

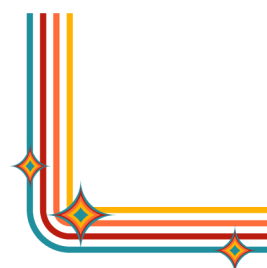
CAN YOU DIG IT? 🔍 HINTS FILES

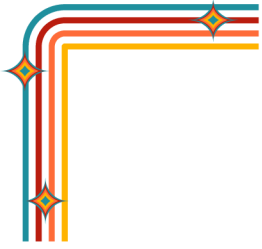
*One Puzzle Per Page

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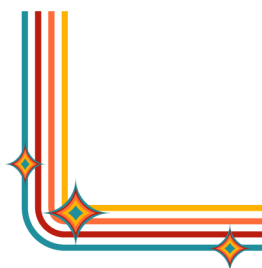
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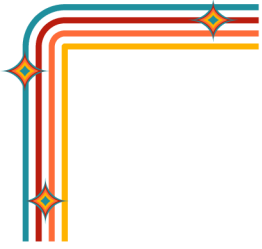




DANCE FLOOR/PAYPHONE

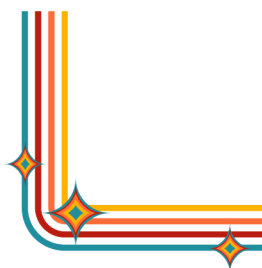
1. Scan the code on the Beginning Brief and watch the video.
2. Note the message on the payphone that says, 'Be a Star.'
3. Follow the video and find all of the squares marked by a star.
4. Pull the necessary letters from the dance floor grid.
5. You should have a word.
6. Convert the letters of that word to numbers, using the phone keypad.

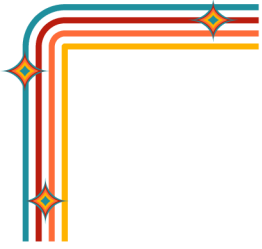




TRAVOLTA JONES

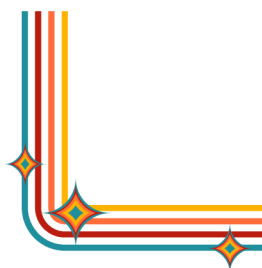
1. Travolta provides a sequence of dance moves that he wants you to perform.
2. Consult your notes to see what each dance move involves.
3. Perform the dance moves along the list of letters.
4. You will obtain two words.

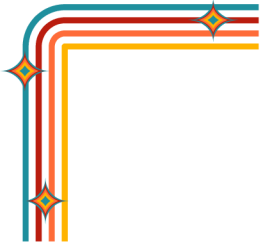




KELSO LEE

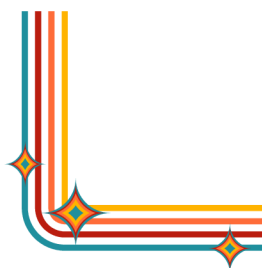
1. Kelso tells you about a challenge called “Going Back to the Seventies.”
2. Examine the flyer for the challenge and listen to each of the sounds.
3. Identify each sound you hear in the order they appear.
4. On the back of the flyer are a series of ‘70s themed subjects that have a corresponding series of letters that go with each one.
5. When you know what each sound is, pull the letters that correspond with each one and put them together.
6. You will get six words that should make sense.

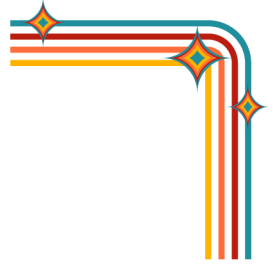
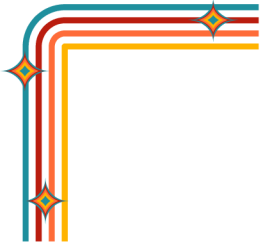




LOLA COLLINS

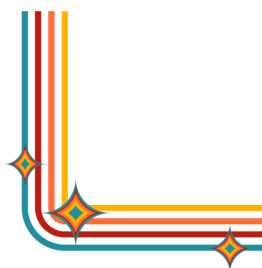
1. Lola mentions a napkin and the Y.M.C.A for her challenge.
2. In her directions, she tells you the letters to Y.M.C.A. are the ones to 'line up to pick.'
3. You should have a hair pick among the items in your possession.
4. Line the tines of the hair pick up with each line, making sure the tines all align with the red letters Y.M.C.A.
5. Take all of the other letters that line up with a hair pick tine.
6. Repeat this process for each line.
7. You will get 3 words.

