VIGILANTE HINT FILES

*One Puzzle Per Page

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WALTER/PIZZA

1. There is a trick to the prices.
2. The trick involves counting.
3. The dollar amount and the cent amount are separate from each other.
4. The number of toppings and the number of letters in the toppings are the key.

MADELINE/RADIO

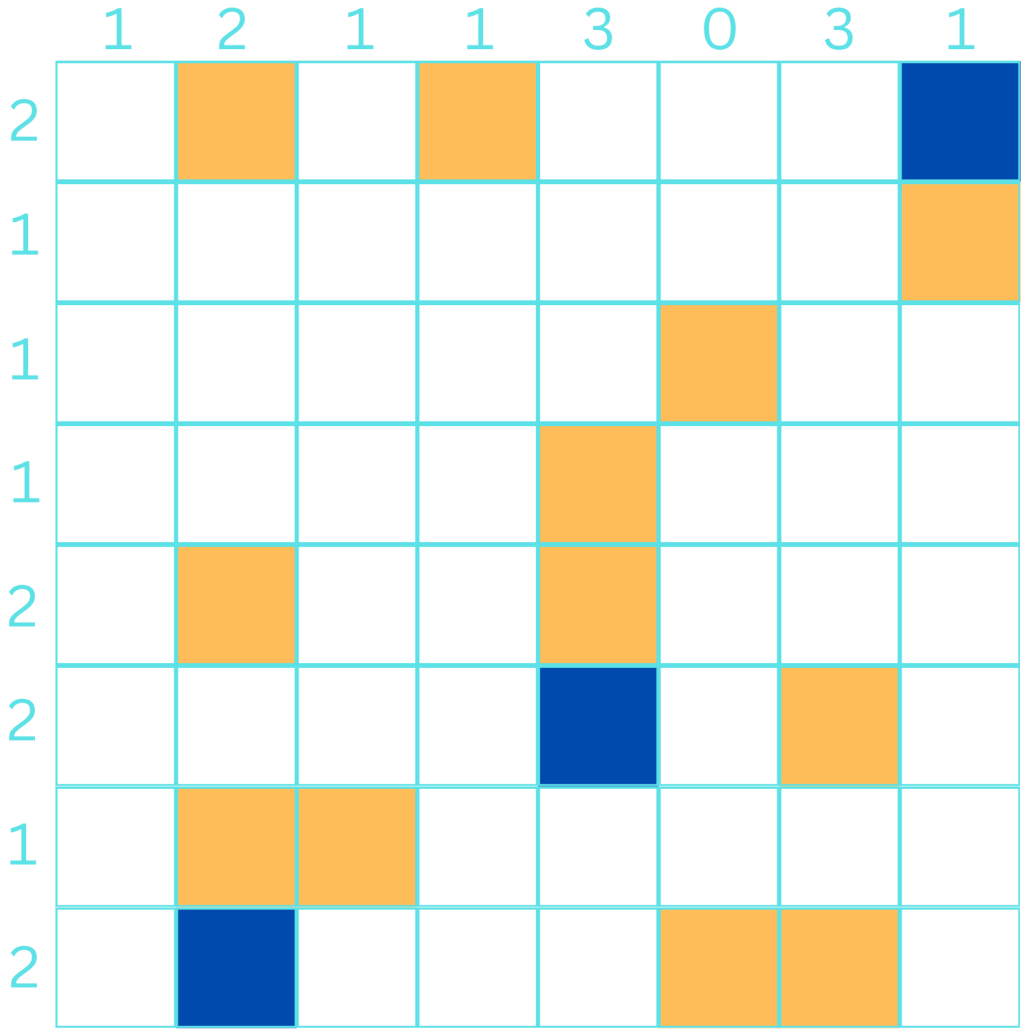
1. Listen to the radio clip.
2. There are three types of numbers listed by The Judge.
3. Use these numbers with the three opinions from the newspaper.
4. The numbers tell you the opinion, line, and word you need to use for the hidden message.
5. The message begins with “My motive is…”

JACK/CELLS

1. Remember, you only need to find out where the two people from cell 4 are currently. So you don't need to keep up with all of the other prisoners. Just keep up with the two you need.
2. You can solve this in a few different ways, but the easiest way is to start at the bottom.

PATRICK/CAMERA

Below, three of the blue squares you need are given.



JUDGE LETTER - “HERE IS MY MESSAGE...”

1. The message on the front has words that match some of the things you can see around the edge on the backside.
2. Things like civilians, criminals, eyes, scales, hands, hammers, and axes.
3. Draw a line to connect the symbols that go together (appear in the same sentence).
4. The line you draw will pass through the letters you need to get a message.
5. You will get a three-word message that has a name in it.

JUDGE LETTER - “TO ALL OF THE CRIMINALS...”

1. To decode the message, use the four symbols that are on the other side of the coded message.
2. The symbols are above the letters that they go with.
3. Replace those symbols with those letters in the coded message. Now you can start to figure out what the other symbols could be based on what would make the most sense.
4. The message will start, “Now you...”

PHIL - LOOSE

1. You need to have solved all of the puzzles that are connected to the witnesses before you can do this.
2. Each witness will give you a clue about The Judge's base location.

DARCIE

You need to have solved the two letters from the Judge before you can do this.

JUDGMENT JOURNAL - FIRST PATROL

1. Find the businesses on the map key and use their numbers to do the math.
2. Once you have the final number, find that business on the map.
3. You will also need to learn what Darcie knows before you can get the true final number/location.

JUDGMENT JOURNAL - SECOND PATROL

1. Decode the messages using what you learned from decoding the message from earlier.
2. The messages you get will end in a check mark or an X.
3. Check mark is true, X is false.
4. If that is the case, where should you look?

JUDGMENT JOURNAL - THIRD PATROL

1. The drawings on the back of the journal page are copies of sections from the map of Valley Falls.
2. First, figure out where the sections are, then determine which street is missing from the drawing.
3. Use those names to fill in the blanks, and then use the circled letters.
4. You will get directions on where to look for the third location.

PHIL - ENVELOPE

You need to solve all the puzzles in the journal and unlock Darcie's information before you can do this.