



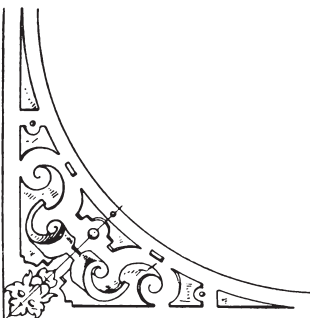
DEATH OF A FOOL HINT FILES

*One Puzzle Per Page

Table of Contents

Page

- 2. Onslow/Combat Tournament Bracket
- 3. Liliana/4 Pints of Ale
- 4. Marla/Jewelry Orders
- 5. Bancroft/Throwing Contest
- 6. Fool Puzzle One
- 7. Fool Puzzle Two
- 8. Fool Puzzle Three
- 9. Fool Puzzle Four
- 10. Suspect Elimination
- 11. Clothes Chest
- 12. Solution





ONSLOW/COMBAT TOURNAMENT BRACKET

1. You will need to read all the statements and then determine which ones have multiple ways they could work out and which ones only have one possible way they could work out.
2. Once you take care of all of the ones that have one right answer, that will help you figure out the rest by limiting the options for the possible matchups.
3. If you need more of a hint, below are the fighters who won their first round fights.

Who won in the first round of the tournament?

Sir Peterson

Sir Sanchez

Sir Hill

Sir Cook

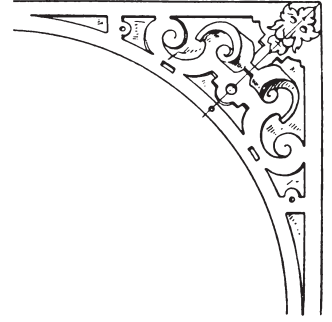
Sir Edwards

Sir Wood

Sir Torres

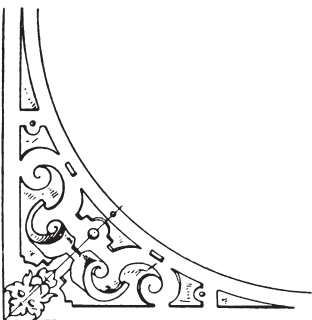
Sir Hutchins





LILIANA/4 PINTS OF ALE

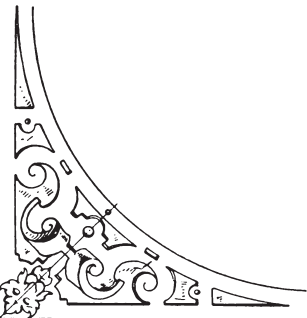
1. Not all of the available steps will be used, and some will be used multiple times.
2. Start by filling the 5-pint pitcher.
3. There is a move you will end up using three times.





MARLA/JEWELRY ORDERS

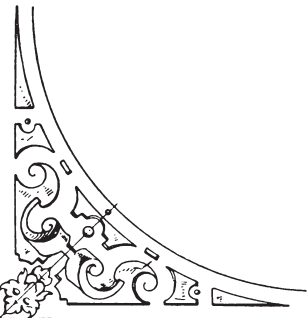
1. Read all of the details Marla remembers, then place the jewelry with the order you know for sure where they go.
2. The necklaces are a good place to start. Once that is done, you should be able to figure out where other pieces of jewelry go.
3. Such as the silver brooch: Since you gave the silver necklace to someone else, the silver brooch would go to the other order that needs a silver jewelry piece.

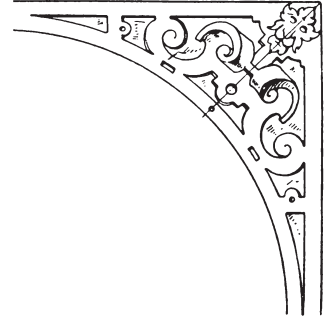




BANCROFT/THROWING CONTEST

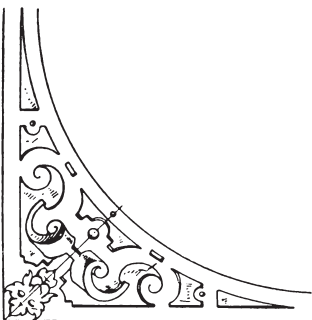
1. The first five throws need to each score a value that is one point less than the opponent's score. So on the first throw, Bancroft needs to score a 9.
2. On Bancroft's sixth throw, he needs to score enough points so that his point total comes out to 39 points.
3. Bancroft will need to score a ten on his sixth throw for this to work.

