

LETTERS FROM A GHOST HUNTER HINT FILES

*Disclaimer: If you would like the easiest experience possible with Letters From A Ghost Hunter and need a more guided approach, using these hints and solutions will provide that. If you opt not to use these hints and solutions, take note that there is in-game help provided with Mailing 8 (which covers the first 7 letters) and in Mailing 11 (which covers letters 8-10). Use any and all resources needed to make this experience the most enjoyable and to learn all of Veilwood Sanitorium's darkest secrets!

LETTERS FROM A GHOST HUNTER HINT FILES

*One Letter Per Page

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LETTER 1

PUZZLE 1: EVP session

1. The ghost you capture on your recorder names the following elements:

indium, vanadium, einsteinium, titanium, gallium, tellurium, sulfur, uranium, nitrogen, flerovium, oxygen, tungsten, erbium, sulfur

2. Once you have this list, consult a Periodic Table of the Elements and obtain the abbreviations for each element.
3. When placed together, the abbreviations should provide two words that can be used together.

PUZZLE 2: Nancy's Note

1. Nancy's note has every line numbered.
2. Each line is missing one letter.
3. Go in order, beginning at the line numbered 1, and list all of the missing letters.
4. You will obtain a message that Nancy has left behind.

PUZZLE 3: Arlo's Code

1. The mention of the Holy Trinity is one of the hints here. The Trinity refers to 3.
2. You are told that you have to move backwards to move forwards.
3. Take each letter in the code and move backward 3 along the alphabet.
4. Obtain a message.

LETTER 2

PUZZLE 1: Found Under The Mortician's Table

1. This strange arrangement of letters requires you to use the symbol from Mailing 1.
2. Pull the letters in the correct order (using the numbers from the symbol found in Patient 164's room).
3. Obtain a message.

PUZZLE 2:

1. Take a look at the words V and N in the cipher.
2. The only words that are single-letter words are I and A.
3. If you try substituting the letter I for V, that's a difference of 13 letters.
4. A ROT13 (or rotate 13 spaces) cipher does exactly that.
5. Convert the rest of the alphabet based on this and obtain a message.

Discovery #1: Use your black light on the last page of the journal.

LETTER 3

PUZZLE 1: OVILUS

1. A particularly helpful spirit uses this device to give you a list of rooms on the map.
2. Notice that the rooms are listed in groupings.
3. By tracing the path through the rooms in the order they are given, you can create letters that give a specific instruction.

PUZZLE 2: Computer Password

1. In order to gain access to Franklin Betts' computer, we have to learn how to synthesize Neuroquel using the directions he left behind.
2. This means determining which variables correspond to which compounds.
3. Use the facts given to assign color, state, and temperature to all 4 of the compounds.
4. This will allow you to access the computer.

PUZZLE 3: Nancy's Note

1. According to what she tells us, the code-breaking ghost's full name is the key.
2. We know the ghost's first name is Arlo.
3. When we consult the Dead Pool list from Mailing 2, there is only one Arlo listed.
4. By using only the columns whose first letters spell out the ghost's full name and writing them down in the correct order, we can read a message.

LETTER 4

PUZZLE 1: Page From Spell Book (upper)

1. The upper portion of the page can be solved by referring to the symbol from Patient 164's room that you obtained in Mailing 1.

PUZZLE 2: Page From Spell Book (lower)

1. The groupings of letters at the bottom of the sheet have little to help you determine what to do with them, but you should notice that the first one has a number 1 above it, and the last one has the number 74 below it. That's the number of groupings (74) and indicates that numbering them might be needed.
2. Refer back to the numbers you found with the spell book (Ovilus unlock from Mailing 3) and pull only those groupings of letters out to obtain a message.

PUZZLE 3: Spirit Box Session with Mortician

1. The Mortician directs you to reexamine the Dead Pool list again.
2. He tells you to eliminate some names.
3. Some names he tells you to replace with a dot.
4. Some names he tells you to replace with a dash.
5. When you finish doing everything he has instructed, you have a Morse code message.
6. Go online and find a Morse code chart to help you decode.

PUZZLE 4: Nancy's Note (back)

1. At first glance, the strange story seems to have no apparent meaning.
2. Use your black light on this and pull out the specific words that are illuminated.

LETTER 5

PUZZLE 1: Trigger Item Session

1. Focus on the string of letters from Kate first.
2. The number of letters corresponds exactly to the number of times Sherry activated the lock and unlock functions on the key fob.
3. Assigned the lock and unlock results to the string of letters.
4. Then follow Richard's instructions. Take all of the letters that correspond to the lock results first, and then all of the letters that correspond to unlock in the order they all appeared in that string of letters.
5. Obtain a message.

