

The Strange and Twisted Game

Hint File

*One puzzle per page

Envelope

1. One of the first things you are directed to investigate is the envelope that Rosemary received. You will notice a graph at the bottom of the envelope that matches one at the bottom of The Hangman's letter.
2. Find number one on the graph and find the letter on the corresponding graph that matches up to the same location. Repeat this process for all numbers and letters.
3. You will end up with a word.

Barney's Pawn Shop/Pawn Shop

Owner Card

1. The word you obtain from the Envelope is one of the pawn shop items listed here. The objective is to find the number and letter patterns for the claim number and the amount of that item.
2. The patterns start at the top and move downward. Example: Taking the first digit of each of the first five items, you have 1 ? 5 ? 9. The pattern for the first digit of the claim number of all items are simply odd numbers moving in sequence (1, 3, 5, 7, 9).
3. Work your way down the page, filling in the missing numbers until you fill in the missing numbers for the correct item. Provide the claim number and the amount to the pawn shop owner.

Fratesi/Cabinet of Curiosities

1. Fratesi tells you his task is “not about what’s there, but what isn’t.”
2. Read the strange story he tells you.
3. Everything mentioned in the story is found in his cabinet of curiosities except for one item. Provide the name of this item to Fratesi.

Body Shop/Automotive Warning Symbols

1. The Body Shop Owner tells you to disregard a list of automotive warning symbols.
2. By disregarding the symbols that correspond to the specific warnings he provides, you are then left with the symbols he didn't mention.
3. These symbols should form three letters that spell a specific word. Provide the word to the Body Shop Owner and see what he has for you.

Chicken Restaurant/Chicken Menu/Game Piece

1. The fast food employee tells you that the restaurant's founder hid a secret in the menu. Notice how each of the lines on the back of the menu mention a number and have a menu item in all caps.
2. The number represents which letter of the menu item to take. Example: the line that read "FIRST, find the best DRUMSTICKS you can find" means you need to take the first letter in the "drumsticks" so that will give you the letter D. You will end up with two words that represent the founder's favorite type of chicken.
3. When you scratch off all of the spaces on the game card you will see that those same eight letters are on the game card. Eliminate those and unscramble the four letters that are left to complete the game. Provide the fast food worker with the three words you have obtained (two words from the menu and the word from the game piece).

Gun Store/Army Map

1. The gun shop owner tells you to provide four numbers in order to obtain the key to the foot locker. In order to do this, you will need to place the four plastic army men in the circles on the map.
2. To destroy each of the vehicles the gun shop owner mentions, you will need four hits. This means each of the four army men must be pointed at the vehicle in question. Notice the numbers that correspond to the directions that the army men point.
3. Use the numerical rules provided based on the symbols inside each circle to modify each number and find the total that is required to blow up each of the vehicles. Example: to destroy the vehicle with two missile here are the positions for each army man at each location followed by directions given for each symbol
Star - 3 then times by 2 to get 6
Dimond - 1 then minus 1 to get 0
Heart - 2 then minus two to get 0
Moon - 2 then plus 1 to get 3
That means the total number needed to destroy the two missile vehicle is 9.

Payphone

1. After you have unlocked The Gun Shop, Barney's Pawn Shop, Fratesi's Antiques and Curiosities, The Body Shop, and The Funky Chicken you should have five letters.
2. Place the letters in order according to the rules for playing hangman (taken from The Hangman's letter).
3. Example: according to the rules, the head comes first. You will end up with a name.

Justice Path/Encoded Letter/Skip

Tracer Curtis

1. The main objective of this envelope is to determine the location of the kidnapped juror. To do this you must locate all of the jurors and eliminate them, leaving only one. Skip Tracer Curtis agrees to help you locate the jurors if you can decipher a letter that will help him find someone who has skipped out a debt.
2. The words that are highlighted in brown are the clues on how to solve this (count, letters between, right, A number one). There is an example at the bottom of the page. There are two letters between A and D. Letter two of the alphabet is B. Move one letter to the right of B and you have C. In order to do this you must number the alphabet from 1-26.
3. For each pair of letters, count the number of letters between (not counting the pair of letters themselves). Take the number you obtain and find that number and see which letter it corresponds to in the alphabet. Then move one number to the right. That will be the one you will use. Provide Skip Tracer Curtis with the location you obtain, and he will eliminate 9 jurors from your list.

Circuit Clerk

Helen/Computer/Calendar

1. Helen tells you that Ernie, the bailiff, might know the location of some of the jurors. His phone number, however, is saved on her computer. Therefore, unlocking her computer is the key to getting the information you need.
2. A note on the calendar tells you that the password is her son's name. There are several clues on the calendar to help you with this puzzle. The word 'abbreviated' is in all caps. The abbreviation for June is listed as J. The sticky note says "Let me know what months you have free."
3. There are five months not mentioned on the calendar. Use them in order and take the beginning letter of each month not shown to make a name. Unlock Helen's computer.

Circuit Clerk Helen Unlock

1. Helen tells you that you need the last 4 digits of Ernie's phone number along with the word 'wapner' to contact him. The 4 digits are found by unlocking Helen's computer.
2. Once this file is unlocked, Ernie will give you the location of two of the jurors.
3. Using this information and the information obtained from Skip Tracer Curtis, you should have only one juror who is unaccounted for.

Where Should You Search For The Missing Juror?

1. Once you have eliminated 11 out of the 12 jurors, you are left with one who can't be located.
2. That particular juror has a very specific location associated with them.
3. Use the name of that location. Take note of the word in red. You will need this later.

Old House Envelope Path/White Door

1. By choosing this path, you are required to unlock three doors in order to learn the identity of The Hangman.
2. The white door is the first one you are told to unlock from The Hangman's letter.
3. This is the easiest of the three doors and simply requires you to figure out which day is the day in question. Take note of the Latin word in the unlock.

Red Door

1. This puzzle requires you to simply collect information from the items you've already encountered and put them in the correct order. Note: two items from the beginning are useful here
2. Once you have the correct information, use the corresponding numbers to put them in order.
3. You will have a message that reads a bit like a license plate message. Determine what word is represented by what you end up with. Use that word to unlock the door. Take note of the Latin word.

Black Door

1. There are 4 phrases represented on the note. Determine what those phrases are and fill in the blanks with the correct words. These are a type of play on word puzzle.
2. The first one “way or weigh” gives you the phrase “one way or another.” Use this type of thinking to get the other phrases. Take all of the letters marked with an X and use them to gain access.
3. Pay special attention to the word in Latin.

Green Door

1. Take all three of the Latin words you've gained from the other three doors and use them together in the correct order (according to the order of colors The Hangman mentioned in his letter).
2. Pay special attention to the word in red in the unlock.

Solution Envelope

1. Once you have completed the Justice path and the Old House path, you will have the two words necessary to complete The Strange and Twisted Game.