

THE CASE OF THE MISSING EYES

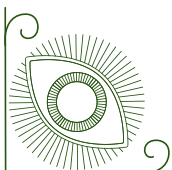
HINT FILES

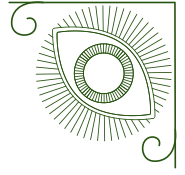
*One Puzzle Per Page

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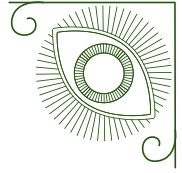
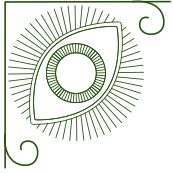




[WEBSITE CASE FILES: THE QUEEN'S EYE]

1. Jasper's notes on the last page in the suspect info booklet have the details needed to get the password to unlock The Queen's Eye web page on Jasper's website.
2. Jasper mentions that the journalists in this town were short by a dozen(12) in their count of how many cases he had solved before retiring. Look at the newspaper article for the number they mentioned, and then add 12.
3. On Jasper's website, on the Case Files page, you can see what cases he has worked on since retiring. Add that number of cases(Don't count the Queen's Eye case) with the other number you got to get the total number of cases Jasper has solved.

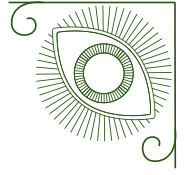
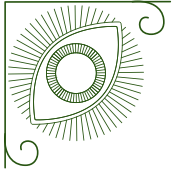




[HISTORIA IN AETERNUM SERVATA SIGN TRANSLATION]

1. You will need to have accessed the additional information Jasper has on the suspects to do this puzzle. The additional information is found on Jasper's website.
2. Use Jasper's note about Katherine from the booklet with the coin and what is found on the webpage about Katherine to translate the sign message.
3. The symbol Jasper sees on Katherine's ring is the letter R. This is implied since the handkerchief and ring are both from Katherine's mother, and the handkerchief has the letter R because it is her mother's initial. Fill in the rest of the letters from the coin and use it to translate the sign. The message will start with "Speak the..."

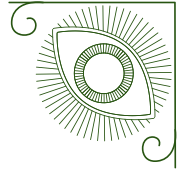




[PASSWORD TO ENTER HISTORIA IN AETERNUM SERVATA]

1. You will need to have translated the message from the Historia In Aeternum Servata sign before you can do this.
2. Read the message and look at the museum ad.
3. The side that mentions ancient religions has the name you need. Vikings are Norse.

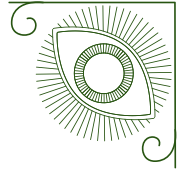
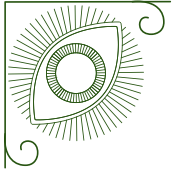




[MMA DOJO/LOCKER UNLOCK]

1. You will need to have accessed the additional information Jasper has on the suspects to do this puzzle. The additional information is found on Jasper's website.
2. Read Selene's police interview, the MMA Dojo member's card, and Selene's web page to have all of the details you need to solve the MMA Dojo Kata puzzle.
3. The dojo member tells you the first 6 out of 10 moves. She also tells you Selene doesn't do spin or jump moves. Selene mentions in her police interview that she has bad knees and doesn't use them for strikes, and that she likes to end a fight with a high kick. This info, with the rules you get from the webpage, means that there is only one possible correct answer. Also, remember that you need the last THREE numbers, NOT the last four.

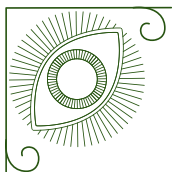




[REWARDS/PEN PUZZLE]

1. You will need to have accessed the additional information Jasper has on the suspects to do this puzzle. The additional information is found on Jasper's website.
2. Look at the example on Chris's webpage to better understand how to solve this puzzle. BUT remember, it is an example using 4 rails/rows, and the one you need to use with the pen and business card will need 5 rails/rows and will also have a different zigzag pattern.
3. Using the zigzag from the pen, you will use the first SIX letters from the string letters on the business card and place them at the top row or peaks of the zigzag. Next, take the last FIVE letters and place them at the bottom row or low points of the zigzag. This will leave you with 30 letters from the middle of the string of letters. Divide them into three groups, so 10, 10, and 10. Put the first ten in the 2nd row, the next ten in the 3rd row, and the last ten in the 4th row. Now read along the zigzag. The message you get will start with "We will meet.."

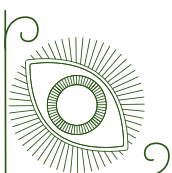


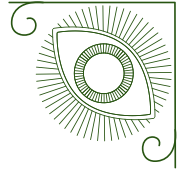


[NAPKIN/BARTENDER]

1. You will need to have accessed the additional information Jasper has on the suspects to do this puzzle. The additional information is found on Jasper's website.
2. Read the Bartender's card and Eric's webpage to understand how to solve the napkin puzzle.
3. Make note that you can use the number 1 to fill in a blank square. Below is a photo of the napkin with some additional squares filled in.

