



MISCHIEF AT THE MOVIES

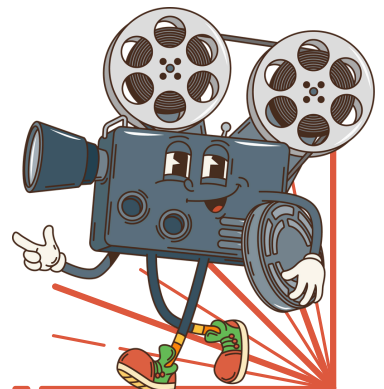
HINT FILES

*One Puzzle Per Page

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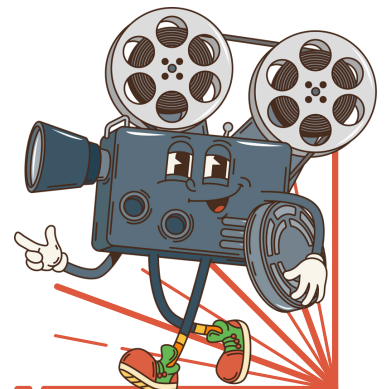
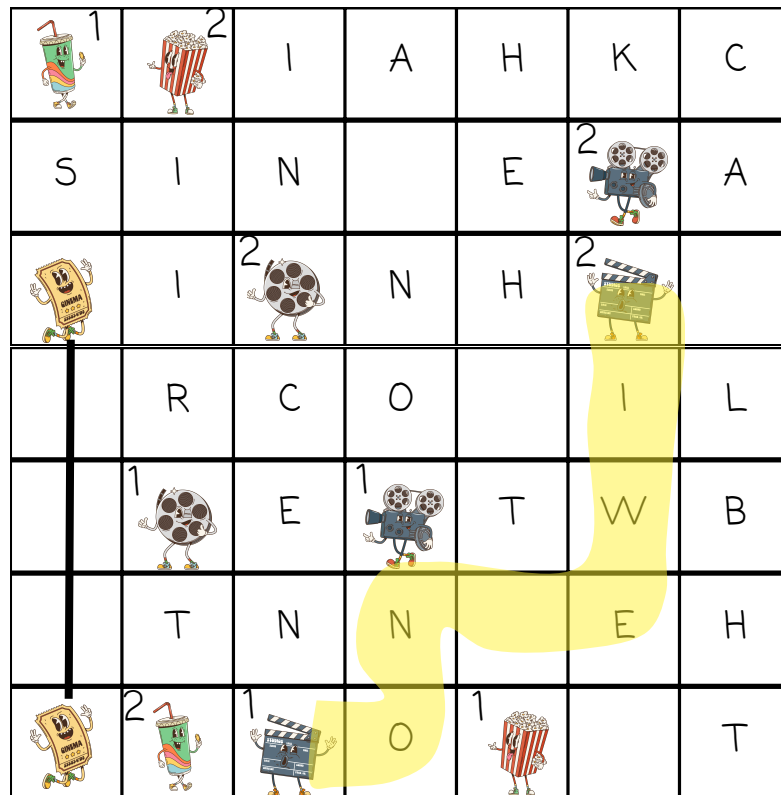
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CASE 1 - PUZZLE 1

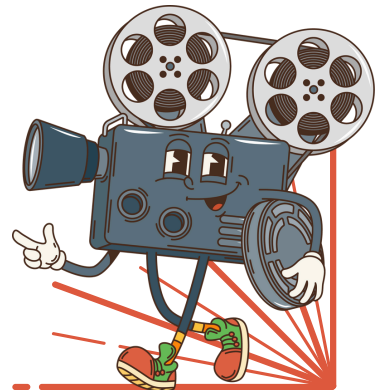
1. First, connect all of the matching characters together.
2. Then read the letters on the paths they make from 1 to 2. Use the order for the characters given to you in the book.
3. Below is an example of one of the paths you will make.







