

Suited For Death - Hint File

*One Per Page

Inventory Spreadsheet

1. Look at the times and dates. Analyze who was working on the days the victims were murdered.
2. Pay attention to the handwriting of each employee so you can match them to their nickname.
3. Once you have figured out the person you will use their nickname as part of the password for the “Call Derek” card.

Bow Tie Message

1. Start with the instructions. Match up each instruction with the appropriate symbol on the bow tie pattern.
2. Example: The first instruction mentions a straight pin. So match up the first instruction with the symbol of the straight pin. This will get you the first letters of the message TEN THL. Keep going to get the rest of the message.
3. The message will start with "Tenth l..."

Dapper Receipt

1. You will need to have solved the bowtie pattern before you can do this puzzle.
2. Use the hint from the pattern that you solved to figure out which letters you pull from the receipt. You will pull letters from every listed item.
3. Ex: Westhomes **K**haki Vest.

Where's The Key To The Register Located?

1. You will need to have solved the receipt puzzle before you can answer this.

The Dapper Code

1. You will need to have the register unlocked before you can do this puzzle. Use the instructions around the outside to match up all the letters A-Z with the symbols.
2. The first step is to use the third line to get the first letters of the alphabet. So, label the symbols on the third line with the letters A-F. Next label the symbols on the second line with the letters G-L, etc.
3. Use this to decode the message you find in the register.

The Dapper Code Cipher

1. You will need to have the register unlocked before you can do this puzzle. Use the instructions around the outside to match up all the letters A-Z with the symbols.
2. The first step is to use the third line to get the first letters of the alphabet. So, label the symbols on the third line with the letters A-F. Next label the symbols on the second line with the letters G-L, etc.
3. Use this to decode the message you find in the register. The message will start with “Napoleon...”

Call Derek Unlock

1. You will need to have eliminated two suspects and figured out their nicknames before you can call Derek.
2. Take a look at the Inventory Spreadsheet to eliminate a suspect.
3. Translate the note found in the register to eliminate a suspect.

Chalkboard Puzzle

1. Look at the message “what’s in this that’s not in that.” Figure out what letter is in the first word that’s absent from the second word.
2. Connect those words with the phrase “time to read.”
3. Look at the desk. Use the password you’ve been given from the puzzle.

Desk

1. Use the information from the chalkboard to unlock the desk.

Origami

1. Follow the fold line instructions. Once you are finished you should be left with an item that matches a specific character.
2. Look at what the suspects are wearing and the one who has something resembling the item you have folded is not your killer.

Traffic Ticket

1. Refer back to suspect cards that mention people's vehicles. Match the person to the car and the date.
2. Read Barry's card. He mentions different people with cars.
3. Compare the make of the car from the speeding ticket to the car makes Barry mentions.

Fabric Bolts

1. Follow the instructions at the top of the card. Sort fabrics by solids and patterns, noting the letters along the way.
2. Keep the letter in the current order for each color and pattern. Example for black: keep the letters in the order of B O L. Just move them to the front.
3. Your message will start with “Bolts plus...” You’ll use this info for the locker.

Complementary Colors / Approximately Around

1. Use the information in the book from the desk unlock with the complementary colors circles.
2. Match up the letters from the book in the desk unlock to the circles on the complementary colors based on their positions. Then you'll need to think around, like a tailor would measure around someone's arm.
3. The numbers from the book relate to the circumferences of the circles. Use the tailor's tape to find the approximate circumference of each circle. Record what letters you get. NOTE: Some circles are the same size so you will have to figure out which of the two letters to use. This will be easier to do after getting the whole message. Now you should be able to pick the letters that make a coherent sentence.

Crossword

1.

Down

- 1) Starts with D and ends with R
- 3) Starts with H and ends with T
- 5) Starts with S and ends with T
- 7) Starts with S and ends with S
- 9) Starts with T and ends with E

Across

- 2) Starts with C and ends with S
- 4) Starts with V and ends with T
- 6) Starts with P and ends with D
- 8) Starts with B and ends with T
- 10) Starts with J and ends with T

Locker

1. You'll need to have finished most of the puzzles in the backroom to be able to do this puzzle.
2. Use the answers from the complementary colors, traffic ticket, and fabric bolts to gain access to the locker.
3. Use the locker number followed by the three-digit code.

Crossword Coordinates

1. You will need to have the locker unlocked before you can do this puzzle.
2. Fill out the crossword. Then use the coordinates given to you in the journal in the locker to figure out where to meet the person sending you the messages.

Where Should You Go Next?

1. You will need to have the locker unlocked before you can answer this and you will need to have eliminated all of your suspects, but one.
2. Fill out the crossword. Then use the coordinates given to you in the journal in the locker to figure out where to meet the person sending you the messages.

Pool Puzzle/Robbie

1. You will need the buttons, pool table, and menu to solve this puzzle.
2. The first button is blue with a stripe. What number is on the blue striped ball?
3. Find the number on the menu and use that letter. Ex. Blue striped ball = 10, which is the letter G.

Lorenzo

1. You will need to solve the pool puzzle and talk to Robbie before talking to Lorenzo.
2. Look at Bradford's hotel keychain from the loose items.

Volta

1. You will need to hear what Lorenzo has to say before solving this puzzle.
2. Look at the secret bar menu, but pay careful attention to her allergy.
3. Lorenzo mentions what Volta likes to drink and what she is allergic to in his unlock.

Oscar's Office Door

1. Only try this after you have unlocked Robbie, Lorenzo, and Volta's unlocks.
2. Volta gives you what you need to unlock Oscar's Office Door.
3. Using a phone's keypad, translate the letters of VOLTA to numbers.

Yellow Sticky Note

1. You will need to have unlocked Oscar's Office Door before you can solve this puzzle.
2. Use the clue given to you by Oscar in his unlock to get the message from the sticky note.
3. The first letters you should get are "Ham..."

Solved All The Puzzles And Ready To Close The Case?

1. You will need to have solved all the puzzles before trying this unlock.
2. To find out the killer's real name, read Lorenzo and Volta's unlocks carefully.
They both slip up and mention parts of Kent Reeding's real name.
3. You will also need to solve the sticky note, which you can do once you gain access to Oscar's office.