



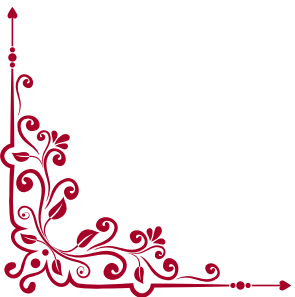
# TO DIE FOR HINT FILES

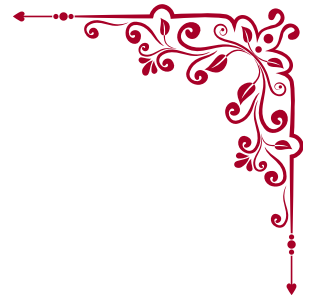
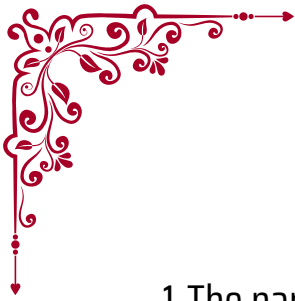
\*One Puzzle Per Page

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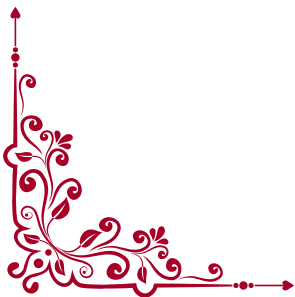
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# NAPKIN

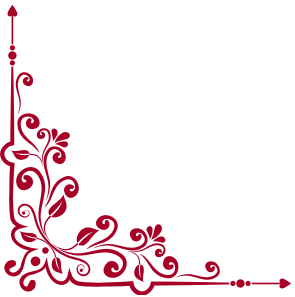
1. The napkin has two rectangles with letters in them.
2. The spaces in one rectangle are where the letters from the other rectangle go.
3. You will need to rewrite it or mentally rotate the rectangle, and put them together.
4. The message will start with, "The one that..."





# VALET PARKING TAG

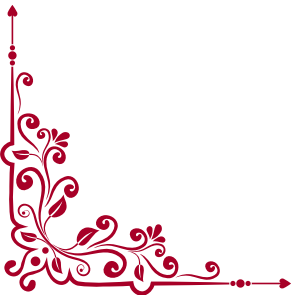
1. You need to solve the napkin puzzle in order to get the three letters you need.
2. To get the numbers, use the message from the valet tag with the cocktail menu.
3. You will use the prices of the two cocktails the message describes.





# RETIRING ANNOUNCEMENT & FORK

1. Use the retiring announcement and the fork together.
2. Place the fork so that the letters from the encoded message are between the tines on the fork, and move the fork around to see what other letters you get between the tines.
3. Example: The first letter is K if you put the fork so that “K” is between two of the tines of the the fork. The only other letter you can get between the tines of the fork while keeping “K” between two tines is the letter “I”.
4. Do this for all of the letters in the message.





# QUARES

at anything

- 
- A decorative graphic in the bottom right corner featuring a red spoon and fork crossed, with a red floral flourish extending from the bottom right corner.



# NOTE QUESTIONS

**What is the first and last name of the person who gave you the tip about coming to La Lumière?**

1. You will get this from the Valet Parking Tag unlock.

**What was the person's current occupation?**

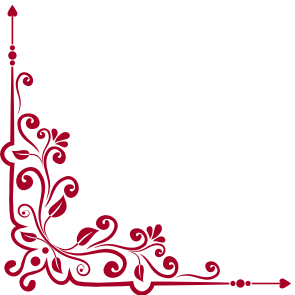
1. You will get this from the Valet Parking Tag unlock.

**Who left the message in your seat?**

1. You will get this from the numbered boxes message from the menu.

**Who do you investigate now?**

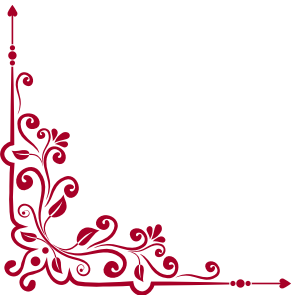
1. You will get this from the fork and retiring announcement puzzle.





# UTENSIL PLACEMENT ETIQUETTE

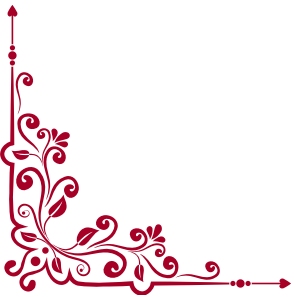
1. You are looking for numbers so you can call the special phone number the Waiter has set up for you.
2. There are a few clues within the written message on the back of the Utensil Placement Etiquette.
3. First, you are given a clue about TIME. So, look at the plates as clocks.
4. Next, you are told, "From start to finish." So use all of the plates.
5. You are told if it's not on the plate, it has no value. So the first plate is 0.
6. Next, you are told that what is in your right hand will point the way. The knife is on the right, so for each plate, use the number the knife would be pointing at if the plates were clocks.
7. In total, you should get a nine-digit number.





