

# ARCADE CRIMES - HINTS

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## 1ST CLUE - PUTT-PUTT (PAGE 5)

1. Use the green scorecard you have from evidence with what you get from the Adventure Arcade Putt-Putt Golf Scoring Rules.
2. The first thing to do with this puzzle is to make sure you know what you are looking for.
3. You are NOT trying to find who went over par by the most points.
4. You are trying to find the person who went over par on the most holes. Another way to look at it is, that you are looking for the person who went over par the greatest number of times.

Example: To not be over par on hole 3, a person has to get the ball in the hole in 1 shot. Anything more than that is over par. According to the scorecard you have as evidence, all four employees went over par on hole 3.

Now check the rest of the scores to figure out who went over par the most times.

[illegible]

## 2ND CLUE - PIZZA (PAGE 6)

According to the guy working the pizza station, the employee who gets onions on their pizza didn't have the controller.

Remember there is an example on how to use a logic grid on the back of the start here letter.

If you need more help, below is the logic grid filled out using info from the first six statements you were given:

**Ray gets pepperoni and black olives.**

**Daniella gets ham on her pizza.**

**Zahra gets stuffed crust, and Joseph gets extra cheese.**

**One pizza has ham, mushrooms, and no sauce.**

**The pizza with bacon on it also has pineapple.**

**The pizza with sausage also has extra cheese.**

		MEAT				SPECIAL REQUEST				VEGGIE			
		Pepperoni	Sausage	Ham	Bacon	Extra Cheese	No Sauce	Stuffed Crust	Extra Sauce	Mushrooms	Black Olives	Onions	Pineapple
NAMES	Zahra							✓					
	Daniella			✓									
	Ray	✓									✓		
	Joseph					✓							
VEGGIE	Mushrooms			✓			✓						
	Black Olives												
	Onions												
	Pineapple				✓								
SPECIAL REQUEST	Extra Cheese		✓										
	No Sauce			✓									
	Stuffed Crust												
	Extra Sauce												

Here are a few things you can figure out if you use a bit of logic.

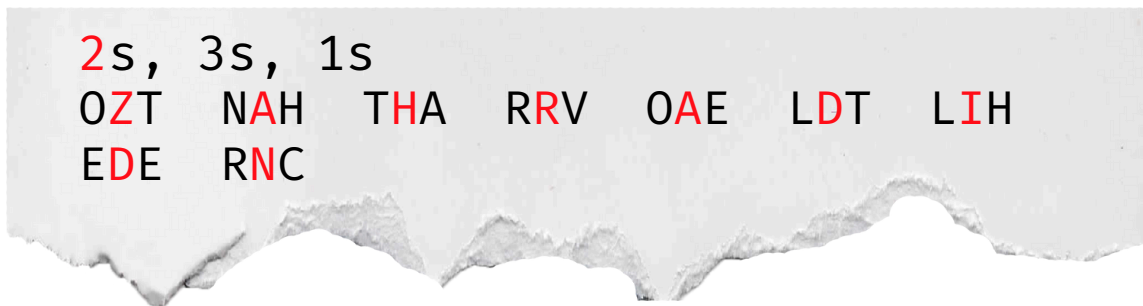
Since the pizza with ham on it has mushrooms and no sauce, you know Daniella gets mushrooms and no sauce on her pizza since she is the one who gets pizza with ham on it.

Joseph gets sausage on his pizza. You know this because the pizza with sausage get extra cheese and Joseph's pizza has extra cheese.

After that, you know Zahra gets bacon on her pizza because that is the only meat topping left for her. This is also confirmed by the 8th statement you were given.

## 3RD CLUE - NOTE (PAGE 7)

1. The numbers at the top of the note are a clue on how to pull the letters out of the code so you can read them.
2. Think of the number as 2nd, 3rd, and 1st
3. This refers to the letters in each group of three.
4. Take all of the 2nd letters from each group of three, keeping them in the order they are in. Now take all of the 3rd letters the same way, followed by all of the 1st letters.
5. Below is an example with all of the 2nd letters in red.



