



DRACULA IS NOT THE KILLER HINT & SOLUTION FILES

***One Puzzle Hint & Solution Per Page**

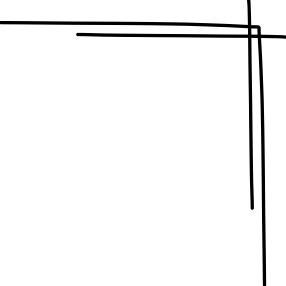
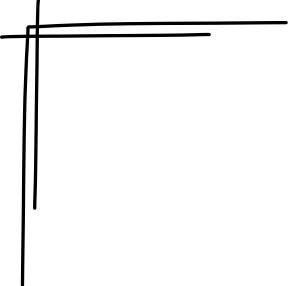


1

1. You have an encoded message. Notice the saying under the message. Some of the letters are not how they should be. This is giving you substitutions in the message. Use these substitutions to codebreak the rest of the message.

SOLUTION: THE KILLER DOES NOT HAVE A NECK TATTOO



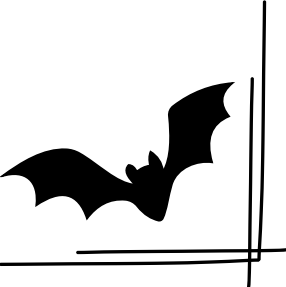


2

1.You have five columns of letters, each with a graphic at the top. You also have a phrase underneath the columns. How might these two work together?

2.The phrase is telling you to put the columns of letters in order of start to finish. So, the seeds would be the first (start). The second column would be the vine. And so on until you get to the end. Once you have rearranged the columns, read their letters to get a message.

SOLUTION: THE KILLER DID NOT BRING JELLY BEANS



3

1.You have an assortment of Halloween Candy with letters on each piece. You also have those same candy pieces stuck to a piece of paper.

2.Starting with the first piece of candy on the paper, find all of those pieces and make note of their letters. Continue this process for all candy types. Once you have all letters, unscramble the letters for each candy type. This will provide you with a message.

SOLUTION: THE KILLER DID NOT DRESS AS A WRESTLER



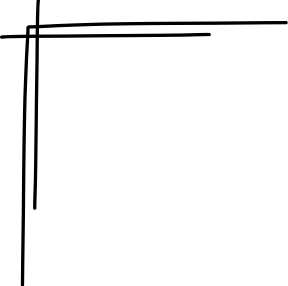
4

1.You have a cell phone and an encoded message. How could you use the phone to help you decode the message.?

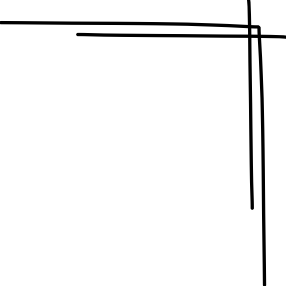
2.When looking at the encoded message, take one number and identify what possible letters that number could represent on the phone. For example, the first number is 8. On the phone, 8 could represent T, U, or V. Write out all possible letters for all numbers. Then, look to see what words are formed to provide the message.

SOLUTION: THE KILLER DID NOT COME WITH A GROUP





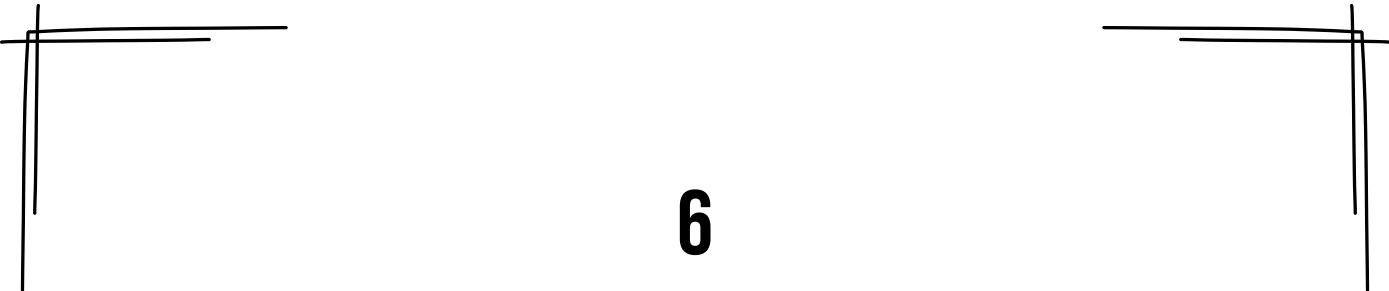
5



1. Identify the graphics in the puzzle. Once you know the word that represents each one, make the edits based on the other information provided. This will provide you with a message.

