

HALFTIME HOMICIDE HINT FILES

*One Puzzle Per Page

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FOAM FINGER

1. Examine the foam finger carefully. Look inside.
2. The cipher found inside is worked using hints taken from the finger itself.
3. Which way is the finger pointing?
4. What number is showing on the finger?
5. These provide instructions on how to shift the alphabet to crack the code.



FIGHT SONG

1. Notice how some of the letters are different colors. This is important.
2. The key to solving this puzzle is on the back of the fight song.
3. The letters on the back should spell the word Druid.
4. This is what you should do for all of the groups of letters in each stanza.



FOOTBALL FIELD

1. You have a list of plays on the clipboard that correspond to the football field.
2. On the back of the list of plays is the key to decoding the plays and translating each play into a letter.
3. Divide the field up according to the instructions.
4. The simplest way to do this might be simply writing, A=1-4, B=5-8, C=9-12, etc.
5. Move the ball up and down the field according to the directions in each play and write down the corresponding letter based on what yard line you end up on.
6. You will get several words from this that form a sentence.



PHOTO OF COACH MCCALL

1. Examine the photo closely.
2. This may involve removing it from the frame.
3. You should find something else in the frame along with the photo.
4. The puzzle provides instructions on how to use the extra item that talks about the Druid's beard.
5. Point the Druid's beard at the letter you are given in the instructions then pull the letters in the order you are told.
6. You will obtain two words.



SPREADSHEET OF STUDENTS

1. The main objective of the loose items is to determine the identity of Merlin, the Druid mascot.
2. You should have 4 facts about Merlin. These are taken from the Fight Song puzzle, the Football Field puzzle, the message inside the Foam Finger, and information obtained from the Spirit Ribbon.
3. When you eliminate students from the list based on those 4 criteria, you will be left with one name.
4. Pay special attention to the spirit ribbon it has a clue as to what graduation class Marlin is in.



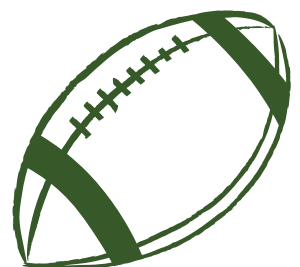
WHO IS MERLIN?

1. Once you have solved the previous 4 puzzles and eliminated all but one student from the spreadsheet, you will have Merlin's true name.
2. The puzzle on the back of Coach McCall's photo will give you the correct location.



BLAISE THE JANITOR

1. Blaise the Janitor will talk to you and give you additional information if you can provide you are worthy.
2. The key word to pull from his hint is the word mouth.
3. You have something in your possession that relates to that word.
4. Move the item around on the sheet of letters according to the directions Blaise has given you.
5. You will end up with two words.



LOCKER

1. You need information from Blaise and information from the Missing poster to get into the locker.
2. The numbers on the back of the missing poster should correspond to a diagram you have.
3. Use the values of the correct numbers along with the information Blaise gives in his unlock to get the correct combination.



COMPUTER

1. Principal Skinner's fondness for John Philip Sousa tunes is the key to solving this puzzle.
2. Use the wave file on the Missing Poster and match it up to the note on her desk to obtain the password.
3. Focus on the highlighted parts.



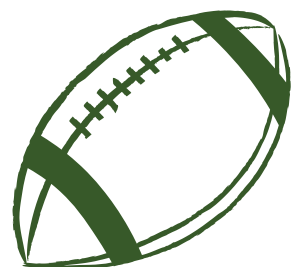
FURNACE ROOM

1. Use the information Blaise provides along with the information on the back of the Missing Poster to gain access to this location.
2. You will need to examine the cheerleader's cheer to find a specific word to focus on.
3. Two images on the back of the Missing Poster will directly represent that word.
4. Translate accordingly to get the password to the furnace room.



GAINING ACCESS TO THE FIELDHOUSE

1. Once you have done everything there is to do inside the pencil pouch, you will be left with two suspects.
2. Use their first names to unlock.



WHERE WAS...?

1. Marcus saw something and will give you more information once you determine where he was.
2. Using the map of the school, follow the instructions he provides.
3. Narrow it down to one room.



GRID MAP

Using what Marcus tells you, follow the series of directions to determine the correct square on the map where you should search.

