

# John Doe Hint File

\*One puzzle per page\*

# Danny's Sports Bar Unlock:

1. Use the Danny's Sports Bar rewards card(the one with five stars) with the menu.
2. Use the lunch combo number five. You should notice that the combo name and the blanks/Xs on the rewards card match up.
3. Use the letters that fill in the blanks in the rewards card.

# Handyman's Hardware Unlock

1. You will need to have solved and unlocked Danny's Sports Bar before you can do this puzzle.
2. Use the instructions on the back of the Handyman's Hardware business card with the order number you get from the Danny's Sports Bar unlock.

# Junkyard Employee Unlock

1. Read the crime scene notes to get the details about the car.
2. Match the details from the crime scene notes to the list of cars on the spreadsheet.
3. Once you have done that, use the name of the employee that checked the car that matches the description to open Joey's unlock.

# Car Tag / Contact Phil

1. You will need to have figured out who checked in the car and unlocked Joey's QR code before you can do this puzzle.
2. In the unlock Jerry mentions details about the license plate. It is sports-related and has four letters and two numbers. Look at the baseball poster and see if any four-letter names stand out and if they have two numbers that go with them.
3. There is a signature on the front. Use that for your four letters. Once you know the license plate number, call Phil and give it to him since he mentioned in the beginning brief to contact him if you found a way to identify the John Doe.

# Socket Set/Message Found in Apartment

1. You will need to have figured out the license plate number and unlocked “Contact Phil” before you can do this puzzle.
2. Use the message found in the apartment with the socket set. You will have two letter options for each fraction. Choose the one that gives you a coherent message.
3. The message will start with “The...”

# The Cyclist Store

1. You will need to have solved and unlocked the Handyman's Hardware before you can do this puzzle.
2. Use the bike lock with what is told to you in the Handyman's Hardware unlock.
3. Find the symbols on the lock that would go with the words from the order given in the unlock. Now use the corresponding numbers. I.e. cold = 9.

# The Cake Shop Unlock

1. You will need to have solved and unlocked the Cyclist Store before you can do this puzzle.
2. Match the shapes on the canister found in The Cyclist Shop unlock with the shapes on The Cake Shop poster.
3. Then count the number of indicated items in each photo. You will know what to count by reading the message on the poster under the heading “A Valley Falls Original.” Use the order of the shapes from the canister.

# Address

1. You will need to have unlocked the Cake Shop before you can solve this puzzle.
2. Look at the drawn items. How could you get a letter from each of them?
3. Take the first letter of each drawn item. Example: Kite = K. You get five letters that will give you a location.

# Purple Door

1. You will need to have finished everything in this section before you can unlock this.
2. Use the location first, followed by the password.

# Who does what?

1. About half of the information on what businesses people own is given by the server, Michael Crawford. The rest comes from talking with the different crime bosses.
2. May, Huxley, Dan, Angela, and Aspen all mention details that will help you figure out who runs what businesses.

# Animal Riddle

1. You will need to know all ten of the animal options to do this puzzle.
2. The server, Samantha Williams mentions all of the animals you will need. Use what she gives you to figure out which animal the riddle is referring to.

# Animals- Who is what?

1. You will need to read Samantha's information to know what names you have to choose from.
2. You then read what each of the bosses says about themselves or each other. This will help you figure out most of the pairs.
3. Samantha's information is needed to figure out four of the pairs.

# Who Sits Where

1. You will need to have figured out which animal refers to each person before you can do this puzzle.

# Bathroom Stall/North Warden

1. Use the story about sailing from details on the “Inner Circle” with what is written on the bathroom stall door.
2. The number of lines of Xs and Os on the stall door is the same as the number of sentences in the story.
3. The number of Xs and Os in each line matches with the number of words in each corresponding sentence.

# Agent Peters Unlock

1. You will need to figure out who the four Inner Circle members are before you can answer this question.

# Sensitive Intel

1. You will need to have figured out who the four Inner Circle members are and unlocked Agent Peters's card before you can do this puzzle.
2. Add up the 4 numbers in each square on the Sensitive Intel puzzle. Then match the numbered pieces of paper Peters gives you in his unlock and write the corresponding letter.
3. The message will start with "I have..."

# Who Killed Andrew?

You get this from completing the “Sensitive Intel” puzzle. The first name comes from the puzzle and the last name comes from the character card.