



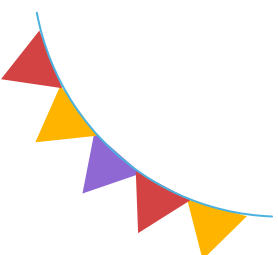
# CARNY TOWN HINT FILES

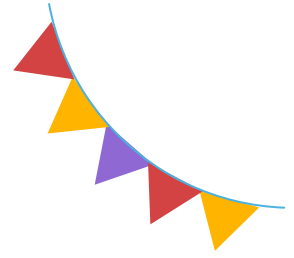
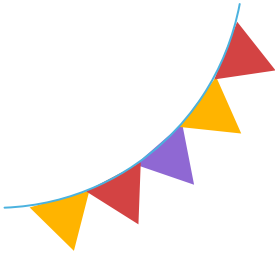
\*One Puzzle Per Page

## Table of Contents

### Page

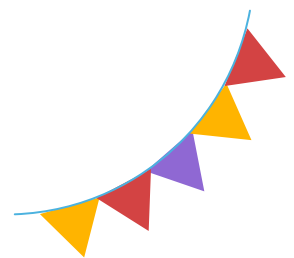
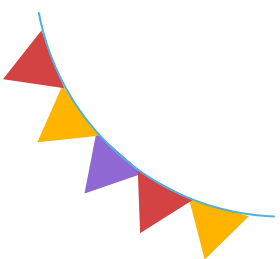
2. Email Access
3. Map Puzzle
4. Black Ducks Cipher
5. Harley Faulkner
6. Effie Calida
7. Daily Planner Notes/To-Do
8. Confirm Suspect Board
9. John “The Pretzel” Bender
10. Pierre Dupont
11. Elijah “The Flash” Hunt
12. Francis Wiley aka Pickles
13. Which Suspects Have You Eliminated?
14. Safe
15. Who Killed Mayor Biggins?

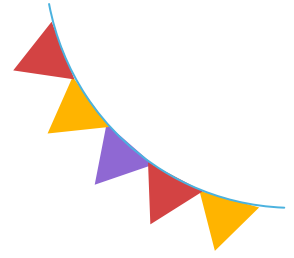
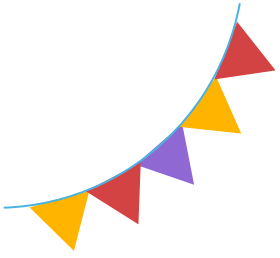




# EMAIL ACCESS

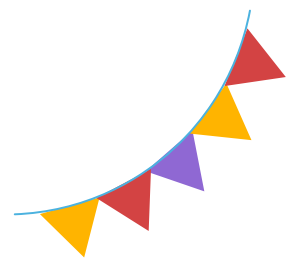
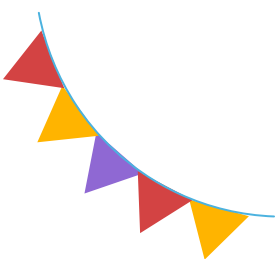
1. You are told that the password to gain access to Madame Pincushion's email consists of her favorite accessory and the year of her birth.
2. This information can be obtained by reading the interview on the back of her suspect card.
3. The email you see once you unlock this will help you determine all your suspects.

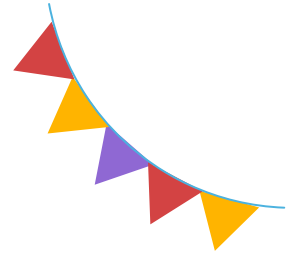
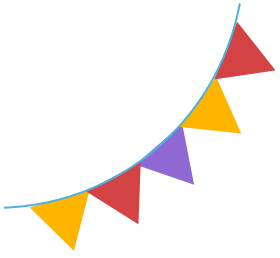




# MAP PUZZLE

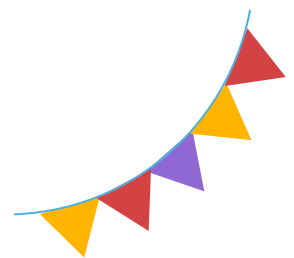
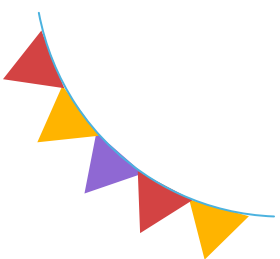
1. Once you gain access to Madame Pincusion's email, you see that she has a series of letters in the body of her email.
2. Note that the number of letters in the email corresponds to the number of locations on the handwritten map.
3. Consult Mayor Biggins' notes and read what he says about what he overheard over the phone to see what order is used for the letters as they correspond to the places on the map.