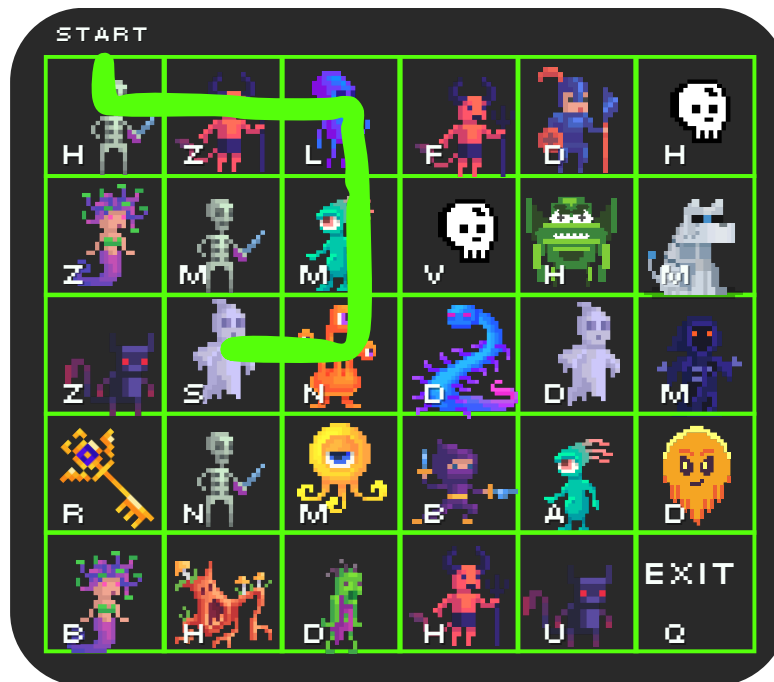
2s, 3s, 1s  
OZT NAH THA RRV OAE LDT LIH  
EDE RNC

## **WHERE IS THE GO-CART CONTROLLER? (PAGE 7)**

1. You need to have solved all three puzzle clues before you can do this.
2. Each of the puzzle clues would have let you remove one suspect. So if you did everything right you should have only one suspect left, and they are the guilty one.
3. If you need help using the decoder wheel, remember there is an example on the Start Here letter.
4. If you think you have the right guilty person and you are working the wheel correctly, but are still not able to decode the message, use the Solutions to check if you solved the three clue puzzles correctly.

## 1ST CLUE - ESCAPE THE DUNGEON (PAGE 11)

1. If you have trouble remembering what moves you made, you could use a pencil to lightly trace your path.
2. The first six moves are shown below. There is also a translation for the six letters you get from those moves.



This would get you the letters,

HZLMNS

Which translates to:

I AM NOT...

## 2ND CLUE - POWER (PAGE 12)

The first two groups of characters are the key to figuring out this puzzle. You need to look at both of them and remember that each character has a value of 1 through 6.



Small Hint: Since the Witch plus the Archer equals the Elf, what does that mean about their possible values?



Small Hint: Since the Elf plus another Elf equals the Wizard, what does that mean about their possible values?



Bigger Hint: Since each character has a value of 1 through 6, that means at this point you know that the Elf can't be 1 or 2. Because the Witch plus the Archer could never equal 1 or 2 with the number options you have,



Bigger Hint: Since the first grouping reveals the Elf can't be 1 or 2. This grouping means the Elf has to be 3 because anything more would make the wizard be more than 6 which is not possible. This also means the Witch and the Archer are either 1 or 2.

## **2ND CLUE - POWER: CODED MESSAGE (PAGE 12)**

1. You were told to “turn the inner wheel to the left the same number of times as the value of the Fairy.”
2. When you decode the message it will start with, “I’ve never...”



