

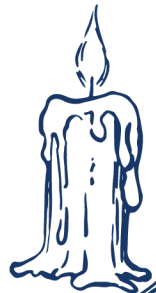
ANOTHER DARK AND STORMY NIGHT HINT FILES

*One Puzzle Per Page

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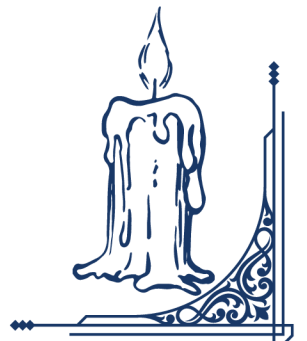
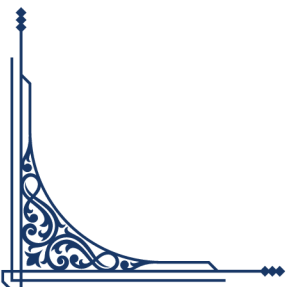
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CODED MESSAGE/NOTES

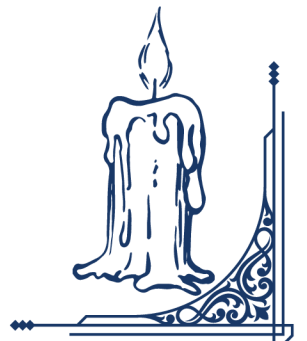
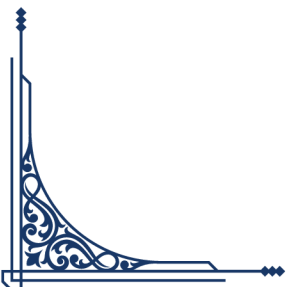
1. In her notes, the reporter assigns a specific animal to each staff member.
2. You will notice 4 letters written in red.
3. This provides the key to translating the message and determining which member of staff corresponds to which animal.





DETERMINING WHO STAYS IN WHICH ROOM/BOOK COVERS (FRONT)

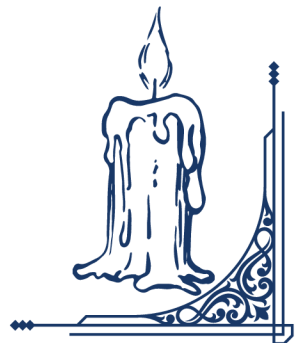
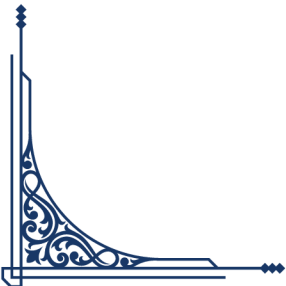
1. In the reporter's notes, one of the things she mentions is determining which Winterwood Manor staff member is staying in which room.
2. She tells you that the fronts of the book covers will be used for this.
3. Each book cover contains a puzzle that provides information about room assignments.





MY LITTLE SECRET (FRONT)

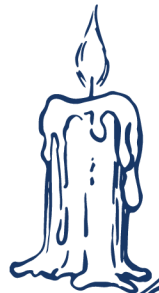
1. You will notice letters written on the back of the snake
2. Start at the head and follow the letters.
3. This will give you a message.





WHERE TRUTH LIVES (FRONT)

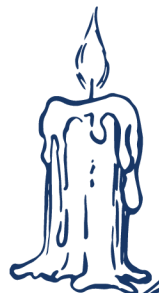
1. You should notice that four letters in Rosemary Clark's name are in red.
2. This provides the order that you should examine the letters in the book title.
3. Notice that there are small letters within the large letters of the book title.
4. Start with R, since it is the first letter in Rosemary Clark's name in red.
5. Pull all the letters from every 'R' moving through the book title. Note: there are two R's that you will use.
6. Do this for every red letter and you should obtain a message.





