

Murder at Cape Anna Hint Files

*One per page

Where to Meet the Paperman

Unlock

1. Look at Franklin's to-do list. Number 2 mentions meeting with someone called the "paperman."
2. The key details mentioned are: getting breakfast at 10:30, an inside location, and somewhere not near the docks. Uses the map and the sponsor ads to find a restaurant that fits this description. There is only one location that meets the criteria.

Contact the Informant Unlock

1. You will need to have solved the Where to Meet the Paperman Unlock before attempting this.
2. Use the photo the paperman gives you with the recipe to get a phone number.
3. Use the ingredients in the order they show up in the photo and pull the numbers from the amount of each ingredient used in the recipe.

Where Are the Stories?

1. You will need to have called the “Secret Keeper” before you can do this puzzle.
2. The “Secret Keeper” mentions that Franklin has a flash drive with a copy of the stories he was working on. It is also mentioned that the flash drive is hidden in the original home for the heart of the town.
3. Read Office Ryan Finch’s text and the information under the history section for the brochure. Pay close attention to the wording, and then look at the map to figure out where it refers to.

Betty/Pie Menu

1. Match up the orders Betty gives you with the pies on the menu.
2. Some of the pies you can match by looking at the titles, other you will have to look at the description.

Kevin/Connect the Dots

1. Use the numbers Kevin gives you with the connect the dots sheet.
2. Each line of numbers Kevin gives you will create a letter on the connect the dots sheet. The first letter you will create is P.

Pottery Puzzle

1. Start on the bottom shelf and determine what pattern is being used.
2. As the numbers go from 8 to 4, you have two options. Either the number is decreased by 4 (which won't work since the next numbers would be 0 and -4), or the price is being halved, which would give you 2 and 1. This is the correct answer for the bottom shelf.
3. On the next shelf, you have 3 _ _ 12; what numbers from the pots on the table can go in the blanks to make a pattern? Remember you have used 2 and 1 already, so you can't use them again.

Crab Walk

1. Listen to the three songs and use the crab walk wheel to determine which song will get you to land on two.
2. Once you have the right song, listen to it again and record what numbers you land on. You will use this as the password to unlock Walter's information. Remember to rotate the wheel clockwise when going forward and counterclockwise when going backward.

Pumpkin Game

1. Cut out the pumpkin tokens and use them with the pumpkin maze game.
2. You will need all thirteen pieces. Start by placing a pumpkin in the start square and the end square. Since there is a number 5 outside the first row, you know that there needs to be 5 pumpkins in that row.
3. If you are having trouble getting the answer, here is a hint. Square 14 will have a pumpkin on it.

Where is the Informant

1. You will need to have solved the Pumpkin Game before you can unlock this puzzle.
2. Follow the directions the informant gives you. They mention different locations on the fairground. Pay close attention to when they mention going straight.
3. You will create a lowercase “t.” What booth is at the intersection of the t you create?

Informant's Questions

1. You will need to look over the suspect cards to answer these questions.
2. Each card will have an answer to one of the questions.

Honest Person/Informant's Logic Puzzle

1. Number your suspects (tip: use sticky notes or small pieces of paper).
2. Move the numbers/suspects around based on the details the informant gives you.
3. If you are having trouble getting started, Here are the first two numbers you should be able to figure out. 4 _ _ _ _ 5

Who is what number

1 - Edythe

2 - Herve Myers

3 - Jenna

4 - Kester

5 - Maria

6 - Tobyn

History Booth

1. You will need to have opened the small envelope before attempting this.
2. In the second piece of information, the informant mentions the "fan favorites" can help you, and they give you the following:

“First 84

Seventh 60

Fourth 01

Sixth 35

First 88”

3. The fan favorites can be found at the Cape Anna Historical Society booth, where Brenda tells you Thomas Painters' date should be 1784. You will need to find the dates mentioned by the informant on the plaques and then pull the letter noted by the preceding word. For the first one, you will pull the first letter from the plaque with 84 (Thomas Painter) so "T." Your message will start with "TH..."

Who is the Liar, and Why did they lie?

1. You will need to have solved Betty's pie puzzle and gotten the information from her unlock.
2. In Betty's unlock, she mentions facts about each suspect. One of these facts will reveal someone who is obviously lying about their alibi.
3. The reason for lying is found when you complete the history booth puzzle.

Who is the Masked Quilter?

Unlock

1. You will need to have solved both the crab walk puzzle and Kevin's connect the dot message puzzle.
2. In Kevin's unlock, he mentions that the Masked Quilter misspoke during their acceptance speech. In Walter's unlock, he mentions that one of the suspects tends to mess up their words.
3. Use that suspect's last name with the word that was said in the acceptance speech that gave them away. (It is the underlined word in Kevin's unlock).

Who Is the Lead Suspect?

1. You will need to have eliminated all of your suspects, but one AND have unlocked both “Who is the Masked Quilter?” and “Who is the Liar?” before you can do this.
2. Make sure you are using the first name of the killer, the location of where the camera was found (you get this from the “Who is the Liar?” unlock), and the location of where the laptop was found (you get this from the “Masked Quilter” unlock).