

# ARCADE CRIMES - SOLUTIONS

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

The holes the employees went over par on are circled.



NAMES/HOLES	1	2	3	4	5	6	7	8	9	Total
Ray	1	2	5	1	2	4	1	5	4	
Zahra	2	3	2	3	2	5	4	4	3	
Daniella	2	1	2	2	4	4	5	3	2	
Joseph	2	1	2	3	2	3	3	3	2	

Daniella went over par on the most holes, so according to the woman who runs the putt-putt rental shop, Daniella doesn't have the controller.

## 2ND CLUE - PIZZA (PAGE 6)

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

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

## 3RD CLUE - NOTE (PAGE 7)

The note is now color coded to help you see what the number clues mean.



Decoded Message:

Zahra didn't have the controller.

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

Guilty Suspect: Ray

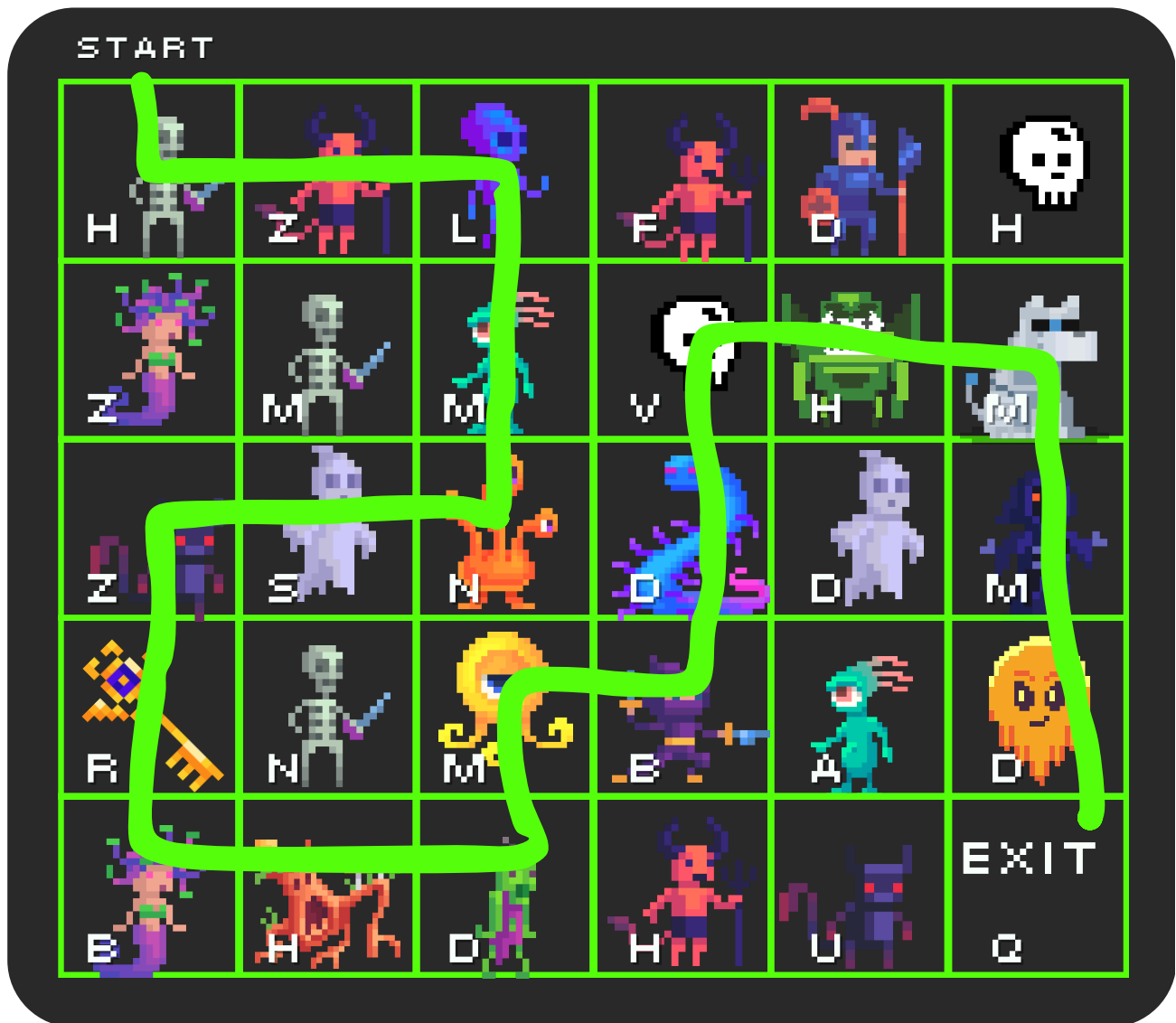
What the wheel should look like after you turn it.