SOLUTION: THE KILLER DID NOT BRING CANDY CORN





6

1.You have a grid with letters turned different directions and a sketch in the bottom corner. The fact that the letters are turned different directions has no importance in solving this puzzle.

2.Using the sketch at the bottom corner, follow that path through the grid of letters to uncover a message.



SOLUTION: THE KILLER IS NOT AN ASTRONAUT



7

1.You are provided with a list of words. Looking at them all in a specific way could be helpful.

2.Take the first letter of each word to uncover a message.

SOLUTION: THE KILLER IS NOT TWENTY SEVEN

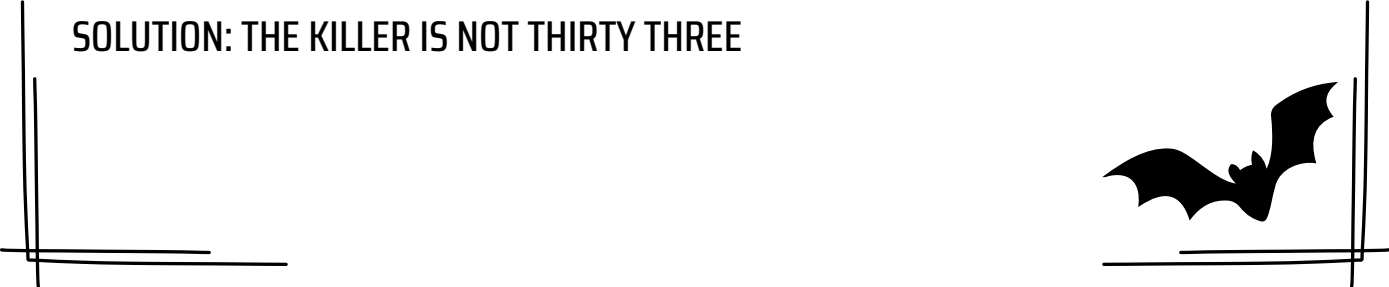




8

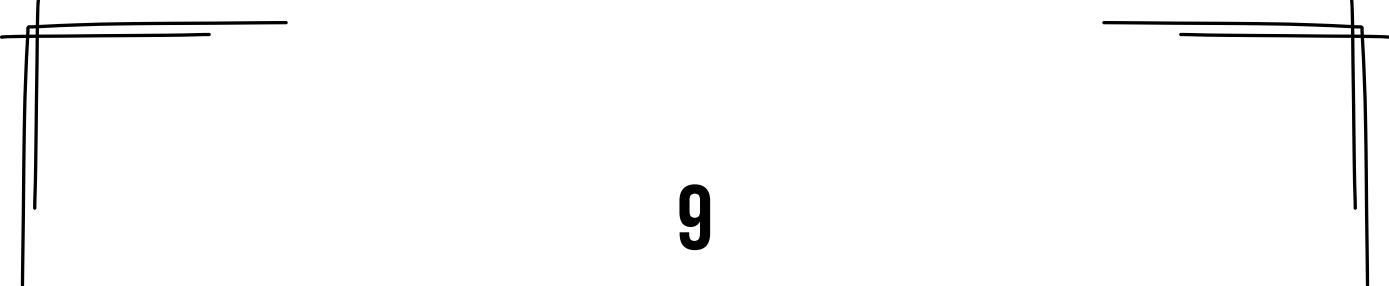
1.The graphic at the top of this puzzle is the key to solving the string of letters.

2.Notice where the pendulum starts in reference to the string of letters. Then, notice which direction it swings. Take the first letter on the left end. Then, take the first letter on the right end. The pendulum swings back and forth, working its way to the middle to reveal a message.



SOLUTION: THE KILLER IS NOT THIRTY THREE





9

1.You are ultimately looking for a message to be revealed in the yellow row. How could the columns of letters help with that?

2.Unscramble the letters in each column to reveal a message in the yellow row.

SOLUTION:

COSTUME - HALLOWEEN - EYEBALL - SPOOKY - BIZARRE - BLOOD - BLACK -
FEAR - DARKNESS - GRIM - STRANGE - CANDY - SHADOW - PARTY - AFRAID -
COBWEB - MIDNIGHT - CASKET - MACABRE - HAUNT

Yellow Bar

THE KILLER IS NOT A WITCH



10

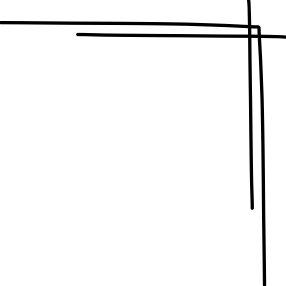
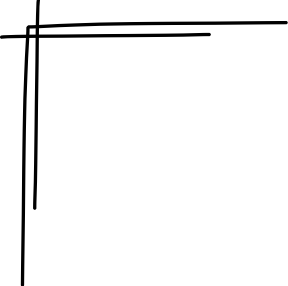
1. You have four rows of spooky text and then groupings of numbers. Do you notice anything about the first number in each grouping that could apply to the four rows of text?

