



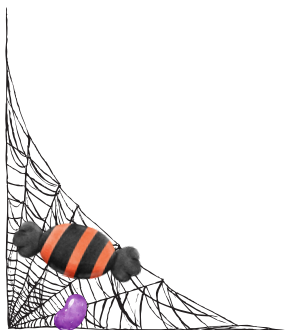
KILLER CANDY HINT FILES

*One Puzzle Per Page

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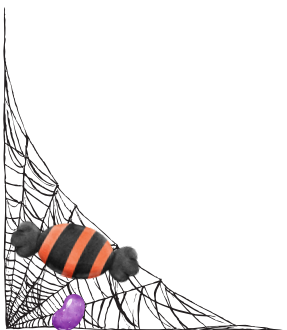
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DETERMINING WHICH HOUSES TO INVESTIGATE:

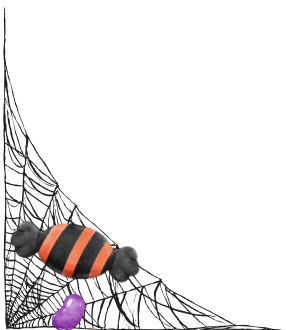
1. Each of the kids have created a specific rule to determine which houses they should go to for trick or treating.
2. Use the rules that all the children provide to eliminate all of the houses except four.
3. Note: the fifth house will come from solving the Ashton/Captain puzzle.

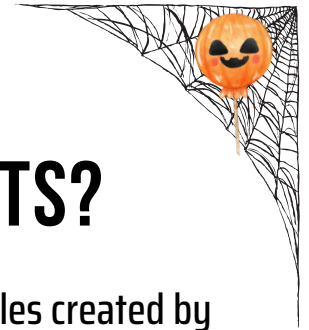




ASHTON/CAPTAIN PUZZLE

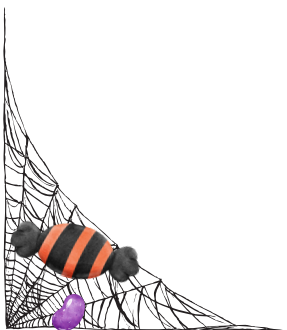
1. Ashton asks you to help him decode a message from Paige.
2. Captain, the dog, supposedly can help with this.
3. You are told that the puzzle involves the use of a phone.
4. On a standard keypad, most of the numbers also have 3-4 letters underneath.
5. Captain will tap to signal which letter you should use to correspond to each number.
6. Example: The first number Ashton gives you is 6. Captain taps his paw twice which means to use the second letter on the 6 key which is an N.





WHO ARE YOUR PRIME SUSPECTS?

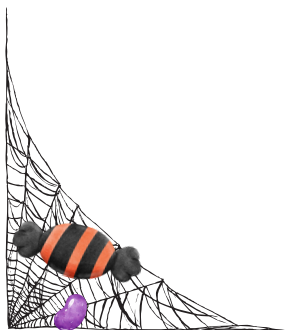
1. You should end up with five houses (four are gained from the rules created by the kids, one of them comes from Ashton/Captain puzzle)
2. Add all five house numbers together to form your password.





HOUSE #1 (WHAT WAS MR. ALI?):

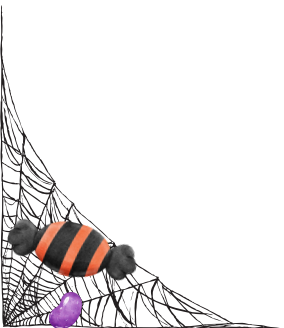
1. Scan the QR code to get help from Tate with this house.
2. He provides a candy map and a hint about which letters to use.
3. Follow the candy in the order that Tate provides.
4. Write down all of the letters along the way until you reach an ending point.
5. Note: the end point on this is not the end of the maze
6. Use the rule Tate gives you to determine which letters to study.





HOUSE #2 (WHAT IS THE OVERRIDE CODE..?)

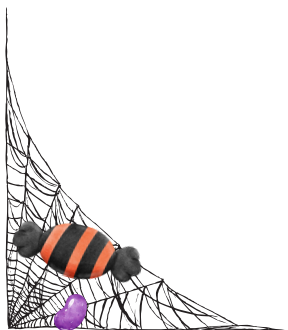
1. The override code to the security system involves certain songs from the Halloween playlist.
2. Jase provides you with a series of rules for eliminating certain songs from the playlist.
3. Use the remaining song numbers that fit Jase's rules to override the security system.

