

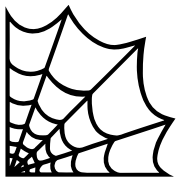
# THE GRAVEYARD GAME Q HINT FILES

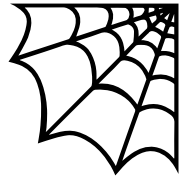
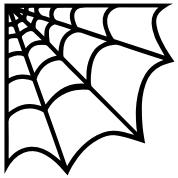
\*One Puzzle Per Page

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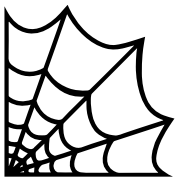
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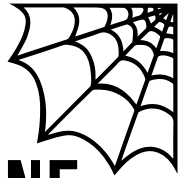
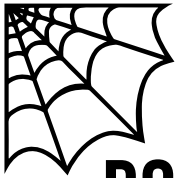




# BEGINNING BRIEF/WHERE DO THE GRAVESTONES TELL YOU TO START?

1. The first thing you are told is to “Inspect the confederate, the gambler, the baker, and the angel.” This refers to the 4 tombstones and gives you the precise order to inspect them.
2. Determine which stone is which.
3. You are also told that “Order must be maintained.”
4. You will notice that all of the stones are missing letters.
5. Determine the first missing letter for the confederate stone. Then, determine the first missing letter for the gambler stone. Etc. Etc.
6. You will move from stone to stone pulling the next missing letter from each one, maintaining the order in which they were mentioned.
7. Complete this cycle over and over again until you have 4 words.
8. The last two words are what you need.

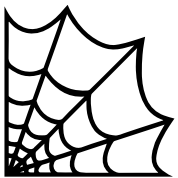


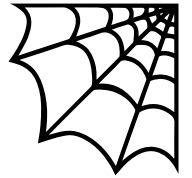
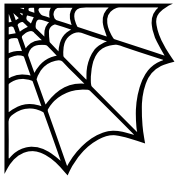


# POEM/BENJAMIN'S NOTES/GRAVESTONE

## #1

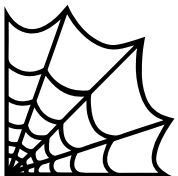
1. On side one of Benjamin's notes, he mentions a poem that Kristofer Grimm distributed.
2. The poem mentions the word 'confederate' which tells you which Gravestone to focus on and mentions speaking a specific word.
3. The note talks about a stone woman, a praying woman. There is a stone woman inside the crypt.
4. The 4th stanza mentions that this is the start to The Graveyard Game.
5. It also mentions that the stone woman corresponds to the secret spelled out on the tiles (this is one of the images inside the crypt).
6. The third stanza of the poem describes which portion of the statue to focus on.
7. Each part of the statue mentioned corresponds with a particular part of the floor.
8. Pull the letters in order and get the correct word.

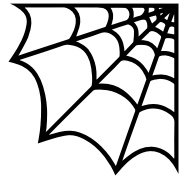
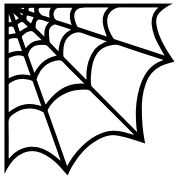




# SKULLS IN THE CRYPT

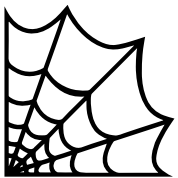
1. The unlock for the confederate grave (Theodore Greer) talks about gambling, poker, and a full house.
2. The skulls all have playing card suits on the foreheads.
3. A full house is described as 2 of one kind and 3 of another in the unlock. You are told to apply this same logic to suits.
4. Two words in italics at the bottom of the unlock tell you which suits to focus on.
5. Find two of one suit and three of another and put them together in such a way that the letters in their eyes spell a word when placed in succession.
6. This is the word that you will speak at gravestone #2 (Lester Moore)

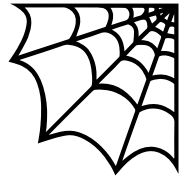
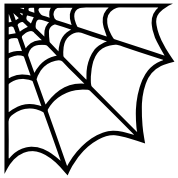




# THE WRITING ON THE WALL

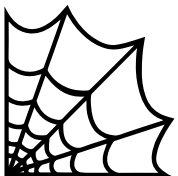
1. The next puzzle in the crypt involves the writing on one wall.
2. You are told that it's about what falls in the middle.
3. Note there is a question mark between two letters.
4. This question mark represents the letter that is directly in the center of the other two letters.
5. Take the first and the last letter in each sequence and determine how many letters are between them. Then, find the one that is directly in the middle.
6. This will give you the four call letters for Grimm's private radio station.
7. Use this to unlock the code on Benjamin's notes.