OLD CASTLE MYSTERY (FRONT)

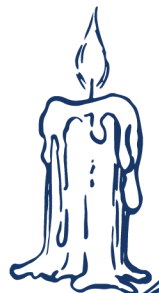
1. You will notice that numerous letters on the cover are in different colors.
2. You should also notice a series of colored circles at the bottom of the book cover.
3. These circles provide the order.
4. Pull all of the colored letters in order according to the order of the colored circles.
5. To begin, the first circle is green. So, pull all of the green letters going from top to bottom on the book cover.
6. Repeat this process for every color.
7. You will obtain a message.





THE MYSTERY OF THE UNTOLD (FRONT)

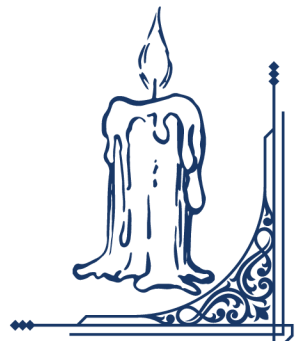
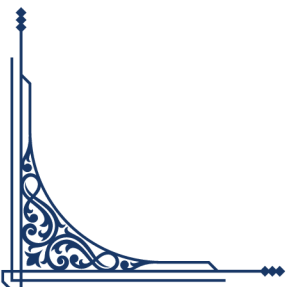
1. There is a code on the front of the book cover along with arrows pointing up and down.
2. Use the arrow direction to determine which way to move along the alphabet.
3. For example, the first letter is an 'a' and has an arrow pointing up. That means to move up the alphabet one letter which gives you the letter 'b.'
4. Repeat this process for every letter.
5. You should obtain a message.





ESCAPE ROOM (FRONT)

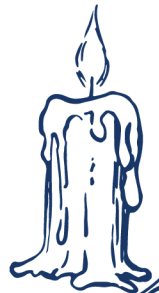
1. You will notice a code on the front cover.
2. Also the author's name is encoded.
3. Because you know who wrote this book (Rosemary Clark), you can determine what each letter of her name translates into and use that information to decode the message.
4. Note: if the letter isn't used in the name Rosemary Clark, then it doesn't change in the encoded message.





THE LOST ROOM (FRONT)

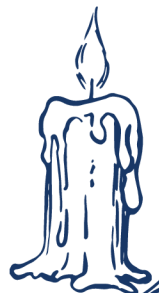
1. You will notice that there are letters in each of the panes of glass shown in the window.
2. There are also numbers beside each row of letters.
3. Rearrange the rows of letters in numerical order.
4. Read from left to right, top to bottom.
5. You should obtain a message.





HALLWAY/BLACKBERRY

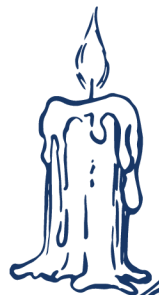
1. Once you have solved the puzzles on the fronts of all 6 book covers, you will know which room each of the staff members is staying in.
2. The Blackberry can only be unlocked by entering the numbers in order that correspond to the animals listed as the password hint.
3. If you have solved the cipher in the notes and all 6 book covers, you should have the information needed to unlock this.





BARBARA'S ACCOMPLICE

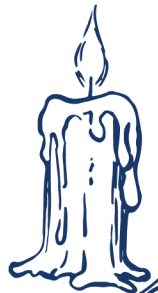
1. Once you have unlocked the Blackberry, you should be able to determine who the accomplice is by looking at the image on the Blackberry's wallpaper.
2. Also note the underlined word.
3. Using the initials of the accomplice and the underlined word, you should be able to unlock this to get more information about the reporter's accomplice.
4. Note: the accomplice tells you that you will be able to rule out certain members of the staff as potential murderers based on information found at various points of the treasure hunt.





TREASURE HUNT (6 PARTS)

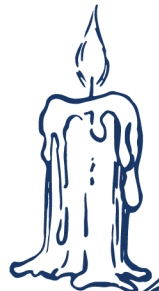
1. The treasure hunt that Clyde Winterwood set up is stretched out over 6 different clues.
2. In the reporter's notes, she tells you that she copied the information from original Winterwood documents to the back of the book covers, to preserve the original documents in case they might be worth money one day.
3. In her notes, the reporter tells you that the dates are important.
4. You will notice that a publishing date is listed on each book. Put these in chronological order to determine the order to work these.





