

CURSE OF THE PHARAOH

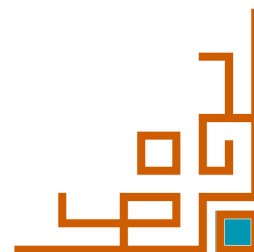
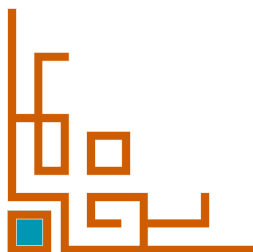
HINT FILES

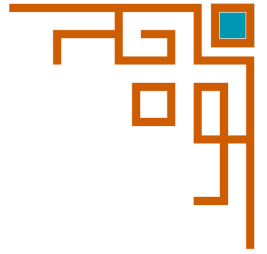
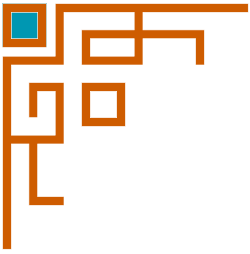
*One Puzzle Per Page

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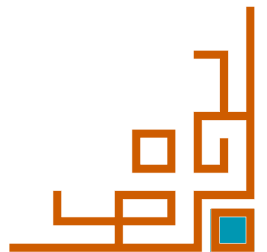
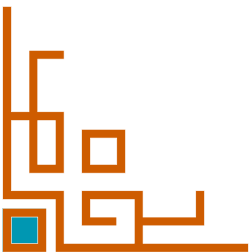
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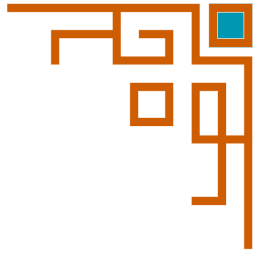
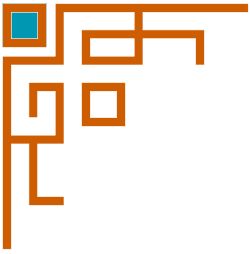




COMPUTER

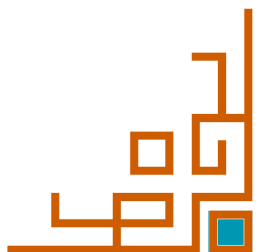
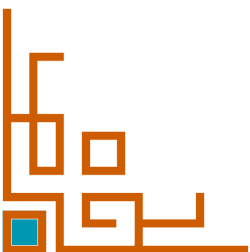
1. The word hint “tut-tut, use my real name” is a clue, and it’s not referring to Dr. Henderson.
2. The “tut-tut” part of the hint should get you to think of King Tut.
3. Read through the brochure to find the name you need.

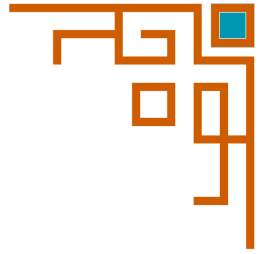
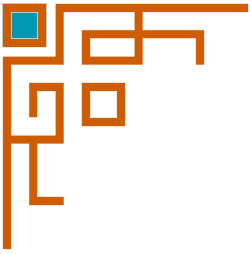




DANIEL

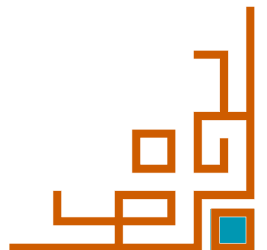
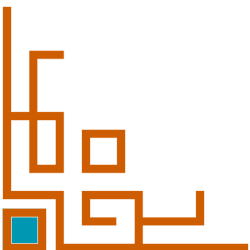
1. You will need to get on to Dr. Henderson's computer before you can do this.
2. Use the information you get from the email to answer Daniel's question.

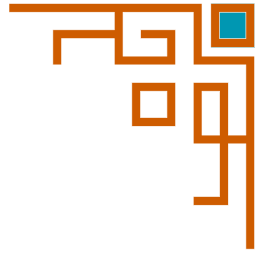
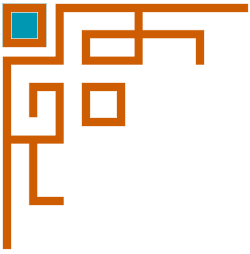




SYLVIE/GIFTSHOP DISPLAY

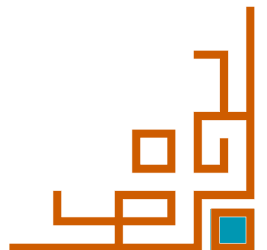
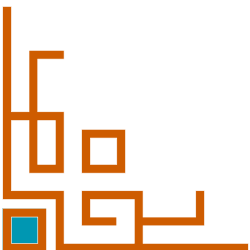
1. Read through all of the instructions for the gift shop items. Only some of the instructions will apply due to how much of each item is left.
2. Mark out any instruction that doesn't apply. When you are done, you should be left with five instructions.
3. Follow the five instructions you have left to determine what items go on what shelf.

