

# Beneath the Surface - Hint Files

\*One puzzle per page

# “Help” Letter/ True and False

1. Read through the 48 true/false statements on the back of the “Help!” note.
2. Use the cork board as a reference for any questions you are unsure about.
3. Using the Hemingway Heights map, eliminate any houses that have a false statement with their number.
4. Example: on number 4 the statement is false since New York’s nickname is the Big Apple, not the Big Orange. This means you can mark out house number 4.

# Lawn Boy

1. Joshua Ridgeley needs some help with his geometry homework. He has mentioned it has something to do with the sum(addition) of each row and column.
2. If you look carefully at the grid you will notice that the top row of numbers does not have any question marks. Use this as a starting point.
3. Find the sum of the top row. This will give you the value of the triangle.
4. Once you know the value of the triangle you can figure out what number needs to replace the ? in the first column, since it will have the same sum as the first row since they are both marked with triangles.
5. Hint: triangles = 17, so the total for each row and column marked with a triangle needs to equal 17. That mean that the ? in the first column needs to be replaced with a 3. Use this thinking to complete the rest of the grid.
6. Use the four numbers that replaced the ? to access the QR code.
7. The information you get from Joshua will help you eliminate some houses.

# Lab Tech

1. Amber mentions that this puzzle has something to do with the little league poster.
2. Look at the top of the little league poster.
3. The icon with the 4 letters is what you will need to use with the letter grid on the back of Amber's card.
4. Use the line as a path and trace out the path on the letter grid to get a message.
5. Start at the letter U.
6. The first word you will get is "unlock."
7. The information you get from Amber will help you eliminate some houses.
8. Use the information from Amber with the HOA's list of homes.

# Number from Vet Clinic Worker

1. Scan the QR code on the back of the Vet Clinic card and listen to the audio.

For the hearing impaired:

“We found one of those microchips that some owners get for their dogs. We called the number we pulled from the scan. The number was for a company called VetTech. They were able to get us the dog owner's contact information. Unfortunately, it is against the clinic's policy to give out the owner's information. I don't want to lose my job. At the same time, I understand that this is a bit of an emergency. I have an idea. The owner's phone number is a local number. So, it should be pretty easy to figure out what the first six digits of the phone number are. To get the last four digits of the phone number, take the year the clinic was founded and multiply that number by the number of animals in our logo. Finally, add in the total number of barks that you have heard during this conversation. The total should give you the last four digits of the dog owner's phone number.”

There are 17 barks.

# Dog Owner's Phone number

1. You will need to listen to the Animal Clinic worker to solve this.
2. The worker mentions that the phone number you need is a local number so the first six digits are the same as other local numbers.
3. Look through the items you have to find a local number so you can get the first six digits.
4. To get the last four digits listen and follow the directions given by the Animal Clinic worker.
5. The information you get from this will help you eliminate some houses.

# Which Mary?

1. Read through the “Help!” note to figure out which Mary wrote the note.
2. In the note she mentions things like her family status, her hand, and her name.

# How to Eliminate Houses

Use the information Mary provides about the exterior of the house and the HOA list to eliminate some of the houses based on their exterior.

Use the list of true and false statements on the back of the help note to eliminate some houses based on their house number.

Use the information you get from Amber and the HOA list to eliminate some of the houses based on their tree type.

Use the information you get from Joshua and the HOA list to eliminate some of the houses based on their grass type.

Use the information you get from Charlie's owner and the HOA list to eliminate some of the houses based on their flower type.



Last name of the kidnapper and  
last name of the author of the help  
note.

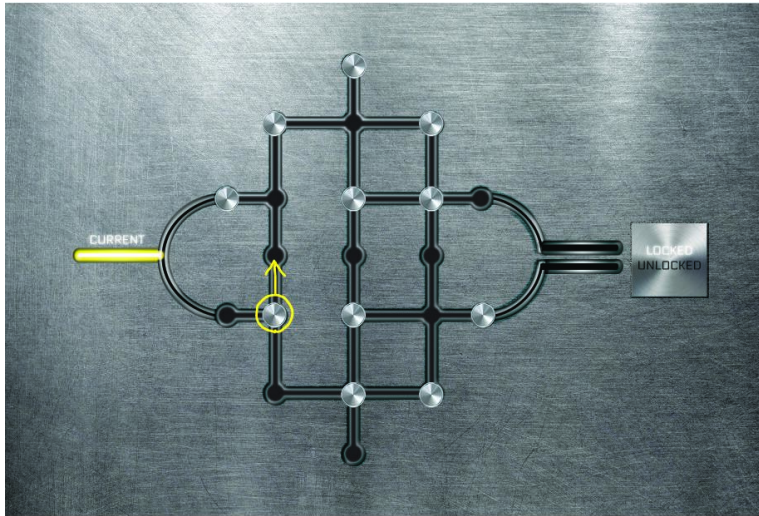
You will need to have solved all previous puzzles before you attempt to unlock this.

