LETTERS FROM A SERIAL KILLER

HINT FILES

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*One Letter Per Page

Table of Contents

Page

3. Mailing 1
4. Mailing 2
5. Mailing 3
6. Mailing 4
7. Mailing 5
8. Mailing 6
9. Mailing 7
10. Mailing 8
11. Mailing 9
12. Mailing 10
13. Mailing 11
14. Mailing 12

MAILING 1

Contents:

Pouch:
4 stickers
Bone Pen
Letter From a Serial Killer Intro Letter
Tape Measure (this will not be used in mailing 1)
Matchbook Notepad
Fingernail (Serial Killer trophy #1)

Mailing 1:
Map
Letter 1
Numbers/Skull
I Can See You

Back of Letter 1/Symbols

1. There are six characters at the top of the sheet. You should notice that these are also on the back of the map. There are 26 of them, indicating that they represent letters of the alphabet.
2. Look carefully at the grid of symbols beneath the six symbols. If you examine the pattern of each symbol within the larger grid, you can trace them and obtain the letter that that symbol represents.
3. When you substitute those letters, you get a six-letter word that may not be familiar to you. If you've determined the correct letters, however, it is, in fact a word. You can also fill in those four spaces on the back of the map and note what letters they correspond to.

Skull/Numbers

1. The letter provides a very specific hint on how to decode these numbers.
2. There is an underlined word that should be spoken aloud. This will give you the conversion for the alphabet.
3. From there, it's just a matter of converting each number to its corresponding letter and reading the message it provides.
4. This will help you determine of the people on the board that isn't Mr. E. Hunt and will provide another symbol's corresponding letter.
5. The password that you need involves taking the letter you've found in the matchbook and simply finding its numerical place in the alphabet. That is the number.

Eliminations: Based on what you read in Letter 1 and what you decode on the skull sheet, you will eliminate two people on the corkboard that aren't Mr. E. Hunt. You will also determine which letters represent 5 of the symbols on the back of the map.

**Note: Be sure to keep up with movements on the map that you are given as well as which killer trophy corresponds to which person on the map. This will be important in time.

MAILING 2

Contents:

Mailing 2:
Letter 2
Playing Card in baggie
You Look So Pretty Drawing
Grid With Letters and Symbols
Half Smiley/Blanks
Blue Skull

Blue Skull Cipher:

1. In the letter, the victim is described as a King (K) at one point and an Ace (A) at the other.
2. The letter details the victim's descent from casino royalty (K) to death (A-represented by the Ace of Spades)
3. This is the cipher shift (K to A).

Grid of Letters and Symbols (Blue Skull Cipher Must Be Solved First):

1. When you have deciphered the blue skull message, you will be given a message that tells you which letters on the grid to isolate based on the images around them.
2. Pull the correct letters based on the blue skull instructions.

Poem (Back of Drawing 2)

1. Once you have the correct letters pulled from the grid, they will lead you to a specific place in the poem.
2. LN = line, WD = word.

Half Smiley/Blanks

1. You received a drawing in Mailing 1 that also had the half smiley.
2. The words from that drawing match up with the blanks here.
3. Notice that a particular set of letters is highlighted in gray.
4. Place the words in the right spots so that the letters in gray make a coherent word.
5. Example: the only five letter word from Mailing 1 drawing is 'sleep' so it goes in the bottom set of blanks.

QR Code Mailing 2:

1. You are told that you need the name of a two-word location.
2. You get one of the words from the half-smiley puzzle.
3. You get the other from the poem.

Eliminations: Based on what you read in Letter 2, you will eliminate one person on the corkboard that isn't Mr. E. Hunt. Once you gain access to the location, wou will also find out the meaning of another of the killer's symbol listed below the map.

MAILING 3

Contents:

Letter 3
Handcuff Keys
Blood Spatter Sheet
I like to play games…
Letter 3B (the one who got away)
Green Skull

*The objective of letter 3 is to find the 3 components of an address.

Blood Spatter Sheet:

1. You have a sheet with blood spatter. On the back are 4 distinct blood spatter patterns.
2. Count the number of each one.
3. These counts provides the digits for the house number of the address.

I like to play games…

1. In the letter Mr. Hunt says that a little love will give you the name.
2. Notice the heart at the bottom of this sheet.
3. This heart matches the heart on the drawing from Mailing 2.
4. There are 8 words on the drawing.
5. There are 8 lines on this puzzle. Some of the letters are given to you (and are taken from words in the Mailing 2 drawing)
6. The other letters you are told how to find by the clues. Example: line 2 says 1 word has this letter. This means that the letter you will use here is only found in one of the 8 words on the Mailing 2 drawing.
7. Since this might be harder to figure out, perhaps focus on the clues that are more obvious (I.e. 5 words have this letter-meaning 5 of the words from the drawing all have this letter within them).