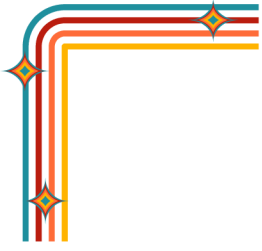




CLEOPATRA FRANKS

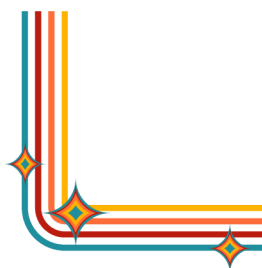
1. Her challenge involves putting a series of events from the '70s in the correct order.
2. There are places scattered throughout the first section where these events are listed and dates are provided.
3. Check the phone booth, the suspect list, and talk to Lavender Duke.
4. Once you have all of the necessary facts, you should be able to order these correctly, using the clues Cleopatra provides.

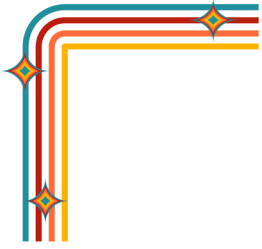




OLD COMPUTER

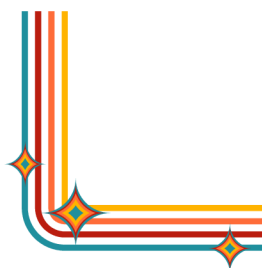
1. After completing each challenge from The Brick House, you will be given a name to search in the computer.
2. Type in each name and take note of the newspaper headline.
3. Each headline will have certain letters underlined.
4. Pull these letters to obtain a word.
5. You should end up with 4 words.





LAVENDER DUKE

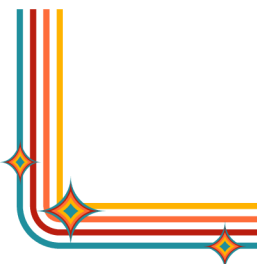
1. Once you have searched the computer four different times and gotten four different words from the newspaper headlines, you will have the name of the location Lavender Duke is needing.
2. Use the date of the newspapers to put them in order.
3. Provide the location name to Lavender.

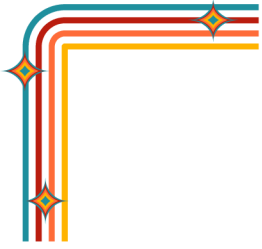




UNLOCKING THE LOCKER/NOTES PAGE

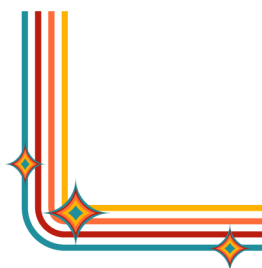
1. Max “The Hammer” Headley has maintained a storage locker that you need to get into.
2. You will need the last four letters of his other alias.
3. Lavender Duke will provide this in the ‘Read Me First’ letter in Envelope 2.

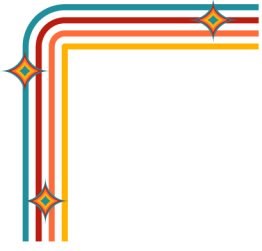




ROLLER SKATE

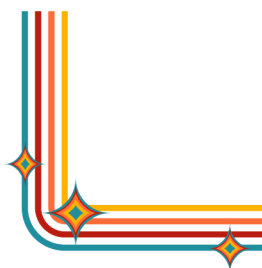
1. You are told that the wheel on one side of the skate translates to the other wheel on that same side.
2. This means that the front wheel translates the back wheel on side 1 of the card and the front wheel on side 2 translates the back wheel on side 2.
3. Example: You will see that at the top of the front wheel is the letter J. At the top of the back wheel on that same side is the letter C. That means that $J = C$.
4. None of the letters are shown more than once on the skate, so there should only be one way to translate this.
5. This will help you eliminate a suspect.

