

THE CASE OF THE SINISTER STALKER

QSOULTION FILES

*One Puzzle Per Page

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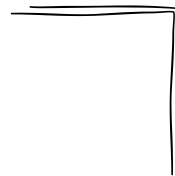
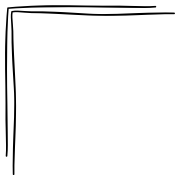
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GOAL

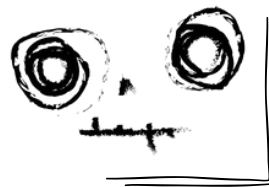
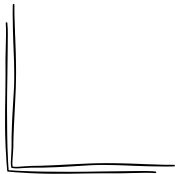
The person leaving letters in your mailbox has given you a map of the neighborhood and is inviting you to figure out who he or she is. By solving puzzles on each of the 4 letters he has left for you, you will eliminate houses by lot number until you have narrowed down who the stalker is.





LETTER 1

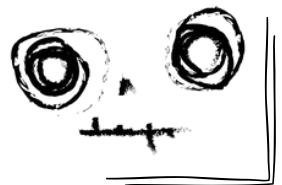
answer: no one in lot number



LETTER 2

answer: total of two digits isn't three

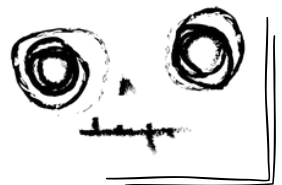
*This means any lot number whose first and second digits can be added to equal three can be eliminated.





LETTER 3

answer: first digit odd, second even



LETTER 4

First answer: 34

*Each number is the sum of the two preceding ones.

Second answer: 36

*The difference between each pair of digits is an odd number that jumps by 2 each time.





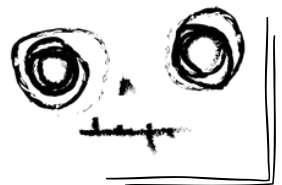
GREEN NOTE CARD

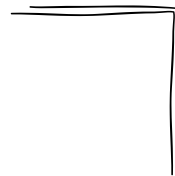
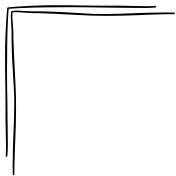
answer: 3238



AGE RIDDLE/SECURITY SYSTEM

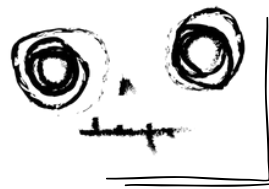
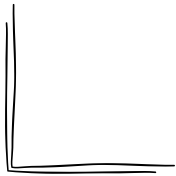
answer: 17177

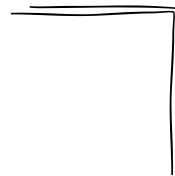
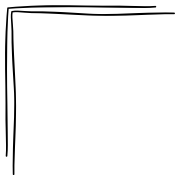




HOUSE

answer: seamus





MAILBOX

answer: horace

