

HOUDINI'S GREAT ESCAPE

HINT FILES

*One Puzzle Per Page

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SEANCE TABLE

1. The first objective is to match each person at the seance up with the Tarot card that is associated with them. Note: this also includes you (Tess) and Houdini.
2. The back of each Tarot card has some qualities that are associated with the card.
3. One of the qualities on each card should match up with a character trait associated with each of the seance participants.
4. Note: in some cases, the exact word from the Tarot card is used verbatim multiple times on the character card, helping you to link the two.
5. Note: The Magician card won't be used at this point and shouldn't be matched up with anyone.
6. Once you know which Tarot card goes with which person, you can unlock this.

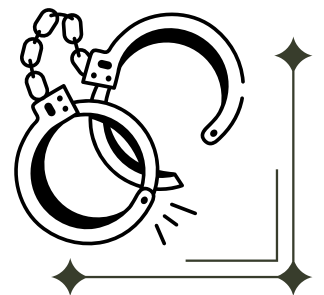


THORNE CROWLEY

1. The Magician gives you some information about how to catch Thorne Crowley off guard.
2. You are shown a planchette (like the kind that is used with a Ouija board) and given several sets of directions.
3. You are told how to use these directions in conjunction with certain letters associated with Houdini's real name.
4. You will use the newspaper to obtain those letters.
5. When you use the directions with the Ouija board, you will get a name and a word that can be given to Thorne Crowley to foil the first part of his plan.



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HANDCUFFS/SAFE

1. One of the things Houdini is known for is his ability to escape from handcuffs.
2. The Magician provides a series of instructions on how to use the handcuffs to “divine” the combination to Thorne Crowley’s hidden safe.
3. Manipulate the handcuffs according to The Magician’s directions and obtain a series of numbers that will be used to open the safe.
4. You will see one member of the seance party removed from the home in the unlock. This helps narrow down who is The Magician.



WHERE DO YOU SEARCH?/AUTOMATIC DRAWINGS SHEET

1. The sheet with the strange drawings has a series of 4 letters (one per drawing).
2. Place it over the Ouija board and start at the letter you see.
3. Trace the drawing to see which other letters you will obtain/pull from the Ouija board.
4. You will obtain 4 words (one for each drawing).
5. You will see one member of the seance party removed from the home in the unlock. This helps narrow down who is The Magician.



MAGICIAN LETTER 2/WHEN YOU THINK YOU KNOW WHO I AM...

1. After completing everything else in the Seance envelope, you should have eliminated all but two people. One of them will obviously not be The Magician. This just leaves one.
2. Based on your initial task, you should know which Tarot card was originally associated with the person who is actually The Magician. This will be needed.
3. The Magician also tasks you with searching a specific place.
4. The location is obtained by using the 3-4 letters on the back of each Tarot card to figure out what two words can be formed using the cards that you are told to examine.
5. This works a lot like a puzzle where you have numbers on a phone keypad and are forced to figure out which of the numbers on each button should be used to make a legible word or phrase.



WHERE IS THE KEY?

1. In the last Magician letter, you are given a series of peculiar words and phrases.
2. In the previous unlock (the one that instructs you to begin your escape) there is an underlined phrase that is helpful here.
3. Take the parts of the words mentioned in the underlined phrase and obtain a coherent phrase.



GRANDFATHER CLOCK

1. Your task here is to place each of the 12 signs of the Zodiac at the correct place on the clock, corresponding with numerals 1-12.
2. Some of the information needed is obtained in the Where is the Key? unlock.
3. Some of the information is on the Magician's letter.
4. You should have enough information to place each symbol correctly on the clock.
5. Once that is done, take the number associated with each sign and fill in on the back of the card.
6. When you finish you should have two four digit numbers.
7. Take the difference (subtract the smaller number from the larger number) and obtain a 3 digit answer.



RIDDLE

1. In the last unlock of the Escape envelope, you are presented with a riddle to solve.
2. The answer should be obvious given the context of the setting.
3. It's also something for which Houdini is known for.
4. You are looking for a single word.

