

# Skeletons in the Closet - Hint Files

# Newspaper Article

1. Bernard mentions Mr. Hudson reading something in the study while muttering about “third words.”
2. The newspaper article found in the study should be used with Bernard’s clue. Also, notice that the headline has the word *Sentence* italicized.
3. Take the third word from every sentence. The message will start with “Start at A...”

# Typewriter

1. You will need to have solved the newspaper article puzzle before you can do this.
2. Follow the directions you get from the newspaper.
3. You will get a five-letter word. Use the letter you start on as the first letter.

# Study Closet Door

1. You will need to have solved the newspaper and typewriter puzzles before you can open this.

# Grid of Letters / Books

1. You will need to separate the perforated books and use the bookmark to solve this puzzle.
2. The bookmark has a list where each line ties to a book's title. The grid on the bookmark is also a clue on how to use the books with the grid of letters.
3. Place the books on the white spaces in the order of the list from the bookmark to reveal the message. The message will start with "Use..."

# Library Closet Door

1. You will need to have solved the books and grid of letters puzzles before you can open this.

# Art Work Puzzle

1. Luca Ameto mentions some things about Mr. Hudson and his artwork. Pay special attention to what colors he mentions.
2. Use the single painting with the color palette and the paper with sentences in the form of shapes. After switching the black and orange, you should get the order of: triangle, circle, backwards-Z, and square. These correspond to the shapes formed from words, which will reveal a set of direction to follow.
3. Use these four sets of directions in order with the five paintings on the wall and the Art Appraisal business card. Match the paintings to the numbers on the back of the business card to get the numbers you need to open the closet.

# Gallery Closet Door

1. You will need to have solved all the artwork puzzles before you can open this.



# Charcuterie Board

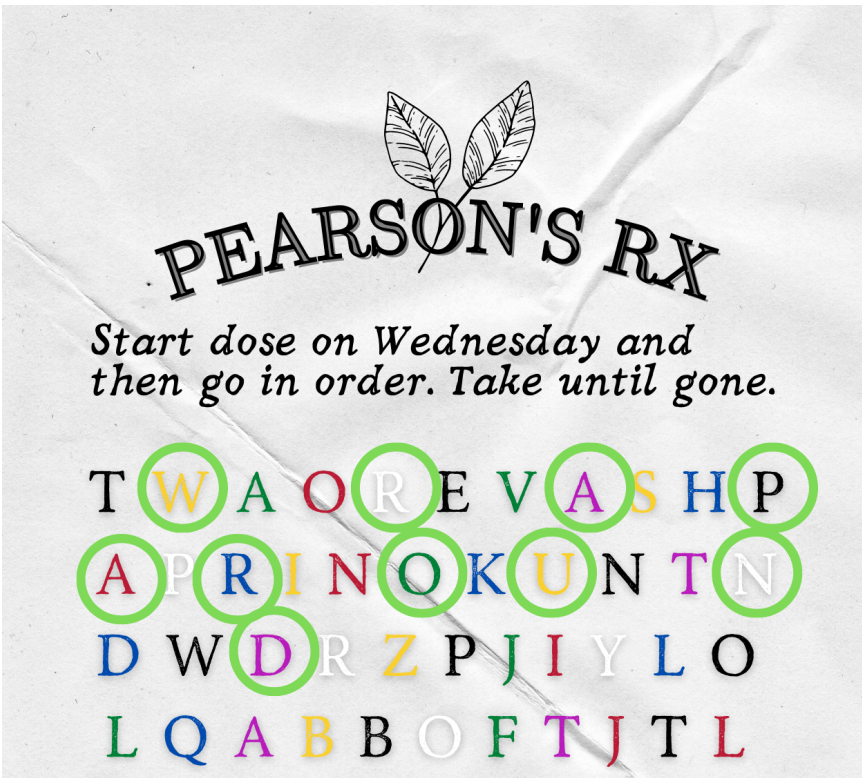
1. You will need the toothpicks and the list of perfect pairings in order to solve this puzzle.
2. Sybil's interview mentions the food and a change in how it is presented. You will need to make the change before attempting the puzzle.
3. Once you have the food in the correct places, you will use the toothpicks to connect them, as mentioned in the perfect pairings sheet. I.e., You will place a toothpick connecting the blueberry and cheese. Once you connect everything in a section, it will reveal a number. Repeat this until you have all four numbers.

# Kitchen Closet Door

1. You will need to have solved the Charcuterie(snack board) puzzle before you can open this.

# Pearson's RX Note

1. You will need the pill organizer in order to solve this puzzle.
2. The colors of the pills match those of the note. To read the hidden message, pay attention to the top of the Pearson's RX note. It says to start on Wednesday and go in order until gone.
3. The color order from Wednesday on is: Yellow, White, Pink, Black, Red, Blue, and Green. If you pull the letters in this color order as you encounter them, you will reveal a message. The message starts with "Wrap around..."



# Pill Bottle & Strip of Paper

1. You will need to solve the Pearson's RX note before attempting this.
2. The note tells you to wrap around the pill bottle three times like a spring. This refers to the strip of paper in the bedroom envelope. Wrapping it around the pill bottle will reveal a message.
3. The message starts with "Open..." You will need to look at Walter Hudson's letter after you get the message to get the numbers you need.

# Bedroom Closet Door

1. You will need to have solved the pill puzzles before you can open this.

# Second Floor Sitting Room Unlock

1. You will need to have solved and opened all five closets.
2. Once you have opened all five closets, use the clues from each in the correct order to get the numbers you need to unlock the second sitting room.

# Drinks

1. The note from Walter says to have a drink of his favorite vintage. You can determine his favorite based on what Arlo says.
2. Once you know which bottles to use, you can pull the letters from the bottles and reveal a message.
3. The message starts with “Dumb...”

# Where do you look after you have a drink? Unlock

1. You will need to solve the drink puzzle before attempting this.



# Quilt Puzzle

1. You will need to solve the drink puzzle before attempting this.
2. The note in the dumbwaiter tells you the colors and how they relate to change from now and back. This is a clue to shift the letters backward in the alphabet a number of times based on their colored square.
3. Doing the shift correctly will reveal a message that starts with "From..."

# Heart Locket

1. You will have to have solved the quilt puzzle before you can do this puzzle.
2. Use the clue you get from the quilt with the heart paper and the heart locket.
3. Place one point on the numbers the quilt mentions and then use the letters the second heart points at. The message will start with "Use..."

# Safe Unlock

1. You will need to solve the heart locket puzzle before you can open this.

# Map Puzzle

1. You will need to have the safe unlocked before you can do this puzzle. Use the tokens of the suspects with the map.
2. You will need to refer back to what some of the family's skeletons are as well as information found on their cards.
3. You are looking for the one person who went into the dining room.

# Solved all the Puzzles

1. You will need to have solved everything before attempting this.
2. Use the underlined word from the safe with the name of the killer, which you get from the map puzzle.