





THE MISSING MILLIONAIRE HINT FILES

*One Puzzle Per Page

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INVITATION

1. Look closely at the invitation addressed to you. Do you notice anything strange?
2. Some of the letters in the invitation are crossed through. Write out all of those letters, in the order they are written.
3. You will get a message that starts with, "I need your help..."





LOCKED DRAWER

1. You need a key to unlock the drawer on the right.
2. Look around the rest of the things on or in Alister's desk.
3. Use the letters and numbers found on the key in the left drawer.





NOTE IN THE LOCKED DRAWER

1. There are a few clues in the drawer to help you know where to look to get the second part of this puzzle.
2. Alister mentions “Just remember what I always say...” There is also a Jack with a cat sticker on it.
3. Herve mentions something about Alister, “You know he is always saying that thing about Jack and the cat.”
4. In the newspaper article about Alister, he gives a quote that mentions “Jack” and “cat.” Use just this quote with the numbers you found in the locked drawer to get a message.
5. Use the numbers to pull letters from the quote. So 89 would be the 89th letter in the quote, which is the letter “I”.





COMPUTER

1. You will need to have unlocked the right drawer and solved the puzzle found inside there to get the password for the computer.





WHAT WAS THE ORIGINAL SEATING?

1. There is a message on the back of your dinner placement card. This will let you know where your original seat was.
2. The rest of the information you need to figure out where everyone else goes will come from Jennifer.
3. Here are a few hints to help you figure out where everyone was seated originally.
4. Shontae was seated at seat 7, Angela at 3, and Stancliff at 10.





SOLVING THE GUESTS' CLUES

1. For this puzzle, you will need to have read all of the attendees' interviews and unlocked everything on Alister's desk.
2. The "Clues For the Guests for their Icon Puzzle" will help you know what kind of information you need to be looking for for each of the guests.
3. Your piece comes from the message you get from the invitation.
4. Read everyone's interviews carefully. Some of them have everything you need to figure out a person's hidden word from the icon puzzle. Such as Herve, who mentions his favorite snack is a Bacon, Lettuce, and Tomato Sandwich. (Use the letters with the icons for bacon, lettuce, tomato, and bread)
5. To figure out the answers of some of the other guests, you will need to look through everything found on or in Alister's desk.



GRID OF LETTERS

1. You will need to have solved everyone's clues for the icon puzzle and filled in all of the blanks on the Rules sheet before you can do this puzzle.
2. Once all the blanks are filled in, follow the instructions carefully.
3. Pay special attention to the wording of the instructions.
4. If you do it correctly, you will get three words that will lead you to the safe's location.
5. Below is an example of the first move. You start at Z and move down five letters. Then WITHOUT MOVING, read the word to the left.
6. After that you will move again, starting at the K you landed on during your first move.







SAFE LOCATION

1. You will need to solve the grid of letters puzzle before you can do this.
2. Once you have solved it, use the last two words as the password for the safe location.





SAFE CODE

1. You will need to find the safe's location before you can do this puzzle.
 2. Once you have found the safe and are told to open the card, play around with the buttons on the safe keypad. Make sure your volume is turned up and listen to the different sounds the numbered buttons make when pushed.
 3. If you listen to the audio on the digital recorder, you will hear 4 sounds.
Match those sounds up with the button on the safe keypad to get the code to unlock the safe.
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WHO IS WHO - CHARACTER CARDS

1. Alister mentions in his note that he planned on telling you who got which card, but he obviously isn't there.
2. Thankfully he also mentions that he matched up the descriptions of the characters with the guests' personalities.
3. The underlined part of the character descriptions is the key to matching them all up correctly.
4. Read back through the interviews and Maynard's card to see if you can figure out who gets which character.







MOVING THE CARDS AROUND

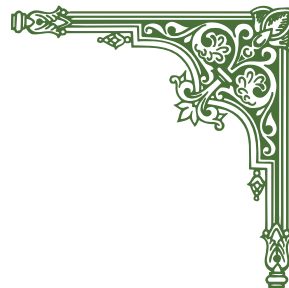
1. You will need to have figured out which character card goes with which guest before you can do this puzzle.
2. It might be a good idea to verify you have everyone matched up correctly before you do this puzzle.
3. Once you have done a move you can flip a card over to help you keep up with which instruction you have done and which ones you still have left to do.
4. Some of the moving instructions can only be done after a card has moved, so save those ones for after you finish





CODED MESSAGE

1. To decode the message you will first to have match up the characters to the guests correctly and then follow the moving instructions correctly.
 2. One that is done is the letters at the bottom of the cards with the letters on the sheet. Example: The card in the top left of the sheet should be The Gardener. Which means the letters ZLY go with ABC. Meaning, Z = A, L= B, Y=C. Do this for all of the cards.
 3. This will give you the key you need to decode the message.
 4. The message will start with, "The criminal..."
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SOLUTION

1. You can only do this after you have solved every thing else.
2. Use what you get from the decoded message with the original seating for dinner to find out who is guilty.

