

MURDER AT THE MOVIES - EPISODE 1 HINT FILES

*One Puzzle Per Page

Table of Contents

Page

2. SHIVER ME TIMBERS - Activity Booklet
3. TREASURE CHEST - Activity Booklet
4. SEA MONSTERS - Activity Booklet
5. WHERE IS THE RUM? - Activity Booklet
6. Safe
7. Cafeteria Ticket
8. Sealed Treasure Chest
9. String of Numbers Code
10. Pirate Ships
11. Gold Star
12. Item with Columns/Rows of Squares
13. Post Card
14. Solution



SHIVER ME TIMBERS - ACTIVITY BOOKLET

Using the word bank at the bottom of the page, find all the words in the word search.



TREASURE CHEST - ACTIVITY BOOKLET

1. The first clue is “The third digit is off by two.” So, look at the third digit on the treasure chest dial to see what number possibilities could be used for that dial.
2. The third clue says “The second digit comes before the first prime number.” So, think about numbers and what the first prime number is. Once you know that, the second digit will be the number before that.
3. Use the fifth clue to work through multiple clues. “The final digit is one number lower than the third digit.” Since the first clue gave you two possibilities for the third digit, use these together to see what other clues you can satisfy.
4. The answer to the third digit is two numbers higher than what is shown.



SEA MONSTERS - ACTIVITY BOOKLET

1. Using the letters provided, unscramble the letters to spell out the names of sea monsters.
2. Each unscrambled sea monster name will be one word.
3. The first letter of each unscrambled name is:
 - a. M
 - b. L
 - c. L
 - d. H
 - e. K
 - f. M



WHERE IS THE RUM? - ACTIVITY BOOKLET

1. Use the clues at the bottom to put each item in the correct position.
2. Notice the clue that talks about one item being directly next to another one.
3. Notice the clues that talk about items being on an end or only having one neighbor.
4. Pay attention to the first clue and the fifth clue. Those will help you correctly place an item.



SAFE

1. Pay attention to the witness who mentioned the safe and also to the item they gave you.
2. There are some things that seem different on the back of the item they gave you.
3. There is one word in the witness statement that gives you a subtle hint on what to do with the letters in the underlined words.



CAFETERIA TICKET

1. Notice anything different about the movie titles?
2. The right column of movie titles is missing letters. Identify all missing letters.
3. Using the missing letters, form two words.
4. The two words will be a phrase that applies to a cafeteria.



STRING OF NUMBERS CODE

1. You will need to solve the treasure chest puzzle in the activity booklet. Then, unlock and unseal the sealed treasure chest before gaining access to this.
2. You should notice there are multiple items that have numbers over letters. go through all those items and write down the numbers and their corresponding letters.
3. All numbers will have multiple letters that go with them. For example. 2 - A, B, C
4. You should notice that the string of numbers code also has some letters. Use these letters as being correct. Now, with the letter possibilities you have for the numbers work to identify their correct letters.
5. It might help to write the possible letters vertically over each number. This could help you then look horizontally at each grouping to see what words could be formed.



PIRATE SHIPS

1. You will need to solve the “Where is the Rum?” puzzle in the activity booklet before solving this.
2. Pay close attention to the pirate ships. Do you notice anything different about each one?
3. You should notice the same items on the pirate flags or decks of the ships that are pictured in the “Where is the Rum?” puzzle in the activity booklet.
4. Since you know the position of each item in the activity booklet, find the corresponding pirate ships and write out their column of letters in order of their positions. Once you do this, you should be able to see a message.



GOLD STAR

1. Pay attention to the note above the word search in the activity booklet.
2. You will need to solve the word search in the activity booklet, the “Where is the Rum?” puzzle in the activity booklet, and the pirate ships puzzle.
3. The pirate ships puzzle provides you with some of the words found within the word search. There is also a number that comes after each word.
4. Notice the gold star has a hole in it with an arrow pointing up.
5. Go to each word from the pirate ships puzzle. Then, go to the number with each word and place the hole in the star over that letter. Then, look up at the top of the star to see what letter the arrow is pointing at.



ITEM WITH COLUMNS/ROWS OF SQUARES

1. You will need to solve the sea monsters puzzle in the activity booklet before you can do this.
2. Notice that there are two columns of squares, with a different number of squares on each row.
3. The number of squares on the first column and first row is equal to the same number of letters in the scrambled sea monster in the first column and first row. The number of squares on the second column and first row would therefore be equal to the same number of letters in the unscrambled sea monster in the second column and first row.
4. Once you have all sea monsters unscrambled, notice there are numbers in the squares. Pull the corresponding letters in order of the numbers.



POST CARD

1. You will need to unlock the safe, solve the gold star puzzle, and solve the item with columns/rows of squares puzzle.
2. Each of these puzzle solutions will give you a word. Use that with the post card to obtain a word.



SOLUTION

1. To solve Murder at the Movies - Episode 1, you will need to eliminate one suspect, figure out how the victim was killed, and identify a special word.
2. Using the string of numbers code solution and the pictures of each suspect, you should be able to eliminate a suspect.
3. Using the information from Isidro Vargas and the sealed treasure chest, you should be able to figure out how the victim was killed.
4. The post card puzzle solution will give you a special word.