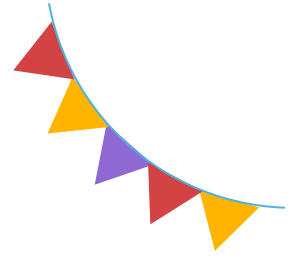
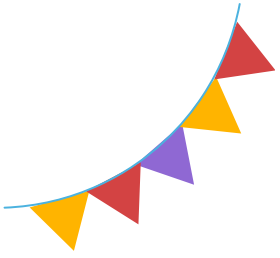




# BLACK DUCKS CIPHER

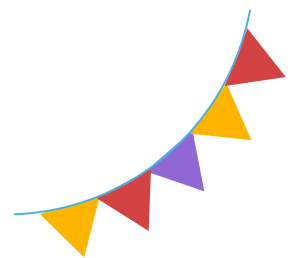
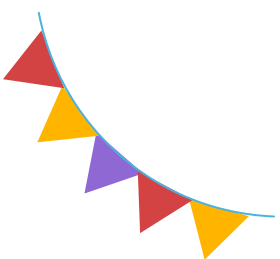
1. On the back of the Black Ducks comic are a bunch of encoded words.
2. There is a hint on how to solve this on the planner.
3. This is a conversion cipher where letters equal numbers.
4. Once you have correctly deciphered all of the words, it may not be immediately clear what to do with these.
5. Examine the day planner and use what you find there to match up words on the left with what matches up to them on the right.
6. These will help you fill in the suspect board.

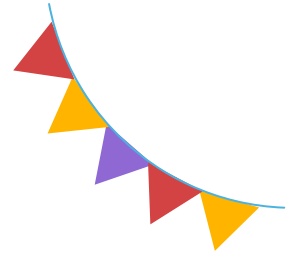
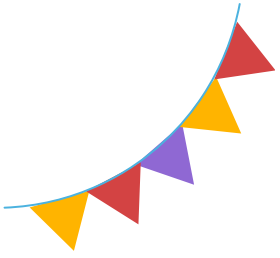




# HARLEY FAULKNER

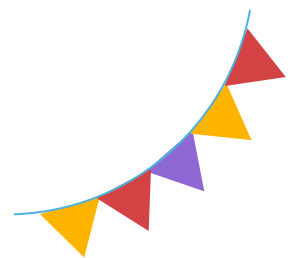
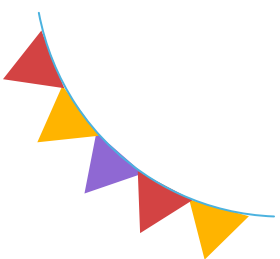
1. Harley has some information for you, but he isn't willing to just tell it to you. He wants to prove he is more than just a strongman.
2. This is a rebus puzzle that involves identifying each picture and modifying the name of the picture using the directions

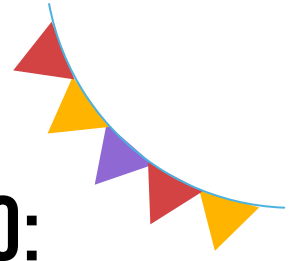
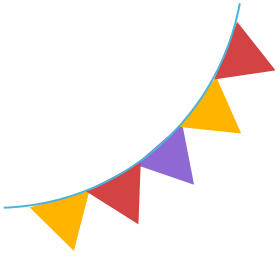




# EFFIE CALIDA

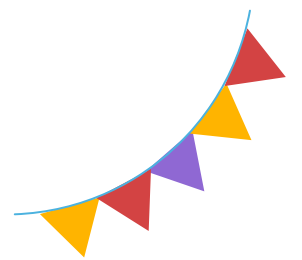
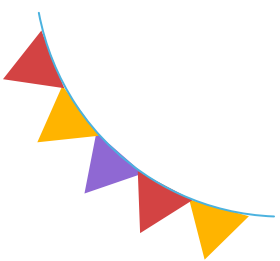
1. The key objective for part 1 is to construct a suspect board using the things Mayor Biggins has put together in the black bag.
2. Effie knows the order of the roles on the bottom row of the board.
3. Use the clues about each role to determine their order and fill in those spots on the board using the cards provided.