Decoded Message:

"It was in Ray's car."

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

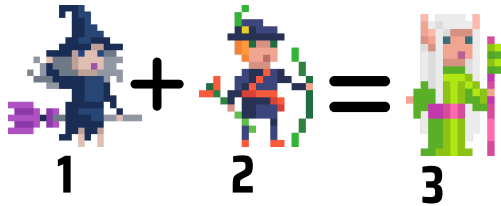


LETTERS YOU GET FROM YOUR PATH:  
HZLMNSZRBHDMBDVHMMDQ

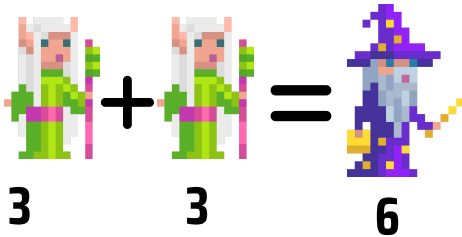
DECODED MESSAGE:  
IAMNOTASCIENCEWINNER

## I AM NOT A SCIENCE WINNER

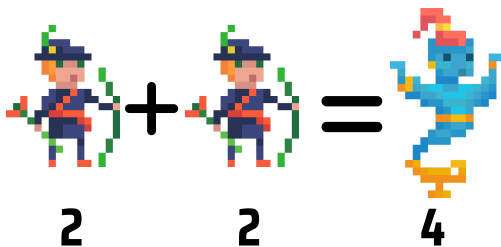
## 2ND CLUE - POWER (PAGE 12)


$$1 + 2 = 3$$

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.


$$3 + 3 = 6$$

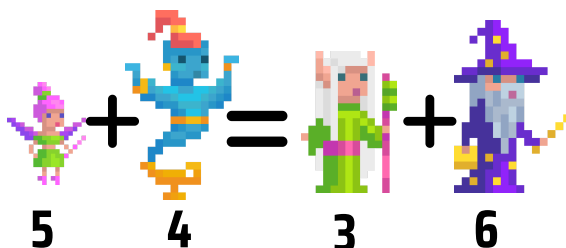
Since the first grouping reveals the Elf can't be 1 or 2. This grouping means the Elf has to be 3 because anything more would make the wizard be more than 6 which is not possible. This also means the Witch and the Archer are either 1 or 2.


$$2 + 2 = 4$$

Using what you learn from the first two groupings, you know the archer has to be either 1 or 2. This grouping shows that the archer has to be 2, since if he was 1 the Genie would be 2 which isn't possible. Because if the Archer were 1 the Witch would have to be 2.


$$6 + 1 = 3 + 4$$

At this point you should know the value of these four characters. You can use this grouping to confirm your answers so far.


$$5 + 4 = 3 + 6$$

Since you know the number value of the other five characters this leave only one number left for the fairy. The number 5.

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

You were told to “turn the inner wheel to the left the same number of times as the value of the Fairy.” The Fairy has a value of 5. So turn the inner wheel to the LEFT 5 times.



What the wheel should look like after you turn it.