MY LITTLE SECRET (BACK)

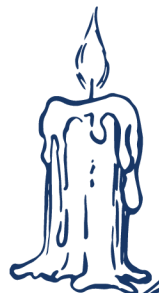
1. You are given a hint on this puzzle by the first three words.
2. Gun Safety is a term. Safety First is a term. Each subsequent word will relate to the one before it.
3. So the next term in the sequence will be First B_O_.
4. Once you have figured out what that is, then you can do the same thing with the next word in the sequence to get the circled word.
5. Follow the same process for the bottom set of words.
6. When you have both words, use them to unlock step 1 on the Treasure Hunt sheet.





WHERE TRUTH LIVES (BACK)

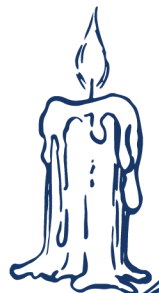
1. Once you have unlocked step 1 of the Treasure Hunt, you will have information from the red door.
2. This will be used with what you find on the back of book cover #2.
3. The word to pull from the clue on the back of cover #2 is the word alternate.
4. Merge the sets of letters on the back of the book cover with the sets of letters you find at the red door.
5. Example: the first letter on the first set of letters on the red door is 's' and the first letter on the first set of letters on book cover 2 is 'o.' Then, the second letter on the door is 'u.' So the first three letters of the message is 'sou...'.
6. Follow this process for every set of letters.
7. You will get 6 clues from this.
8. This will be used with the set of 6 pieces of framed art.





6 FRAMED PIECES OF ART

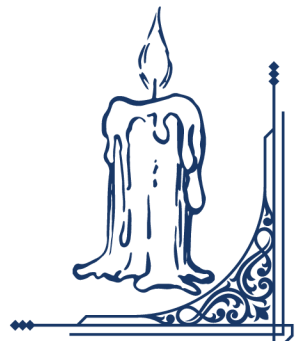
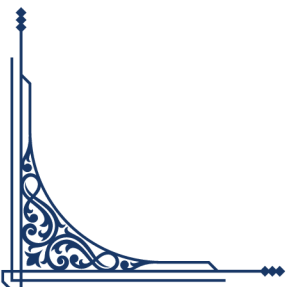
1. Once you solve the message provided by the back of book cover #2 and the first Treasure Hunt unlock, you will have 6 statements.
2. Each statement applies to one of the 6 framed pieces of art.
3. Example: the first clue you got from book cover #2 and treasure hunt unlock is 'sound it makes.' The sound the cow makes is 'moo'
4. You will determine what each painting represents based on the clues provided.
5. Then, you will read all of it together.
6. Note: it won't spell everything correctly, but if you read it aloud, it should make sense.
7. The answer should allow you to unlock step #2 of the Treasure Hunt.





SHEET WITH NUMBERS AND SLASH MARKS/OLD CASTLE MYSTERY (BACK)

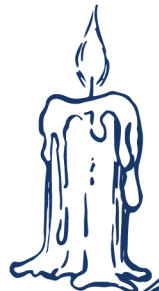
1. In the unlock for step #2 of the Treasure Hunt, you are told to use the scarf.
2. The words 'angle' and 'numbers' are mentioned.
3. You will use the numbers on the back of book cover #3 for this.
4. Notice how the scarf ends in an angle.
5. Using the numbers on the back of cover #3, align the scarf so that the angle matches the line on the sheet for the first number in the sequence.
6. Then, make an angle with the scarf and the second number and move on to the next.
7. This will make letters using the scarf.
8. The first letter you should make is a 'C.'
9. The answer you get will unlock step #3 of the Treasure Hunt.





PLAYING CARD/THE MYSTERY OF THE UNTOLD (BACK)

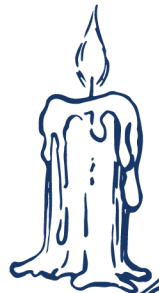
1. In step #3 of the Treasure Hunt, you are given translations for certain letters.
2. The back of cover #3, also gives you some of these translations.
3. Because you have been directed toward the jester/clown clue, that references the playing card.
4. Substitute the correct letters (as given from Treasure Hunt unlock #3 and book cover #3) and translate the message on the playing card.
5. This will unlock step #4 of the Treasure Hunt.