PUZZLE 2: Nancy's Note

1. Nancy gives you instructions on how to move around the Ouija board. The main thing to take note of is to start on the letter shown highlighted in the window of the planchette (J).
2. Move around the board in accordance with Nancy's directions.
3. Obtain a word that will direct you back to an object you received in Mailing 1.

PUZZLE 3: Opening Janet Watkins' Locker

1. In the previous step (Nancy's Note), you obtained the locker combination. But you also need to know which locker. Elijah provided this information in his letter.
2. Use the locker number first and then the combination to open the locker.

PUZZLE 4: Last Meals

1. Match up the last meals with the murder victims based on the facts Peter provides.

LETTER 6

PUZZLE 1: Jeremiah's Computer

1. The sticky note on his computer mentions that his nickname is the password.
2. Remember what you obtained from the page from the spellbook found in Mailing
4. Jeremiah's name was mentioned along with his nickname.

PUZZLE 2: ROOM 317 Code

1. The Morris Cook EVP obtained provides the key to decoding this.
2. The logo is the key.
3. Veilwood Sanatorium logo is made up of a V and a W.
4. This provides the shift to decode the letters.

PUZZLE 3: Weird Story

1. Pull the first letter from each line of the weird story found under the loose tile in Patient 164's room.

PUZZLE 4: Pay phone

1. Once you have solved the previous puzzle, you have the information needed to get the pay phone to work.

LETTER 7

PUZZLE 1: STALK message

1. Restack these rows of letters until they form a website that reads from top to bottom, left to right.
2. Obviously, based on that, the first letters will be wwwdot.
3. Visit the website you are given.

PUZZLE 2: Wristband

1. This holds the key to getting into the locked lab door.
2. Figure out the next number in each of the 3 sequences.

PUZZLE 3: Wilhelm Vick's Notes

1. You need to determine which of the eight victims' ghosts are assigned to which of the 8 rooms mentioned.
2. Wilhelm Vick gives you all of the information you need for this.

LETTER 8

PUZZLE 1: Eye Chart

1. There were numerous places over the first 7 weeks where Nancy left bits and pieces of a cipher conversion.
2. Examine Nancy's note from Mailing 1, Nancy's note from Mailing 2/use your blacklight on the last page of the journal, Nancy's note from Mailing 3, Nancy's note from Mailing 4, and the STALK page you were directed to in Mailing 7.
3. All of these should give you the complete conversion for the entire alphabet.
4. Use this conversion to translate the eye chart.

PUZZLE 2: Back of Eye Chart

1. Nancy left a scratch-off, which appears to be blank once you scratch it off.
2. Use your blacklight on it and take note of the shape you see.
3. In the information Nancy provides in the Eye Chart file unlock, she mentions some words that you should spell in the formation of the shape on the scratch-off.
4. On the back of the Eye Chart, spell the words (putting one letter at each point of the star).
5. Once you have finished, take all of the letters on that sheet that you didn't draw through when creating the four-star shapes.
6. Obtain a message from these when read in order.

PUZZLE 3: List of Junk Food

1. Mikey from the S.T.A.L.K. group provided a series of rules for the kinds of food that will appease Billy (the child spirit/entity that is keeping your electronics from working properly).
2. Use the rules and find the 7 food items that will satisfy him.

LETTER 9

PUZZLE 1: Hansel and Gretel

1. Use the diagram on the back of the poster with the grid of letters on the back of the Veilwood note.
2. This may take a bit of trial and error until you find the proper letter to start with that will lead you to a message.

PUZZLE 2: Image from Mailings 4-9

1. At this point, you should have six pieces of a larger image.
2. When you put this together, you should have an image of a black spire on one side.
3. On the other side, you should have a complete series of directions.
4. You will use this with the instructions you get from the Hansel and Gretel puzzle.

PUZZLE 3: Crossword

1. Complete this as you would any other crossword.
2. Pull the answers in the order given on the sheet of Veilwood stationery.
3. A is across. D is down.

PUZZLE 4: Items Found At Stalker's Spot

1. Convert numbers to letters of the alphabet and obtain a name.

PUZZLE 5: Veilwood Sanitorium stationery answers

1. You obtain the answers to unlock this from the previous puzzles.

LETTER 10

PUZZLE 1: Flash Drive/Blackledger File

1. Peter Poe in Mailing 5 gave you part of the password for this when you solved the Last Meals puzzle.
2. The second part of the password came from the lithium bottle (unlock from Week 9)

PUZZLE 2: Blackledger letter/math Code (found within the unlocked flash drive file)

1. In his report, Detective Hernandez provides a series of letter equations that he assured will lead us to a specific place in the basement
2. Convert each letter to its numeric equivalent, then add the two numbers together and find the letter that corresponds to that value.
3. Obtain two words.

