order.
4. Use the numbers in order to pull the letters from the corresponding positions in the horror unlock.
5. You will obtain a password to unlock the 'sci-fi' portion.



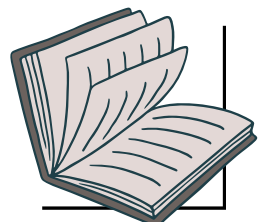
# SCI-FI UNLOCK/CODED MESSAGE ON NOTES SHEET

1. In the Sci-Fi unlock, you are given a key word.
2. On the Notes page, you are told what to do with that keyword.
3. So you would write the alphabet as follows: kevinabcdefghijklmnopqrstuvwxyz
4. This is what you will use to translate the message.
5. This will allow you to unlock the 'mystery' QR code.



# MYSTERY UNLOCK

1. One half of the password needed to unlock the flash drive can be found here.



# BOOKMARK

1. You will notice that the words on the front are all written in different types of fonts.
2. This provides the order that you take the letters from the code on the back.
3. Find all the letters that have the same font as the first word (It's) and write those down in order.
4. Take all the letters that have the same font as the second word (My) and write those down in order.
5. Continue this process until complete.
6. You will obtain the other half of the flash drive password from this.





# COMPUTER/FLASH DRIVE

1. You will need two words to unlock the flash drive.
2. One comes from the 'mystery' unlock.
3. The other comes from the bookmark puzzle.
4. Use both words to unlock the file and close the case.