ESCAPE ROOM (BACK)

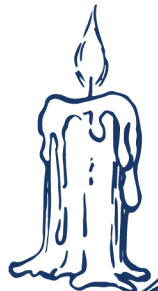
1. In Treasure Hunt step #4, you are provided a specific term and an explanation for what it means.
2. You are also told a piece of information based on the author's name that is mentioned in Treasure Hunt step #4.
3. Find all the palindromes listed on the back of the Escape Room cover and then take the first letter of each.
4. This will unlock step #5 of the Treasure Hunt.

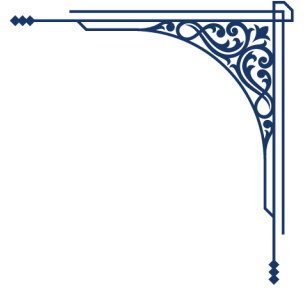
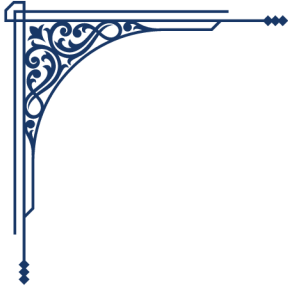




THE LOST ROOM (BACK)

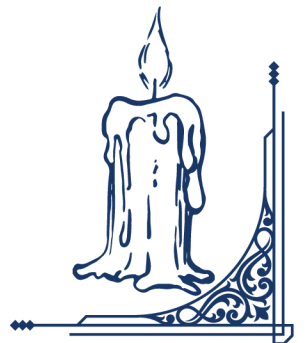
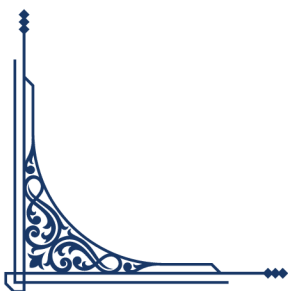
1. In Treasure Hunt unlock #5, you are shown a wheel with letters in between the spokes.
2. There is a highlighted portion of the wheel. This is important.
3. On the back of book cover #6, there are directions on how to advance the letters behind the wheel.
4. Note: a partial turn advances the wheel by one letter.
5. Move the letters based on the directions.
6. Example: by advancing the letters 5 times to the right, you will obtain the letter 's'
7. Repeat this process for all the directions on the back of the book cover and obtain the unlock for Treasure Hunt step #6.





BUSINESS CARD

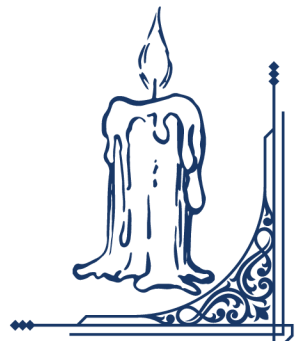
1. When you unlock the last step of the Treasure Hunt, you are shown a sarcophagus with 26 hieroglyphics.
2. These correspond to the alphabet.
3. Use them to translate the message on the business card.





CHEF CARLO

1. While you and Rosemary are busy chasing down the steps of Clyde Winterwood's Treasure Hunt, Chef Carlo has to stall and make sure that his dinner service lasts an hour.
2. Determine which musical selections need to be placed on the soundtrack to correspond to the exact time needed.
3. Note: pay attention to which lengths are too long and too short.
4. Convert the times to seconds, and rule out those pieces.
5. You will be able to eliminate a suspect after helping Chef Carlo.





SOLVE THE TREASURE HUNT/WHO KILLED BARBARA?

1. At this point, you should have eliminated all but one suspect based on information left at each step of the Treasure Hunt (animals shown along with details about where that suspect was at the time of the victim's death).
2. You also should have decoded the message on the business card.
3. There are various bottles of wine/spirits listed in the reporter's notes in the very last entry.
4. One of these directly relates to the message on the business card.
5. Use the correct numbers to unlock.
6. Then enter the first name of the killer.