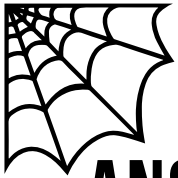




# CROSS WITH HASH MARKS

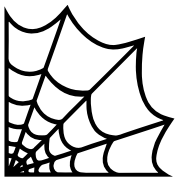
1. Once you unlock the radio station, you are given a peculiar song.
2. Angie has a good suggestion about what to do with the words.
3. This seems to correspond somehow with the area of the crypt with the cross and the hash marks.
4. Total up the hash marks for each line and match them up to the correct word from the song.
5. Once you have all the words, you will be left with a question to answer.

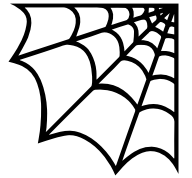
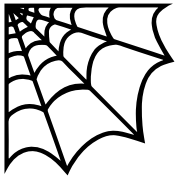




# ANSWER TO THE QUESTION YOU GET FROM THE SONG/GRAVESTONE #3

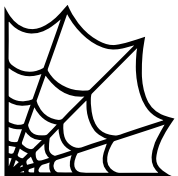
1. The blanks tell you how many letters are in the word you are looking for.
2. The answer is a play on words.
3. The last four letters are a name that you are given in the question.
4. The first two letters are a greeting.
5. When you put them together, it makes a completely new word.
6. Use this at the angel's gravestone.



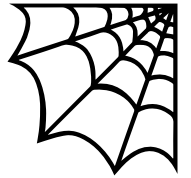
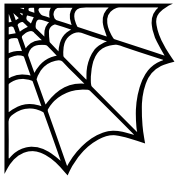


# CRYPT WALL WITH ANIMALS

1. You will need to get the third gravestone unlocked before you can do this.
2. In the third gravestone unlocks you are given a list of animals, Read the columns in that order to get a message.
3. You will read from top to bottom of each column.
4. The message will start with, "A is equal..."

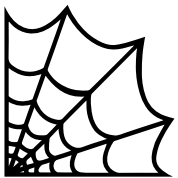


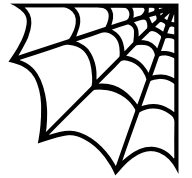
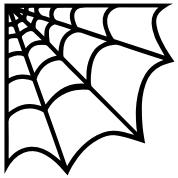




# CODE FOR THE FINAL GRAVESTONE

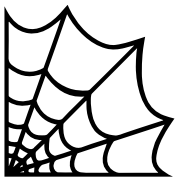
1. In the third gravestone unlock there is a word in code. Use what you get from the crypt wall to help you decode the message.
2. If A is the letter it tells you, what would B be?
3. Do this for all the letters so you can translate the coded word.

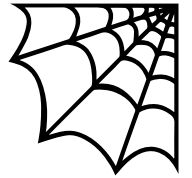
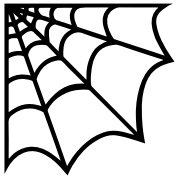




# BLACK DOOR SEALED

1. In order to get into the black door, you will need 4 numbers.
2. In one of his final communications to you, Grimm mentions four types of spiders that are found in his crypt.
3. Count each one and use the totals in the order the spiders are mentioned.





# TALKING BOARD

1. In order to finish the case, you must solve a puzzle that Grimm had his lawyer sent to Benjamin not long ago.
2. The key to the puzzle is found once you have opened the black door. The hint for the puzzle is at the bottom of the text inside the black door section.
3. You see two letters and a question mark between.
4. Find every instance where those two letters appear on the grid with a letter between them. Take the letter that is between them each time and use those to make a word.
5. Enter that word into the spirit board.
6. Close the case.