# Transcript for the Reel-to-Reel Recorder in Eddie's House

"Mary, Mary, quite contrary  
What have you gone and done?  
With all my skills and Helena feels  
I'll be sure to find the one  
I'll be sure to find the one"

# Current Path/Door One

1. The letters you need for the nodes are on the notebook paper that has Eddie's notes.
2. Like the notes about door one say, you will need to figure out which nodes you need to move to make a clear path for the current to pass through.
3. Example: Moving this metal circle up will unblock that part of the path.



4. The letters you get from the nodes the current passes through will spell a word.

# Two gears/Door Two

1. Use the image of the two gears with the notes about door two and the “HEADACHE” message in Eddie's notes.
2. Use the word HEADACHE with the letters on the gear.
3. Starting with H you should see that H corresponds to the number 8 on the numbered gear.
4. You are told that the numbered gear can spin.
5. The direction under the H on Eddie’s notes has a 2 with a clockwise turn.
6. If the numbered gear was turned 2 moves clockwise the 6 would now correspond to the H. So H gives you 6. (See the first image below)
7. Remember Eddie’s hint about always coming back to the beginning. This means the numbered gear will reset back to its starting point each time.
8. The next letter is E. After you turn the numbered gear 3 click counter-clockwise 8 is now where the 6 was located. So 8 corresponds to E. (See the second image below)



9. So your first two numbers you have gotten from the H and the E are 68.

# Dots and numbers/Door Three

1. Use the notes about door three to help you solve this puzzle.
2. The notes have a few hints.
3. The amount of each color is not useful, so don't count.
4. Rearrange your thinking, so you will need to move some stuff around.
5. There is a tracing feature over the dots, so you will have to trace something, after you have rearranged them.
6. The # with the arrows is your clue on how to rearrange the numbers.
7. Rearrange the numbers from least to greatest. Then write out the dots with their adjacent numbers.
8. Example: the first two rows would look like this



Hint: If you don't have colored markers or pens you can always use letters to represent the colors.

Example: instead of make Red, Red, Green, Green circle/dots you can write out

R R G G

# Pills and Pill Organizer

You will need to have solved the first 3 doors before attempting this puzzle.

1. As you unlock the first three doors you will find a pill in each room.
2. You will get an identification number for each pill.
3. Once you have all three, follow the directions on the paper under the pill organizer.
4. The references about Morning, Noon, Evening, and Bedtime are each connected to one of the 4 parts of the pill organizer.
5. The first clue states “The letter found in between the two letters at the center.”
6. In the first section there are three pills, two of which have letters.
7. Using the letters A and K what is alphabetically in between them at the center?

A B C D E F G H I J K

8. As you can see F is at the center between A and K.
9. Follow the other directions to get the rest of the code.

# Door 4 Unlock

You will need to have solved the first 3 doors before attempting this puzzle.

1. Use the answer you got from the pill organizer puzzle to unlock this door.
2. Make sure to look at the keypad when you enter the code.

# Ankle Monitor

1. Use the record log for the ankle monitor that is normal to translate the encrypted logs.
2. The message at the top of the page that has the company's name, slogan, and phone number is the same for both pages. So you can use this to help you translate the rest of the document.
3. Compare dates to the time and date in the chat transcript.



# Torn letter

1. Mentally piece together the torn up piece of paper.
2. Compare dates to the time and date in the chat transcript.
3. You will also need to look at an item from part one to know who to eliminate.

# Message hidden in the chat transcript

1. “Helena” sent Eddie a secret message on March 8th that she said he would have to decipher.
2. Fill the letters and words as you decipher the message.
3. What you see with: eye=I
4. 13th letter in the alphabet: m
5. Opposite of far + shortened word you say when hanging up the phone: near +bye  
= nearby
6. So the message will start with, “I’m nearby...”

# Username Search

1. Read through the chat transcripts to find Helena's username.
2. Use this on the Night Out website.
3. The web address can be found on the drink koozie. *In certain instances, due to printer error, some information was omitted. There should be a website address on the koozie that reads [www.nightoutdating.net](http://www.nightoutdating.net)*

# Submit Find Love Faster Questionnaire answers on [www.nightoutdating.net](http://www.nightoutdating.net)

1. Match “Helena’s” answers to the “Find Lover Faster” questionnaire.
2. Use the numbers you get to unlock the FIND LOVE FASTER search on the Night Out Dating website.
3. It is located under the Username Search.

# Suspect Elimination

Jake Blecher coaches the Bear Cubs little league team. Based on the little league poster from part 1, Jake would have been at a game on March 8th during the time the catfisher was talking with Eddie.

Michele was at the courthouse on March 4th during the time “Helena” was talking with Eddie. So she could not be the catfisher.

Jacqueline is eliminated when the catfisher gives out information about themselves in the chat transcripts about their house number. “Not house with two odd digits” Since Jacqueline’s house number is 31, you can eliminate her.

Chad can be eliminated as a suspect when you piece together the torn-up letter. The letter reveals that the HOA vice president, which you know is Chad based on the HOA letter from part one, is out of the country without technology on March 9th. So he couldn’t have talked with Eddie on that date.

# Final Solution

You will need to have all suspects eliminated and have completed the search on the Night Out website.