2. In each grouping, the first number represents the line of text. The second number represents the letter within that line. For example, 1:1 means the first row of text and the first letter in that row.

3. Identify all letters in the text to reveal the message.

SOLUTION: THE KILLER DOES NOT HAVE A FOREAM TATTOO



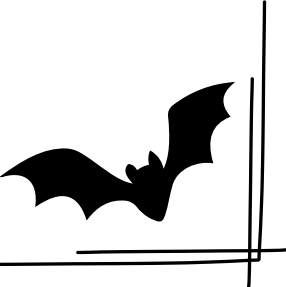


11

1.You have two 6x6 grids - one with letters and one with numbers. Why might the numbers be important?

2.Going in numerical order, identify the letters that correspond to the numbers. Once you have done this, a message will be revealed. The dashes in the grid with numbers represent that their corresponding letters will not be used.

SOLUTION: THE KILLER IS NOT A PLAGUE DOCTOR



12

1. You have an encoded message. Notice the saying under the message. Some of the letters are not how they should be. This is giving you substitutions in the message. Use these substitutions to codebreak the rest of the message.

SOLUTION: THE KILLER DOES NOT HAVE A PIERCED LIP



13

1.The two rows of letters are an encoded message. The phrase underneath the rows of letters that mentions a “key” is important.

2.You are told that your costume is important. Go back and look at the beginning information to remind yourself about your costume.

3.”Key” refers to this being a keyword cipher. Your costume name is the key. Your costume is a GHOST. In a row, write out that word followed by all remaining letters of the alphabet. Omit the letters in your costume name when you get to them and continue with the alphabet. Once you do this, directly underneath that first line of letters write out the alphabet A through Z. You now have your key to decode this message.

SOLUTION:THE KILLER HAS MORE THAN THREE LETTERS IN THEIR NAME



14

1.The number of wooden discs that you have is important in figuring out what to do with the rows of letters beneath.

2.Group the letters into groupings of four. Each letter corresponds to a wooden disc.The skeleton hands tell you exactly how to move the letters in the alphabet. The second skeleton hand is showing a “thumbs up” which means “okay” and that specific letter is good and doesn’t need to change.

SOLUTION:THE KILLER DID NOT BRING LOLLIPOPS



15

1.The four clues you are provided at the bottom are used to eliminate numbers 11-61. Once you have eliminated all but one number, the killer will not have that specific letter in their name.

SOLUTION:THE KILLER DOES NOT HAVE AN "S" IN THEIR NAME



16

1. You have six columns of letters with differing numbers of spiders at the top. Reorder the columns of letters based on the numbers of spiders to reveal the message.

SOLUTION: YOU ARE LOOKING FOR A KILLER NOT FOR TREASURE THERE IS NO NEED TO HAVE ONE OF THESE HUNTERS. (This is referring to a Treasure Hunter)



1. Identify each image with the correct word that will fit in the corresponding blanks. Once you have done this, pull the letters out in order to reveal the message.

SOLUTION:

WITCH

PUMPKIN

CLOWN

ZOMBIE

GRAVEYARD

SCARECROW

XRAY

MIDNIGHT

SKELETON

FAIRY

SCREAM

THE KILLER HAS SIX OR FEWER LETTERS IN THEIR NAME



18

1. You have an encoded message. Notice the saying under the message. Some of the letters are not how they should be. This is giving you substitutions in the message. Use these substitutions to codebreak the rest of the message.

SOLUTION: NO DINOSAURS OR DRAGONS WILL BE FOUND WITH THIS KILLER (This means the killer did not wear a dinosaur or dragon costume)



19

1. Use the cell phone from earlier to decode the message. When looking at the encoded message, take one number and identify what possible letters that number could represent on the phone.

SOLUTION: CARAMEL CANDIES WOULD NOT BE ASSOCIATED WITH THE KILLER



20

1. Take a close look at each word. Do you notice anything different about them?

2. Each word is missing a letter. Identify all the missing letters to reveal the message.

SOLUTION: WHEN THE DIGITS IN THE KILLERS AGE ARE ADDED TOGETHER THE
TOTAL IS LESS THAN EIGHT



21

1. You have an encoded message before you. Unlike previous encoded messages with letters, this message has numbers. How could the numbers give you letters?