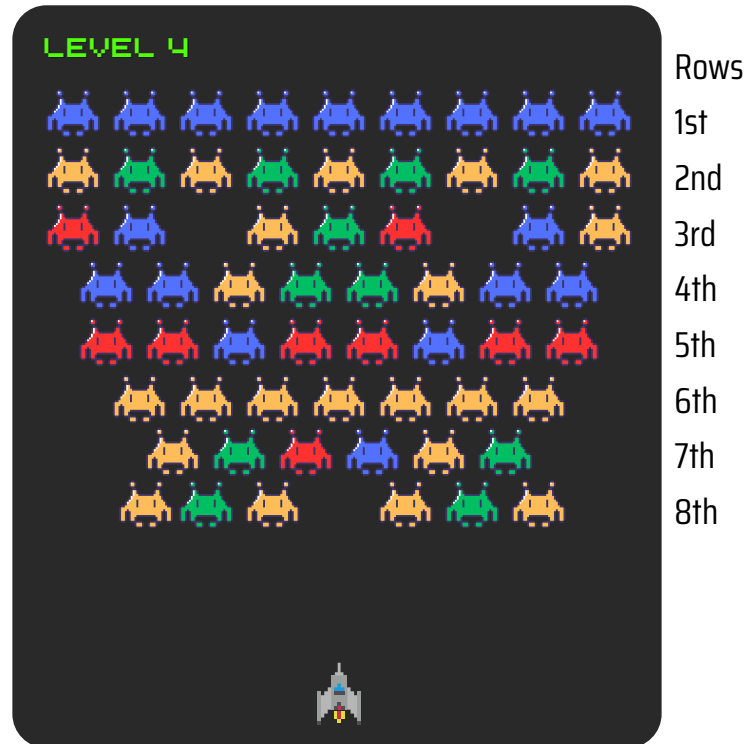


Decoded Message:  
“I’ve never hacked at school.”



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

Each row of aliens has a pattern to them.



1. The pattern of the first row is that it is all one color and cycles through the colors from level to level. The other three colors were already used on levels 1, 2, and 3, so blue was the only option left.
2. Row 2 has the pattern of Greens turn to Blues, Blues turn to Reds, and Reds turn to Yellows. Which means Yellows turn to Greens to complete the cycle.
3. Row 3 has aliens in a repeating pattern of green, red, blue, and yellow. Each level sees the pattern getting shifted over one space to the right.
4. Row 4 is Reds turn to Greens, Blues turn to Reds, Yellows turn to Blues, and Greens turn to Yellows.
5. Row 5 uses Greens to Blues, Blues to Yellows, Yellows to Reds, and Reds to Greens.
6. Row 6 has the Yellow aliens expanding out from the middle and replacing the Red ones.
7. Row 7 has Reds to Greens, Greens to Reds, Blues to Yellows, and Yellow to Blues.
8. Row 8 has Yellow and Green alternating.

## 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.” There are 11 green aliens, so you will turn the inner wheel to the RIGHT 11 times.



What the wheel should look like after you turn it.



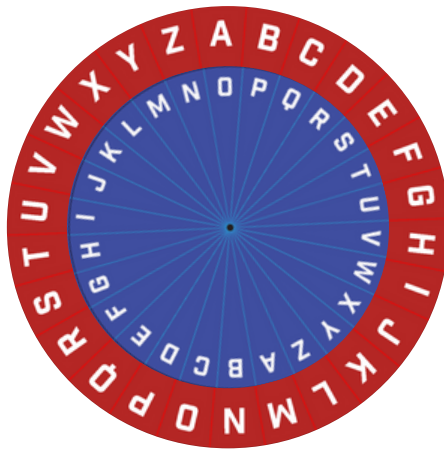
Decoded Message:

“I’m not the hacker with a bowtie.”

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

Guilty Suspect: Monica

What the wheel should look like after you turn it.



Decoded Message:

"When you caught Monica, she fixed all the games."

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

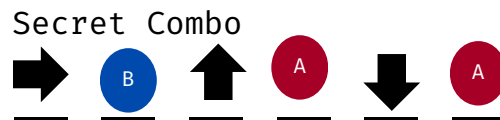
The witness mentioned, “The player who used the video game character ‘Nightmare’ spent the whole time sulking in a corner during the semifinals.”