## 3RD CLUE - ALIEN INVADES (PAGES 13-14)

Use the three photos you have from the Case 2 evidence.

Lay the photos out in order of Level 1, Level 2, and Level 3.

Each row of aliens has a pattern to them as the level increases.

The patterns can be similar or different from row to row.



## **3RD CLUE - ALIEN INVADES: CODED MESSAGE (PAGES 13-14)**

You were told to “turn the inner wheel to the right the same number of times as there are green aliens on level 4.”

When you decode the message it will start with, “I’m not the...”

## **HOW DO YOU FIX THE GAMES? (PAGE 15)**

1. You need to have solved all three puzzle clues before you can do this.
2. Each of the puzzle clues would have let you remove one suspect. So if you did everything right you should have only one suspect left, and they are the guilty one.
3. If you need help using the decoder wheel, remember there is an example on the Start Here letter.
4. If you think you have the right guilty person and you are working the wheel correctly, but are still not able to decode the message, use the Solutions to check if you solved the three clue puzzles correctly.

## **1ST CLUE - WHO IS WHO (PAGE 19)**

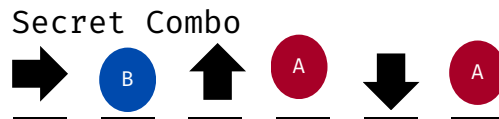
1. The witness mentioned, "The player who used the video game character 'Nightmare' spent the whole time sulking in a corner during the semifinals."
2. Use the statements that were gathered to figure out who used what character in the first round of the tournament.
3. Remember that the four suspects you have all lost in their fights.
4. Use the tournament layout (grey paper) from your evidence to help you keep track of who used which character.

## 2ND CLUE - THE SECRET COMBO (PAGE 20)

Use the Button Layout and Combo List from the evidence with Case 3 to solve this puzzle. Read the directions and clues carefully. This is one of those puzzles where it might be helpful to read ALL of the clues BEFORE you try to figure things out.

The first two clues let you know that you are looking for a combination of six actions and movements.

You will have an arrow, button, arrow, button, arrow, button in that order.



## **2ND CLUE - THE SECRET COMBO: CODED MESSAGE (PAGE 20)**

1. Now that you have the Secret Combo, use the numbers beside each action button/movement and add them up. Next "... take the total and turn the inner wheel that many times to the left."
2. When you decode the message it will start with, "When the..."

## 3RD CLUE - A STRANGE NOTE (PAGE 21)

1. The two grids have the same number of squares. One seems to have random letters and the other has the numbers 1 through 49.
2. Using the numbered grid as your order match up the squares between the two grids starting with 1, then 2, then 3, etc.
3. Below the letters that make up the first word of the message are circled.

K	S	P	A	S	F	E
N	A	R	G	W	N	I
A	A	H	A	G	N	E
R	F	A	L	G	Y	I
T	N	U	C	L	E	M
A	Y	S	L	I	I	E
D	G	I	M	A	W	S

20	10	28	35	19	36	9
5	17	3	45	25	43	32
30	21	8	24	44	16	48
39	14	46	18	6	31	15
7	33	2	41	29	11	47
40	22	27	23	42	4	37
1	34	13	12	26	38	49

The first word is "During." Now keep going to get the rest of the message.

## **WHERE IS THE TROPHY? (PAGE 21)**

1. You need to have solved all three puzzle clues before you can do this.
2. Each of the puzzle clues would have let you remove one suspect. So if you did everything right you should have only one suspect left, and they are the guilty one.
3. If you need help using the decoder wheel, remember there is an example on the Start Here letter.
4. If you think you have the right guilty person and you are working the wheel correctly, but are still not able to decode the message, use the Solutions to check if you solved the three clue puzzles correctly.



