



THE LOCKED ROOM RIDDLE Q HINT FILES

*One Puzzle Per Page

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CIPHER - RED AND BLUE SHAPES

1. There are three words that should stand out within the instructions for this cipher.
2. Those words are Point, Backward, and Forward.
3. If a shape is red, move all the letters backward in the alphabet equal to the number of points the shape has.
4. If a shape is blue, move all the letters forward in the alphabet equal to the number of points the shape has.
5. The first message will decode to be, "Bates is a very organized person."
6. Decode the rest of the ciphers. One of them will help you eliminate one of the suspects if you look through the five crime scene photos.



CIPHER - NUMBERS

1. This cipher is missing its clue and isn't solvable until you find it.
2. You will need to unlock the phone before you can do this cipher.
3. In the notes app on the phone, Franco mentions something about what letters equal what numbers. Continue the pattern they make and then translate the numbers in the cipher to letters.
4. The message you get will start with, "the ghoul..."
5. The detail about the Ghoul will let you eliminate a suspect if you listen to all of the audio interviews from the phone.



CIPHER - JUMPING LETTERS

1. You have all of the letters you need to get a readable message, no translating needed, just a bit of moving around. So this cipher is a case of correct letters, but wrong order, similar to a word scramble, but there is a pattern to this madness
2. You are told that every other letter jumped forward and messed up the message.
3. So, to fix it, take every other letter and make them jump back, and that should fix the message.
4. It might be helpful to circle every other letter starting with “h” so you don't lose your spot, then move those letters to the left(back) of the non-circled letters.
5. If you do, the first message will look like this: “hear voices at night.”
6. Repeat the process for the other messages, and compare the suspect's date of birth to determine which statement corresponds to each.
7. This will eliminate a suspect once you have unlocked the question “How did the Hilledale Ghoul get into Gabriel Franco’s room?”





PHONE UNLOCK

1. You are given a few clues on how to unlock Franco's phone.
2. Read Gabrielle Khan's interview and the information on the victim's (Gabriel Franco) card.
3. You are told that the design or shape that needs to be drawn to unlock the phone is important to Franco.
4. On Franco's card you are told that the cause his company, True Detective, stands for is very important to Franco.
5. Look at the True Detective business card.
6. The design the combined T and D make looks like one that will work to unlock the phone.
7. Start at the top left circle, then redraw the design without backtracking.
8. There is one circle is used twice.





OFFICER TUCKER

1. Follow Officer Tucker's instructions and give him the initials in the correct order.
2. The initials you give will start with “bnjl...”
3. You will compare what he gives you in the unlock to what you get from Blaine’s unlock to eliminate a suspect.





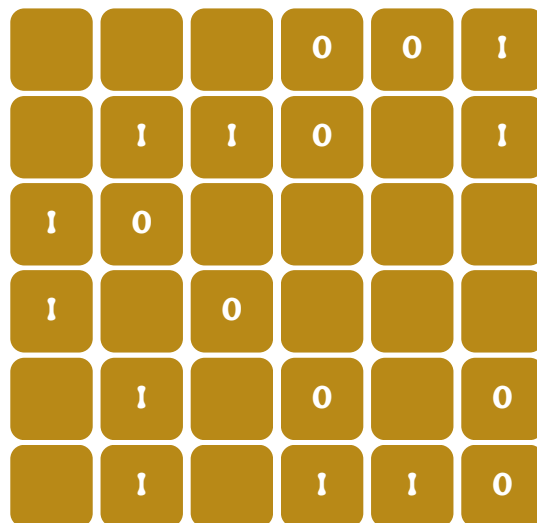
BLAINE WYATT/ PATRONS4U

1. You will need to have unlocked Franco's phone before you can do this.
2. One of the emails has what you need to get the password for Franco's Patrons4U account.
3. Do that, Blaine, tell you Franco messaged her for the password you find in the email.
4. Once you have changed each digit to a letter (using A=1, B=2, etc. method) and changed all the letters to numbers (same method), use that as the new password and tell it to Blaine.
5. You will compare what she gives you in the unlock to what you get from Officer Tucker's unlock to eliminate a suspect.



BRONZE SQUARES/WALL PUZZLE

1. To start this puzzle, you will need to have the phone unlocked and click on the link inside the email Franco sent to one of his author friends.
2. Before you do, make sure you have read the notes about the bronze squares, and it would also be good to write/draw out the squares on paper and use a pen to mark the permanent Os and Is. Then, use a pencil to fill in the rest while you are working, so you can tell the difference.
3. Below is a example of the grid but more filled in.





HOW DID THE GHOUL GET IN?

1. This is a detective/deductive reasoning puzzle.
2. Read Matthew's interview, the notes under Additional Evidence, and Franco's notes from his phone.
3. Matthew mentioned that Franco asked him to leave the rest of the bottle of red wine since he had nothing else to drink. But we learn from the note about Additional Evidence that “a near-empty bottle of red wine, and a sealed bottle of Château Lumière Noire wine” was found in the room. Also on the to-do list in the notes app on Franco's phone, he mentions that he didn't bring any wine with him. So the question is, if Franco didn't bring it, and Matthew, the last person other than the killer to see Franco alive, didn't bring it, who brought a sealed bottle of Château Lumière Noire wine to Franco's room?

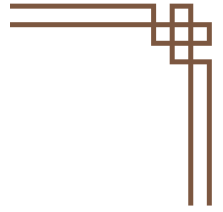
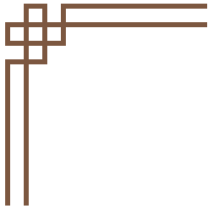




HOW DID THE GHOUL GET OUT?

1. You need to have solved the Bronze Squares/Wall Puzzle before you can do this.
2. Use the two underlined words you get from the unlock in as the answer for this question.
3. You will be able to eliminate a suspect based on the information you get from the suspect profiles and information you get from this unlock





SUSPECT ELIMINATION

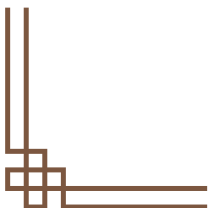
You need to unlock Officer Tucker and Blaine Wyatt, then compare the emails.

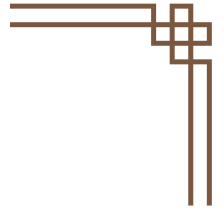
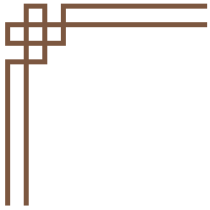
Listen to the audio interviews from the phone and solve the number cipher.

You need to unlock the “How did the Ghoul get out of Franco’s room?” question to eliminate a suspect.

Solve the cipher with the shapes and then look through the five photos.

Solve the 3rd cipher and unlock the “How did the Ghoul get into Franco’s room?” question to eliminate a suspect.





OFFICER HAMILTON

You need to have solved everything else before you can answer Officer Hamilton's question.