<b>Fight 1</b> <b>Maddison Pearce</b> <u>Shadow</u> <b>VS</b> <b>Kayla Kennedy</b> <u>Goldenscars</u>	<b>Fight 2</b> <b>Nickolas Mercado</b> <u>Nightmare</u> <b>VS</b> <b>Kian Byrne</b> <u>Steel Tooth</u>
<b>Fight 3</b> <b>Rebecca Ward</b> <u>The Guardian</u> <b>VS</b> <b>Blake Campos</b> <u>Redfall</u>	<b>Fight 4</b> <b>Alfie Murray</b> <u>Allen Walker</u> <b>VS</b> <b>Taylor Bell</b> <u>Michael Max</u>

This means you can remove Nickolas as a suspect.

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

ANSWER



“The secret combo uses a combination of 6 action buttons/movements.”

“The secret combo uses a pattern similar to combo 3. Movement, action, movement, action, movement, action.”

These two statements help you know the structure of the secret combo.

“The secret combo starts with the movement that is used the most on the combo list.”

“The secret combo uses the movement that is not used in the combo special, as the next movement.”

“The last movement, but not the last button pushed in the secret combo is down.”

These three statements help you know where the movements/arrows go.

“The secret combo has no jumping and only one kick.”

“The secret combo’s first action button is the action button used the most on the combo list.”

“The secret combo has one action button that is used twice.”

These three statements help you know where the action buttons go.

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

Now that you have the Secret Combo, use the numbers beside each action button/movement and add them up. This will get you 19.

Secret Combo



$$6 + 2 + 4 + 1 + 5 + 1 = 19$$

Next "... take the total and turn the inner wheel that many times to the left." So you will turn the inner wheel to the LEFT 19 times.

What the wheel should look like after you turn it.



Decoded Message:

"When the trophy was stolen Taylor was eating."

## Solutions - Case 3 The Stolen Trophy

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

The two grids have the same number of squares. One seems to have random letters and the other has the numbers 1 through 49.

Using the numbered grid as your order, match up the squares between the two grids starting with 1, then 2, then 3, etc.

Below the letters that make up the first word of the message are circled.

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

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

First word:

During

Decoded Message:

"During the semi-finals, Kayla was playing a few racing games."

## WHERE IS THE TROPHY? (PAGE 21)

Guilty Suspect: Rebecca

What the wheel should look like after you turn it.



Decoded Message:

"Yes, Rebecca hid the trophy in a trash can."



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

The clues are color-coded to match the areas they eliminate.  
The correct answer is circled.