PUZZLE 3: Blackledger asterisks

1. Each set of these provides the letters needed to spell a number.
2. Hernandez says he sometimes slips into Spanish.
3. Use this fact for the last number.

PUZZLE 4: Ritual Trap

1. Follow Wilhelm Vick's directions to use the items in the correct order.
2. Take the first letter of each once you have this completed.

PUZZLE 5: Arlo's Code

1. He tells us his cipher is a Caesar cipher using the word from the brochure as a keyword.
2. Note: if you use an online tool to decode, make sure you don't shift the alphabet.
3. Here is a site that can help if necessary: <https://www.boxentriq.com/ciphers/keyed-caesar-cipher>

PUZZLE 6: Nancy's Numbers/Veilwood Poster

1. Nancy tells you to determine a series of numbers that should be added together that are scattered throughout the case.
2. One of those is found in the Blackledger file (asterisks).
3. Search your notes and throughout the previous 9 letters for the rest. Or consult your notes.

LETTER 11

PUZZLE 1: Safe

1. In Mailing 10, Nancy provided instructions on certain numbers to obtain and then add based on your journey thus far. The numbers were all taken from facts/experiences you should have noted through the first 10 letters.
2. Additionally, in the basement unlock from Mailing 10 you are given an additional number that will give you 6 digits in total that will unlock the safe.

Note: Once you unlock this, you should be able to determine Tick Tock's identity.

PUZZLE 2: Polaroids/Red Lens Glasses

1. You should have received a pair of red lens glasses in Mailing 10 that allow the wearer to see the writings of ghosts. Use them to view what's on the Polaroids. These provide instructions on how to proceed.

PUZZLE 3: Wall 1

1. The message here reads as follows: "Location Plus ID Badge Number Will Get You In."
2. The badge number you should be able to take from the employee badge you found in mailing 10.
3. In order to obtain the location, you must examine what the doll says.
4. In the Katrina Doll interview session, you are told that the key to what she says comes from the shortened version of what people suffered from at Veilwood.
5. TB is short for Tuberculosis. That gives you the letter shift to decode what the doll says.
6. Once you have both pieces of information, you can use the badge scanner to access what's behind the door.

PUZZLE 4: Wall 2

1. The message here reads as follows: "Arlo's role +The answer to this: I am the price of every wound, The mark when steel or thorn intrudes. I stain the cloth, the floor, the hand, A silent proof you could not stand. I warm, I flow, I bind your kin, The same beneath all human skin. Spilled in battle, drawn in test—Yet always hidden in your chest. What am I?"
2. In the Trap unlock from Mailing 10, you are told what role Arlo will play.
3. The second part of this is simply answering a riddle.

LETTER 12

PUZZLE 1: Who Is Tick Tock?

1. Based on the revelations found within the safe, you should now know who Tick Tock really is.

PUZZLE 2: Where Should I Dig And How Many Feet Down?

1. In the badge scanner unlock from Mailing 11, the ghost tells you: "Start at the northernmost headstone at the circle of graves. Go south and west, the number of compounds in the drug. Dig."
2. You have a map of Veilwood Cemetery that features a circle of graves. Start at the square corresponding to the grave at the top of the circle. Then move south and west the correct number.
3. Note: There are four compounds in Neuroquel
4. You were given the number of feet down to dig in the Who is Tick Tock? unlock.

PUZZLE 3: What Does Arlo Tell You To Do and What Name Does It Involve?

1. In the Set Trap unlock from Mailing 11, Arlo tells you a specific thing to do (word in bold) and mentions a specific plot point on the map that can also double as the name of who you are looking for.
2. For this name, take the plot point and read it like you would a word on a license plate.

PUZZLE 4: Ghost Rid EVP Session

1. Plot all of the points you are given in the EVP session.
2. The first grouping should form a letter when traced. The second grouping should form a number.
3. Remember when you found Nancy's body, that should have told you to delve deep and move south two spots. Once you have the plot point she gives you, go down two.

PUZZLE 5: The End

1. In the Delve Deep unlock from Mailing 12, you are told to use the item found at the general's grave (found by unlocking the What Does Arlo Tell You To Do...) and the word the ghost gives you (given in previous unlock).
2. The item in the unlock is mentioned as the item on the left. Look at the item on the left in the photo.
3. Finish the case.