

SUPERSTITIOUS HINT FILES

*One Puzzle Per Page

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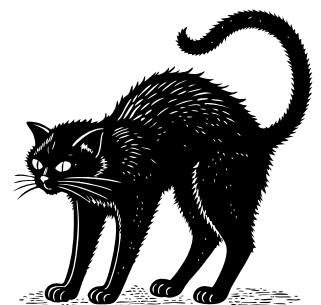
KENLEY CLARK - ROOM ASSIGNMENTS

1. Using the information that Kenley provides combined with the names of the Contest Winners, group the contestants into either the Black Cat group or the Raven group.

2. Then, pay attention to which floor each group will be staying.

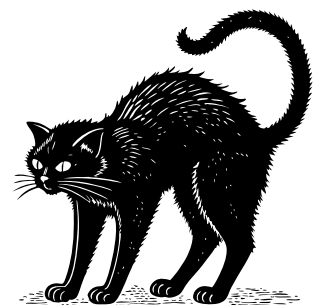
3. Once you know the correct floor, put the contestants in their correct rooms avoiding the rooms with the Red Xs.

4. The last part of this you need to solve is figuring out your caller number. Pay attention to what number Chris Spencer said was the number of the final call-in winner. Look at the Contest Winners sheet and pay attention to everyone's caller number.



PHONE KEYPAD (SIXTH FLOOR)

1. This will be used with the section on the note that starts with “The phone is the reason...”
2. Use the numbers and letters from the phone keypad to figure out the values for the numbers in the encoded message.
3. Notice that the number 1 and the number 0 on the phone keypad are blank. These numbers represent spaces in the encoded message.



LADDER (WEST WING)

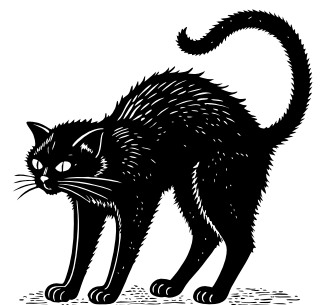
1. On the note, it is mentioned that walking under a ladder is the only way to get information. It also goes on to say that the legs of the ladder need to be on things that bring good luck. What do you have available to you where the legs of a ladder might be on them?

2. The item that brings good luck that goes with the ladder is the floor with pennies on heads on different tiles.

3. Position the ladder where each leg is on a penny on heads. Walk under the ladder and take the information that is provided to you. The note also told you that the information has to be completely under the ladder. So, if there is information that is on a tile between

4. There will be three correct ladder configurations where you get information. Once you have the information, you may need to unscramble the information from under each ladder

5. The message will refer to another item you have available.



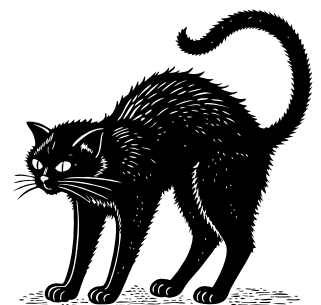
WEATHER SHEET (SEVENTH FLOOR)

1. On the note, it is mentioned about catching rays and goes on to mention the sun god. This clues you in on which of the graphics from this document to use. You won't use all the graphics.

2. You should have another document that has "rays" in the background. See how these two documents might could be used together.

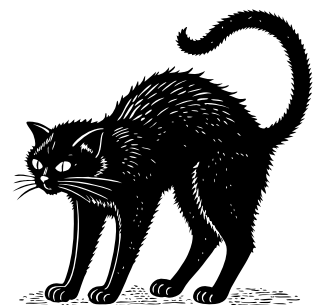
3. It's mentioned that the sun god may stack favor. Stack is the clue here. Put the weather sheet on top of the document with rays in the background. Then, hold up to a light and look through the to see where the dots on the suns land on the words on the document underneath. Take only the letters that the dots from the suns cover or touch closely. After you do this, notice that the document with the rays says 1st, 2nd, and 3rd. Slide the weather sheet down even with the top of 2nd line and take the new letters related to the dots. Then, do the same thing for the 3rd.

