



MYSTERY AT THE FAIRYTALE BALL

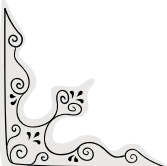
Q HINT FILES

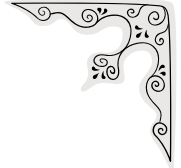
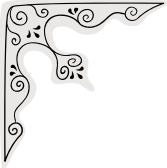
*One Puzzle Per Page

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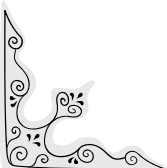
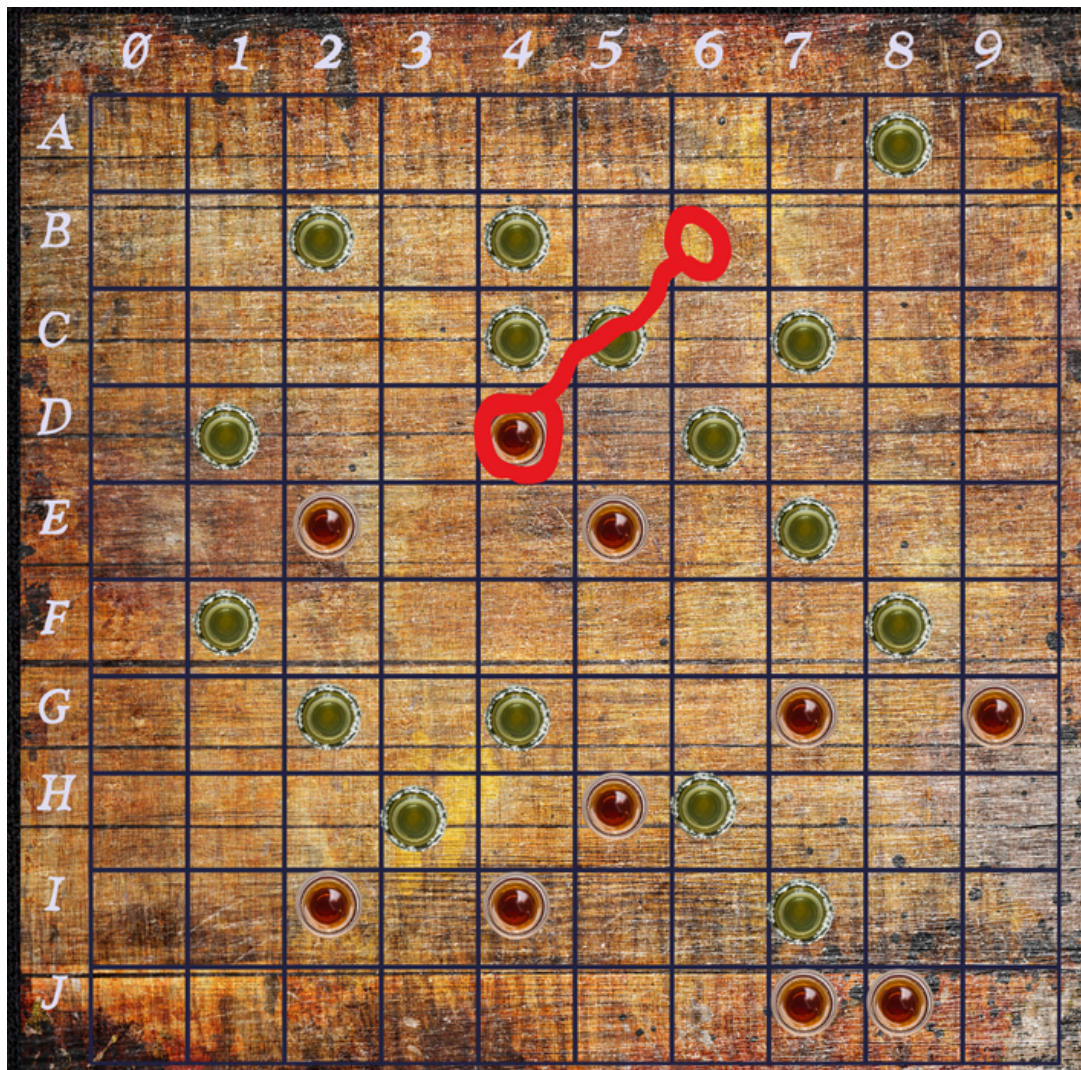
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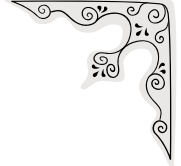
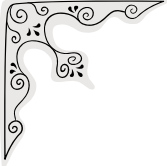




DRINKING GAME

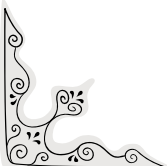
1. Follow the directions and make the needed jumps to get seven pieces.
2. Your first move will have three jumps.
3. The first jump is using the piece at D4 and jumping to B6.

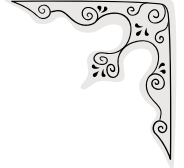
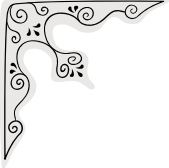




RUMPELSTILTSKIN UNLOCK

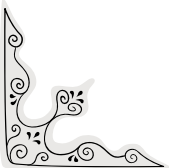
1. You will need to look around and find all of the clues about Rumpelstiltskin's name. There are six clues in total.
2. Rumpelstiltskin gives you one, there are three from the interview sheet, one from the attendee scroll, and one from the charity poster.

