

THE MARDI GRAS MURDERS

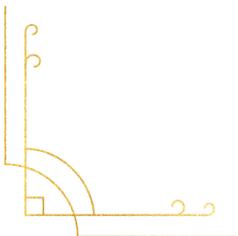
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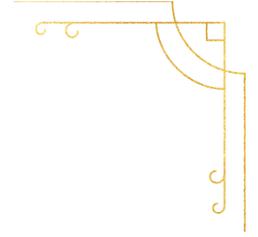
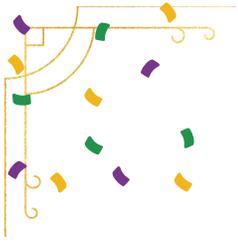
*One Puzzle Per Page

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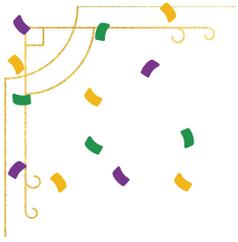




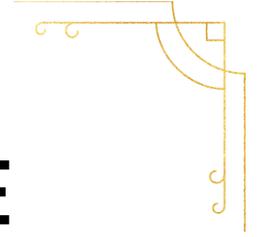
ZACH MURPHY

1. The only thing you need for this puzzle is what Zach tells you.
2. There are 5 oz. of lime juice in Zach's hangover cure.



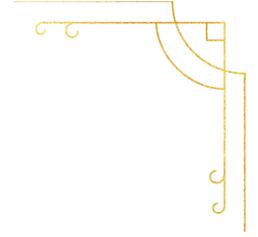


MESSAGE FROM PARADE ROUTE



1. You will need to complete the parade route and have unlocked Zach's QR before you can solve this.
2. Once you have done both you should be able to get a message.
3. You can use this as evidence to share with Officer Watson

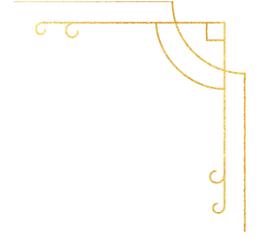
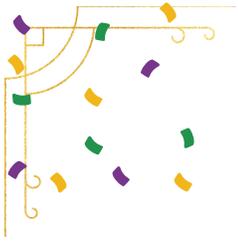




JAZZ MUSIC

1. You will need to make note of how many words and how many letters each song has.
2. The fourth song is "So What."

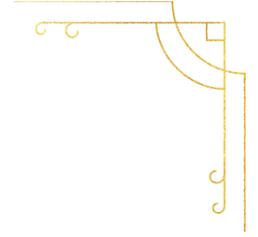
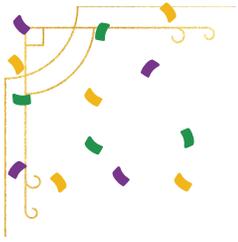




FLEUR DE LIS

1. You will need to solve Bryan's jazz music order before you can do this.
2. Use what you get from Bryan's unlock with the back of the poster and the small Fleur de Lis to solve the puzzle.
3. The message will start with, "I will..."

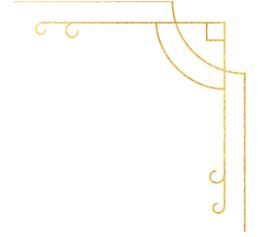
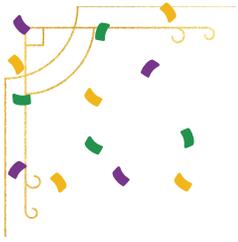




VOODOO DOLLS

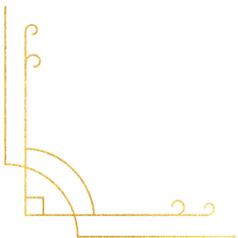
1. Marie gives you some clues on how to look at some of the rows of dolls and the number of pins each one has.
2. The first row (2, 1, 4, 3, 6, ?) doesn't use math, it is just counting in a different way.
3. The second row (0, 2, 2, 4, 6, ?) does use a bit of math. The first two numbers are given, the rest you get by adding the two numbers that came before it together.
4. The third row (1, 3, 5, 4, 4, ?) You will need to write out the numbers as words. (One, three, five, four, four, ?)

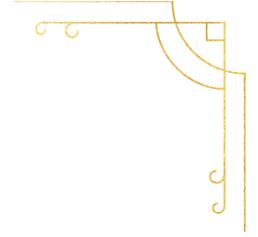
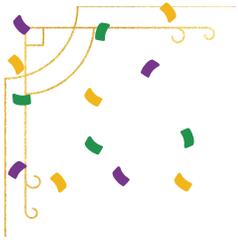




SMALL PAPER

1. You will need to have solved Marie's puzzle before you can do this.
2. Use what Marie tells you in her unlock to decipher the small note.
3. The message will code as "I do not..."





OFFICER WATSON

1. After solving all of the puzzles at a crime scene, you will have the evidence you need to contact Officer Watson.
2. Select the crime scene, then give the indicated word you got from the message found at that scene.
3. Officer Watson will then share some additional evidence that the police found at the indicated crime scene.

