



THE WARWICK RIDDLE

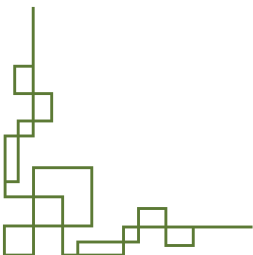
HINT FILES

*One Puzzle Per Page

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ANIMAL CARDS (BACK)

1. In his video, Stone Gardner recommends taking a look at the animal cards.
2. He makes mention of the backs of the cards in particular.
3. Look at the backs of the cards and notice there are letters on all 4 sides.
4. On the back of the Owl King's journal are two different orientations of the animals featured on the cards, one vertical, the other horizontal.
5. Arrange the cards the way they are shown, vertically first.
6. Read the letters on the backs of the cards top to bottom.
7. Arrange the cards in the order they are shown horizontally.
8. Read the letters on the backs of the cards left to right.
9. This should give you an obvious place to go.





DEER

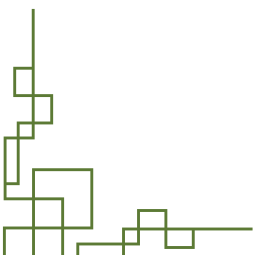
1. There are two sets of letters at the top of the card.
2. Each set has 14 letters in it.
3. The deer on the card has 14 points on its antlers.
4. There are arrows pointing up or down at the tip of each point.
5. Use this to translate the coded message at the top of the card by moving each forward or backward in the alphabet by one letter.
6. If what you get at first doesn't make sense you might be going the wrong way.
7. The message you get should start with, "Fox preys..."

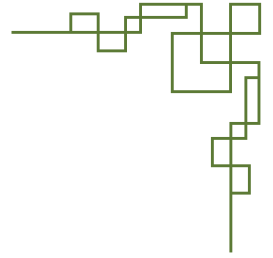
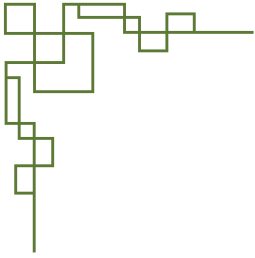




RAM

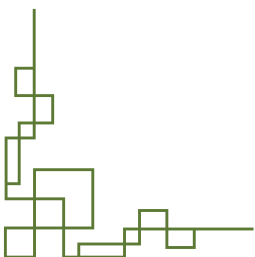
1. The clues about how to solve this are written on the snakes.
2. From tail to head. Then head to tail.
3. From tail to head means to start at the end of the sequence of letters then go to the beginning of the sequence of letters. Then, back to the letter next to the end(tail). Then, back to the letter next to the beginning(head). And so forth, working your way toward the middle...
4. The first letters you should get are: (porc)

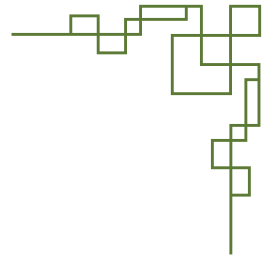
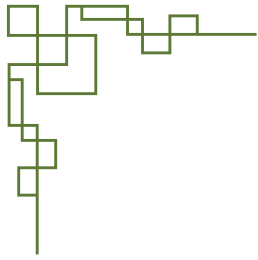




WOLF

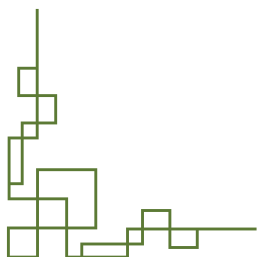
1. Differences count is the clue.
2. Number the letters of the alphabet from 1-26.
3. For each pairing of letters, take the numerical difference between them.
4. Then, find the letter that corresponds to that particular number.
5. The first three letters are: FOX

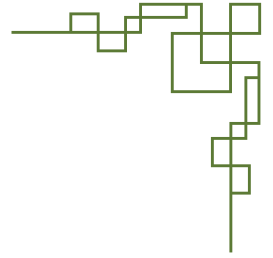
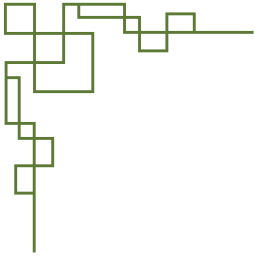




PORCUPINE

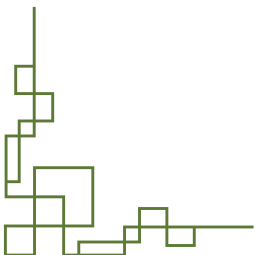
1. The X's at the top are the clue.
2. Notice how there are four different fonts.
3. Take all the letters below that match the font of the first X.
4. Then, take all the letters below that match the font of the second X.
5. Follow this for the remainder.
6. The first four letters are: BEAR

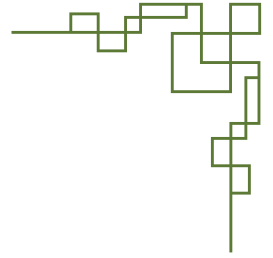
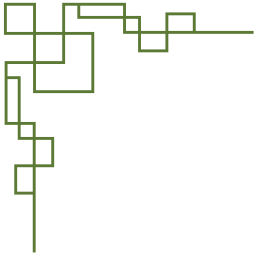




BEAR

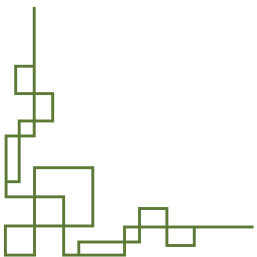
1. Notice the word 'book' on the Bear card.
2. Look through The Order of the Bull until you find an image that goes with the Bear image on the card.
3. Use the grid to decode the chess piece message.