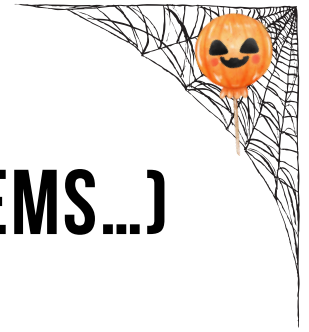




HOUSE #3 (WHAT SHOULD BE AVOIDED?)

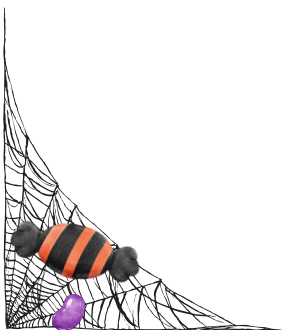
1. Paige tells you about something she stole from inside house #3.
2. She tells you to take note of the strange sentence at the bottom of the note and makes mention of the number of letters contained in the sentence.
3. Use the letters in the strange sentence to correspond to the letters in the alphabet. This will tell you how to convert the letters in the torn note.
4. Piece together the torn note and decode. An easy way to put the note back together is to draw/trace out on a piece of paper and then cut them out.





HOUSE #4 (USE THE CORRECT ITEMS...)

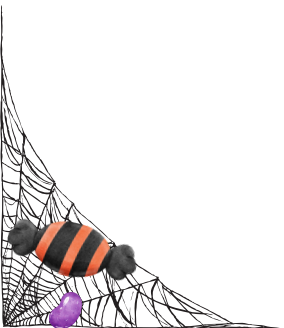
1. In order to get past the vicious dog, you need to know what to do.
2. Consult the newscast and follow the steps.
3. Use the items in the purse in the order that best matches the tips from the news report.
4. Use the numbers of the items from the purse in the correct order.





HOUSE #5 (WHAT IS THE ANSWER...)

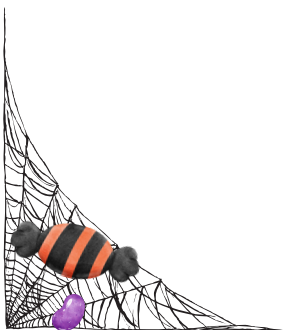
1. Help Grant Wang obtain the answer from his deceased wife using the instructions gained from Kate.
2. Move around the candle going clockwise or counterclockwise using the directions Kate provides until you have a coherent answer.





WHAT DO YOU LEARN...

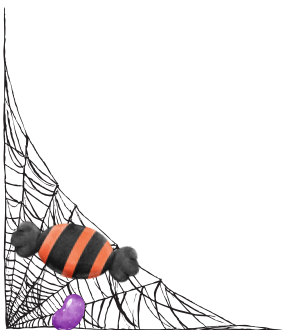
1. Having all five houses unlocked will give you 5 groupings of three letters (one found per unlock).
2. Put these together in the correct order to make a four-word statement.
3. The last word is the password to move on to Envelope 2.





CLOWN

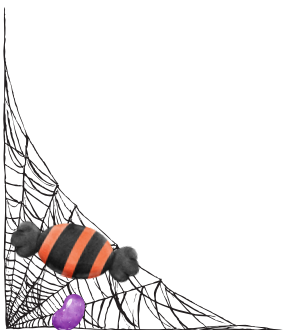
1. The clown provides a series of letters and a clue on how to decipher them.
2. He mentions Z to A. This is the clue for this.
3. Rewrite the alphabet backwards. So Z=A, Y=B, etc
4. Decipher the letters and fill the blanks on the Nerves Scrambled card.





DOLL

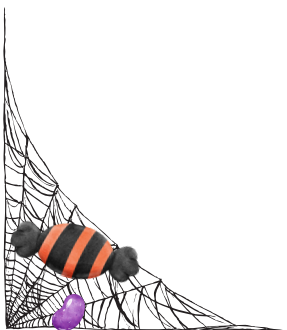
1. Write down the letters that the doll says.
2. Write the letters all in one line and then look at them closely and see if there is a way to read them.
3. If you can't read the letters from left to right, what other way could you read them?





WITCH

1. The witch provides a series of letter combinations.
2. Convert each letter to its numerical component (A=1, B=2).
3. Complete the equation, and convert the number back to the letter in the alphabet it corresponds to.





ARE YOUR NERVES SCRAMBLED YET?

1. Once you have deciphered the clown, the doll, and the witch's messages to you, you should be able to unscramble the letters underlined in orange to make a word that makes sense in this setting.