2. Think about the alphabet. A = 1, B = 2, etc.

SOLUTION: THE KILLER DOES NOT HAVE THE LETTER M IN THEIR NAME



22

1. You have different shapes containing letters. Group the shapes in order as they appear and their letters will reveal the message.

SOLUTION: THE KILLER'S COSTUME WOULD NOT BE A JOB FOUND ON AN AIRPLANE
(This means the killer is not dressed as a flight attendant)



23

1. You have an encoded message. Notice the saying under the message. Some of the letters are not how they should be. This is giving you substitutions in the message. Use these substitutions to codebreak the rest of the message.

SOLUTION: A MURDER AT THE PARTY HAS ALREADY SOURED THINGS FOR YOU
ENOUGH THE KILLER WOULD NOT HAVE ADDED MORE WITH THE CANDY THEY
BROUGHT



24

1.You have a grid of letters and grim reapers turned different directions. How could the directions of the grim reapers help you solve this?

2.The answer to this can be found in the letters between grim reapers that are facing one another.

SOLUTION: THE KILLER IS NOT 31



25

1.You have two wooden discs. The smaller wooden disc is the key to the larger wooden disc.

2.The smaller wooden disc is showing a scrambled mind. This is telling you that the larger wooden disc is scrambled. Unscramble the words to reveal the message.

SOLUTION: THE KILLER DOES NOT HAVE THE LETTER L IN THEIR NAME



26

1.You have a row of numbers in different fonts. You also have 8 rows of letters in different fonts.

2.Using the font order at the top, put the corresponding rows of letters in order to reveal the message.

SOLUTION: THE KILLER IS NOT WEARING THIS COSTUME BUT IF THEY WERE THEY COULD NOT TALK AND WOULD ONLY BE ALLOWED TO USE BODY MOVEMENTS AND FACIAL EXPRESSIONS TO COMMUNICATE (This is saying the killer is not dressed as a mime)



27

1. Use the cell phone from earlier to decode the message. When looking at the encoded message, take one number and identify what possible letters that number could represent on the phone.

SOLUTION: THE KILLER WOULD NOT BE FOUND IN THE OCEAN AS AN OCTOPUS
SHARK OR MERMAID



28

1.You have a word search. Find the words in the word bank. But be warned, this word search has a twist.

2.You will not find all the words in the word bank. The words not found in the word search will reveal a message.

SOLUTION: DIGITS FROM KILLERS AGE ARE NOT SAME NUMBER



1. Identify each image with the correct word that will fit in the corresponding blanks. Once you have done this, pull the letters out in order to reveal the message.

SOLUTION:
TOMBSTONE
GHOST
CANDLE
SPIDER
CAULDRON
PIRATE
JACKOLANTERN
BAT
CANDY
WEREWOLF
BROOMSTICK

THE KILLERS COSTUME TITLE DOES NOT CONTAIN THE LETTER C



30

1.You have six rows of spooky text and then groupings of numbers. Do you notice anything about the first number in each grouping that could apply to the four rows of text?

2.In each grouping, the first number represents the line of text. The second number represents the letter within that line. For example, 4:1 means the fourth row of text and the first letter in that row.

3.Identify all letters in the text to reveal the message.

SOLUTION: THE KILLER DOES NOT WORK ON A CONSTRUCTION CREW



31

1.You have seven rows of text, each with a different letter at the beginning of the row. Using all the letters at the beginning of each row, unscramble to create a word.

2.Once you know the word, rearrange all rows of letters to reveal the message and final clue to the case.

SOLUTION: CHARITY is the word

ONCE YOU IDENTIFY THE KILLER TOTAL THE NUMBER OF LETTERS IN THEIR NAME
GROUP SIZE AND COSTUME THEN FIND THE SEVEN DIGIT PHONE NUMBER HIDDEN
IN PLAIN SIGHT ON YOUR INVITATION TEXT THAT NUMBER FOLLOWED BY THE
KILLER TOTAL NUMBER



? SOLUTION

1.The name of the killer will be at the bottom of this page. Once you know that, use it with the information from the last puzzle.

2.. "TOTAL THE NUMBER OF LETTERS IN THEIR NAME GROUP SIZE AND COSTUME"

This means get the values for each one and then add them together. So, take the number of letters in the killer's name+number of letters in their group size (Ex. Date=4) + number of letters in their costume title. The total will be a two-digit number.

3.Look at your invitation. Read the numbers you see from left to right for a total of seven digits.

SOLUTION: JADE is the killer.

DRACULA IS NOT THE KILLER SOLUTION: 731370213

