

MURDER ON THE MIDWAY

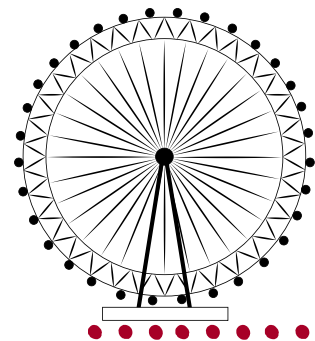
HINT FILES

*One Puzzle Per Page

Table of Contents

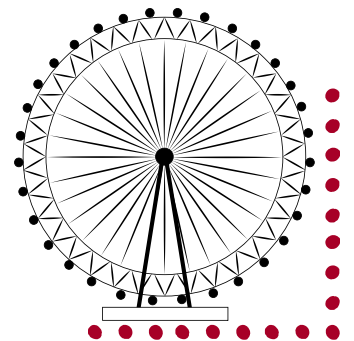
Page

2. Dale/Balloon Pop
3. Molly/Concessions
4. David/Ferris Wheel
5. Aidan/Scales
6. Calum/Fuses
7. Small Paper with Four Rows of Letters
8. Lancaster
9. Trailer
10. Coded Note in Trailer
11. Safe
12. Ring Toss Puzzle
13. Poster - Step Right Up
14. Suspect Eliminations
15. Solution



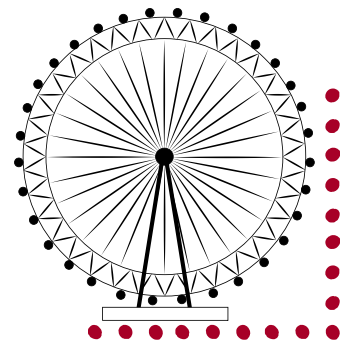
DALE/BALLOON POP

1. You will not use the purple balloons(1).
2. It might be easier to work this backwards.
3. Start at 31 and add the numbers to it. Then take the answer you get and see if it is divisible by any of the numbers you have left. Would the answer be able to be made if you added the two remaining numbers together?



MOLLY/CONCESSIONS

1. First, read through all of the clues Molly gives you about the prices.
2. Now read through it again, and make a note of what prices things should go.
3. Corn dogs are \$2
4. Cotton Candy is \$1.50

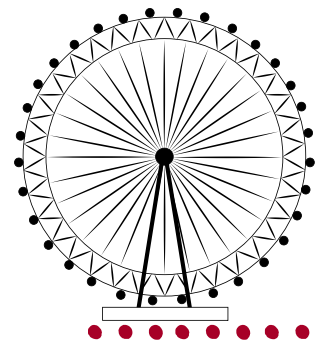


DAVID/FERRIS WHEEL

To make this easier to keep up with, you might want to draw a circle and number it 1 through 8.

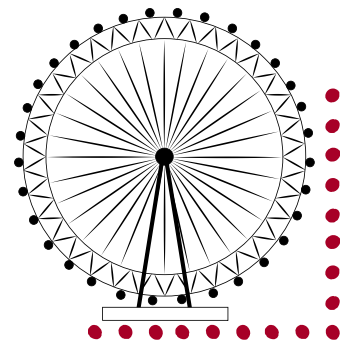
Remember to add the rotation of everyone getting on the ride into your math.

Your answer will be a double digit number.



AIDAN/SCALES

1. Start by trying to find the lightest item, which will help you figure out the others' weight.
2. The ball is in the middle of the items when it comes to weight.



CALUM/FUSES

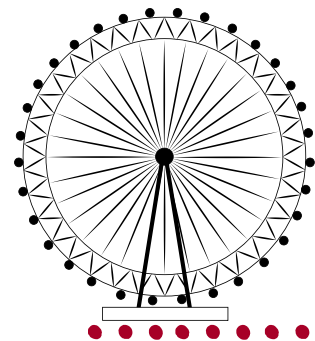
1. You should place Xs in the squares that you know have no fused segments in them. Either because of the numbers on the side or because you can't have a fuse touch another fuse.
2. See example blow.

The black Xs are there because the zeros mean there is nothing in those squares.

The blue Xs are because you can't have different fuses touching, and since they are single segment fuses they have no other segments that make up their parts.

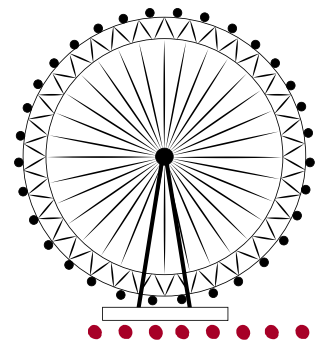
The green triangle is placed there because it is the only type of fuse segment that will complete that fuse in the space available.

3	2	0	4	3	3	0	5	
X	○	X				X		4
X	X	X				X		1
		X		□		X	□	5
		X	X	X	X	X		2
▽		X	X	○	X	X		2
X	X	X	X	X	X	X	X	0
		X	△			X		4
		X	▽			X		2



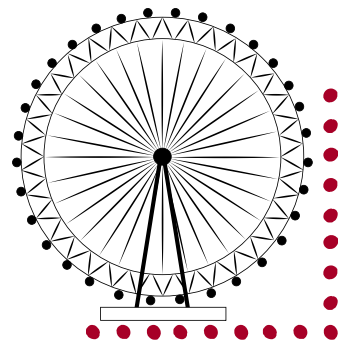
SMALL PAPER WITH FOUR ROWS OF LETTERS

1. Look at the note carefully and take in all the details.
2. Don't look at the pattern at the top as Xs, but instead as two overlapping zigzag lines.
3. The message will start with "I am so close..."