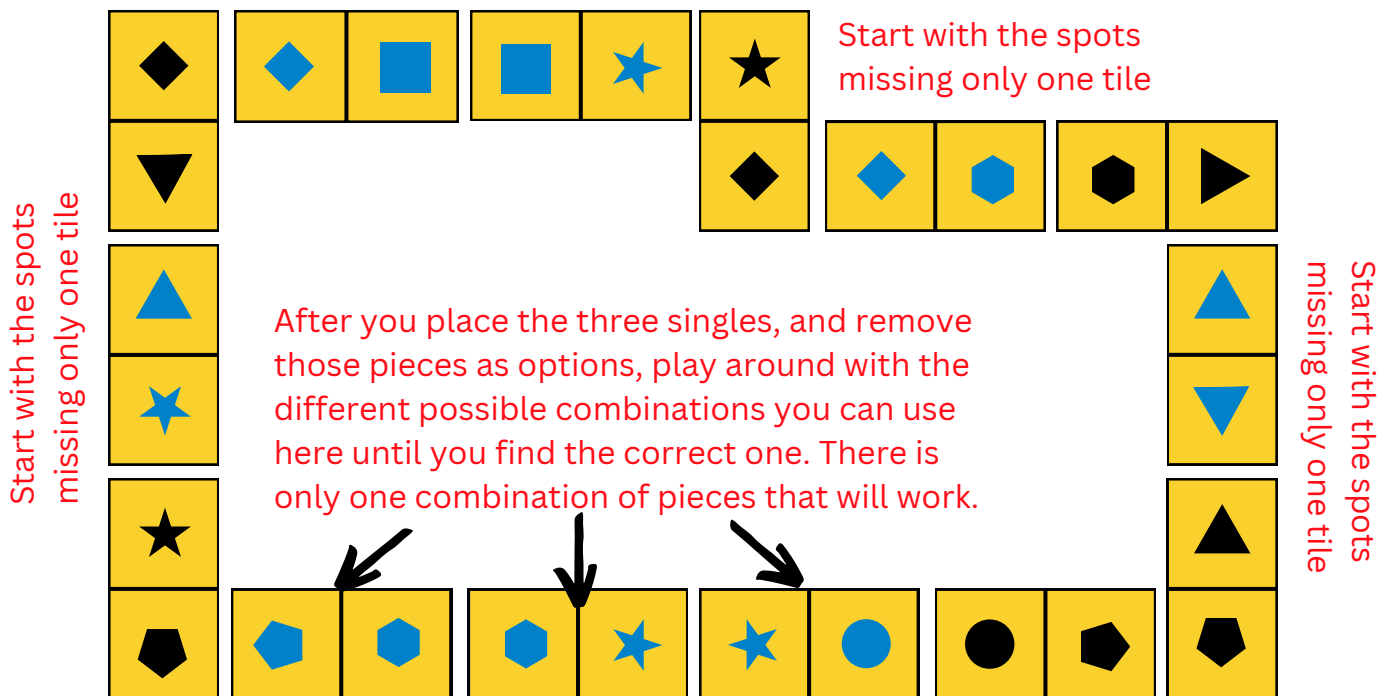


The treasure is not buried down by the water.  
The treasure is not buried straight north of the ship.  
The treasure is not buried around the tree.  
The treasure is not buried between the two skulls.  
The treasure is not buried in a column with more than one possible answer left.

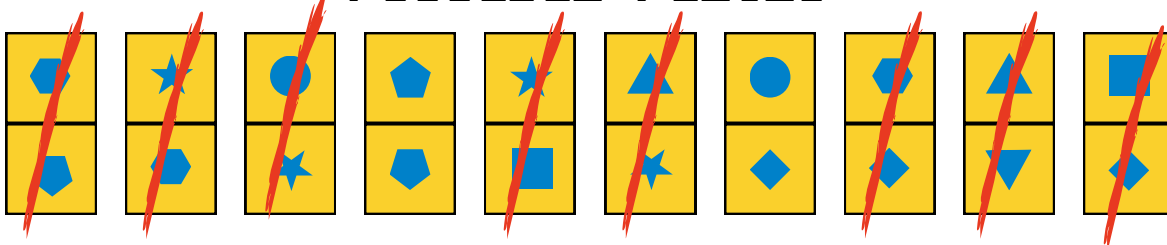
## 2ND CLUE - MISSING PIECES (PAGE 26)

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 how they are laid out on your own paper.

At first this spot has two possible answers, so do the bottom spot before you try this one.



### POSSIBLE PIECES



## Solutions - Case 4 The Missing Tickets

### 3RD CLUE - VAULT (PAGE 27)

Read ALL of the statement before you try and figure out what the correct numbers are. Some of them will be more helpful with getting started. 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 other guesses. This will make some of the other statements have more meaning, and you can build your reasoning off of that.

1st Guess 

7	<del>2</del>	4	<del>8</del>
---	--------------	---	--------------

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

This now tells you that 7 and 4 are used but not in those spots.

2nd Guess 

9	0	<del>8</del>	<del>6</del>
---	---	--------------	--------------

 One digit is correct and is in the correct place.

This tells you 9 or 0 is used and it's in the correct spot. The next two statements reveal 9 is not used, so that means 0 is in the correct spot.

3rd Guess 

9	<del>8</del>	3	<del>2</del>
---	--------------	---	--------------

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

This, combined with the next statement, tells you that 3 is the digit used, not 9.

4th Guess 

4	3	<del>8</del>	<del>6</del>
---	---	--------------	--------------

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

This now tells you that 4 and 3 are used but one of them is not in the correct spot.

5th Guess 

<del>8</del>	<del>5</del>	<del>6</del>	<del>2</del>
--------------	--------------	--------------	--------------

 None of the digits are correct.

This statement lets you know none of these numbers are part of the code.

So, this is what you should have so far.