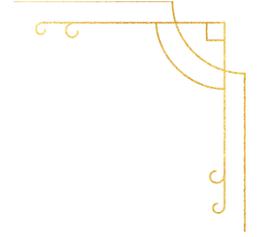
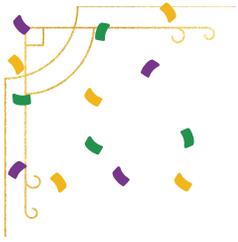




THREE PIECES OF EVIDENCE GIVEN BY OFFICER WATSON

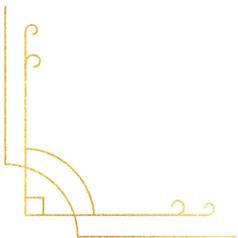
1. You will need to give Officer Watson information from all three crime scenes before you can start decoding the evidence he shares with you.
2. Between the three notes shared with you, you should get 6 decoded letters. You can use these letters to start decoding the rest of the messages.
3. Start by writing out the coded messages. Then code the 6 letters you know. This should let you figure out some additional letters, which you can use to figure out more words and letters until everything is fully decoded.
4. Each message will refer to one of the victims. So their names will be in the message.

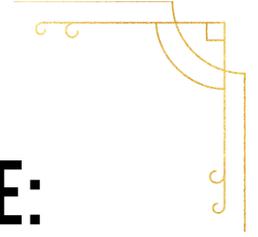




QUESTION FROM NOTES

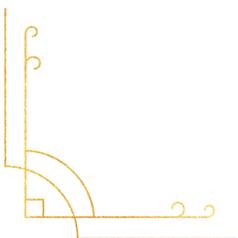
You have to decode all three pieces of evidence Officer Watson shares with you before you can do this.

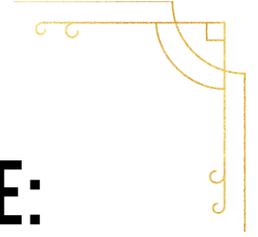




FOURTH CRIME SCENE EVIDENCE: NOTE

1. Use what you learned from the previous coded messages to decode this one.
2. This message will have a clue on what to do with the letter grid found at the fourth crime scene.

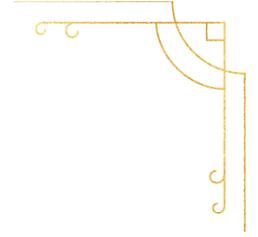
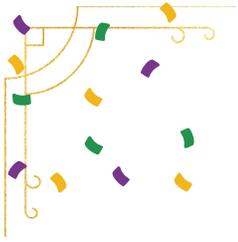




FOURTH CRIME SCENE EVIDENCE: LETTER GRID

1. The message found at the fourth crime scene has the clue you need in order to get something useful from the grid.
2. If you remove what you are told to remove from the grid, you will be left with the first and last name of the killer's next targets.
3. The words are not all in a straight line. They twist and turn.

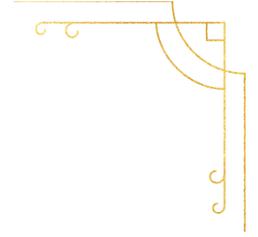




ENVELOPE: WHO ARE THE KILLER'S NEXT TARGETS

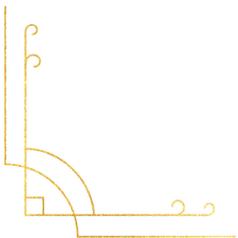
You will need to have solved the letter grid that was found at the fourth crime scene in order to answer this.

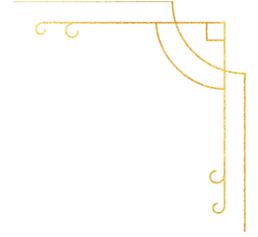
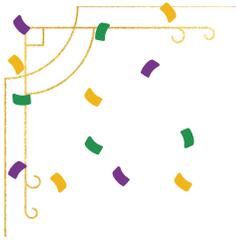




KING CAKE

1. Use what Jessie gives you to find the two pieces of king cake that have the baby in them.
2. The cake on table 1 might be a bit tricky. Remember that Jessie says the piece of cake you are looking for had no purple plates around it. It never said the plate it was on wasn't purple.

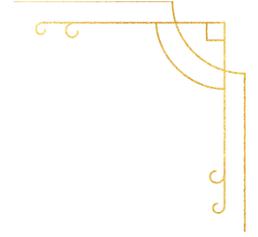
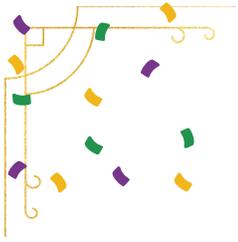




CLOCKFACE PUZZLE

1. Use the times given to get letters from the clock face.
2. You will have to think about where the hour hand and minute hand would be pointing.
3. Only use the times in purple/blue, ignore the time in green.
4. The message you get will start with “decid...”





SOLUTION

You need to have solved all of the puzzles before you attempt this.