# DAILY PLANNER NOTES/TO-DO:

1. Take each string of letters and follow the directions listed in the To Do section.
2. The message will start with "Harry police..."





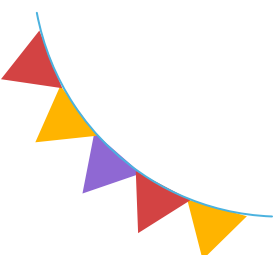
# CONFIRM SUSPECT BOARD



1. In order to correctly assemble the suspect board you will need information from a variety of sources (see previous pages)
2. The bottom row should be obtained by what Effie Calida gives you.
3. The information Harley provides should help match one suspect to one location.
4. You can use what you obtained from the back of the Black Ducks comic to fill in more of the spaces as well.
5. The Notes/To-Do section on the Day Planner will also be needed here.

Once you have correctly placed all of the suspects, locations, and roles, you will be asked two additional questions.

1. Determine where the poison was administered: this is determined using the information Dr. Death provides as well as information from Mayor Biggins' Day Planner
2. What time was the group going to commit the crime mentioned in the email? This is determined by the email/town map puzzle (see previous)



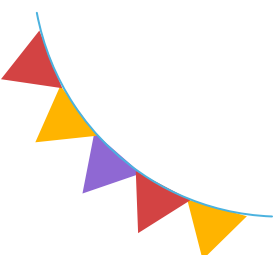


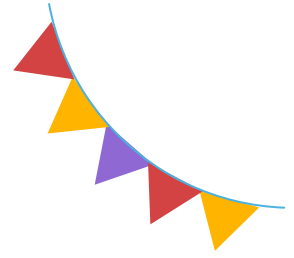
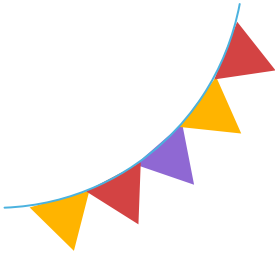


# JOHN “THE PRETZEL” BENDER



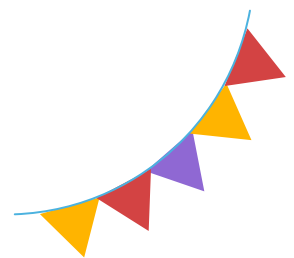
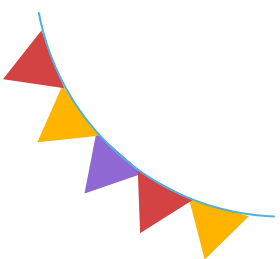
1. The contortionist has information but isn't willing to just come right out and say what he knows. Follow his directions on the cut-out of the contortionist to determine his message.
2. You will need to cut the man out and fold him following the directions.
3. Use the name you get from this puzzle to unlock Bender's QR code.
4. Eliminate a suspect with what you learn.

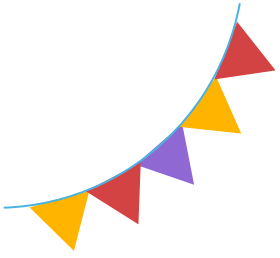




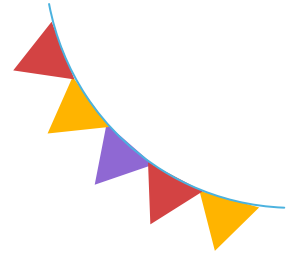
# PIERRE DUPONT

1. Watch the mime's video to determine what he is trying to tell you.
2. Look in the place he attempts to describe.
3. Eliminate a suspect with what you learn.

