

THE HAUNTING OF LOCKWOOD MANOR

HINT FILES

*One Puzzle Per Page

Table of Contents

Page

- 2. Sheet with Graphics
- 3. Lockwood Manor Rental
- 4. Soccer Ball
- 5. Typed Note



SHEET WITH GRAPHICS

1.This was written by Anna as part of her visions. How could you get a message out of simple pictures?

2.What word does each picture represent?

3.Once you know what word represents each picture, some of the pictures also have edits to them (Ex. -R +H -E)

4.The message obtained from this will eliminate a person.



LOCKWOOD MANOR RENTAL

1.You will need information from one of the S.T.A.L.K. members to solve this.

2.Notice what information Kristina provides. Follow the paths that she walked.

3.Take each grouping of locations before a (Hug) and trace the path. You will form a letter with each path walked. The (Hug) is the end of one path and the start of the next.

4.The message obtained from this will eliminate a person.



SOCCER BALL

1.You will need information from one of the S.T.A.L.K. members to solve this.

2.Notice what information Lisa provides.

3.Lisa provides multiple numbers where the soccer ball was rolled by the spirit. In the chalk writing on the floor, notice each number can be represented by multiple numbers. Figure out which letters correctly go with the numbers.

4.It may help to write out each possible letter vertically per number. Once you have all possibilities written out, read across to figure out which words are formed.

5.The message obtained from this will eliminate a person.



TYPED NOTE

1.The clue to solving this is in the single line statement at the bottom of the page.

2."I am this many" - you are dealing with a child spirit. So, if a child were to say this, what would they mean?

3."I am this many" is what a child would say about their age.

4.You are interacting with the spirit of Sterling Lockwood. How old is he?

5.Using Sterling's age, count that many and notice what letter you land on. "over and over" from the clue at the bottom of the page means to continue doing that. Count Sterling's age and notice what letter you land on. Do that over and over and over. The first two letters are "M" and "R"

6.The message obtained from this will eliminate a person.

