

Monster Mash - Hint Files

*One per page

How to Sort Contents

1. Read the crime scene reports to know what items go together.
2. You will also want to pair up the excerpts with the appropriate crime scene.

Bogman Book Excerpt

1. Pull the highlighted letters from the story excerpt.
2. Use the message you get with the items found at David Hernandez's crime scene.

Long Claw Book Excerpt

1. Pull the highlighted letters from the story excerpt.
2. Use the message you get with the items found at Tony Faulkner's crime scene.

Grimstone Book Excerpt

1. Pull the highlighted letters from the story excerpt.
2. Use the message you get with the items found at May Ando's crime scene.

Scarecrow Book Excerpt

1. Pull the highlighted letters from the story excerpt.
2. Use the message you get with the items found at Miranda Banks's crime scene.

Life Preserver / Nautical Flags

1. You will need to have pulled the highlighted message from the Bogman story before attempting this.
2. The message says to use flags and floats to make a path - there is a sheet of nautical flags of different colors that match some of the colors on the life preservers in the Lake October brochure.
3. Use the nautical flags and trace the life preservers in the order given by the flags to reveal a hidden number. Repeat this to reveal all four numbers.

Map

1. You will need to have solved the life preserver/nautical flag puzzle before attempting this.
2. The message gained from the Bogman excerpt mentions once you have all four, it is what is in the center with the numbers.
3. Use the four numbers gained from the life preserver to determine the location on the map. The location is in the middle of the four numbers, and the password is the location name and the four numbers.

Bear Claw / Grizzly Bear Attack

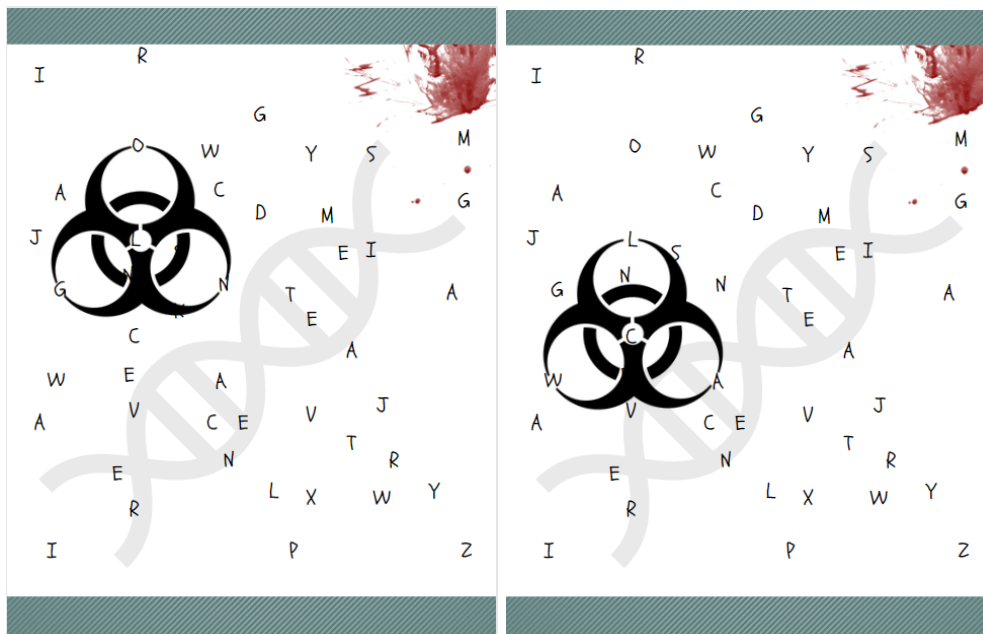
Poster

1. You will need to have pulled the highlighted message from Long Claw's book excerpt before attempting this.
2. The Grizzly attack poster says to read the story and then move one claw length from top to bottom.
3. Long Claw's story mentions he has three claws, so placing the claw on the letter written over the three claw marks at the top of the page, you will then move to the next three claw letter within the claw's reach. Repeat this for all the letters. You will get six letters.

Ward Bio Letterhead / Biohazard

Sign

1. You will need to have solved the bear claw puzzle before you can do this puzzle.
2. Use the six letters you got from the bear claw puzzle in the order you got them in the center of the biohazard sign. Take note of the biohazard symbol on the Ward Bio letterhead. The numbers show the order you will pull the letters.
3. The message will start with “Long Claw...”