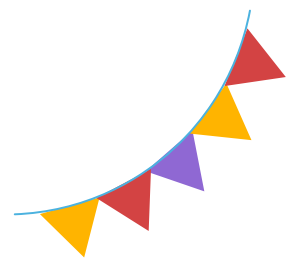
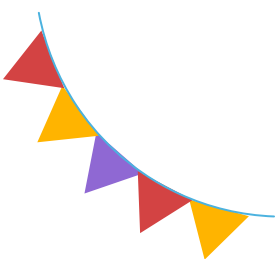


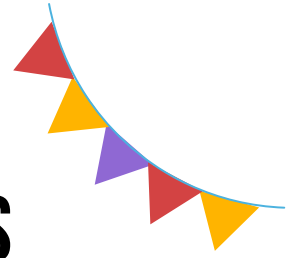
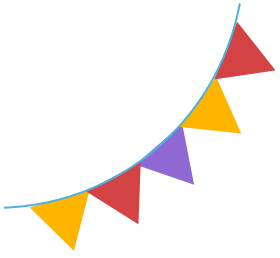


# ELIJAH “THE FLASH” HUNT



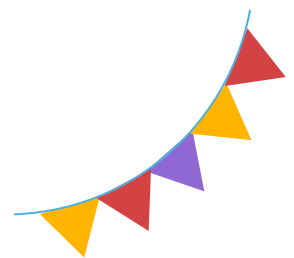
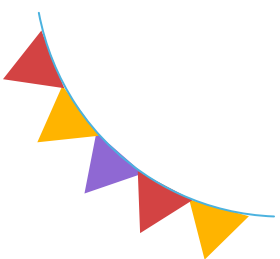
1. Feed the lions in the correct order using the directions given.
2. Simba is the first lion.
3. Once that is done you can eliminate a suspect.

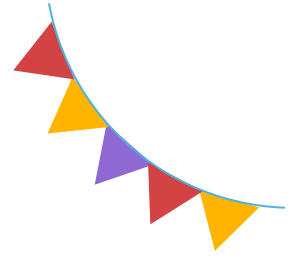
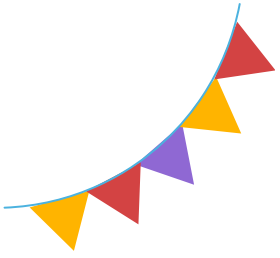




# FRANCIS WILEY AKA PICKLES

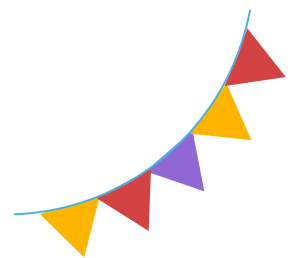
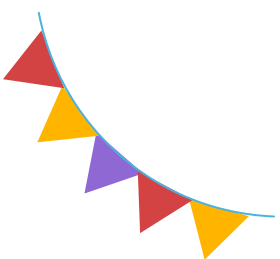
1. Help the clown pick the lock to his car so he can get back into it.
2. This puzzle involves trial and error.
3. All tumblers must be used.
4. Taking notes will be helpful with this one.

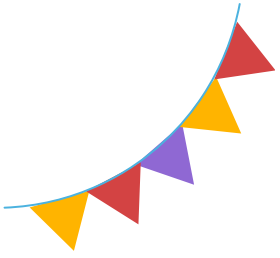




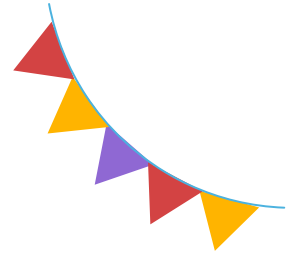
# WHICH SUSPECTS HAVE YOU ELIMINATED?

1. After you've completed the four puzzles on Midway Street, there will be some suspects you have eliminated.
2. Use the names of those suspects.

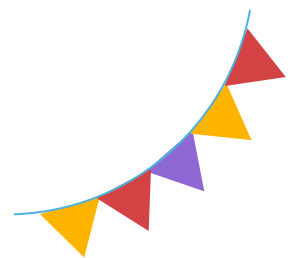
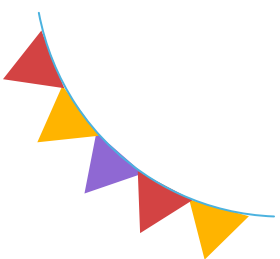


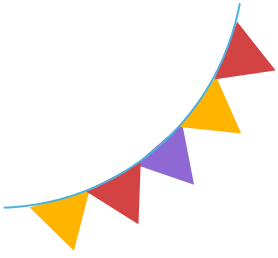


# SAFE



1. Madame Francesca gives you the combination to the safe.
2. The answers to her questions are found throughout the previous parts of the box.
3. Use what you obtain from within the safe with the What is Your Circus Name chart.





# WHO KILLED MAYOR BIGGINS?

1. Use what you get from the safe along with the What is Your Circus Name poster.

