

CREATURES OF THE NIGHT

HINT FILES



*One Puzzle Per Page

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VOICEMAIL TRANSCRIPT

This is Shelia again. I can't thank you enough for taking this case. I'm a frantic mother and not really sure what to do with myself. I just want to snap my fingers and make all of this ok again. I should have done more sooner. I should have stepped in immediately when Elizabeth started in about all of this vampire stuff...

Anyway, I know you're busy. There is a reason for my call. I thought of something that might be useful.

Even as a teenager, Elizabeth always thought I was smothering her and even took to writing in code in her journals at one point to keep her secrets from me. She never knew I learned to read her messages. It has been years but I still remember some of it.

The Os were zigzag lines
The Es had an heart in them
the Ts looks like an eyeballs
The As were a mess of scratchy lines
The Fs looked like coffins
The Ss looked like trees.
The Ns were circular arrows.
The Ps were music notes.

Find my daughter, please! I'm counting on you. Call me if you think of any questions.



CIPHER IN JOURNAL

1. Start by listening to the voicemail.
2. match up the letters with the symbols mentioned, then use logic to fill in the rest.
3. The message you et will start with “Start beside the top...”



JOURNAL/FANGS

1. You will need to have solved the coded message before you can do this puzzle.
2. The coded message has the instructions you need. Use the fang with the letters around the journal pages.
3. The first page will give you “Snow, Grass, Sun” and the second page will give you “Flamingo, Dirt, Sky”



VOODOO DOLL

1. You need to solve the fang puzzle before you can do this.
2. The words you get from the fang puzzle go with the voodoo doll and the sketch of the body in the journal. There are 11 pins in the doll and 11 letters on the sketch.
3. The colors on the pins in the doll go with the words you got. The message you get will start with "They are..."

