

THE GRIEF EATER HINT FILES

*One Puzzle Per Page

RASPUTIN JONES

Most of the puzzles in this mystery revolve around the symbols associated with the Grief Eater.

Rasputin Jones provides clues about many of these. He names many of the signs and denotes them by capitalizing the name.

Hints he provides:

Watcher: skips every other

Silence: make the sign of sleep using the letter of the dreaming...provides ZZZZZZ (6 z's). Z by indication is the letter of dreaming as it signifies sleep.

Hunger: comes before all else (indicates to use the first)

Presence: take a step back

Absence: removed her eyes (i's)

The Grief Eater has a pattern to the way he moves-indicates this will be important since the last thing you are looking for is the pattern to unlock the phone.

ATTENTION: ODDITIES GAZETTE

Side 1: You are given an account and two of the symbols are shown at the top.

Symbol 1:

1. One of them is The Hunger.
2. You are told by Rasputin Jones that the Hunger comes before all else.
3. This indicates to take the first letter of each line.

Symbol 2:

1. When you unlock the interview with Mary Blanchard she talks about the second symbol which is identified as The Return.
2. She mentions that this symbol means to take "every third, every third."
3. This indicates to take every third word from every third line.

Side 2:

1. The symbol on the other side of this document is the Silence. You are told that to use this you should make the sign of sleep using the letter of the dreaming.
2. Rasputin provides a clue with 6 Z's. Z is the letter of the dreaming and the sign you should make in the grid below. There are six letters at the top that will be the guide: T.O.I.S.T.W.
3. Make a Z using what you have been told (going over 6 letters). See example below.
4. The first Z pattern starts on the T (first letter of the 6, goes over to the 6th letter, down to the next row to finish creating the Z and over to the 6th letter of that line). This gives you the first 4 letters: THE H
5. Use this same process for O, I, S, T, and W.
6. The grid should only have 1 place for each letter that will work with that pattern.

T.O.I.S.T.W.



T A G N D E U N D P R C A E P
E A G N D E U N D P G I A E P C
E A G N D O U N D Z M C A E Z C
C A G N D E U N D Z F C A E Z C
G A G N D E U N D S F C A E L C
V A G N D E U N D A F C A E S C
N A G T D E U N A A F C A E S C
C A W N D E U E D A F C A E S C
V A S S D E U T D A F C A E S C

EYE WITNESS ACCOUNTS

1. The symbol on the back of the Eye Witness Accounts is The Watcher.
2. The Watcher According to Rasputin Jones skips every other.
3. Skip every other letter and pull a message.

ANONYMOUS ACCOUNT

1. The symbol on this sheet is The Weight.
2. The symbol shows 5 points and underneath one of the points is a dot.
3. The letters are grouped in groups of 5.
4. Pull the letter from each grouping that would correspond to the dot.

BACK OF THE MAP

1. This requires you to use the rules for several different symbols.
2. The first symbol is the Remnant. In the unlock where you speak to Mary Blanchard she talks about this symbol and mentions taking a step forward.
3. This involves moving one step along the alphabet.
4. The Presence is the second symbol shown. Rasputin mentions it along with taking a step backward.
5. Move backward along the alphabet for letters below this symbol.
6. The Absence symbol is mentioned alongside an account of no eyes (no i's). Disregard the i in this word since the symbol voids it out.
7. The Watcher symbol (every other) is last. Just follow that pattern and pull the 4 numbers you need.

PHONE

1. At this point, you should know the order and location of all 5 sightings as well as the anticipated 6th sighting.
2. Pull the numbers from the phone in the order of the sightings (the pins on the map match up exactly with the numbers on the phone-3 rows of 3)
3. Use the 6 numbers to unlock the phone.