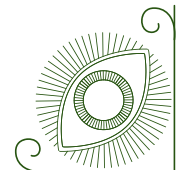
4		4			4	1	5
1	4				4	5	5
2	7	2	7	7		5	2
2	7	7	7	3	2	5	
1					1		
3	3		5	5	5	7	
1	4				6	7	7
4	4	4	6		2		





[WHAT SECRETS DID YOU FIND OUT ABOUT THE SUSPECTS?]

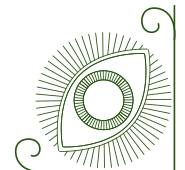
1. You will need to have unlocked the 4 QR codes associated with the four suspects before you can do this.
2. In each of the four unlocks you will find an underlined word. Use those words to fill in the blanks. Then use the four circled letters for the password.

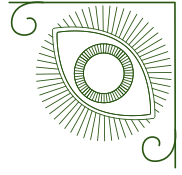




[WHO IS THE THIEF AND WHERE IS THE LOCATION TO MAKE THE EXCHANGE?]

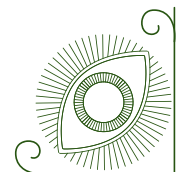
1. You will need to have unlocked the “What Secrets Did You Find Out About the Suspects?” QR code before you can do this.
2. In the “What Secrets...” unlock Henderson will mention the location and some details Jasper said that should let you eliminate three of the suspects.

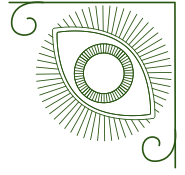




[UNDER THE SINK/WHERE IS THE JOURNAL?]

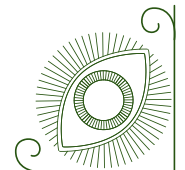
1. The digital recording of Jasper gives the order you will need to work things in.
You need the phone to track down Chris. The phone is in the safe and the scratch message will tell you how to unlock it. But you will need Jasper's journal to read it. The journal's location can be found in the message under the sink. So that is where you need to start.
2. What 5-letter word can go after Storm and before Porch to make two new words/phrases?
3. What 5-letter word can go after "Bouquet of" and before "Are Red" to make two new words/phrases?

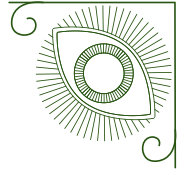
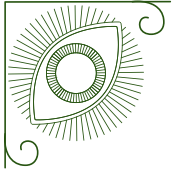




[SCRATCHED MESSAGE ON TILE]

1. You will need to have the “Where is the Journal?” unlocked in order to do this puzzle.
2. Once you have the journal you will need to fill in the rest of the missing symbols on the journal page. Look at the page carefully the symbols make a pattern.
3. Once you have the symbols fill in translate the message on the tile. It will start with “Safe code...”





[SAFE]

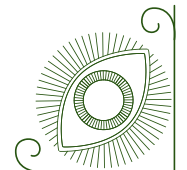
1. You will need to have translated the scratch message left on the bathroom tile before you can do this.
2. Read the message you translated and then listen to the keypad sounds.
3. If you are having trouble hearing the buttons, there is a key in the Transcript Files.

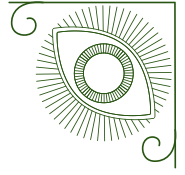




[PHONE UNLOCK]

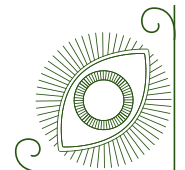
1. Read Jasper's card and look on the "About Me" page on Jasper's website.
2. There is a photo of 9 items. These items all relate to this in Jasper's morning routine as described on his card. The items are also in the same 3x3 pattern that the phone unlock is in.

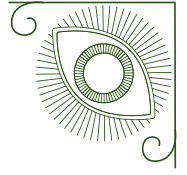




[FBI INVESTIGATION NAME]

1. Watch the case summary video on The Queen's Eye webpage.
2. Jasper tips/touches his hat when he says three words.
3. Once you have the phone unlocked, use the name of the FBI investigation to figure out where you should look for Chris and the Queen's Eye.

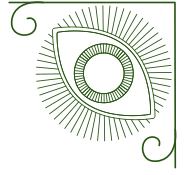
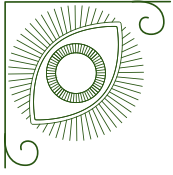




[WHERE IS THE THIEF'S LOCATION]

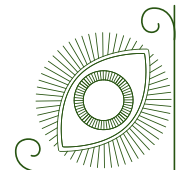
1. You will need to have the phone unlocked and know the name of the FBI investigation before you can do this.
2. One of the locations has a connection to the name of the FBI investigation.

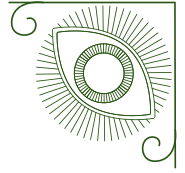
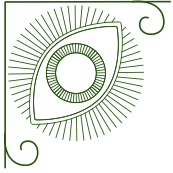




[EYE PUZZLE]

1. Read the message on the business card and use it with the eye. You will need to use one other item you already have.
2. Look at the Museum ad and read about the history of The Queen's Eye. Use the initials of the rulers mentioned.
3. Use the initials of the three rulers from around the eye and pull a letter from each group starting on the outside and working your way in. the message will start with "Leave the..."





[SOLVED ALL THE PUZZLES AND READY TO CLOSE THE CASE?]

1. You will need to have solved everything else before you do this.