## 1ST CLUE - BURIED TREASURE (PAGE 25)

1. Below is an example of how the first two clues about the buried treasure remove some of the squares.
2. The clues are color-coded to match the areas they eliminate.
3. Do the same for the other clues, and if you do it correctly, you will be left with only one treasure chest that isn't marked out.

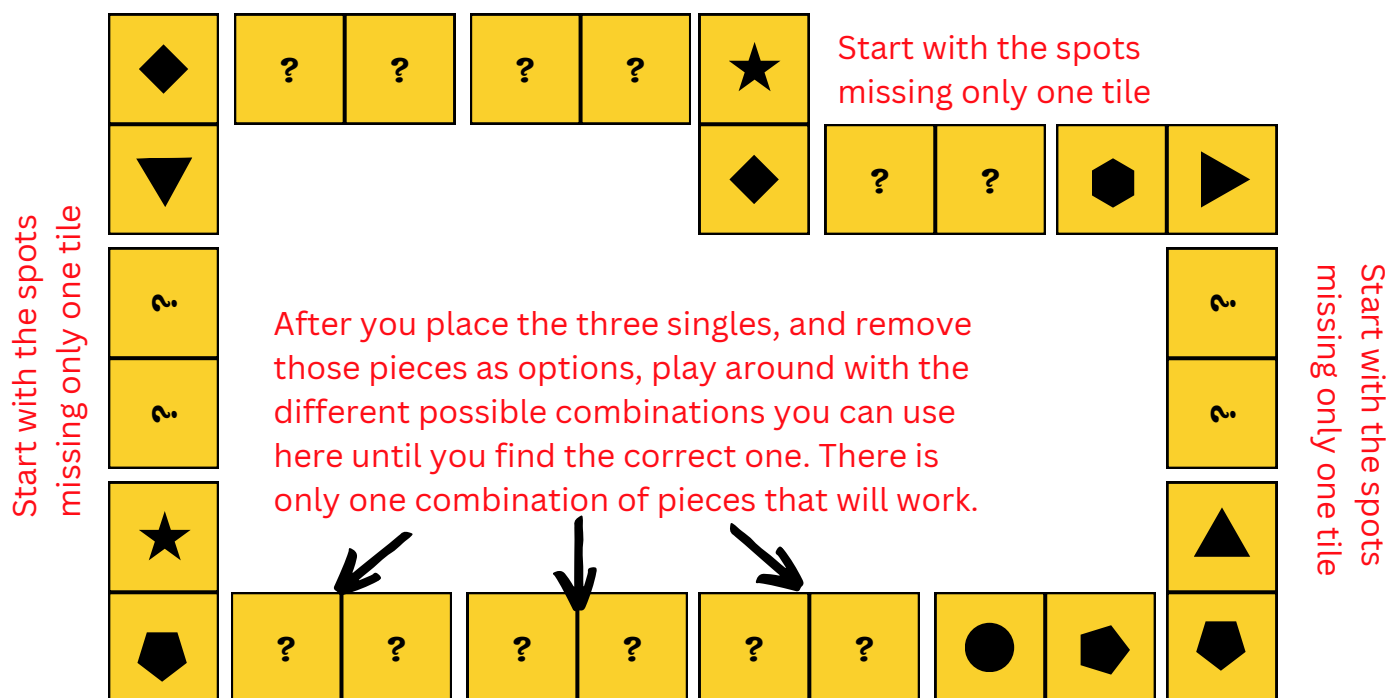


The treasure is not buried down by the water.  
The treasure is not buried straight north of the ship.

## 2ND CLUE - MISSING PIECES (PAGE 26)

1. Start with the spots that are missing a single tile. Use a pencil to mark through the tiles you use. Or redraw all of the tiles and how they are laid out on your own paper.
2. Next focus on the area at the bottom that is missing three tiles.
3. Finally, fill in the spot at the top that is missing two tiles.

This spot has two possible answers, so do the bottom spot before you try this one so you can know which one is the correct choice.