Poster With Stop Sign

1. You will need to have pulled the highlighted message from Grimstone's book excerpt before attempting this.
2. The message you get from the book excerpt will tell you what path to take. Move either up, down, left, or right from symbol to symbol in the order the message gives you. Repeat that order until you get to the end. Record what letters you get.
3. You will move from the stop sign to the down arrow to the roll symbol, then you will move to the stop sign below the roll symbol and continue the pattern to complete the path. The message you get will start with "Only use..."

Metals for the Forge

1. You will need to have solved the Fire Safety puzzle before you can do this puzzle.
2. Starting with the circle on the left, move around it as the arrow indicates. Collect the letters that match with the fuel and metal mentioned in the Fire Safety puzzle. Start on the outer ring, then move to the inner ring.
3. The message you get will start with "Grimstone.."

Photos

1. You will need to pull the highlighted message from the Scarecrow's story before attempting this.
2. The message tells you, "Use the Scarecrow's forms but in reverse, one letter from each, then repeat." And each of the six pictures represents a form the Scarecrow takes in the story.
3. In order of the forms mentioned in the story, pull one letter at a time from the images, starting with the leftmost on each. The message starts with "Look through..."

Crows

1. You will need to have solved the photos puzzle before attempting this.
2. The message you get from the photos of the Scarecrow forms is “Look through the light and travel west as the crow flies.”
3. Hold the paper up to the light and look through the side with the crows. You will be able to read the letters on the reverse of the paper. Take the letters that line up with the crow flying west. The message starts with “The...”

Where is the lair of the Bogman?

Unlock

1. You will need to have solved all of the puzzles associated with the Bogman crime scene before attempting this.
2. Use the four numbers gained from the life preservers and the location from the map to determine Bogman's lair.

Where is the lair of Long Claw?

Unlock

1. You will need to have solved all of the puzzles associated with the Long Claw crime scene before attempting this.
2. The message you get from the Ward Bio poster will tell you the location of Long Claw's lair.

Where is the lair of Grimstone?

Unlock

1. You will need to have solved all of the puzzles associated with Grimstone's crime scene before attempting this.
2. The message you get from the Metals to Forge poster will tell you the location of Grimstone's lair.

Where is the lair of the Scarecrow?

Unlock

1. You will need to have solved all of the puzzles associated with the Scarecrow's crime scene before attempting this.
2. The message you get from the crow puzzle will tell you the location of Scarecrow's lair.

Monster Game

1. You must complete all of the puzzles in this section before attempting this.
2. Follow the movement instruction for each monster you gain from the notes left at each monster's lair. You may have to refer back to the monster stories.
3. Once you follow the instructions, take note of the space each monster lands on. Use the order of the monsters as given at the top of the game, and it forms a phone number. Don't call it. You will use it as part of the password.

What have you learned about the case so far?

1. You will need to have solved the board game puzzle and have eliminated four suspects before you can unlock this. The order for the initials is the order of journal entries.
2. The suspects can be eliminated by information the killer lets slip in their notes found at each monster location.
3. One mentions age, one mentions height, one mentions working, and one mentions a skill(or lack of skill).

Ripper Book Excerpt

1. Pull the highlighted letters from the story excerpt.
2. Use the message you get with the razor puzzle.

Sheet of Symbols / Straight Razor

1. You will need to have pulled the highlighted message from Ripper's story before attempting this.
2. Lay the poster out and place the numbered ends of the razor on appropriate symbols. The first symbols are the hat and claws. **When you open the razor, be sure not to shift the razor's position as you swing the blade around.** If you do, it will cause you to get the wrong letters.
3. Each time you open the razor, you will need to open it all the way around, almost making a circle. You will get four letters/numbers each time you open the razor. The message you get will start with "Rippers L..."

Where is the Ripper Unlock?

1. You will need to have solved the razor puzzle before you can answer this.
2. Use the address as the password, including the numbers.

Password: 1306 Box Rd

Solved all the Puzzles? Unlock

1. You will need to have solved all of the puzzles in the box and have eliminated your fifth suspect before you can do this.
2. Use the underlined words from the “Where is the Ripper?” unlock.

Solution:

Password: daytongoldpen