



SKIN DEEP HINT FILES



*One Puzzle Per Page

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DICE TATTOO

1. Pay attention to the color of the arrows, the letters, and the faces of the die.
2. The arrows are used to indicate forwards $---$ and backward $<---$, and the number on the die face is meant to indicate the number of positions you would move.
3. Using a standard alphabet, you can shift the blue letters backward in the alphabet in four places and shift the red letters forward in three places. The message starts with "TOMS..."
4. For the "USE MOM" position, look through the other tattoos to find a number that may be significant to the victim and his mother.





POSTCARD TATTOO

1. This puzzle is a pictograph. Note what each thing is or could be called.
2. The first thing is a piece of mail, followed by a box, a compass with west noted and a road.





GRIM REAPER TATTOO

1. Pay close attention to the tattoo; there are hidden details.
2. Seven Letters are hidden throughout the tattoo. For example, there is an “l” on the phone. Pull all the letters you find.
3. The message you get should start with “INK...”





PUZZLE AT DICE TATTOO LOCATION

1. Look at the storage unit as a whole. You may need to zoom out and squint slightly to reveal a hidden message in the image.





PUZZLE AT POSTCARD TATTOO LOCATION

1. Use the tattoos from the victim's hands and feet.
2. There are arrows going through the animal heads. Use them to move from PO Box to PO Box.
3. You will get three numbers. The first number you get will be 4.





PUZZLE AT GRIM REAPER TATTOO LOCATION

1. Look at the numbers on the pool balls.
2. Go from top to bottom.
3. These will be used as the door code when you get to the location.





WHERE DOES IT ALL LEAD?

1. You will need to have unlocked the victim's drop sites and then solved the puzzles at each location before you can do this.





COMPUTER / ANCHOR TATTOO

1. The anchor tattoo holds the key to getting into the computer.
2. The tattoo features two lines of letters (sink and swim) and tells you “the difference from sink to swim”. Using a standard alphabet, you can assign each letter a number 1-26 (starting with A). If you take the difference between the first letter in sink “A” and the first letter in swim “Q”, the difference between them would give you “P” as A is 1 and Q is 17 giving you a difference of 16.
3. The message starts with “PUG...”





EXPERIMENT RECORDS

1. You will need to have solved the computer login puzzle before attempting this.
2. Look through the tattoos of the victim to see if you can find a number that may be his experiment number.





EMPLOYEE LOGIN

1. You will need to have viewed the victim's experiment file. From it, you will learn the required username for login and get a clue as to the password.
2. The file mentions the victim's pet snake. Look back over the tattoos, and you will see two snake tattoos with "head upon the head" and "tail upon tail." These tattoos will give you the password.
3. Suppose you were to align the two snakes so that the heads were together and tails, you could read from the heads to the tail a single word. The word starts with "MAC..."





FILING CABINET

1. To open the filing cabinet, you will use the inspirational saying in the records room along with the grid of tattoos found on the victim.
2. Each saying mentions things found in the grid of tattoos. If you connect the things mentioned in each one, you will reveal numbers on the grid.
3. For example, the first saying gives you a zero as shown below.





LAB DOORS

1. Use the tattoo from the upper right arm with the skull charm and what you see on the lab doors.
2. The signs there will give you the order you need.
3. The message will start with “Open...”





DR. ANIL THOKALA'S DOOR

1. To open this door you will need to reference the victim's log about the passcode involving the key compound and central machine.
2. The filing cabinet has a note that shows the key compound, but you will need to use the chemistry poster in the office to convert it to its correct format.
3. The lab door unlock contains the name of the machine.