Green Skull:

1. You are told that the last part of the address might require you to face death (green skull).
2. You are told to use the 4 digit word for the trophy from this mailing plus the remainder of the alphabet.
3. You have a set of (KEYS). This is the word you will use followed by the remainder of the alphabet.
4. So you will use the following to decode the message: keysabcdfghijlmnopqrtuvwxz (note that the letters from the word 'keys' aren't used as they would normally appear in the alphabet)
5. Write the alphabet as it would normally appear under this and you will have the translation for each letter in the cipher.

Once this is done you will have the three components of the address.

Hints on who to eliminate from the letter:

1. The letter talks about someone that is a copy who doesn't look the part of law enforcement. It also mentions concealer (as in makeup used to cover something up). This should tell you which of the ones on the board to eliminate.

Hints on who to eliminate from "The One Who Didn't Die": the vagrant has one characteristic that is mentioned

MAILING 4

Contents:
Letter 4
Nightclub Bracelet
Double-Sided Drawing
Drawing #2 (Patience is Power)
Maze
Penny

Maze:

1. Complete the maze as you normally would.
2. There are multiple messages hidden in the maze but only one is useful to solving a puzzle within this mailing.
3. Note: the correct message points you to a portion of the drawing that says “Good Night” at the bottom of the page.

Code on back of maze:

1. You will notice there is a series of 5 hash marks beside the stick figure.
2. Each line has 10 letters.
3. If you divide each line up by 2, you will get 2 sets of 5 letters.
4. On the drawing you were directed to, there are 5 stick figures. Some of them have lines drawn through them.
5. Take the letters from each grouping of 5 that don’t correspond to the stick man with a line drawn through him.

Puzzle on back of Patience is Pain drawing:

1. Notice that there are numbers over each letter.
2. One of the victim souvenir’s you receive is a night club bracelet.
3. The message on the bracelet is the key to determining which letters to pull out.

Time puzzle within letter 4:

1. Mr. Hunt gives you a series of times in his letter. You are told this gives you a name.
2. Visualize the hands on a clock at these times and obtain 4 letters that spell a name.

Back of letter 4/When I Knew I Was Different:

1. You are given a riddle whose answer gives you the plot number in a cemetery.
2. Solve the riddle and obtain a two-digit number.

Hints on who to eliminate in mailing 4:

1. There are several things mentioned about the woman who appears in letter 4.
2. Note a May-December romance refers to a couple where one of the partners is much, much older than the other.
3. In this case, the woman is described as older.
4. Once you know which woman is eliminated, you can use the info from the back of Patience is Pain to determine the male.

MAILING 5

Contents:
Heart Charm
Letter 5
9 Grids
Mistaken Identity
Yellow Skull
Souvenir Grid
Creepy Drawing/Mr. Hunt

Objective: You are tasked with obtaining the two-word name of a location that is significant to the case.

9 Grids:

1. The symbol on this sheet that is shown twice is the key. Look back at the other drawings from previous weeks and find the artwork that features this symbol.
2. You should see a grid on that artwork that is very similar in layout (3x3) to the ones on the sheet.
3. Notice the space that is empty. That's the one to focus on.
4. Pull all the letters from that particular space (top to bottom, left to right)

Yellow Skull

1. The hints for this puzzle are the mazes shown in the skull's eyes. This indicates to look at the maze from the previous week.
2. An additional hint mentions the road less travelled.
3. There are additional messages in the maze routes that don't lead to the exit.
4. Determine those messages and fill in the blanks.
5. Pull the letters accordingly in numeric order.

Souvenirs

1. To complete this you need to know which killer souvenir goes with which victim. This may involve going back and looking at your notes for the previous 4 weeks.
2. The grid for this matches up with the board of photographs you received from the killer in week 1.
3. When you know which item goes with which victim, pull those letters from the souvenir sheet in the order you are told and get a word that should make sense.

Hints about who to eliminate in Mailing 5:

-The letter mentions that this particular victim is located on the map in a specific place relative to another victim. This means knowledge of where each victim is located on the board is crucial.

-The Mistaken Identity letter mentions someone involved in the events that provide the killer's motivation. The killer is stalking that person in the letter. However, the killer soon realizes that the person isn't who he or she believed them to be originally. You are able to determine which person on the board is referred to and conclude that they aren't the killer.

MAILING 6

Contents:
Wooden coin
Letter 6
Heinous Confidential Invitation
Starlight Ranch drawings
Missing Poster
Scorpio

Gaining Access to Heinous Confidential:

1. To gain access, you need the password.
2. This was given to you in Week 2.
3. Once inside, you will need to order a drink.
4. In Week 5, you obtained one of the ingredients in the drink you are supposed to order.
5. Review Week 2's findings to find which drink contains this ingredient.

