

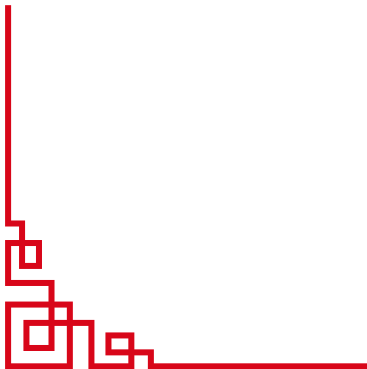
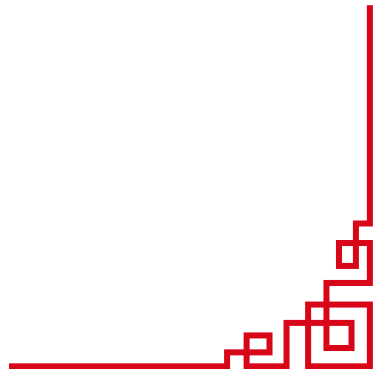


# THE RED HERRING HINT FILES

\*One Puzzle Per Page

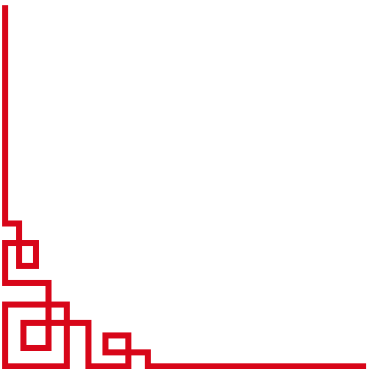
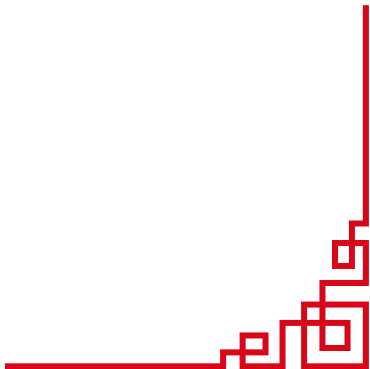
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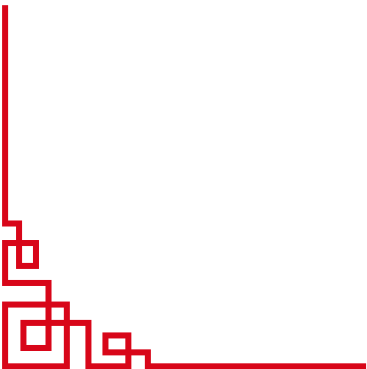
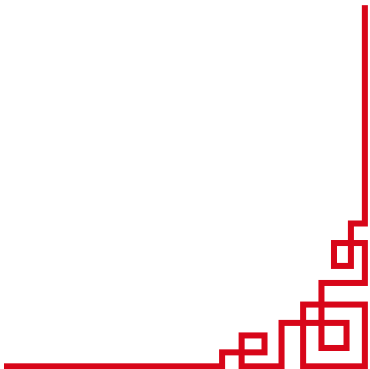


# RED HERRING CARD: ANCHOR

1. Use the sheet of paper that has random letters scattered over it and the wooden anchor together with this red herring card.
  2. Place the anchor on the white paper so that the first letter from the coded message (Q) is in the circle of the anchor.
  3. Then rotate the anchor so that it is pointing to the X, and the Q is still in the circle.
  4. The anchor's sides should be pointing at two letters. Make note of what two letters they are.
  5. You will need to do this for all of the letters in the coded message. Then you will need to determine what is the correct letter to use for each spot.
  6. The message you get will start with, "I'm close..."
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# RED HERRING CARD: SEASHELLS