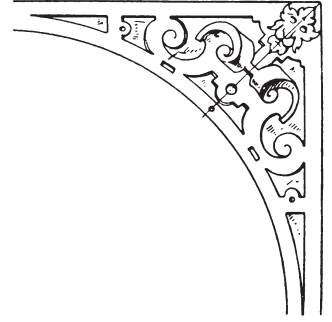




FOOL PUZZLE ONE

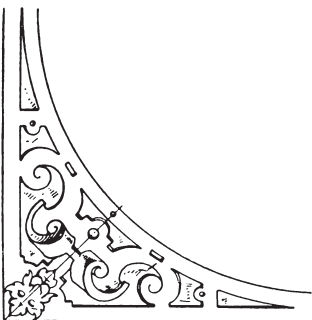
1. The knights' shields from the Fool's Path are the same used by the knights in the grand joust.
2. Rearrange the shields and the letters under them so that they are in the order as shown on the map.
3. Now you can read the message if you have the columns of letters in the right order.
4. The message you get will start with "find a high..."
5. Use the map to figure out which location the message is referring to.





FOOL PUZZLE TWO

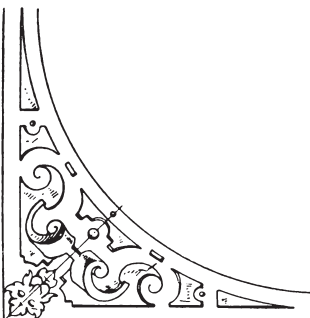
1. You will need to have unlocked the first location while on the Fool's Path before you can do this.
2. Use the message about red, black, and blue with the grid to get a message.
3. Move from the arrow to the deer while only passing over red letters
4. Now to the name for the black and blue clues.
5. The message you get will start with "go to where..."
6. Use the map to figure out which location the message is referring to.





FOOL PUZZLE THREE

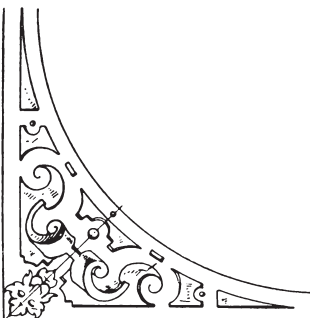
1. You will need to have unlocked the second location while on the Fool's Path before you can do this.
2. Use the quote you get from the unlock to translate the medieval stick figure code on the paper you have.
3. Now use the stick figures you know the letters for to start translating the medieval stick figure coded message from the unlock.
4. The message will start with "You are..."
5. Use the map to figure out which location the message is referring to.





FOOL PUZZLE FOUR

1. You will need to have unlocked the third location while on the Fool's Path before you can do this.
2. Use the fourth portion of the Fool's Path that mentions counting with the medieval village people you find at the third location to get four digits.
3. The underlined words are clues about what you should count.
4. How many people are talking (people close together and facing each other)?
5. How many people are on guard?
6. How many people are holding something?
7. How many people are the same?





SUSPECT ELIMINATION

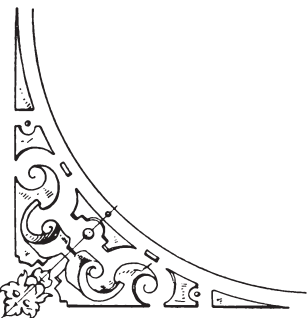
Three people are eliminated at the end of the Fool's Path when you find the note left there by the victim.

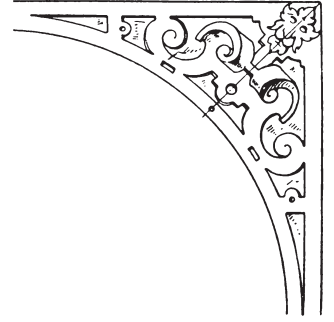
Someone is eliminated as a suspect by Bancroft's unlock

Someone is eliminated as a suspect by Marla's unlock

Someone is eliminated as a suspect by Liliana's unlock

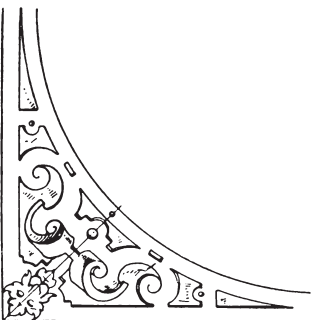
Someone is eliminated as a suspect by Onslow's unlock

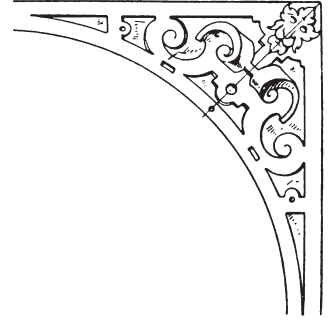




CLOTHES CHEST

1. There are five columns with ten jester hats in each column. This matches the five tumblers with ten letters each on the lock.
2. Some of the hats have letters on them.
3. Use the placement of the letters to figure out which letters need to go on the other hats for each column.
4. Once that is done, look carefully at all the hats and use the letters on the special hats.





SOLUTION

1. You will need to have solved everything else before you attempt this.
2. It is important to pay attention to the details about the lance and the things Aaliyah mentions in the unlock.
3. Use the color the lance is painted to match it to one of the knights from the Grand Joust, as shown on the map.
4. Once you know who the lance is for, you can infer that their opponent is the target.