Scorpio:

1. Mr. Hunt gives you the key to his puzzle.
2. Notice how each letter is represented by 5 characters (series of * and B's)
3. Divide the sentence at the bottom of the page into groupings of 5.
4. Notice how some of the letters are bold.
5. In each grouping of five letters that you just made, each non-bold letter should be represented by an *. Each bold letter will be represented by a B.
6. Example-the first five letters in the puzzle are **si**l**en.** This corresponds to B**BB or the letter T.
7. Repeat this process for all groupings of five letters.

Poster of Teenage Girl:

1. The first five weeks have given you the symbol to letter translation for most of the symbols on the poster.
2. Fill in all the ones that you know.
3. The ones that are left should be easy to figure out based on what this type of poster normally says.
4. This will give you the symbol to letter translation for 3 additional symbols.

Hints about who to eliminate in Mailing 6:

-The last line of the 6th paragraph of Letter 6 tells you who the victim is.

MAILING 7

Contents:
Letter 7
Tooth
Map
Weird Drawing/Watch Me
Message Board Thread (4 pages)

Your objective is to determine which house on the map to search.

1. To do that, you have a series of numerical rules that will eliminate all but one house based on the number assigned to it.
2. Three of the rules must be deciphered first.

1st encoded line:

1. This builds off of the alphabet of symbols you have been building over the last 6 weeks.
2. Fill in the letters you know and the remaining ones should be easy enough to determine.
3. This will also give you the alphabet values for additional symbols.

2nd encoded line:

1. The next line has a series of 12 letters that don't make any sense.
2. Examine the map carefully.
3. Note the arrows in the upper left of the map.
4. This tells you which way to move along the alphabet for each of the letters (forward or backward).
5. Follow the step and determine which houses this rule eliminates.

3rd encoded line:

1. Notice the letters that are arranged in a circular pattern.
2. Examine the map and note that the pattern of the letters matches the compass rose in the upper right hand corner.
3. Each of the directions is numbered in the order you should take the letters.

Message Board Entries:

1. At first glance, there isn't anything to take note of.
2. Look closer at the word 'behind' in the title.
3. Find all the letters throughout the comments that are like this.
4. Obtain the place inside the house to search.

Hints about who to eliminate in Mailing 7:

-There are several references to the victim's sex.
-There is a specific reference about the house that helps you to figure out an approximate age for the victim.
-Based on all the victims you have eliminated at this point, there is only one person who fits the bill as being the dentist killed by Mr. Hunt.

MAILING 8

Contents:

Candy wrapper
Letter 8
Handwritten Note with I=1 at the Top
Handwritten Note with D=500 at the Top
Drawing/Follow the Money
Business Card

Your objective is to determine the safety deposit box number and the pass phrase to give the banker.

1. Mr. Hunt mentions two bold phrases to describe his frustration about not being able to remember the number of the safety deposit box.
2. Both of them relate to his anger.
3. There is a phrase on the drawing that expresses this same sentiment in a different way.
4. He mentions that by putting the clues together things will all add up! Adding Up is the clue here.
5. Notice that Roman Numeral various places on the two handwritten letters you have in this mailings.
6. You can use the Roman Numerals to spell the phrase on the drawing that relates to Mr. Hunt's anger.
7. Spell the phrase using Roman Numerals and then add up the numerical values of each symbol/letter.

Victims Only puzzle:

1. You have numerous columns with various headers.
2. You will notice that some of the headers are the killer sourvenirs you have received for weeks 1-7.
3. Order the columns based on the killer souvenirs.
4. Note: not all columns will be used because their header doesn't correspond to a killer souvenir.
5. This will provide the other part of what you are looking for.

Handwritten Letters/Business Card

1. The back of the business card asks a specific question.
2. If you put the two handwritten sheets side by side in the correct order and read left to right across the columns you will get the answer to the question.

Handwritten Letters Puzzle #2

1. The two letters seem almost identical.
2. Look carefully. They aren't the same.
3. Find the different words and reveal an additional truth about the case.

Hints about who to eliminate in Mailing 8:

1. The killer is very specific about the sex of his 8^{th} victim.
2. He also mentions stepping on something that points to a very specific person on the board.

MAILING 9

Contents:

Letter 9
Doll Eye
Doll Display
List of names
Drawing featuring dog
Confession
Drawing with 4 characters in the center

Letter 9:

In this letter you need to find out what the secretary was trying to tell you when she was hoping to save her life.

1. She hands you a list of names.
2. You should notice that these names correspond to the dolls on the wall of dolls.
3. For each group of names, identify the locations of all the dolls mentioned and you should see a letter formed.
4. Do this for all the groupings of letters and get a two-word answer.