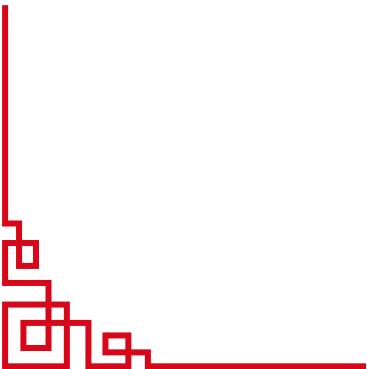
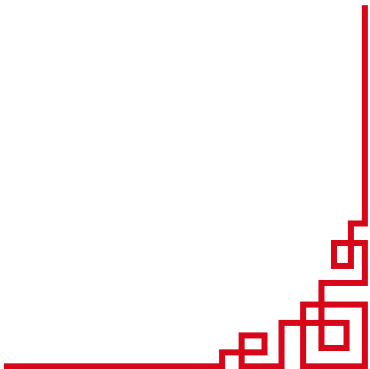
1. Use the brochure with this puzzle.
  2. The seashells on the brochure is the key to translating the seashell on the card into an understandable message.
  3. On the brochure, the top left seashell is A, and the bottom right seashell is Z.
  4. Once you have the message translated, it will start with, "All eyes..."
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# RED HERRING CARD: NUMBERS

1. Use the recipe card with the red herring card that has numbers on it.
2. Focus on using the numbers with the instructions on the recipe card.
3. The first number of each group is the instruction number, and the second number is the letter number.
4. So the group 1:3 would mean to go to the instruction labeled 1 and then go to the 3<sup>rd</sup> letter in that instruction.
5. The message you get will start with, "I'm better..."

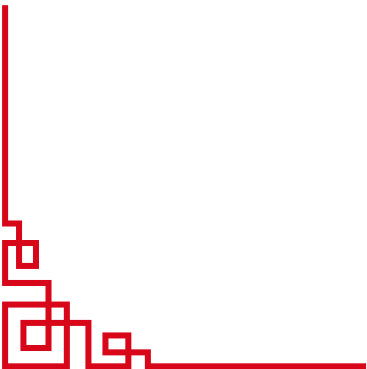
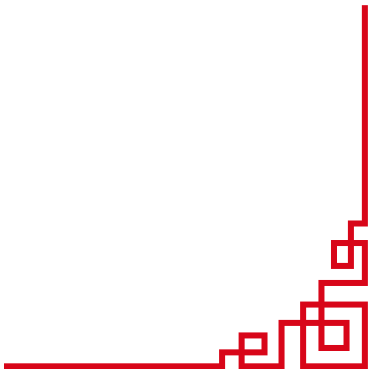


# RED HERRING CARD: PAIRS

1. Use the wallpaper that has ocean-themed things on it with the red herring card that has a list of pairs of things that match what is on the wallpaper.
  2. The first pair is “spy glass and life preserver,” so find a place on the wallpaper where a spy glass and life preserver are next to each other and use the letter that is between them.
  3. The message will start with “Being good...”
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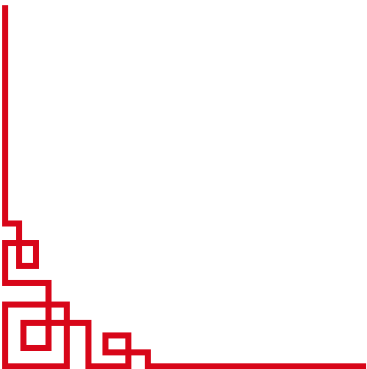
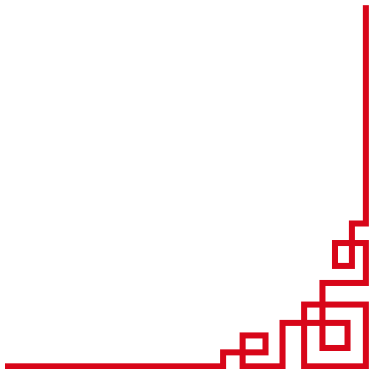


# RED HERRING CARD: FOUR COLUMNS

1. Remove the word loud from the column of letters
  2. The word loud appears four times.
  3. Once the letters are removed, let the letters that remain fall down into place.  
Think of the columns of letters as stacks, so when a letter is removed, the letters above it fall down.
  4. This will leave you with four letters in each stack.
  5. Now you can read the message clearly.
  6. The message will start with, "I'm the..."
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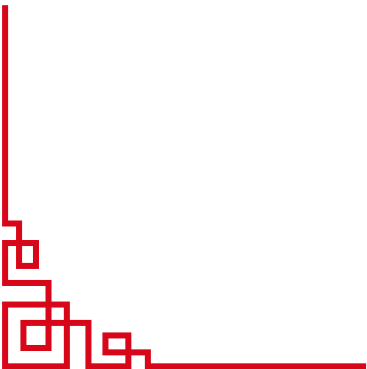
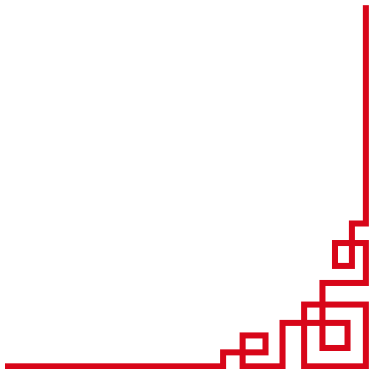