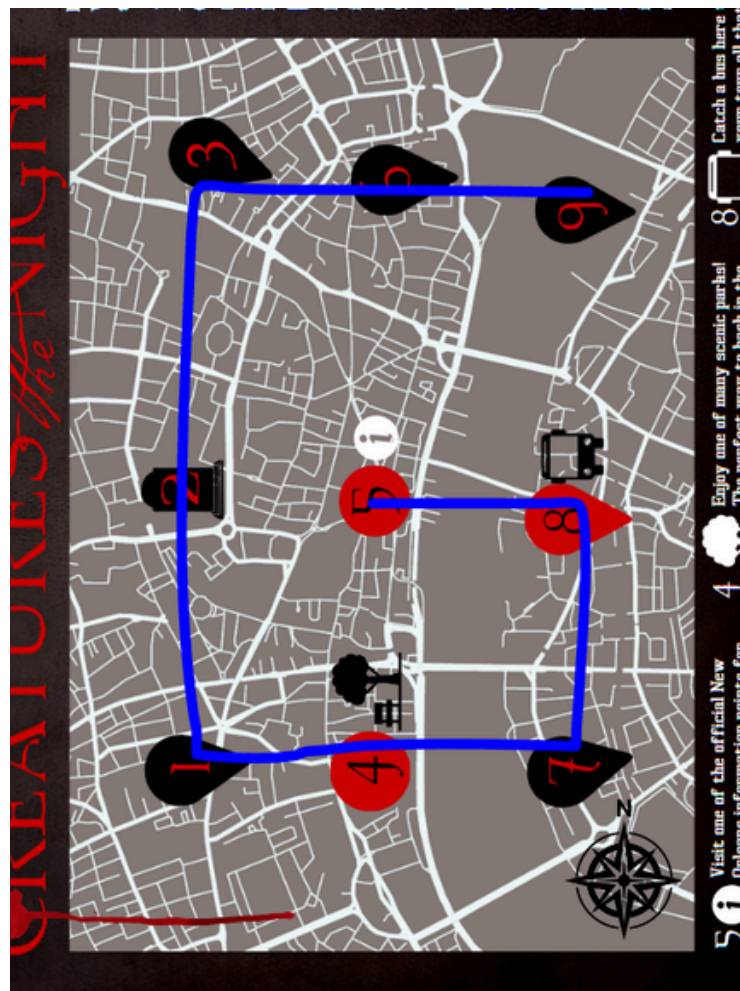


NAME OF THE GROUP

1. You will need to solve all three puzzles in the journal before you can do this.

TOUR MAP

1. Teddy mentions the various configurations for the perfect tour as told to him by Elizabeth. Ensure you orient the map north.
2. Start with the first one he says "963214785". Connect the numbers locations in the order given, this will reveal a letter.
3. In the first sequence given, if you connect 963214785 it reveals a "G".



COFFIN

1. Ensure all of the holes are punched completely.
2. Fold the coffin so that the vampire is inside. The holes will line up with numbers on the vampire. Take note of them and then fold the lid in the opposite direction so the same holes now line up over letters.
3. Where the "1" was you will see "C". Continue pulling letters this way and then flipping the coffin to do this to the opposite side to reveal the full message. The message begins with "Cafe..."





WHERE TO MEET PARKER

1. You will need to have completed the coffin puzzle and read the full message. The message from the coffin will give you the location to meet Parker.



TRIVIA/SUSAN

1. All three of the trivia question answers can be found either on the Creatures of the Night Tour map or Elizabeth's journal
2. The origin of the word Vampire comes from Elizabeth's journal entry dated 2/7/24 while the other two question answers can be found in the text on the tour map.



STAKE HOUSE MENU

1. Punch out the stake from the menu.
2. Slide the stake into the hearts on the menu, noting which symbols may match up to reveal letters.
3. The hearts are scrambled so you will need to determine how to read the message in the correct order.
4. The order on the stake is the correct order. The message starts with "TELL HIM..."



STAKE HOUSE BACKROOM

1. You will need to have completed the menu/stake puzzle.
2. The message you get from the hearts & stake tell you the password needed for this.

DRINK COASTER/ BEADS

1. Take the beads and the coaster, and then pay attention to what Miles tells you.
2. Wrap the beads around the coaster from notch to notch per the symbols he says.
3. As mentioned by Miles, take what the beads cross over, then take it off and start again with the next set of symbols.



In the above image, you would take the “W” and the “I” as the beads cross them. This is based on the first set of instructions Miles gives you.



GWYNETH'S DRINK ORDER

1. You will need to read the various entries in Elizabeth's journal that mention Gwyneth and drinks.
2. Through process of elimination, you will be able to determine the correct drink and which ingredient to leave out.
3. For example we are told the drink is not the "Silver Sour" but the correct drink is best without two things from the "Silver Sour".
Read through each drinks ingredients to compare.



WOODEN CROSSES

1. Punch out all six of the pieces, you will need to arrange them in the correct order and they are shipped mixed up.
2. Francis tells you how the symbols should be matched up. You will need to arrange them so that everything he says is true.
3. Once the symbols are all matched correctly, you will reveal a message. The message starts with "Sun..."



LOCATION OF THE GROUP

1. You should solve everything else before this.
2. At this point, you should know the location, the special knock, and the four phrases.



WHAT DO YOU DO WHEN YOU ARRIVE AT THE GROUP?

1. You should solve every else before this.
2. At this point, you should know the location, the special knock, and the four phrases.



PHRASES FROM THE GROUP

1. You should solve every else before this.
2. At this point, you should know the location, the special knock, and the four phrases.



CAGE UNLOCK

1. Use what Elizabeth tells you with the numbers mentioned to figure out which number to use.
2. The only part you need for the puzzle is about the number you need being one that has a unique digit from the others.



WHAT DO YOU USE FOR...?

1. You will use the journal cover for the order of way to kill a vampire.
2. The stickers on the journal cover have the order needed.