



# THE CASE OF THE STOLEN HEIRLOOMS



## HINT FILES

\*One Puzzle Per Page

### Table of Contents

#### Page

- 2. Beatrice
- 3. Florence
- 4. Melvin
- 5. Walter
- 6. Suspect Elimination
- 7. Door/Riddle
- 8. Safe





# BEATRICE

1. You will not use all of the letters in the grid. So, only focus on the 12 letters that are used in “ED ILLUMINATE.”
2. The phrase you are looking for starts with the letter A.
3. When you enter the password, remember that Beatrice is only asking for the last word in the phrase, and not the whole thing





# FLORENCE

1. Read all of the facts about the pill placement before trying to place any.
2. The pink and green pills are the easiest to place and make a good starting point.
3. Next, focus on red.
4. Pay special attention to how the two blue pills and the yellow pill relate to one another.
5. The white and black pills are easier to place once you have an idea of where the yellow pill goes.





# MELVIN

1. Melvin mentioned how his wife always does stuff in eights.
2. Use a shift cipher and shift the letters in the alphabet 8 places.
3. If it's not working for you, you have shifted 8 places in the wrong direction.
4. The message you get will start with, "I can't wait to see..."

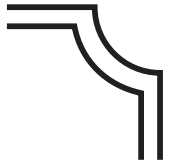
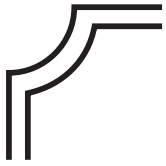




# WALTER

1. Numbers one and three are probably the easiest to figure out.
2. Number two uses an anagram to get the new word, or in this case, two new words. Think something sweet.
3. All of the words you get are related to food and baking





# SUSPECT ELIMINATION

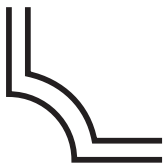
Reasons for suspects' elimination.

One suspect is eliminated by what you find on Walter's camera.

One suspect is eliminated by Beatrice's description of the thief.

One suspect is eliminated by what Melvin found.

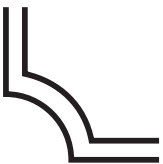
Two suspects are eliminated by what Florence saw the thief doing.





# DOOR/RIDDLE

1. What is something that, when active, can burn you and brightens when blown on, but when inactive, it makes your hands black and can be used to make art?
2. The answer is NOT fire, but it is related to it.





# SAFE

1. Do you remember what numbers are important to Kara?
2. If not, check the suspect info.
3. Use the arrows to increase or decrease the numbers.
4. Then enter the new 4-digit code.