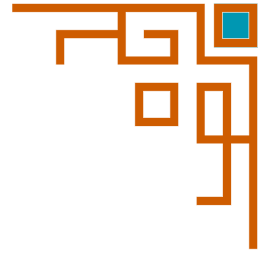
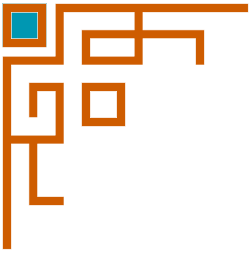




LEROY/CLEANING MIX

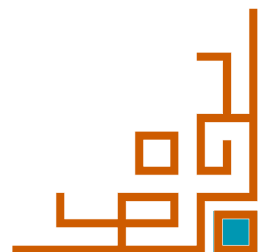
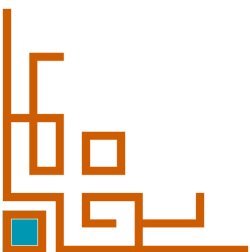
1. This puzzle is simpler than you think. Just multiply the part in the Floor Cleaner Mix by 3 and the Stain Remover Mix by 2.
2. Next, combine the two amounts you get for Chemical C, and use half of that for Chemical F.
3. When putting in your final answer, remember Leroy is out of Chemical C, so he would use 0 of it.

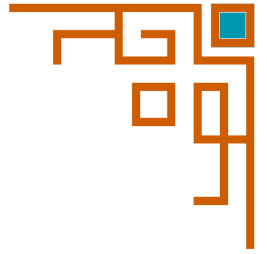
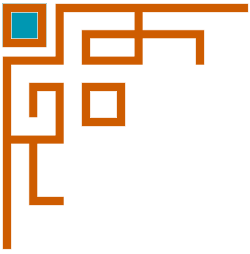




SHAUN/CODED MESSAGE

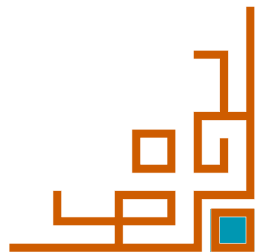
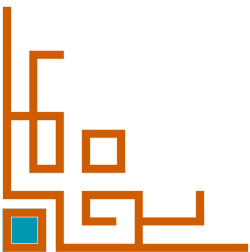
1. Shaun mentions two clues in order to get the key to decode the message:
“...the part above the line was the key to understanding the rest, and I would find the key under some old bones.”
2. Look through everything and think of what “under some old bones” could be referring to.
3. The text under the Dinosaurs Bones heading in the brochure matches the part of the coded message above the line. Use these hieroglyphs to start translating the rest of the coded message.
4. Some letters you might not be able to translate right away, but as you fill in the rest, it should become clear what those letters need to be in order to make a coherent message.
5. The message you get should start with, “Bring me this...”

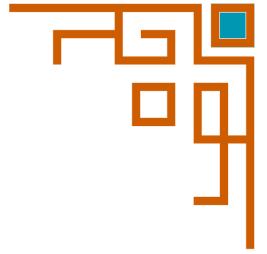
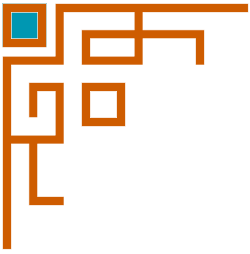




SCALES

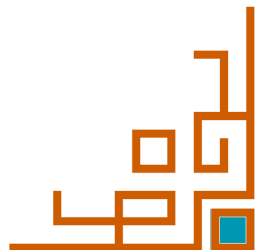
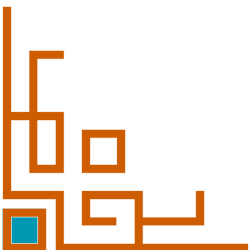
1. You will need to have unlocked Leroy's card before you can do this puzzle.
2. Follow the instructions in the note Leroy gives you and balance the scales.
3. If you are having difficulty with this puzzle, a way to simplify this is to think of the cat having a value of 1, then filling in the rest of the hieroglyphs' value accordingly.

