

# HUNT FOR THE FINAL GIRL

## 🔍 HINTS FILES

\*One Puzzle Per Page

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# WHO TAKES WHAT PATH AND WHAT DO THEY TAKE WITH THEM?

1. You need to read everything you have so far before you do this puzzle.
2. Focus on the information from the cards and the conversation.
3. Make a chart so you can keep up with all of the details.
4. Once you know someone is on a certain path or has a certain item, no one else can be on that path or have that item.
5. If you are having trouble, here is one of the answers: path one, Tana, hatchet.



# PATH 1/WHAT ORDER DO YOU CUT THE ROPE?

1. Read all of the clues carefully, especially the first two.
2. Hint: teal is the first one cut.
3. Hint: black is the fourth one cut.



# PATH 2/WHAT NUMBERS DO YOU LAND ON?

1. First, you will need to determine the amount used in the fifth turn for each row.
2. The numbers inside the turn arrows make patterns. Complete the patterns to figure out the fifth turns. -
3. Once you have that one, you will need to TURN the dial the correct direction and amount and record where you land for each row.
4. IMPORTANT: Remember, you are turning the dial in the direction the arrows indicate, NOT moving around the circle in that direction. There is a difference.
5. It may be easier for some people to make a cutout of a circle to use.

$$\begin{array}{cccccc}
 0 & \curvearrowright 2 & \curvearrowright 4 & \curvearrowright 6 & \curvearrowright 8 & \curvearrowright \underline{10} = 6 \\
 & \curvearrowright 1 & \curvearrowright 2 & \curvearrowright 4 & \curvearrowright 8 & \curvearrowright \underline{16} \\
 & \curvearrowright 2 & \curvearrowright 1 & \curvearrowright 4 & \curvearrowright 3 & \curvearrowright \underline{6} \\
 & \curvearrowright 3 & \curvearrowright 2 & \curvearrowright 3 & \curvearrowright 2 & \curvearrowright \underline{3}
 \end{array}$$



# PATH 3/WHAT IS THE MESSAGE?

1. First, you need to complete the sayings and remember, they are sayings, not just random words.
2. The first saying is "Blood is thicker than water."
3. Once you have all the sayings, use the numbers to pull the letters you need to get a new message.



# PATH 4/HOW MANY LINES?

1. Just like the example, some dots will not be used, some numbers will be inside the loop, and some will be outside.
2. The number 1 can only have 1 line around it, so that makes it helpful in knowing which ones will stay blank.
3. The number 3 has to have 3 lines around it. That means once there is one line, you will have to make a U-turn around the 3 in order to create the three lines.
4. Once all the loops in complete, count up the lines. Be sure to look at the example to see how to count them.



# PATH 5/WHAT THREE WORDS DO YOU GET?

1. For each group, you are looking for a word that you can do to the words in that group.
2. So the words you are looking for would be used like verbs.
3. Example: if a group had the words ball and taxi, the word that can be done to both would be catch. Because you can catch a ball, and you can catch a taxi.



# WHAT COLOR ARE THE LIGHTS THAT COME ON AFTER THE TRANSMITTERS FROM EACH PATH ARE ACTIVATED?

You need to have finished all five paths before you can do this.





# WHO SURVIVED?

You need to have finished all five paths before you can do this.



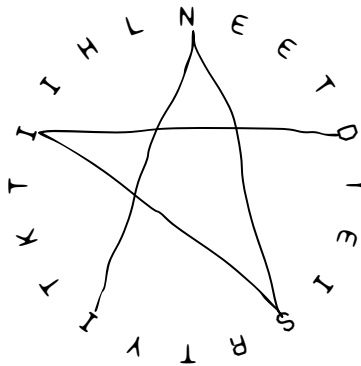
# CODED MESSAGE

1. The coded message uses a shift cipher.
2. Each line of the code uses a different shift cipher
3. Use the clues given on the note to figure out how much to shift.
4. The first line will translate to "You will..."



# STAR

1. Draw a star starting with a normal perspective as shown below.
2. Next, rotate the circle and draw another star from a new perspective.
3. Use the letters you get from the previous star to determine the best letter to use as a starting point for the next star.



# DOOR

Use what you got from the two puzzles on the note to unlock the door.