# YELLOW PAPER

1. The message you got from the phone call unlock mention yellow paper.
2. The yellow paper mentions that the menu has the perfect number of items.  
So, count how many items are sold on the menu.
3. You will find that the number of items on the menu is twenty-six. This number should stand out as significant, especially since the yellow paper has some kind of coded message on it.
4. There are twenty-six letters in the alphabet. So, letter each item on the menu A through Z. Then use the yellow paper to get a message.
5. The message will start with, "The killer has..."

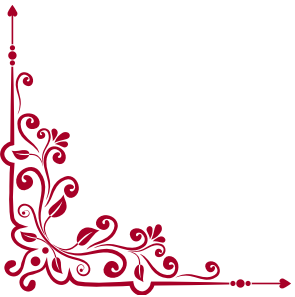






# SHOPPING LIST/COTY UNLOCK

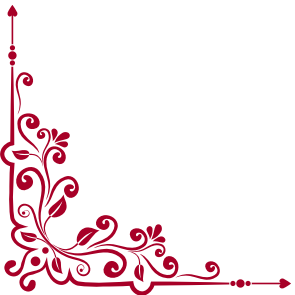
1. If you are having trouble with this puzzle, it is mostly due to overthinking. Step back and look at the list again; it is easier than you think.
2. Look for words within the words
3. EXAMPLE: Like how the word "Priceless" contains the word "Rice"





# WHAT MENU DISHES ARE BEING USED FOR INSPIRATION?/ TYLER'S UNLOCK

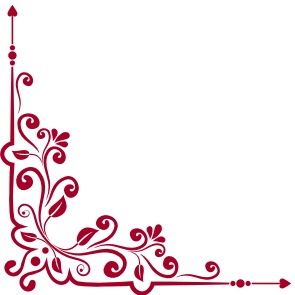
1. You will need to read everyone's cards. Some of them drop little hints about what Chef Coty is working on. Including Coty himself.
2. Coty gives away his main dish and dessert. Mindy and Amber both mention things that hint at the other dishes.





# WHICH SPICES GO IN THE EMPTY SPOTS?/ AMBER'S UNLOCK

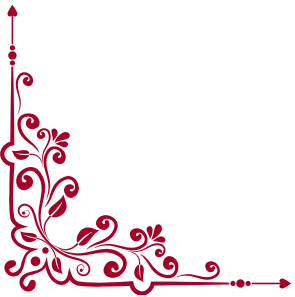
1. The different contents are not put on the racks at random. There is a method to them.
2. One side is all herbs (green colors), and other side is spices (non-green colors)
3. They are also put on the racks in Alphabetical order.





# WHAT MENU DISHES TO AVOID? /MINDY'S UNLOCK

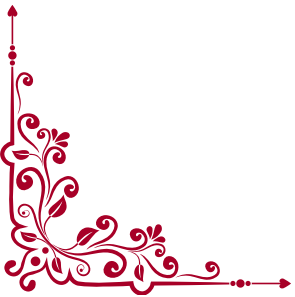
1. Use what Mindy tells you and a bit of math to determine which dishes she should avoid.





# WHAT WINES...?/BRANDON'S UNLOCK

1. There is a pattern to what wines Chef Blanc picks each day.
2. Look at each type of wine individually to see the patterns. It is different for each type of wine. Look at the white wines first to figure out what white wine Chef Blanc would like tomorrow.
3. Then, do the same for the Red and then the Sparkling.





# SUSPECT ELIMINATIONS

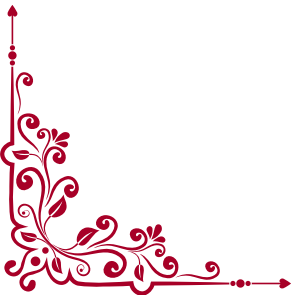
Pierre Blanc - When you combine the message about the killer not being from Valley Falls and the comment about Pierre Blanc originally being from Valley Falls, you can eliminate him as a suspect.

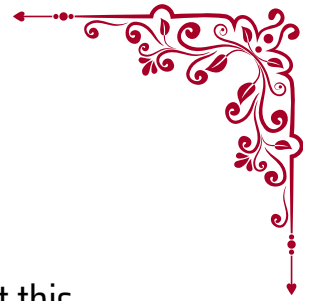
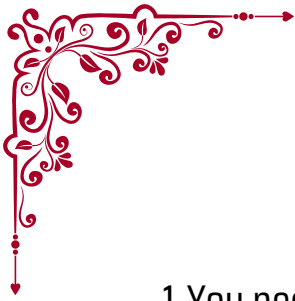
Amber - You are told the killer has worked at the restaurant for at least 10 years. Amber hasn't been working there that long, so she can't be the killer.

Tyler - You are told the killer has masterful knife skills. You are also told that Tyler's knife skills are lacking.

Brandon - You are told that Gordon didn't order any seafood. Brandon was only working with seafood the last few days, so he didn't poison Gordon.

Coty - You are told Gordon died before he ate dessert, and Coty was only making dessert the last few days. So he couldn't be the one that poisoned Gordon.





# SOLUTION

1. You need to have solved everything before you attempt this.
2. Use the person's first name and the killer name they had.
3. The killer name comes from the yellow paper and the first word is "the."