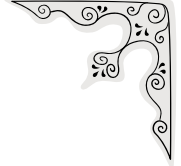
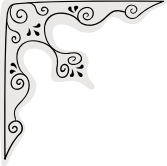




GOLDILOCKS

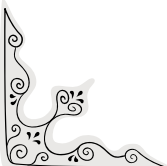
1. Use Goldilocks's statements to eliminate the finger foods until only three are left.
2. The orange and pink meats are fish.
3. You will have two finger foods from the first tray and one from the second.

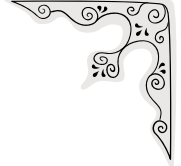
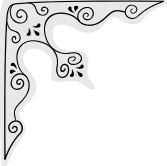




PINOCCHIO/ TRUTH AND LIES

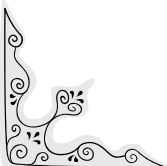
1. You will need to look around and find out which statements can be proven true or false with the information you have.
2. This will work for 7 of the 12 statements.
3. After that, you will need to use the rules Shannon gives you to figure out which of the remaining statements are true or false.

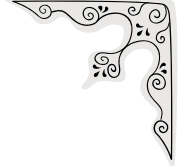
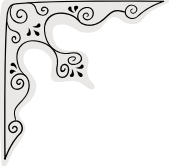




BIG BAD WOLF/CLOSET

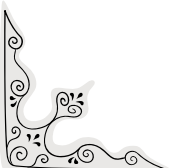
1. Zach, the knight from the interview sheet, has the information you need.
2. You will have to look around a little for some of the answers.
3. Note that he says, "...number of pigs AND their houses..." That will make one digit, not two.

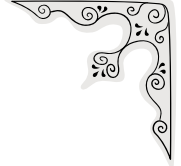
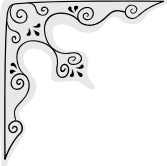




PIED PIPER SUSPECTS

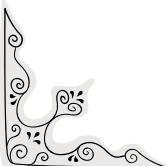
You will need to have solved all the puzzles in this section and unlocked the five on QR unlocks before you can do this.

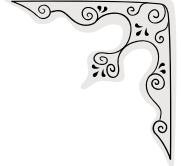
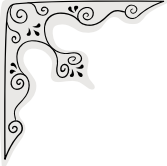




DANCE FLOOR

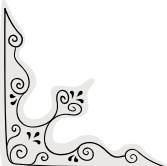
1. There is only one correct path.
2. Start by passing through the A.
3. After you pass by the first princess, you will need to squeeze by a dancing couple in order to get to the next princess.

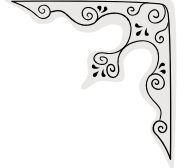
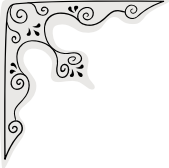




LUCY (RED RIDING HOOD)

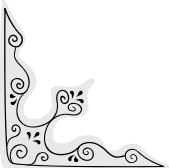
1. Read the suspect cards and then look at the items Lucy has.
2. Which item would be most triggering which suspect?
3. One hates scary movies, one hates the outdoors, one is a career woman, one is on a diet, and one has had controversy with environmental groups.

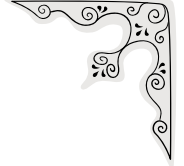
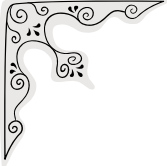




OLD MAN

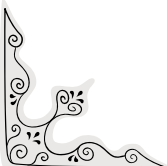
1. Listen to the old man's story of Jack and the Beanstalk. Does anything stand out in how the story is told?
2. Some words are emphasized by a pause before and after.
3. Pull out those words to get two questions about the giant.

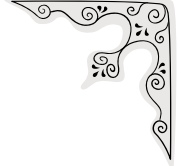
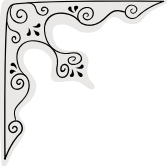




WHICH SUSPECT IS WHICH PRINCESS?

1. You won't be able to figure out who is who until you unlock the old man's info.
2. Use what the old man tells you in his unlock and listen to the conversation between the two gossiping women.





SUSPECT ELIMINATION

You will need to have solved all the puzzles in order to figure out which suspects to eliminate.

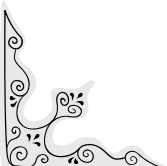
Start by reading through the profile for the Pied Piper.

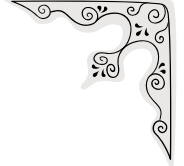
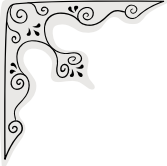
If you read all of the suspect cards, there is one suspect that should stand out as not matching the profile of the Piper that says, “This would most likely be done through underhanded means since they are also the type to avoid a face-to-face confrontation.”

You can eliminate a suspect after unlocking the old man’s info and listening to the conversation of the two women gossiping. You will need to figure out which Princess is which. Then, use the statement from the profile, “The Piper is clearly self-absorbed, bordering on narcissistic. She is the type who always puts her needs and wants above others.” to eliminate a suspect.

Use the statement, “The Piper has an extreme need to be in control,” and the dance floor unlock to eliminate a suspect.

Use the statement, “The Piper is the type of person who is rigid in mindset and has trouble adapting. She would react poorly to unexpected changes...” with the Red Riding Hood unlock to eliminate a suspect.





SOLUTION UNLOCK

You will need to have solved all other puzzles first before you can do this.