## 3RD CLUE - VAULT (PAGE 27)

1. Read ALL of the statements before you try and figure out what the correct numbers are. Some of them will be more helpful with getting started.
2. For example, the last statement reveals all four of the numbers in the 5th guess are not used. This will let you mark out those numbers if they appear in the others guesses. Which will make some of the other statements have more meaning, and you can build your reasoning off of that.
3. The first digit in the vault code is 4.

1st  
Guess

7 2 4 5

Two digits are correct, but are in the wrong place.

Based on the statement from the 5th guess there are two numbers here you know are not used.

2nd  
Guess

9 0 5 6

One digit is correct and is in the correct place.

Based on the statement from the 5th guess there are two numbers here you know are not used.

3rd  
Guess

9 6 3 2

One digit is correct, but is in the wrong place.

Based on the statement from the 5th guess there are two numbers here you know are not used.

4th  
Guess

4 3 8 6

Two digits are correct. One of them is in the correct place while the other is not.

Based on the statement from the 5th guess there are two numbers here you know are not used.

5th  
Guess

8 5 6 2

None of the digits are correct.

This statement lets you know none of these numbers are part of the code. Which makes all of the previous statements more helpful.

## **JACKPOT PAYOUTS: BURIED TREASURE (PAGE 28)**

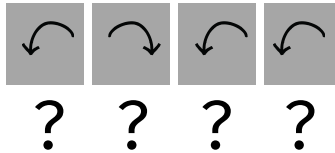
1. Match the grid of numbers and arrows to the Buried Treasure grid. You will only use the number and arrow in the square that matches with where you found the buried treasure.
2. When you decode the message the first letter will change into the letter, "T"

## **JACKPOT PAYOUTS: MISSING PIECES (PAGE 28)**

1. Use the two pieces you did NOT use in the game Missing Pieces.
2. Total up their value and turn the inner wheel that number of times to the RIGHT.
3. When you decode the message, the first letter will change into the letter T.

## **JACKPOT PAYOUTS: VAULT CODE (PAGE 28)**

1. Once you have the correct digits for the game Vault Code, you will use them with the arrows given to you. Match the digits up with their place in the code.
2. Now you will turn the inner wheel to the LEFT \_\_ times, to the RIGHT \_\_ times, to the LEFT \_\_ times, and to the LEFT \_\_ times.
3. When you decode the message the first letter will change into the letter F.



## ARCADE PRIZES (PAGES 29-30)

1. Only do this if you have already solved the three puzzle clues and figured out how much each game's jackpot is worth.
2. First, use the photos of the kids' prizes and the list of prize items to total up how much each kid's prizes cost.
3. Be sure you match up the photos of prizes to the correct kids. The list of evidence at the beginning of the case (Case 4) lists out which photos go with which kid. Remember to check the back of the photos.

### HOW MANY TICKETS DID EACH KIDS' PRIZES COST?

DILLION

????

ELLE

????

TILLY

????

KEVIN

????

Now use the numbers you got from the three Jackpot Payouts with the number of times each kid played the three games to figure out how many tickets each kids won.

### HOW MANY TICKETS DID EACH KID WIN?

DILLION

????

ELLE

????

TILLY

????

KEVIN

????

Once you have answered both of the questions you can figure out who stole the tickets by seeing who spent more tickets than they won.

## **WHO STOLE SALLY'S TICKETS?**

### **(PAGE 30)**

1. You need to have solved all three puzzle clues before you can do this.
2. You also need to have figured out the answers to the questions: "How many tickets did each kid's prizes cost?" and "How many tickets did each kid win?"
3. If you did the math correctly, one of the kids should stand out as guilty. Now it's time to use the decoder wheel.
4. If you need help using the decoder wheel, remember there is an example on the Start Here letter.
5. If you think you have the right guilty person and you are working the wheel correctly, but are still not able to decode the message, use the Solutions to check if you solved the three clue puzzles correctly.