





BLOOD IN THE WATER

HINT FILES

*One Puzzle Per Page

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VOICEMAIL TRANSCRIPT

Hey, detective, it's Ryan. Ryan Finch from Cape Anna. I know you told me never to call you unless it was an absolute emergency. This isn't like the time I found a potato chip that kind of looked like you. This is an actual emergency. I am in jail, and not because I work here but because I've been accused of murder. It's a long story. There was this shark attack, but it turned out not to really be a shark attack. Oh, but the shark is real; her name is Splash. There was some blood on my boat, but I didn't put it there. And...drats, it looks like I'm out of time. Just head up here, and I will explain more. Please. I gotta go. My time is up. See you soon, buddy...I hope.





DOCK MASTER/ BOAT NAMES

1. Scan the QR code for the dock master to see the two groups of names.
2. The list on the left shows the nicknames the assistant gave the boats that left and came in on the day of the murder. The list on the right shows all the boats kept at the docks. Read both list and match up the nicknames with the boat name that makes sense.
3. Example: Bad Lad is Nauti Buoy since the name sounds like naughty boy, which is a bad lad.



FISHING BOAT

1. There is more than one right answer, So long as you pass through every open square without doubling back you will win.
2. Here is a hint to get started if needed.





SURFBOARD/ NO SURFING SIGN

1. You will need to have checked out the Cape Anna website before you can do this puzzle. The web address is on the Cape Anna business card.
2. Use the piece of paper and surfboard keychain with the no surfing sign. Put the surfboard on the sign like it is a hand on a clock. You will start at the “hang loose” sign, which is by the letter N.
3. The piece of paper has images of a surfer riding waves; these show which directions you will turn. The other symbols are numbers you get from the Top 10 page on the Cape Anna website. These show you how many spaces you will move. NOTE that the ones with two symbols make two-digit numbers, like 11 or 12.





GRAFFITI/GARY

1. The four symbols with the graffitied art form a name.
2. You are told by Gary the artist is most likely one of the five people you are looking into.
3. Look at the names of your five suspects and see which one could fit.



ANITA/ SEMAPHORE FLAGS

1. Use the Semaphore Flags to decode the flag message and then use them again to answer the question in the coded message.
2. Remember, this is a question for Anita, so answer it as she would.



SUSPECT TIMELINES

The dock master unlock gives you the info you need to know who left and who entered dock C by boat. This will affect the times for two of your suspects, narrowing down the time window that they were on dock C.



Conner mentions in his unlock watching seagulls fighting on Finch's boat at a certain time, this will eliminate a suspect.

Walter mentions seeing someone on dock C and watching them the whole time so that suspect is eliminated.

From Gary's unlock, you confirm who the graffiti artist is. Once you see how long it takes to do what they do, you realize they didn't have time to plant the evidence.

Anita gives you proof that no one was on Finch's boat at a certain time. When paired with what you learn from the dock master, this will eliminate a suspect.

This will leave only one suspect.





WHO PLANTED THE EVIDENCE & WHEN DID THEY HAVE TIME?

1. Before you can do this, you need to have solved all the puzzles in the section and read all five of the dock interview unlocks.
2. To get the correct time, you will have to use what you get from the suspect interviews AND what you get from the dock master's unlock.
3. The time frame you are looking for is only around an hour in length.





PUPPET SHOW TRANSCRIPT

And now presenting Sir Lobster and Baby Shark

Baby Shark: Sir Lobster, I need your help.

Sir Lobster: What is wrong, baby shark?

Baby Shark: I think I saw a bad guy,

Sir Lobster: A bad guy?

Baby Shark: Yes, a bad guy. And I overheard him say something that sounded very important.

Sir Lobster: Oh, can you tell me what he said, Baby shark?

Baby Shark: Well, I would, but I'm scared I could get in trouble.

Sir Lobster: Hm. What are we going to do?

Baby Shark: I know how. I'll tell you a riddle and see if you can figure out what he said.

Sir Lobster: Oh, how clever of you baby shark.

Baby Shark: All right. I heard the bad guy say three words that sounded very important. The first word was like sour but without what pirates say, followed by the without a vowel.

Sir Lobster: Oh, I think I know this word.

Baby Shark: The second word was easy, but don't ask why, and serve it with some tea.



Sir Lobster: Oh, I think I see a pattern to these words.

Baby Shark: The last word actually has the first word in it, but it ends up all wet, and another letter cuts in. Can you figure out which letter it is and where it goes?

Sir Lobster: Oh, I think I can, baby shark. So you said you heard the bad guy say these three words.

Baby Shark: I did, and they sounded very important.

Sir Lobster: Well, thank you for sharing, baby shark. High five for telling me this secret. Thank you. Thank you. This will be very helpful. All right, I think the show is done. Goodbye, everyone.





PUPPET SHOW RIDDLE

1. Listen carefully to what Baby Shark tells you about the three words.
2. All three words are related to directions on a compass.





WHACK A SHARK

Hit 10 sharks without hitting Barry Blue to get the high score.





TAFFY WRAPPER

1. To work this puzzle, you will need to reference the “Business Directory” page on the Cape Anna website.
2. The front of the wrapper has four colored dots, these colored dots are used to reference whether a symbol is to the left (red), right (blue), top (green) or bottom (yellow)
3. The back of the wrapper has colored dots with symbols on them. Each symbol is actually a letter cut in half either horizontally or vertically.
4. The logos seen on the website give you the order in which you pull the symbols. For example, the first thing you pull is the



Next you pull the





Combining these you get an “E”.





CODED MESSAGE

1. Put together what you got from the puppet show and what Ishmael told you in his unlock with the card and shark tooth.
 2. Put the tooth in the circle and point it in the directions you got from the puppet show. Look at the two letters the roots are at, and then look at the letter the point is at. This will tell you how to decode the message.
 3. For example, the first direction is south, so with the tooth in the circle pointing south, it has the roots at I and R, and the point is at T. Now, find all of the IRs in the message and turn them into the letter T.
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WHERE IS...?

1. You will need to have solved the coded message before you can do this.