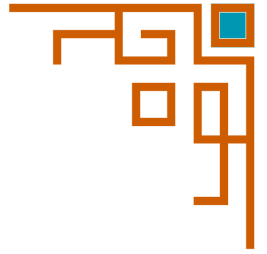
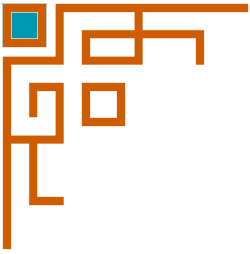




PYRAMID

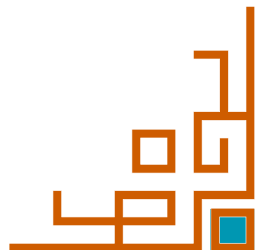
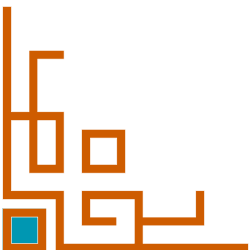
1. You will need to have unlocked Daniel's card before you can do this puzzle.
2. Fill in the pyramid bricks using the clues you get from the note Daniel gives you.
3. Below is an image with a few more of the bricks filled in.

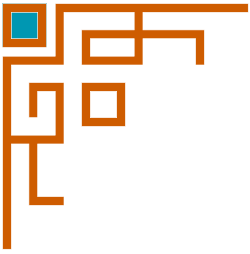




GRID

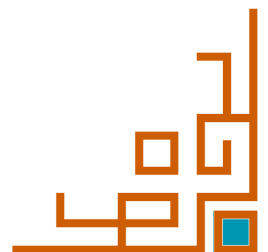
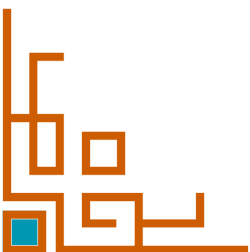
1. You will need to have unlocked Sylvie's card before you can do this puzzle.
2. This puzzle requires a bit of thinking and looking at things the right way in order to solve it. There are multiple clues in the note Sylvie gives you that will point you in the right way of thinking to solve this puzzle.
3. The biggest clues are the words "Around" and "Amount." Pick a hieroglyph and look to see how much is around it. If you do this, you should start to notice a pattern of sorts.
4. For example, all of the Eyes only have one other hieroglyph around them, while the Ankhs have two hieroglyphs around them, etc.
5. You should be able to use this insight to fill in the three missing hieroglyphs.

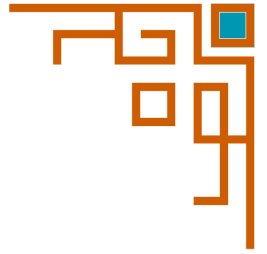
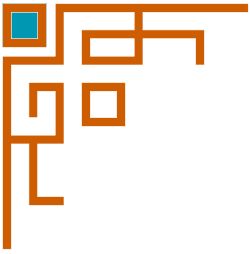




PATTERNS

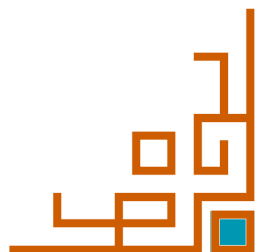
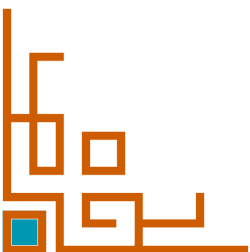
1. You will need to have unlocked Shaun's card before you can do this puzzle.
2. Use the clues and the circular pattern of hieroglyphs to determine what the fifth hieroglyph for each row will be.
3. The patterns are different for each row, but they have one thing in common. They each move clockwise around the circle.
4. This means you can count to see how many hieroglyphs are between the first and second, then between the second and third, then the third and fourth to figure out what the pattern is so you can get the fifth hieroglyph correct.

