

# Down the Rabbit Hole - Hint Files

\*One puzzle per page

# Where Is The Place You 'lay your head'? Unlock

Hint 1:

1. The riddle is on the Rx Note.

Hint 2:

2. This is a simple riddle. The key is not to overthink it.

Hint 3:

3. When you rest in a bed, what do you lay your head on?

# Edgar/Who Are Your Suspects?

## Unlock

### Hint 1:

1. You are looking for five employees that stand out as suspicious. Look for any employee names and see if there are any suspicious activities they have been involved in or are currently involved in.

### Hint 2:

2. Where to look to build your suspect list:
  - There is a newspaper article that mentions the past activities of one of the employees.
  - Ruth mentions one person. You will need to look at the community board as well. There's only one person who fits the description of who she references.
  - Stan mentions one person. You will need to look at the description of the employee from the employee list.
  - Cynthia mentions that one of her "grandkids" has been stealing. Cynthia gets the employees mixed up with her grandkids based on their appearances. Use the family photo and the descriptions from the employee list to figure out who she is talking about.
  - Solve the riddle on the medicine receipt.

# Finding Out Who Has Which Numbers

## Hint 1:

1. You will need to have unlocked Edgar's information by giving him a list of five suspects before you can do this puzzle.

## Hint 2:

2. Each of the names on the library book card Edgar gives you has a number that is special to them. The map will point you in the right direction of where to look for each of their numbers.
  - Geoffrey - Solve the boat flags puzzle.
  - Sigmund - Count the stickers on the community board.
  - Stan - Look at the handwritten text on the back of the news article.
  - Cynthia - Number of grandkids.
  - Heidi - Look at the birthday card.
  - Roger - Look at the community board. How many medals went missing?
  - Ruth - Solve the pill case puzzle.
  - Jessie - What number is on the domino on the community board?

# Ship Flags

Hint 1:

1. Use the note on the community board that has flags on it to figure out which flag goes with which letter.

Hint 2:

2. Now use that knowledge to translate the flags on the model ship.

# Pill Case Puzzle

Hint 1:

1. Use the note about the medicine being off with the pill case.

Hint 2:

2. There are two clues in the text. First, the alphabet is mentioned. Second, there is a comment about moving everything back. Use these clues to change the letters on the pill case.

Hint 3:

3. Example: the first instruction states that "Sunday and Monday are off by one." So, move backwards in the alphabet from those letters, S and M, to get RL. Follow the directions for the rest of the letters to get the number you need. Note: the first two letters, RL, are initials.

# Rebecca/Mortician Unlock

## Hint 1:

1. To do this you will need to have unlocked Edgar's information and have figured out what number goes with each of the names on the library book card Edgar gives you in his unlock. Refer to the "Finding Out Who Has Which Numbers" for hints on solving this.

## Hint 2:

2. Once you have the numbers, work your way down the list of names from the library book card. The numbers you found for each person are like "page numbers."

## Hint 3:

3. Example: Geoffrey has the number 8 (found from the ship puzzle). So, go to the page with the number 8 written on it. Now use the date beside Geoffrey's name to move to the correct line and letter. Line 3, letter 14. This will get you the letter T. Do the same for the other names to get the password you need. You'll start at the top of the numbered page.

# Office Door

Hint 1:

1. Harold has a clue in his text for how to get into Gwyneth's office.

Hint 2:

2. He mentions, “she went and grabbed a pamphlet from the front desk muttering something about 'last four digits'.”

Hint 3:

3. Look at the Abernathy pamphlet and look at the phone number. Use the last four digits from there.



# Shuffleboard

Hint 1:

1. Edgar mentions that Sigmund made a comment about the shuffleboard and triangles.

Hint 2:

2. Pull out all of the numbers that are inside the triangles. NOTE: look carefully because not all the shapes are triangles.

Hint 3:

3. You should find nineteen triangles, and then pull their numbers. You will use these numbers with the Bingo boards.

# Bingo Boards

Hint 1:

1. You will need to have pulled all of the correct numbers from the shuffleboard puzzle before you can do this puzzle.

Hint 2:

2. Use those shuffleboard numbers on the Bingo boards to mark out all of the numbers you pulled, and the free space.

Hint 3:

3. You will create letters with the marked spaces. The first board will give you the letter N.

# Domino's Puzzle

Hint 1:

1. Domino is trying to communicate with you. Is there something about the dominos that reminds you of a type of communication?

Hint 2:

2. Use the morse code reference on the back of the Abernathy map to help you translate Domino's message.

Hint 3:

3. The message will start with  
"Yes."  
"Last night..."

# Quilt Puzzle

Hint 1:

1. Fold and tear the quilt squares apart. Once all the squares are separated, you will need to put them back together in a different 4x4 pattern.

Hint 2:

2. Match up the sides so that the shapes match with each other. If two squares touch, they should have the same shape on their touching sides.

Hint 3:

3. The message you get will start with "Gwyn..."

# Edgar Two

Hint 1:

1. You will need to have eliminated 4 of the 5 suspects before you can do this.

Hint 2:

2. Where to look for eliminations:
  - In the office door unlock
  - Bingo board puzzle
  - The quilt message, and what Clint mentions about Stan
  - The conversation with Domino

# Closet Unlock

Hint 1:

1. You will need to have solved all of the other puzzles, and unlocked Edgar's information before you can do this.

Hint 2:

2. Use the numbers on the ID badge Edgar found in Heidi's room to figure out the code to the door. The first two numbers give you a clue to the pattern.

Hint 3:

3. The pattern is that the first three digits add up to equal the last digit. Use this information to figure out the digit each symbol would be, and then use those in the order the symbols are on the door.

# Teacups

Hint 1:

1. Use the teacups from the shelves with the ones stacked on the table.

Hint 2:

2. Match up the patterns on the teacups to place the letters in the correct order.

Hint 3:

3. The message will start with "S equals..."

# Number Message on Paper With Hearts

Hint 1:

1. You will need to have solved the teacup puzzle before you can do this.

Hint 2:

2. Once you have the teacup puzzle solved, use the message from it to help you translate the numbers.

Hint 3:

3. The message will start with "Rose has gone mad..."



# Spiral

Hint 1:

1. Start at the center of the spiral and read outwards.

Hint 2:

2. You will need to find the three biggest charities that Abernathy has had. They will be the three charities with the most money according to the “Abernathy 2019 Charitable Income” list. Now you will need to find out how much money Rose reported for those charities.

Hint 3:

3. Two of the charities can be found on the poster on the wall. The Wonderland charity is mentioned in the Abernathy pamphlet.

# Computer Unlock

Hint 1:

1. You will need to have solved all of the puzzles before you try this.

Hint 2:

2. You will get the name needed from the number message. Don't use "the."

Hint 3:

3. The amount comes from the spiral puzzle and the math it directs you to. Look at the spiral puzzle hints for more information.