# RED HERRING CARD: GRID

1. Use the grid of numbers found in the brochure with the grid of letters from the red herring card.
  2. The numbers give you the order in which you should pull letters from the other grid to get a message.
  3. The message will start with, "I love..."
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# WHO ARE THE PRIME SUSPECTS?

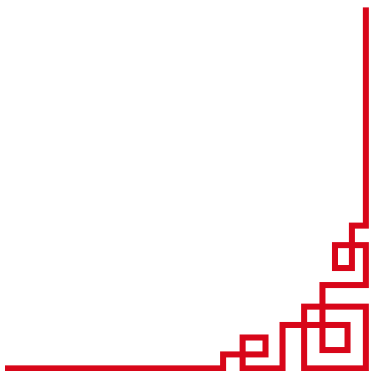
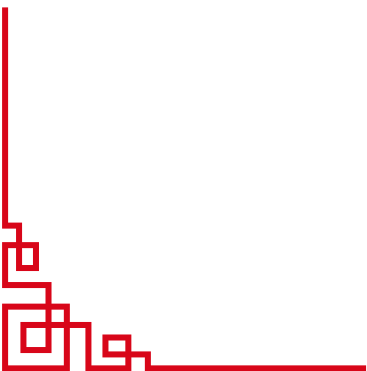
1. You will need to solve the six red herring card puzzles before you can do this.
  2. Each red herring card puzzle will point to a different suspect.
  3. Use the detective notes to determine which suspect goes with which red herring card.
  4. Also, use the detective notes to keep up with so you can keep up with the answers you get.
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# BOAT FOLDING: PART 1

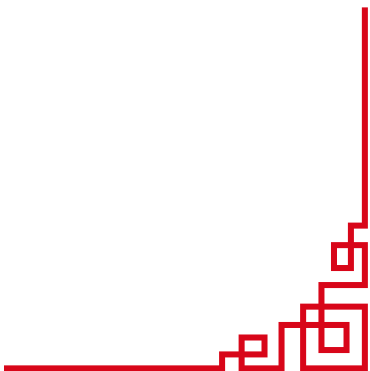
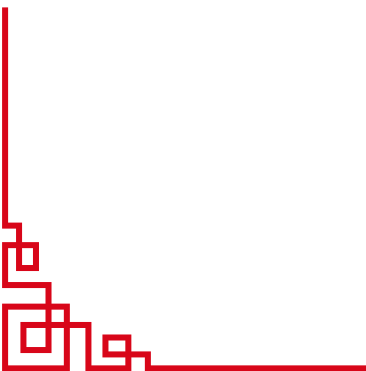
1. First, follow the instructions and create a boat.
2. Then, if done right, you will be able to see what number goes with which group of letters.
3. Make sure when making the first triangle(step 3) you do it so that the numbers are on the outside and seen, not on the inside and covered.





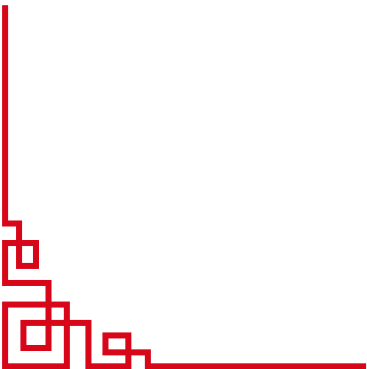
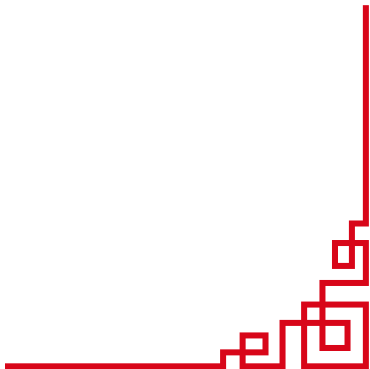
## BOAT FOLDING: PART 2

1. Once the boat is made, the numbers give you the order in which you pull letters.
2. Take the first from the group with the 1, and then do the same with 2, 3, and 4, repeat until all the letters are used.