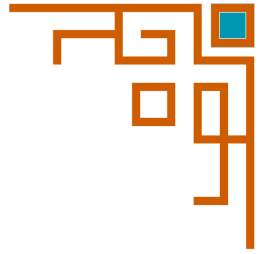
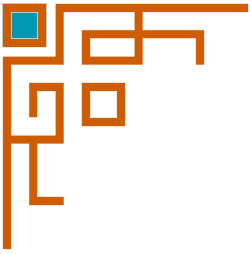




PHONE

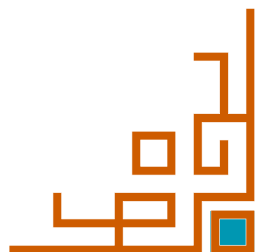
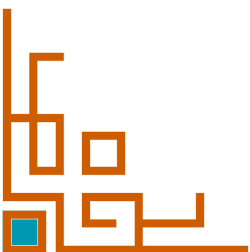
1. Read the first entry in the notebook found on Dr. Henderson's body. Also, read over all the interviews.
2. Between those two, you should be able to find the area of the museum you need if you look in the brochure under the Exhibits section.
3. Note that the IMAX theater and the Space exhibit would not have statues.

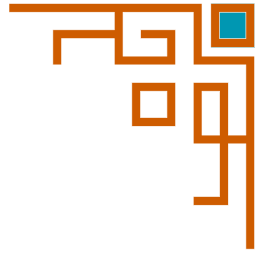
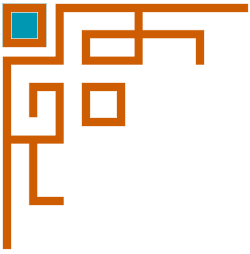




SUN NUMBERS

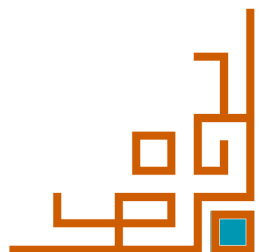
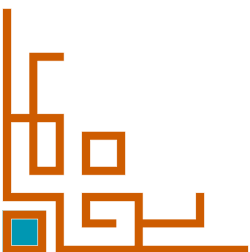
1. You need to have the phone unlocked before you can do this.
2. Once the phone is unlocked, listen to the audio files. The one labeled Numbers has what you need to do this puzzle. In the recording, Dr. Henderson mentions that he pulled up Egyptian numbers using his phone. Click on the internet app on Henderson's phone to see an image explaining the Egyptian numbers. It might be a good idea to copy those symbols down and then listen to the audio again so you can write down the changes each symbols make.
3. You are told you need two numbers. The sun has two groups of rays coming off it, short and long.
4. Add up the numbers you get from the short rays, then add up the numbers you get from the long rays.

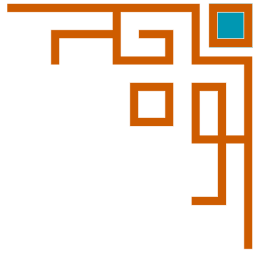
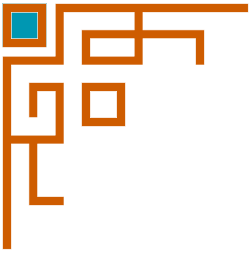




JOURNAL CODED MESSAGE

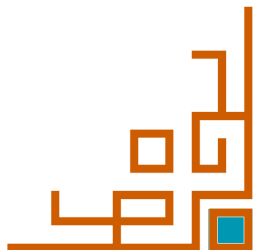
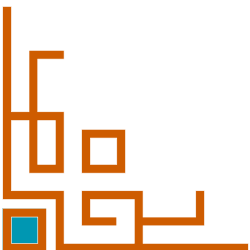
1. The clue to translate this is on the phone. :
2. First, translate the hieroglyphs into English letters using what you learned from the beginning. The message you get will look like nonsense at first.
3. Next, Dr. Henderson mentions thinking backward in two different ways.
4. So use a backwards or reverse alphabet to change the letters. So A =Z, B= Y, etc.
5. In the final step, read the message backward to get a coherent message.

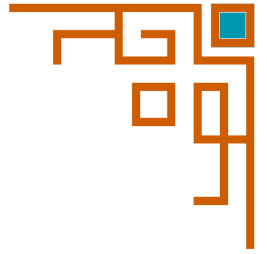
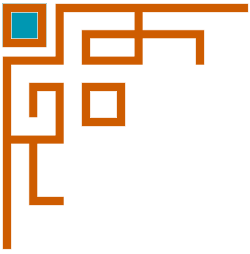




AMELIA

1. You will need to have solved the coded message in the journal and gotten the numbers from the sun imagery before you can answer Amelia's question.





JOURNAL - WHO IS...?

1. You will need to have unlocked Amelia's card before you can answer this question.
2. Use what Amelia tells you to eliminate suspects until one stands out as the person who is causing trouble around the museum.