4. Once you have done 1st, 2nd, and 3rd, you will need to count the number of each graphic that is mentioned.



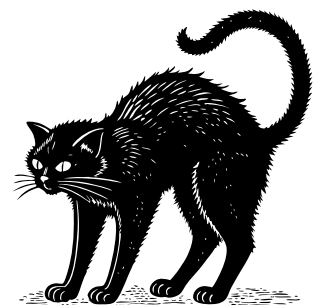
CROSSWORD PUZZLE (SECOND FLOOR)

1. Complete the crossword puzzle using information from the Superstition fact sheet and other items within the mystery.
2. Once you have this completed, pay attention to what the note said to do with your words to find the other item needed to solve this.
3. Once you have the other item, it will tell you which numbers to use to figure out which letters to pull from the crossword puzzle.
4. The other item that you need is the cross with the groupings of letters under it. The first number in a grouping refers to the specific crossword puzzle answer. The second number in a grouping refers to the specific letter in the answer.



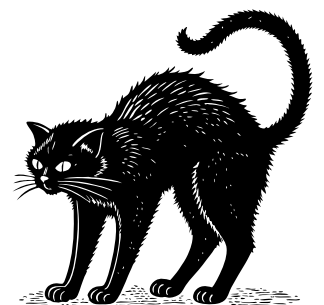
MORGUE COOLER (BASEMENT)

1. The note mentions not being able to leave the place without a trace. Trace is the clue here. You will need one other item available to solve this.
2. The toe tag with groupings of names will be needed to solve this. Notice the morgue cooler doors have numbers on them. These numbers refer to caller numbers. Identify which cooler door goes with which contest winner.
3. Using the groupings from the toe tag, trace the path on the morgue cooler doors to form numbers. You have four groupings on the toe tag. So, you should end up with four numbers.



DIGITAL RECORDER (FOURTH FLOOR)

1. The note mentions not letting static mess with you too much. And you need to restore order to progress. You are told via titles alone.
2. Listen to the radio broadcast of Chris Spencer's show. You need to put the sections of the broadcast in the correct order.
3. Once you have the broadcast in the correct order, pull the numbers from only the song titles.



LINE PUZZLE/WHERE IS THE SAFE LOCATED?

1. You need to have solves and unlocks the six puzzles relating to the different areas before you can do this puzzle. Solving this puzzle will provide you the location of the safe.

2. As you've visited all the rooms up to this point, there were items in each room (unlocks) that you should have taken note of and how much of each item was present.

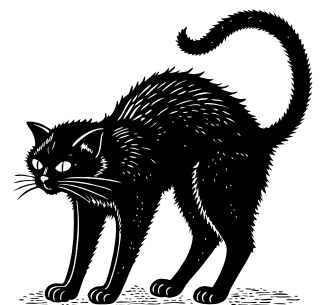
3. Using the order of the rooms on the note, gather the number of items for each room. For example, the sixth floor is the first room mentioned on the note. When you accessed the sixth floor room, there were 3 candles. Pull together this information for all rooms.

4. You are told to apply the number of things you've gained to Line 1 and then Line 2. There are 20 letters on each line. Going in the order from the note, find the letter on letters on Line 1 that correspond to those numbers. Then, do the same thing on Line 2. Once this is complete, you should have the location of the safe.



SAFE COMBINATION

1. The cryptic note on top of the safe is another callback to the information you gathered from each room.
2. You have to make an adjustment to the first number based on the cryptic note.
3. The number you got for scratches on the palm was 6. You are told to turn your itchy palm upside down. So, the 6 would become a 9.



SUSPECT ELIMINATIONS

1. Accessing each of the six rooms will provide you with information eliminating suspects as the killer.

Sixth Floor - Eliminates 1 person

West Wing - Eliminates 1 person

Seventh Floor - Eliminates 3 people

Second Floor - Eliminates 0 people

Basement - Eliminates 3 people

Fourth Floor - Eliminates 2 people