FOX

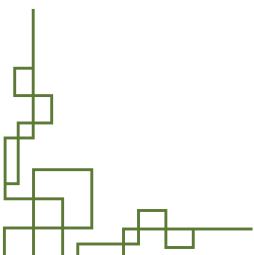
1. Notice that one of the moons on the card shows -1.
2. This indicates the direction along the alphabet to move.
3. Take each letter in the message and move backward by 1.

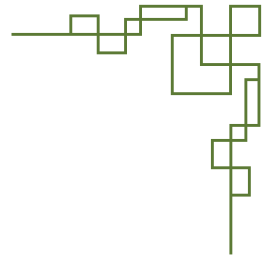
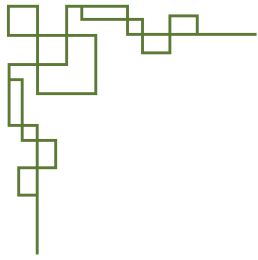




RABBIT

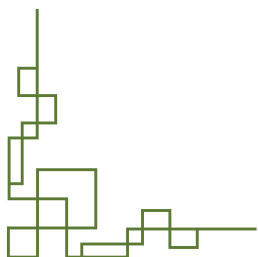
1. Pull one letter from each star in order.
2. Take the letter in the 1st position from the 1st star.
3. Then, pull the letter in the 1st position from the 2nd star.
4. Repeat until you have pulled the letters from the 1st position for all 5 stars.
5. The first 4 letters are: BEAR





MAP/CARDS

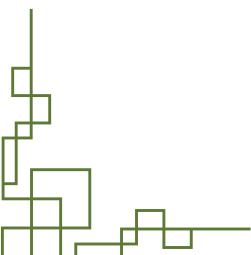
1. Once you've found the website mentioned on the back of the animal cards, you will see that each card contains a puzzle.
2. The puzzles on each card helps you determine which animal goes with which area of the map.
3. Solve all the card puzzles to get the information necessary to match each animal with each location.
4. Once you know which animal matches which spot on the map you can unlock each of the taxidermied heads on the website.
5. The information obtained in each unlock is very helpful.





PASSWORDS FOR TAXIDERMIED HEADS

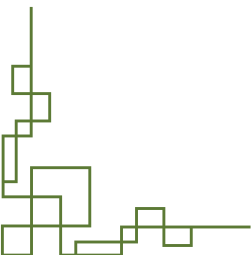
1. Once you've found the website mentioned on the back of the animal cards, you will see that each card contains a puzzle.
2. The puzzles on each card helps you determine which animal goes with which area of the map.
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PUZZLES FROM TAXIDERMIED HEADS UNLOCKS

1. Once you know which area of the map corresponds to which animal/member of the Court of Molech, you can unlock each.
2. Take note of the number of cult members in each court member's zone.
3. Also, use The Order of the Bull and the additional information in each unlock to find the true name of the person who represents that animal.
4. Page, line, word.

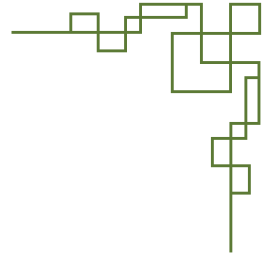
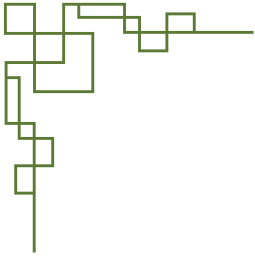




BOHEMIAN NOTE

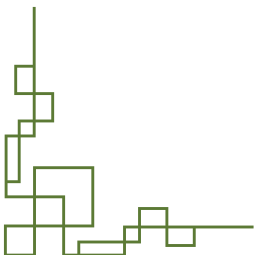
1. When reading the letters off the backs of the animal cards, you obtained a website address but also a three word phrase.
2. The three word phrase fills in the blanks perfectly on the back of the note.
3. The letters in the phrase translate into the letters beneath.
4. The arrow shows you which way to go.
5. Convert all the letters to obtain a name.





PHONE

Once you have solved the cipher on the back of the Bohemian's note, you will have the name needed to unlock the phone.

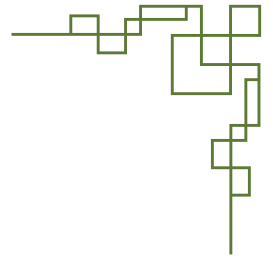
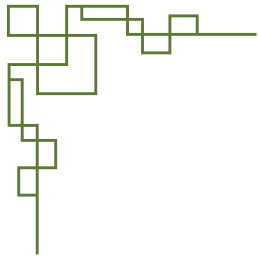




THE COURT OF MOLECH

1. In his phone call, Phillip Yates tells you that you need to determine the identity of the Whip of Molech.
2. Using the clues from his call and from those provided on the seating chart, you can determine which spot the Whip of Molech occupies and which animal corresponds.
3. Based on your earlier research with the animal cards, you should also be able to tell the true name of the Whip of Molech.





COMPUTER

1. To unlock this, you will need the real name of the one who is hunting for Stone Gardner and the complete number of cult members operating in Valley Falls.
2. Don't forget the Owl King's members.

