The Ferryman Hint File

*One Puzzle Per Page

Unlocking "Sailing Down the River Styx"

- 1. The Beginning Brief tells you to count the number of lost souls being ferried by Charon in the postcard provided.
- 2. The Ferryman shouldn't be included in the count.
- 3. Use the number to unlock the file.

Note 1

- 1. The Ferryman has left a message at crime scene one.
- 2. See if you can find a hidden message in the note.
- 3. Examine the capital letters carefully.
- 4. Use what you get to eliminate a suspect.

Note 2

- 1. Use what you obtained from the "Sailing the River Styx" book for this.
- 2. You will notice from the note found in the book that air, earth, fire, and water have different values.
- 3. You should also notice that they either point up or down.
- 4. Using the values for each elemental move the correct number up or down, starting at the water symbol.
- 5. Note: Since "air equals two" this means that air x 2 would equal moving up 4 from the water.
- 6. Use what you get to eliminate a suspect.

Note 3

- 1. Identify what each picture represents then add, subtract, or substitute the letters beneath.
- 2. Example (nose se = no)
- 3. Use what you get to eliminate a suspect.

Security Cameras

- 1. You are trying to find the values for the letters embedded in the security camera code.
- 2. Examine the logo for The Apollo Room (sun image)
- 3. Take each letter from the security camera message and find the letter at the opposite of the sun that corresponds.
- 4. Do this for each letter in the code and use what you obtain to unlock the cameras.

Where Did Ferryman Flee After Third Murder?

- 1. Examine the map you unlock from the security cameras.
- 2. Read the footprint card to see which set of prints you should focus on.
- 3. Determine which location they lead to.
- 4. This will unlock the door.

Case Solution:

- 1. At this point, you should have eliminated three suspects and be left with only one.
- 2. You also should have unlocked something behind the door of the place the murderer fled that features a specific animal.
- 3. Use these two bits of information to solve the case.