

MAYHEM IN THE CASTLE

HINT FILES

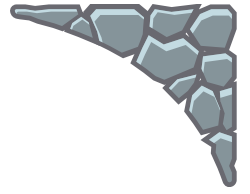
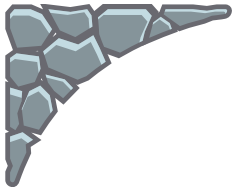
*One Puzzle Per Page

Table of Contents

Page

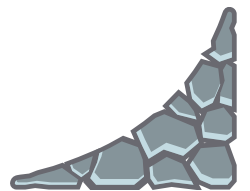
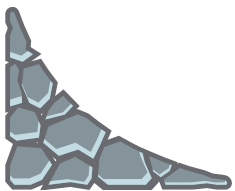
2. Case 1 - Puzzle 1
3. Case 1 - Puzzle 2
4. Case 1 - Puzzle 3
5. Case 1 - Final
6. Case 2 - Puzzle 1
7. Case 2 - Puzzle 2
8. Case 2 - Puzzle 3
9. Case 2 - Final

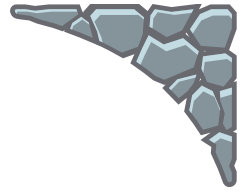
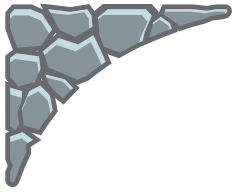




CASE 1 - PUZZLE 1

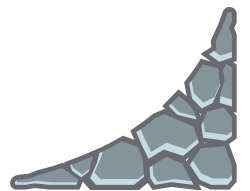
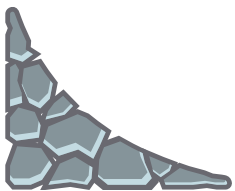
1. Complete each of the four mazes.
2. Total up the number of obstacles each suspect passed through on their way to the exit.
3. The suspect who passed through the most is innocent according to the lady dressed as a witch.

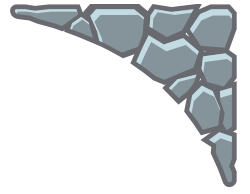
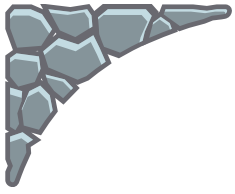




CASE 1 - PUZZLE 2

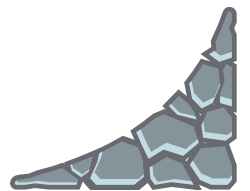
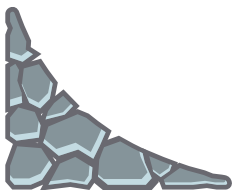
1. Take the letter from the far right (H) then from the far left (E).
2. Keep doing this until you have taken all the letters and reached the center.
3. The message you get will start with, "He wanted..."

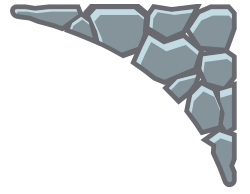
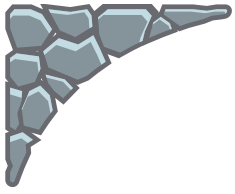




CASE 1 - PUZZLE 3

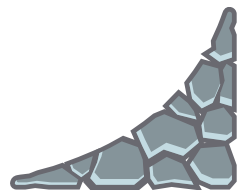
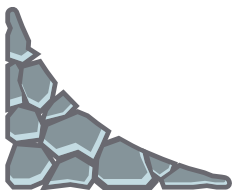
1. The “Fight for Glory” evidence gives you the order for this puzzle.
2. Take all of the letters for under the Lion icon, starting at the top left and moving right, line by line.
3. Then do the name for the next icon as shown by the “Fight ofr Glory” evidence.
4. The message you get will start with, “The one....”

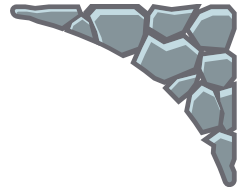
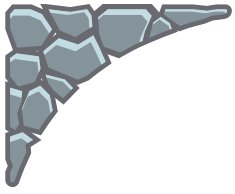




CASE 1 - FINAL

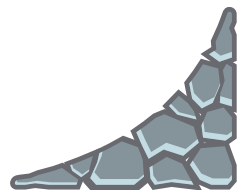
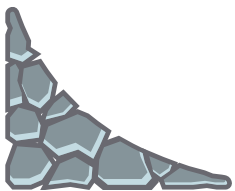
You need to have finished the other three puzzles before you can do this.

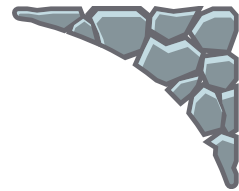
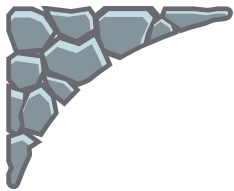




CASE 2 - PUZZLE 1

1. Read the story and make note of when you come across the words, King, Wizard, Fool, and Dragon.
2. Use the piece of evidence you have that has pictures of a king, a wizard, a fool and a dragon.
3. Every time you come across one of the four words mentioned above take a letter from the line of letters matching with the word.
4. Start on the outside and work your way to the center.
5. The message you get will start with, "Not the..."

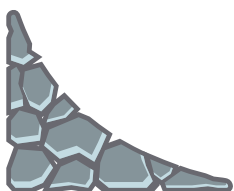


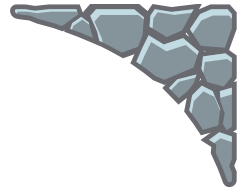
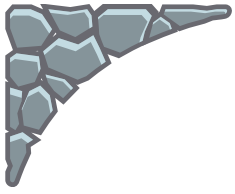


CASE 2 - PUZZLE 2

1. The groups of 4 letters under the castles goes with this puzzles.
2. Each castle has a different number of spires going from 1 to 6.
3. Place the group of letters into the green grid so that they cover the numbers matching the number of spires their castles have.
4. Once they are all placed read the message you get starting at the top left.
5. The message will begin with, "Brown..."
6. Below is shown where the group of letters from group 1 would go.

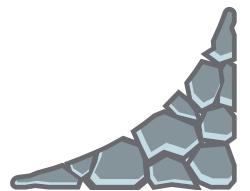
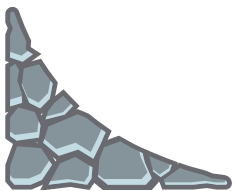
2	4			5	5
2	4	3	3	D	
				S	
	6	6		E	F

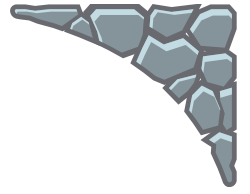
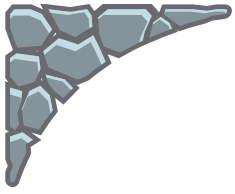




CASE 2 - PUZZLE 3

1. You have a clue that A=n, B=O, C=P.
2. From this pattern you can conclude what the rest of the letters will be.
3. D =Q, E=R, F= S, and so on.
4. Use these the the rest of the letters you figure out to translate the coded message.
5. The message you get will start with, "The thief..."





CASE 2 - FINAL

You need to have finished the other three puzzles before you can do this.