Last Guess:

?	0	?	?
---	---	---	---

3, 4, and 7 are used

Based on the statements that mentioned a digit in the wrong place, you can mark out the following

Last Guess:

?	0	?	?
3		<del>2</del>	3
4		<del>4</del>	4
<del>7</del>		7	7

Which means you know where 7 goes. You also know where 4 goes if you read the 4th statement. Since either 4 or 3 has to be in the correct place, and 3 can't go there since 0 is there, that means 4 is the first digit. Which leaves only one place to put the 3.

ANSWER  
Last Guess:

4	0	7	3
---	---	---	---

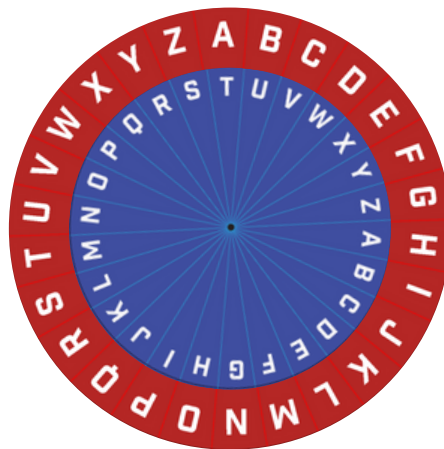
## JACKPOT PAYOUTS: BURIED TREASURE (PAGE 28)

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.

So that means you will turn the inner wheel to the RIGHT 7 times.

↶5	↶6	↶8	↶4	↶9
↶5	↶7	↶4	↶3	↶8
↶6	↶9	↶5	↶7	↶3
↶4	↶8	↶3	↶8	↶9
↶7	↶4	↶5	↶6	↶7

What the wheel should look like after you turn it.



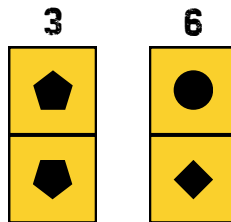
Decoded Message:

“Three Fifty”

or 350

## JACKPOT PAYOUTS: MISSING PIECES (PAGE 28)

These are the two pieces you did not use in the game Missing Pieces. So you will turn the wheel 9 times (3+6) to the RIGHT.



What the wheel should look like after you turn it.

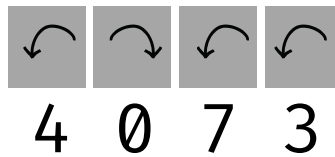


Decoded Message:  
"Two Hundred"  
or 200

## JACKPOT PAYOUTS: VAULT CODE (PAGE 28)

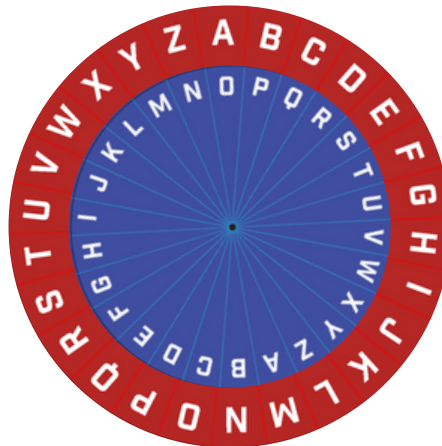
Once you have the correct digits for the game Vault Code, you will use them with the arrows given to you. Match the digits up with their place in the code.

You should have something like what is below.



Now you will turn the inner wheel to the LEFT 4 times, to the RIGHT 0 times, to the LEFT 7 times, and to the LEFT 3 times.

What the wheel should look like after you turn it.



Decoded Message:  
"Four Hundred"  
or 400

## ARCADE PRIZES (PAGES 29-30)

First, use the photos of the kids' prizes and the list of prize items to total up how much each kid's prizes cost.

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.

Answer

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

**DILLION** 1350

**ELLE** 2050

**TILLY** 1500

**KEVIN** 1900

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.

Answer

### HOW MANY TICKETS DID EACH KID WIN?

**DILLION** 1350

**ELLE** 2050

**TILLY** 1500

**KEVIN** 1700

Once you have done both, you can figure out who stole the tickets by seeing who spent more tickets than they won.

In this case that would be Kevin.

## WHO STOLE SALLY'S TICKETS? (PAGE 30)

Guilty Suspect: Kevin

What the wheel should look like after you turn it.



Decoded Message:  
"Kevin did it"