



SPECTRES AT THE SPEAKEASY

Q HINT FILES

*One Puzzle Per Page

Table of Contents

Page

2. Article & Obituary
3. Call Mikey
4. Elise Young / Apothecary display / Receipts
5. Radio/Shelf Puzzle
6. Torus - tablet w/ green letters
7. Pieces of Paper
8. What name do you get from the spirits at Fratesi's?
9. Drink List/Lockbox





[ARTICLE & OBITUARY]

1. In Anna's Notes, she mentions that certain letters in the article and obituary became more prominent.
2. Take all the letters in bold and put them together. This will give you a phrase.
3. The answer begins with "I was..."





[CALL MIKEY]

1. In Anna's notes, she mentions needing to call Mikey with the information uncovered from the newspaper article.
2. Using the bolded letters in the newspaper article, you receive a message that includes the phrase you need to mention to Mikey.
3. The correct answer is two words long.





[ELISE YOUNG / APOTHECARY DISPLAY / RECEIPTS]

1. You will need to use the process of elimination to determine what quantity of each item was sold. Using receipt #1, begin with the 2 item types that only have one possible answer, the specialty item (specialty potion) and the sale item (chirata herb).
2. Subtract their value from the receipt total. This will leave you with \$21.15 remaining on receipt 1. What combination of a crystal and an essence equals this value? Repeat this process for the other receipts.
3. Once you are done, total up the number of each item sold. Counting zeros, you will have a ten-digit code in the end.





[RADIO/SHELF PUZZLE]

1. To listen to the audio file that Lisa gets from the radio, visit the STALK website mentioned on the STALK card.
2. Each of the sounds you hear corresponds to an item on the shelf. Notice that each of the items has an item code listed below it. Each item code ends in a letter, which will be used to form the message.
3. The message will start with "I die..."





[TORUS - TABLET W/ GREEN LETTERS]

1. In Anna's notes, she mentions she hears a voice whisper, "To be number one, you have to be **odd**, sometimes getting **even** has to come second. This is only the **beginning**".
2. This hints that you should take the beginning letter of all the odd-placed words on the list, followed by taking the beginning letter of the even-placed words.
3. You should get a message that begins " Tra...."





[JUMBLED IMAGE]

1. All of the pieces of paper are placed together like a jig saw puzzle.
2. Refer back to the police report Mikey provided earlier to help you identify the person in the drawing.





[WHAT NAME DO YOU GET FROM THE SPIRITS AT FRATESI'S?]

1. You will need to have solved Lisa's shelf puzzle, Katrina's puzzle with the drawing, and Cedric's Torus puzzle before attempting this.
2. On each of the puzzles listed above, you get random letters and blanks. If you place all the letters together, you will get a name.
3. The name should start with "CHA."





[DRINK LIST/LOCKBOX]

1. In the Apothecary unlock, Elise Young provides you with a list of 1920s slang terms. In Lisa's shelf unlock, you are provided with the modern translations of those terms. Michael Franklin tells you that his nana used to tell say, "A woman who is in love must be elegant at all times," and would then ask for a drink.
2. Translate the 3 italicized phrases in Charlie Monroe's quote and find the associated drink on the drink list provided. Take the name of this drink and use the first five letters in the drink name with the grid from the lockbox.
3. On the lockbox, there is an Abernathy name tag with a grid. Fill in the grid with the alphabet, and you should see that R=9, etc. Remember that the bottom of Lisa's shelf unlocks says to "grab a drink, and move one to the left." This will give you the final code to use.

