The Cleansing of Killian House Hint Files

*One Puzzle Per Page

Starting the Investigation:

- 1. There are 6 rooms you have been tasked with investigating (Kitchen, Library, Chapel, Game Room, Music Room, and Greenhouse).
- 2. These can be explored in any order.
- 3. As you explore each room and solve the puzzles within, take note of the following information:
 - a. The medium asks you for the 6 characters that make up Killian's license plate number.
 - b. You will find one instruction in each room that, when lined up correctly, will tell you how to navigate through the house to a specific location.
 - c. Taking notes of what you learn in each unlock will be helpful.

Library

- 1. You have 6 books and a piece of artwork with various images.
- 2. Examine the images closely.
- 3. Each image corresponds to the title of one of four books that you will use.
- 4. Once you have determined which four books to use, stack the books in such a way that the writing on the opposite side lines up to spell a word.

Chapel

- 1. Find out what Nick has to tell you about the chapel.
- 2. He mentions the wooden cross and talks about the sign of the cross.
- 3. You have a sheet of letters that contains 5 colored crosses.
- 4. Place the wooden cross over each one and then take the correct letters using the sign of the cross.
- 5. Use the numbered stained glass tiles to determine the correct order.
- 6. What you get gives you the location to search.
- 7. Use the number of blanks on the card to determine which two words to use.

Game Room

- 1. Nick's audio provides the hint for working this particular puzzle.
- 2. Listen to the responses he gets on the EVP session to determine which spots on the dart board to focus on.
- 3. Write down the letters from the dartboard in the correct order the ghost indicates and find the location you should search in the game room.

Kitchen

- 1. Listen to Nick's audio about what you find in the kitchen.
- 2. Examine the findings left on the typewriter.
- 3. Match them up to the cut marks on the cutting board.
- 4. Connect each sequence of cuts to form letters.
- 5. Determine where in the kitchen you should search.

Greenhouse

- 1. Nick provides a list of plants discovered inside the greenhouse.
- 2. The seed packet provides a list of ingredients that may or may not be useful to help plant the foxglove seeds.
- 3. Determine the chemical symbol for each element listed on the seed packet using the periodic table.
- 4. Find the plant on the list that matches up with the phrase you get from the periodic table.

Music Room

- 1. The EVP provides the hint for how to solve this puzzle and tells you what you are looking for.
- 2. Calculate the ages at death of all the composers.
- 3. Identify the specific composers referenced in the EVP and take the letter associated with their name.
- 4. The word you get will match up with the description of one of the composers that is mentioned on the back of the composers sheet.
- 5. Use the word and the last name of the composer you identify as the password to find out where to search.

Room Temperatures

- 1. In each room, you get a temperature reading or information to help determine the temperature reading.
- 2. Determine the exact temperature of every room using the information on all 6 temperature cards.
- 3. You will use this at the end of Part 1.

License Plate

- 1. The medium asks you for the 6 characters that make up the license plate number of Zane Killian.
- 2. You will get one character in each of the 6 rooms you explore.
- 3. The medium tells you the order to use the characters.
- 4. Place the characters in the correct order based on what the medium tells you and determine the two words that can be formed with the characters.
- 5. Provide the medium with the correct information and see what information she provides about how to finish Part 1.

Where Do The Six Ghostly Directions Lead You?

- 1. In order to determine where you should go on the map, you need both the starting point and the correct order to place the directions you received in each of the six rooms.
- 2. Solving the license plate puzzle will provide the medium with enough information to help her visions become clear.
- 3. After unlocking the license plate file, you will obtain both the starting point on the map and the order of the rooms.
- 4. You will need to know the temperature of each room to know what order to place the directions.
- 5. Order the directions obtained in each room unlock according to the temperatures (as instructed by the medium).
- 6. Using the starting point on the map that the medium provides, travel across the map according to the six directions that have been placed in the correct order (by the temperature of each room) and reach your ultimate destination in Part 1 of The Cleansing of Killian House.
- 7. Use the name of the room to unlock this file.

Envelope 1/Brick Wall

- 1. You have 4 cards that provide images of an apparition pointing in various directions.
- 2. You have a brick wall image that has hash marks in different places.
- 3. Take the apparition cards in the order they are numbered and determine which set of hash marks on the wall that the figure is pointing to.
- 4. Use the four numbers in the correct order to unlock the file.

Eye Coins

- 1. After you've obtained the directions provided in the brick wall unlock, you can apply them to each of the eye coins.
- 2. Travel around each eye using the directions provided to ultimately spell several words that can be used to fill in the blanks on the door card.
- 3. Once you have filled in the words, take the letters underlined in green and form a word.
- 4. Use this to unlock the door and leave the catacombs.

Envelope 2/Gravestone

- 1. The back of the large gravestone has a coded message.
- 2. The front of the gravestone has an epitaph that displays those same characters. Determine what each character represents and use it to decode the message on the back of the gravestone.
- 3. Note: Some of the symbols can stand for 2 different letters

Where Does The Notebook Lead?

- 1. Once you have found the notebook left by the caretaker, you are instructed to use the house number from the Killian House address.
- 2. This is found on the map.
- 3. There are four gravestones that are used to answer this question.
- 4. Match the numbers of the address up to the quotes on the gravestones and pull out that specific word (example: 1 equals the first word on the gravestone).
- 5. You will be directed to a specific room in the house.

Where Did Zane Killian Hide The Missing Part of Himself?

- 1. Once you have determined where the notebook leads, the unlock provides a series of columns, each of which has a specific image at the top.
- 2. Nick's EVP mentions three of those images.
- 3. Take the columns beneath each of the images mentioned on the EVP and write them in the order they are mentioned.
- 4. Once you have all 3 columns written side by side you should be able to read from top to bottom, left to right and get the final answer to help you solve the investigation.