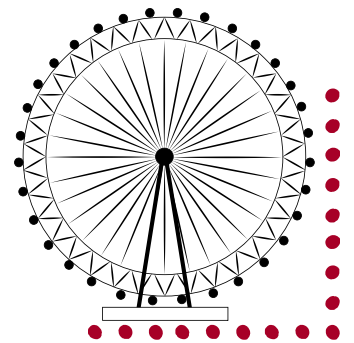
LANCASTER

1. You need to decode the small note before you can answer Detective Lancaster.
2. Use the indicated words after you have decoded the message.



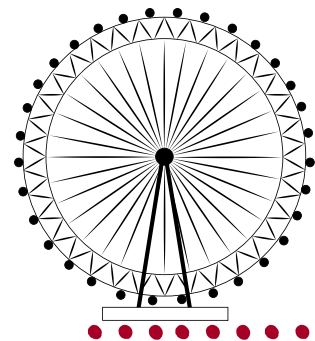
TRAILER

1. You will need to have unlocked Molly, David, and Dale's information before you can do this.
2. Each of the above-mentioned people will have a clue you need to get the number code to unlock the trailer.
3. Once you have found the two numbers you need, do what you are told to do with them and use that number as the unlock code.



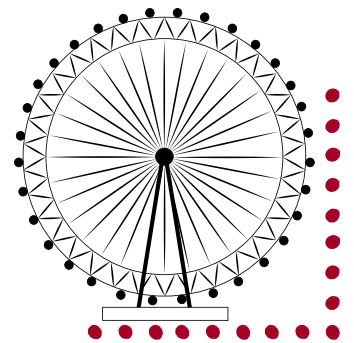
CODED NOTE IN TRAILER

1. This puzzle is able to be decoded using a shift cipher.
2. A shift cipher is a type of cipher where the letters in the alphabet are shifted forward or backward a certain number of places in the alphabet.
3. Example: If you figure out that C is actually an A, then that means all of the letters can be decoded by shifting backward two places in the alphabet.
4. To start, look at the message. It has a few single letters. They have to be either an A or an I. Use that to help you figure out which it is, and then decode the rest.
5. The message you get will start with, "Looks like..."



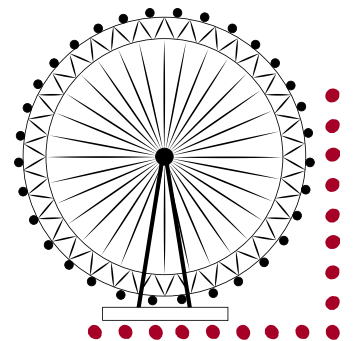
SAFE

1. First, read back through the information you got in the first part of the mystery to determine things about Melvin.
2. What is the name of his favorite ride?
3. What is Melvin's go to drink?
4. What was originally a prize given at carnival games?
5. What was Melvin's best carnival game?
6. Once you have all that, count how many letters there are in them.



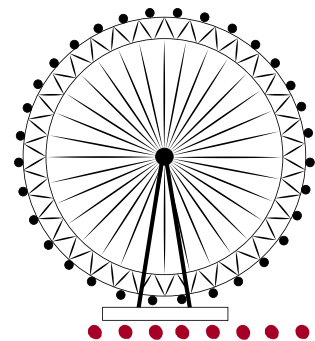
RING TOSS PUZZLE

1. You need to have unlocked the safe before you can do this puzzle.
2. You need to use the plastic ring that was found on Melvin's body.
3. Place the ring so that it covers the matching shapes, and use a pencil to faintly draw a circle.
4. Do this for all of the shapes.
5. When you are done, read the words made by the letters in the overlapping parts of the circles.



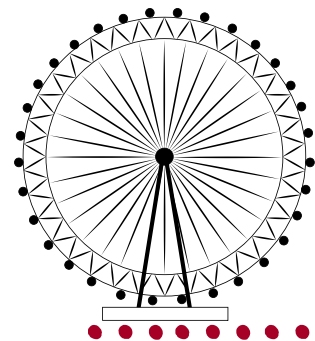
POSTER - STEP RIGHT UP

1. You need to have unlocked the safe before you can do this puzzle.
2. The phrase “Step **Right Up**” is both the starting point and a clue.
3. There are letters hidden in the poster. They are hard to see, but knowing the starting point and how to move will make it easier.
4. The message you get will start with, “Start by...”



WHERE IS EZEKIEL'S HIDING SPOT?

1. You will need to solve the safe and the two puzzles connected to the posters before you can answer this.
2. Use the messages you got to answer the questions.



SUSPECT ELIMINATIONS

Someone is eliminated by the note you find in the safe.

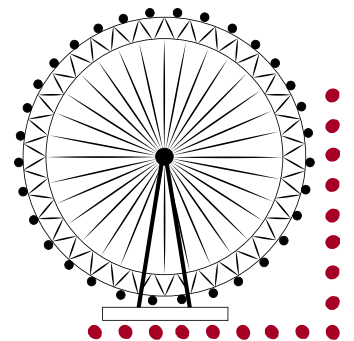
Someone is eliminated by the coded note you find in Melvin's trailer.

Someone is eliminated by the shoe prints you find at the location where Ezekiel hid his stolen goods.

Someone is eliminated by the information you learn from Lancaster's unlock.

Someone is eliminated in Adan's unlock.

Someone is eliminated in Calum's unlock.



SOLUTION

You need to have solved all puzzles and eliminated six of your suspects before you can answer this.

