

THE DISAPPEARING MAN HINT Q FILES

*One Puzzle Per Page

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ROOM ASSIGNMENTS

1. The first thing you need to do is to determine which guest was staying in which room.
2. The desk clerk provides the details that you need to place each person correctly.
3. Use the facts given to narrow down who is staying in which room.

LYDIA CRANE QUESTION

1. Once you determine who belongs in which room, the desk clerk gives you a torn note that was found outside Lydia Crane's room.
2. In her interview, Lydia Crane tasks you with determining the name of the person she was meeting at the Starway...if you can.
3. In the Desk Clerk unlock, you will notice a string of numbers and a phone symbol. The phone symbol is the clue.
4. Most numbers on a touch-tone phone correspond to 3 or 4 letters.
5. Using the numbers given, figure out which corresponding letters can be used to make a name.
6. You will notice that the letter is signed by someone named T, so you have the first letter already.

MOTORCYCLE NAME

1. Marcus Dade won't talk to you unless you can provide the name of his motorcycle.
2. Lydia Crane knows the name of the motorcycle but she won't give it to you directly.
3. The name is comprised of two words that, when said aloud, make the name.
4. The first is a European country. Dade, himself, gives you a hint about that.
5. The second part is the sort of clue you might need when solving a crossword puzzle. The desk clerk might know more about that.

MOTORCYCLE REPAIR

1. After you successfully, determine the name of Dade's motorcycle, he asks you to repair his bike.
2. Using the schematic provided, put the wiring in order by color and find the right fuse to fix the motorcycle.
3. Everything you need to solve this is on the schematic itself.

COMPUTER PASSWORD

1. Vanessa Cole claims to have knowledge about what happened at the motel, but tasks you with unlocking her computer first to see if you are good enough to obtain the information it contains.
2. She provides multiple clues about the password components (trust, betrayal, ends politely).
3. Dade gives you one of the components when you repair his motorcycle.

GRID/TRANSMISSION

1. Calvin Rusk provides a series of coordinates that he pulled from an intercepted transmission.
2. Plot those coordinates on the grid he provides.
3. Vanessa Cole provides the other half of the coordinates.
4. By plotting all the points, you should obtain a 3-digit number.

HOLLIS MERCER CODE

1. When you interview Hollis Mercer he describes a code that he saw scratched into the motel brick.
2. Calvin Rusk provides the key to deciphering this.
3. Something Hollis Mercer tells you in his interview should help make this clear about what to do.
4. Use the key Calvin Rusk provides to decode the message.

WHO IS RESPONSIBLE FOR THE DISAPPEARANCE OF GORDON VOSS?

1. When you decipher the code Hollis Mercer describes, he tells you what is responsible for the disappearance.
2. Look for the word in all caps in his unlock.