CASE 1 - PUZZLE 2

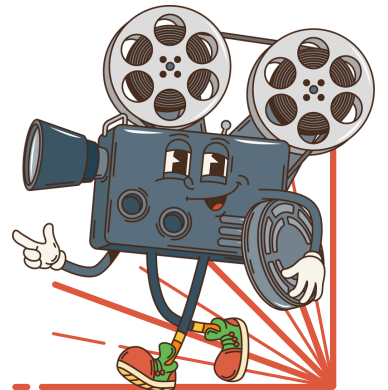
1. First, use the message from the book that says “The way to decode” to help you decode the pieces of candy.
2. So you would go through the message and translate all of the  candies to the letter T and all of the  candies to the letter H and so on.
3. Once you have done that, you can fill in the missing letters so that the message makes sense. This will help you translate the rest of the message.
4. The message you get will start with, “I think you are...”







CASE 1 - PUZZLE 3

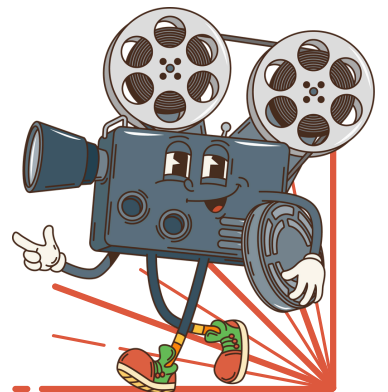
1. Start with the row that equals 6. It should be easy to determine that the values of the symbols are.
2. After that, the column that equals 11 is the next easiest.
3. With only one symbol left to find the value of, it should be easy to do.
4. Remember to do the math to determine which theater no one left from.





CASE 1 - FINAL

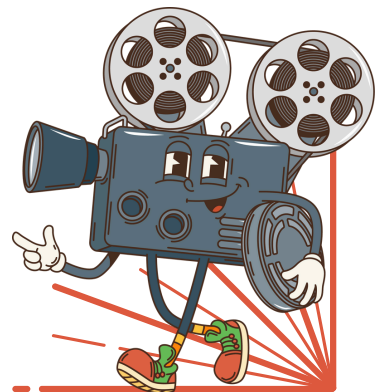
1. Only do this if you have solved puzzles 1, 2, and 3 from this section.
2. Use the arrows under innocent for the three innocent suspects, then use the arrows under guilty for the person who is guilty.
3. If you do not get the correct answer, you most likely eliminated the wrong suspect.





CASE 2 - PUZZLE 1

1. First, look at the suspects' tickets to find out where they were supposed to sit. Make these seats their starting points.
2. Now, move them around according to what the employee saw.
3. Once that is done, use what else was told to you and figure out which three left and which one stayed. The one that stayed is innocent.





CASE 2 - PUZZLE 2

The trick to translating this message is by using what was found beside the sink.

If A=N,

B=O

C=P

D=Q

Then if you continue the pattern, that means

E=R

F=S

G=T

H=U

I=V

J=W

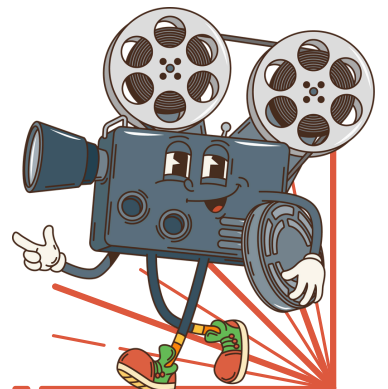
K=X

L=Y

M=Z

With this, you can translate the coded message that was found written in the bathroom.

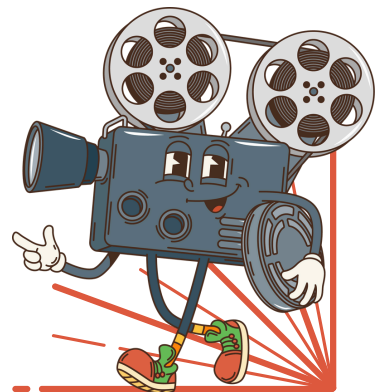
Once you have it, you will need to think about who would have written it.







CASE 2 - PUZZLE 3

1. Follow the rules of the game and determine what path leads to the princess.
2. You will start by going to the red room that leads to the dragon. The red room changes your hammer into a sword so you can beat the dragon.





CASE 2 - FINAL

1. Only do this if you have solved puzzles 1, 2, and 3 from this section.
2. Use the arrows under innocent for the three innocent suspects, then use the arrows under guilty for the person who is guilty.
3. If you do not get the correct answer, you most likely eliminated the wrong suspect.