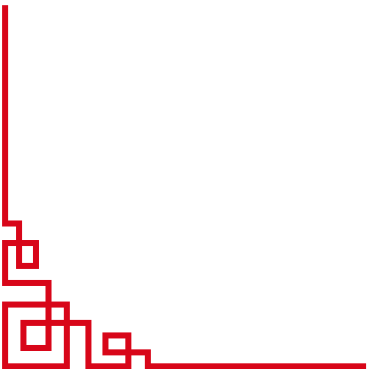
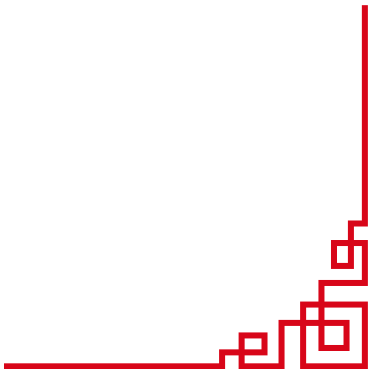


# RIDDLE WITH NUMBERS

1. The numbers on the paper that talk about a riddle, match the room numbers everyone stayed in.
  2. Put the cards in order and then take the first letter from everyone's last name.
  3. You will get two words.
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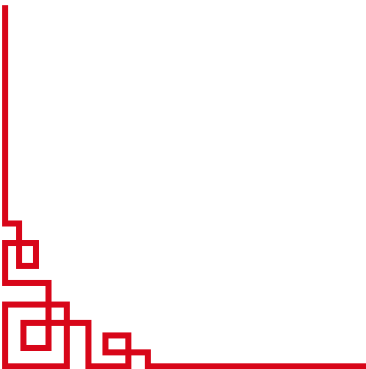
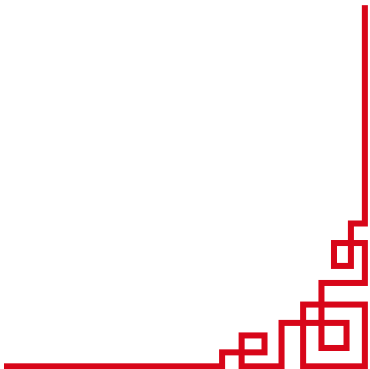


# UNTANGLED MYSTERY

1. Keep the paired letters together and in the same order. Meaning keep the CH together and do NOT switch them around, keep them as CH.
  2. Now move the pairs to create words
  3. You will create three words in total.
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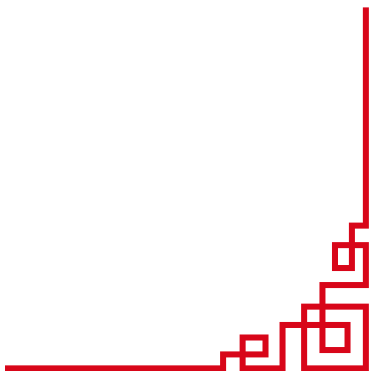
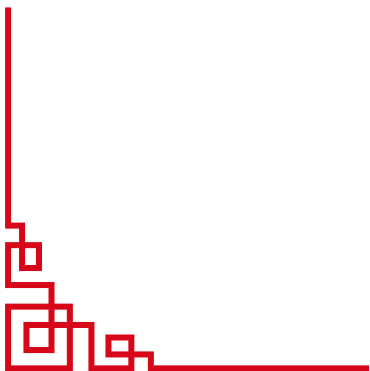
# ROOMS

1. Use the character cards and lay them out in the order of their rooms.
  2. Remove and move cards around according to the instructions.
  3. When you enter the room location use the word “room” followed by the two digits that make the room number.
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# SHIP WHEELS/LAST LOCATION

1. You will need to have unlocked four locations before you can do this.
2. Combine the two wheel pieces you get, then use the turning directions to rotate the wheel, and then take the letter that is at the top.
3. You will get two words.





# SOLUTION

Use the clues you are given in the fifth location unlock to determine who the killer is.