Confession/Drawing with 4 characters:

Mr. Hunt confesses that a voice drives him to kill. Your objective is to learn the voice's name.

1. You have a drawing with 4 characters in the center.
2. On the back is a ransom note-style series of musings.
3. Use the first letter of each line and do what it says with the image on the other side.
4. You will recognize these symbols from the map.
5. Only one symbol isn't known at this point. You should be able to determine a 4-letter name using the letter options you have left for the final symbol.

Hints about who to eliminate in Mailing 9:

1. This mailing describes the victim in quite a bit of detail.
2. There is only one person remaining on the board who fits the description given.

MAILING 10

Contents:

Letter 10
Piercing
Key Tag
Coded Note
Lines
The Kennel's address

Objectives:

#1: Determine part of Mr. Hunt's true name:

1. To do this, you must first use Mr. Hunt's cipher to decode the message he has provided.
2. You should have nearly every letter needed to decode this.
3. The message gives you two measurements that represents letters in the alphabet.
4. Based on those letters, use simple math to determine the measurements for every other letter in the alphabet.
5. Use the tape measure from Mailing 1 to measure each line on the sheet of lines and determine what letter they represent.
6. You will get a 6 letter name.

#2: Determine the address of The Kennel.

1. Four things are mentioned at the top of the puzzle.
2. You should have seen these things featured in Mr. Hunt's drawings over the last 10 weeks.
3. Go back and count them to get the numbers.
4. For the blanks, find the words on Mr. Hunt's drawings that match up and use only the letters that aren't X'd out.

Who to Eliminate:

1. Mailing 10 mentions a specific accessory that is worn by the victim that should help narrow this down.
2. When you find the Kennel address, there is a death that is mentioned which is also attritubed to Mr. Hunt. The description should be easy to match up with one of the remaining people.

MAILING 11

Contents:

Letter 11
Drawing of Jill
Keepsake puzzle
Hound/My Dear Friend...
Guitar Pick
Ticket
Butterfly Button
St. Benedict Medal
Anime sticker
Poker Chip
Name Puzzle/Scary Drawing

Objectives:

#1: Determine the remainder of Mr. Hunt's true name:

1. The sheet with the scary drawing contains clues about Mr. Hunt's first and middle names.
2. For clues like 'vowel' it will probably work best to skip those and wait until you have other letters figured out.
3. For the remaining clues, each clue represents a letter of the alphabet.
4. Example: Pirate slang represents the letter R (Arrr!)
5. Determine the letter values for every clue.
6. Obtain a first and middle name that will be used in conjunection with the last name found last week.
7. You will give Jill Mr. Hunt's full real name.

#2: Trinket Puzzle

1. This week Mr. Hunt decides to up the stakes and kills 6 victims.
2. These victims can be determined by his description of them.
3. He mentions the 6 trinkets he takes from all 6 victims, but he doesn't tell you who is associated with which one.
4. Use the clues he provides to determine which trinket matches up with which victim.

#3: Hound Sheet

1. Place the trinkets for all 11 weeks (including this one) on the suspect board according to which victim they correspond to.
2. For each grouping of trinkets mentioned, move from trinket to trinket, as if drawing a line or connecting the dots.
3. You should make letters with each set of directions.
4. Example: the first grouping provides all of the points necessary to make the letter M.

Who to Eliminate: Six people from the board who match up with the nicknames Mr. Hunt assigns them based on visual characteristics.

MAILING 12

Contents:

Letter 12
Grid
Five Men on Farm Drawing
Horn/Briars Drawing

Objectives:

#1: Gain access to the Inner Circle

1. Over the course of the last 11 weeks, you obtained something that has the password written on it.
2. Find it and use it.

#2: Coordinates to the Montgomery Farm

1. Like the trinket puzzle last week, this involves using all of the map directions you have obtained week to week and plotting them on the map in the correct order you received them.
2. If you have kept up with this week after week, this will be simple.
3. In order to get this right you must gain access to the Inner Circle first because there is one final direction mentioned there.
4. Use the grid you are given in this week's mailing to determine which letter and number match up to the square on the map that you end up on after using all Mr. Hunt's directions.

#3: What are the numbers you need?

1. You are looking for a 4 digit code using the numbers that correspond to the killer and his accomplice.
2. In the previous unlock that leads to the Montgomery farm, you receive a grid of numbers that match up to the suspects on the board.
3. At this point, you should have 3 people left on the board who haven't been killed, ruled out as innocent, or allowed to live.
4. Mr. Hunt mentions something in the Montgomery Farm unlock that he does that indicates which of the remaining 3 is him.
5. He also gives you a key clue about his accomplice.
6. Use the numbers from the 6x4 grid that correspond to Mr. Hunt and his accomplice to obtain a 4-digit code.