

BACK IN TIME HINT FILES

*One Puzzle Per Page

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FIRST OBJECTIVE-PROVIDE DETAILS TO GO BACK IN TIME

To go back in time, you have to provide 3 pieces of information:

Date Your Father Was Murdered:

1. This requires you to use the ticket stub and the information on the Orville card.
2. Use the facts from the Orville card to determine the date.
3. Remember the date on the ticket is not the date your father was killed. Your father was killed the day before you were supposed to see the movie.

Location:

1. In order to determine the location of your father's murder, you need to use the obituary.
2. The Wheel of Fortune-style puzzle will give you the correct letters to determine the name of where your father was killed.

Watch/Time of Death:

1. The details on the back of the watch card tell you what is needed to form the correct numbers that correspond to your father's time of death.
2. Follow the steps and form the correct numbers on the watch.

*Only once you have all 3 pieces of information can you then use the time machine to travel to the past to solve your father's murder!



RUBIK'S CUBE

1. You are told that your father left information at several places inside the bar.
One of those was on the Rubik's Cube.
2. When reading about your suspects, you should discover that one is an expert at solving Rubik's Cubes.
3. Your father left a series of letters in conjunction with that particular suspect that correspond to the colors on the Rubik's Cube.
4. Use the order the colors are given to you to follow the letters on the cube in the order the colors are listed.
5. Note: one of the squares has a black dot that denotes a starting point.



ALIEN

1. There is one suspect who is a fan of E.T. the Extra-Terrestrial.
2. You will notice there is a cipher on the head of the toy alien that sits inside the bar.
3. You will note that there is a gap between the E and the T of the alien name, indicating that the letters are significant.
4. Use these two letters to shift the alphabet to provide a way of decoding what's on the alien's head and obtain a message.



ARCADE GAME/NAPKIN

1. The napkin gives an order of the aliens that appear on the video game.
2. The notes mentions the video game and provides three columns of four groupings of letters.
3. Note that the letters on the notes page correspond to the aliens on the napkin.
4. Putting these two bits of information together allows you to determine what letters each alien represents.
5. Scan the arcade machine to play the game and use the possible letters for each alien to obtain a message.



CASSETTE/SHEET WITH LETTERS AND DOTS

1. The notes section provides you with a key bit of information about “Back to the Future” that ties the cassette to the sheet with the cassette on the back.
2. You are given three groupings of two letters each.
3. Use the cassette to find those two letters and put those letters in the holes of the cassette.
4. Note: on the diagram on the back of the sheet with the letters, the word ‘hi’ is shown in the holes of the cassette and a slogan is written above and below the cassette.
5. That indicates to take each pair of letters from the note, place the cassette so that the letters show through the holes, and write down what’s above and below the cassette.
6. Do this for all three pairs of letters and obtain a message.



CROSSWORD PUZZLE

1. This works like a standard crossword puzzle.
2. Fill in the crossword based on the hints provided.
3. Then, take a look at the notes about your suspect David.
4. The numbers and letters refer to those words in the crossword that should be pulled out to obtain a message.



JUKEBOX

1. Gus the Bartender asks you to complete the bar challenge before he will share what he knows.
2. The clues on the back of his card each provide a word or phrase that will be used to fill in the back of the jukebox card.
3. Example: the way the word 'water' is descending indicates the word 'waterfall'
4. Fill in all of the clues on the back of the jukebox and then pull the appropriate letters in numerical order.
5. This will give you a song title.



FACULTY ID CARD/WHERE DO YOU SEARCH?

1. There is a message hidden on the ID card that tells you where to search inside the bar.
2. Notice that some of the letters within a word or words are different colors.
3. Pull the different colored letters out and it should give you one instruction and one hint on how to do what it tells you.
4. You will obtain where to look.
5. There are two pieces of information you need to take note of in this unlock that will be used in the next section.



NOTES/SEATING CHART PUZZLE

1. This is the ultimate goal for the first envelope. To solve this, you will need to solve all of the other puzzles and use the information they provide to seat each suspect properly at their table at The Worm Hole.
2. You should also be able to eliminate all but one suspect using the clues obtained and know who the killer is.
3. By using the clues, you can successfully place each person at their seat at the table and get their corresponding number.
4. Use those numbers in the correct order along with the first name of the killer.
5. There is one specific piece of information to take note of in this unlock that will be used in the next section.



LOCATION 1

1. In the notes section, you are told about a method of writing words using calculator numbers.
2. You are also given what letters each number corresponds to.
3. In the “Where Do You Search?” unlock, you were given two locations that had corresponding numbers.
4. Use the calculator number conversion method to turn the numbers for Location 1 into a word.
5. Use this to unlock Location 1.

Inside Location 1/Sheriff's Star

1. You have a Sheriff's star that you are provided and are directed to a wall of bullet holes.
2. Find a way to line the star up with six bullet holes perfectly to obtain a word.
3. Use that to finish up Location 1.



LOCATION 2

1. In the notes section, you are told about a method of writing words using calculator numbers.
2. You are also given what letters each number corresponds to.
3. In the “Where Do You Search?” unlock, you were given two locations that had corresponding numbers.
4. Use the calculator number conversion method to turn the numbers for Location 2 into a word.
5. Use this to unlock Location 2.

Obituary:

1. You are given an obituary that at first glance looks identical to the one you had in the beginning.
2. However, on closer inspection, you should realize that there are a few differences.
3. Pull out the words that are different between the two obituaries to make a phrase.



WHAT SHOULD YOU LOOK FOR AFTER YOU SEARCH BOTH LOCATIONS?

1. When you finish Locations 1 and 2, you should have two word fragments that can be combined to form a single word.
2. Use this word to proceed.
3. Take note of the number in the unlock for this. You will need it next.



PHONE

1. You need to provide Orville with a two word location to let him know where you are planning to meet him.
2. One the words should have been obtained earlier in the unlock for the seating chart/killer. This was a word that was written using calculator numbers.
3. The other word you just obtained in the previous step.
4. Both of those words together should be used.



SOLUTION

1. In order to solve the box, you need to reprogram the time machine.
2. Orville tells you that he has programmed it as his favorite song.
3. Consult the notes about Orville for that.
4. Follow the steps.
5. And hurry!