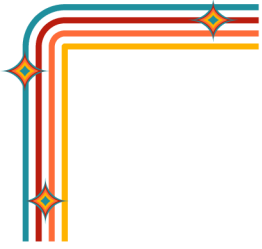




PINBALL

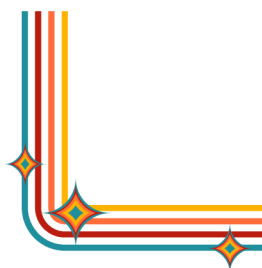
1. The goal of this game is to beat the high score of 12,000 using only 10 moves.
2. One hint is that you will need one of the higher point values in order to exceed 12,000.
3. Each item on the point list can only be used once.
4. Find the ten moves that will give you a score higher than 12,000 points.
5. This will help you eliminate a suspect.





BATHROOM STALL

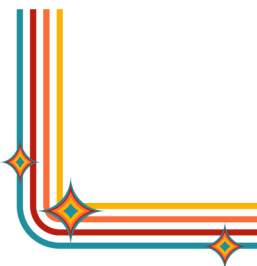
1. This is a translation code.
2. The message 10-4 is the hint.
3. Number the letters of the alphabet and change the 10th letter to the 4th letter.
4. Rewrite the alphabet using this shift (J = D, K = E, L = F, etc).
5. You should get a message that helps eliminate a suspect.
6. Note: you should pay special attention to what each suspect wears in order to interpret this clue correct.
7. Note: only one suspect will be eliminated using this clue.

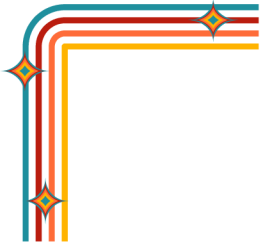




SERIAL KILLER PUZZLE/INSIDE LOCKER

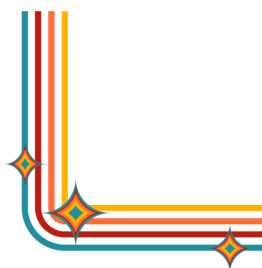
1. When you've gained access to the storage locker (notes page), you will find a list of serial killers along with a symbol representing the way they killed their victims.
2. These symbols are also listed on the notes page along with a series of numbers.
3. These numbers are simply meant to determine what letter you pull out of the name.
4. For each symbol, you will have two choices of which letter to pull.
5. It's up to you to determine what letters will go together to make a word.
6. Example: For the noose symbol, you have the numbers 1, 1, 8. You have the option to take the first letter (1) of Ted or Hillside. You have the option again to take the first letter (1) of Ted or Hillside. Then, you have the option to take the eighth letter (8) of Ted Bundy or Hillside. By pulling the first letter of Ted, the first letter of Hillside, and the eighth letter of Hillside, you get the word 'the.'
7. Repeat this process throughout.

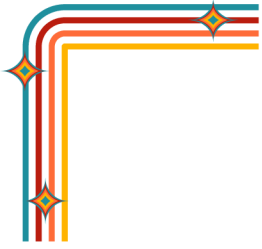




CB RADIO

1. You are asked to give the three initials of the first killer, three for the second, and a number. In the notes, you are told that all of the suspects played the pinball game.
2. Consult the high scores and find the initials that correspond to the Scarlet Blacktop killer.
3. The serial killer puzzle from the storage locker should provide a name for the second as well as a number.
4. Use all six initials and the number (numeric, not spelled) for the CB channel.





SOLUTION

1. You need the names of two locations.
2. Two names of locations are underlined in the CB Radio unlock.
3. Use them in the order they are mentioned.

