

# THE CASE OF THE SINISTER STALKER

## Q HINT FILES

\*One Puzzle Per Page

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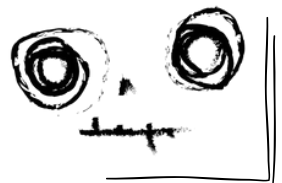
# GOAL

The person leaving letters in your mailbox has given you a map of the neighborhood and is inviting you to figure out who he or she is. By solving puzzles on each of the 4 letters he has left for you, you will eliminate houses by lot number until you have narrowed down who the stalker is.



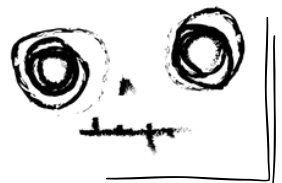
# LETTER 1

1. You are given a cipher.
2. The stalker tells you that the key to converting the alphabet that will help crack the cipher can be obtained by converting the second digit of your lot number to the first.
3. Your lot number is found in the text of the Beginning Brief.
4. The 4<sup>th</sup> letter of the alphabet is D. The 1<sup>st</sup> letter is A. So A = D in this case.
5. This should allow you to decipher the clue.



# LETTER 2

1. The clue comes from the phrase 'mark my words' and the fact that this is letter 2.
2. Simply pull the second word from each line of text in the message below the stalker's drawing.



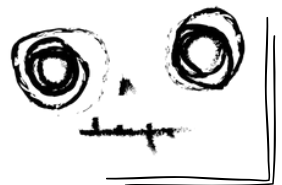
# LETTER 3

1. The stalker makes a big deal about the fact that this is the third letter.
2. This is the clue to tell you to pull the third letter from each word in the word column.



# LETTER 4

1. The stalker tells you he will help you eliminate two lot numbers.
2. To do so, he gives you two strings of numbers.
3. You must determine the pattern of each string of numbers to know what number comes next (represented by a ?).
4. Once you know what numbers finish both strings of numbers, you can eliminate those from your map.



# GREEN NOTE CARD

1. After solving the puzzles in letters 1-4, you should have eliminated all but two locations on the map.
2. Use those two numbers in order here.



# AGE RIDDLE/SECURITY SYSTEM

1. When you know the two lot numbers you are left with and unlock the information on the green note card, you are given a riddle about ages that will provide a code for the security system.
2. Solve the riddle and use the numbers in the order you are told to use them.





# HOUSE

1. After you've unlocked the security system, you are given a series of letters and rules for the order with which they should be placed.
2. Follow the rules, place the letters in the correct, and obtain a first name.



# MAILBOX

1. You are told that the word painted on the mailbox is the stalker's name. After getting to the correct house, you are given a series of conversions that will involve changing each letter of the word according to the steps you are given.
2. Change each letter according to the directions you are given and get a name.

