

MURDER AT THE MUSEUM

HINT FILES

*One Puzzle Per Page

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COMPUTER

1. Think about how this would look if typed on a computer.
2. Some letters will be capitalized, and some will be lowercase.
3. There are three numbers and one symbol in the password.
4. The password will start with "5TUDyh!"



BROCHURE

1. Some of the letters in the brochure should stand out.
2. The letters referred to above are the ones that are underlined.
3. Take the letters in order to get a message.



CROSSWORD

1. All the words you need can be found on the things you have and inside some of the things on the computer.
2. Look at the new exhibit flyer, the brochure, the suspect interview, and the stuff you find on the computer to get the words you need.



YELLOW NOTE

1. You need to have finished the crossword before you can do this.
2. The letters A and D relate to across and down.
3. The numbers give you the word and letter you need from that word.
4. The message will start with “Arti...”



RED NOTE

1. You need to know the victim's ID badge numbers first.
2. Write the six-digit number you get from the ID badge in the six blanks at the top of the paper.
3. Now look at what you have so far on the red note and think about how to get 7 digits. HINT: NO MATH needed for this.
4. One digit from the ID badge will not be used, and two digits will be used twice in the new seven-digit number.
5. The seven-digit number you get will correspond to an accession number, and the artifact it goes with is one of the four you are looking for.



NOTE CARD

1. You need to use this with the list of artifacts.
2. Find the three artifacts that are referenced on the note card and then do the math using their accession numbers.
3. This will give you a new accession number, and the artifact it goes with is one of the four you are looking for.



ARTIFACTS

1. You need to have unlocked the computer before you can do this.
2. You are told to find four artifacts. The puzzles above will lead you to these artifacts.



PHIL

1. You will need to have unlocked the computer, read everything, and solved all the puzzles that lead to the four artifacts before you can answer Phil.
2. Use the two words that are underlined from the victim's findings notes on the computer to answer Phil's first question.



TRICERATOPS

1. There is a special way you need to read the letters from the Triceratops' display in order to get the message.
2. Try out different ways to read the letters, such as reading them in different orders, until you start to see a message that makes sense.
3. Read all of the letters on the top right, then all the letters on the top left, and finally all the ones on the bottom.
4. The message you get will start with, "none of the..."



VIKING AUDIO/TRANSCRIPT

1. Listen to the audio file and make note of the words used.
2. There is a clue about what you need to use from the audio file on the note on the display.
3. You are going to take the first letter of every word in the recording to create a secret message.
4. The age you get will start with, "I was able..."

Transcript:

"Iceland was a stable academic bastion. Learning educational techniques often provides resourceful observations. Vigilant, efficient, judicious, and cultured, King Samuel of Nordic Iceland started negotiations that inspired novel venture on large valuable educational development."



WORLD WAR II CODE MACHINE

1. Pay special attention to the letters and the circles under them. Each letter has two circles under it. Those are the ones that correspond to that letter: the two circles under the letter.
2. Some circles have a different colored ring around them. Use this fact with what you are told in the first part of the message to help you translate the rest of the coded message.
3. You will be able to translate only three letters at first, but by using logic you can figure out some additional letters which in turn will help you figure out more until you are able to translate the whole message.
4. Make note that Q translates to H, but H does not translate to Q.
5. The message you get will start with, "As I look into this..."



GRIDS

1. Use the two grids together.
2. The numbers are the order you need to use.
3. The message you get will start with, "The thief..."



SUSPECT ELIMINATION

One suspect can be eliminated by what you learn from the notes on Dr. Gibson's computer.

Two suspects are eliminated by the message you get from the two grids.

Two suspects are eliminated by the coded message on the code machine.

One of the suspects is eliminated by the hidden message you get from the audio clip.

Some suspects can be eliminated by the message you get from the Triceratops.



SOLUTION

You need to have solved all the puzzles and eliminated all but one suspect before you can do this.

