

WAKING NIGHTMARES Q HINTS FILES

*One Puzzle Per Page

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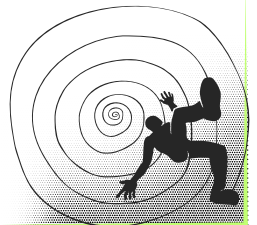
1ST DREAM/HOUSE

1. Use the house graphic with the records of the first types of nightmares people had.
2. The 2 lines of text in the house graphic represent the first and second floors of the house from the nightmare, while the letters in the words are the rooms from the nightmare.
3. So, as an example, if you were on the first floor, in the first room, you would get the letter B.



2ND DREAM/LISA

1. Listen to the audio and write down what you get.
2. Use what you have written down with what you get from the 2nd type of nightmares.
3. Take a letter for each bite. So, if an animal takes three bites, you will take three letters at that point.
4. The message will start with, "Poor innocent..."



3RD DREAM/PAINTING/KRISTINA

1. Use what you get from the 3rd nightmare with the painting and Kristina's sketch.
2. Count how many of each type of fruit there are in the painting.
3. Kristina's sketch will help you know what order to use.
4. You will take the first letter from each fruit in the nightmare in the order indicated by Kristina, then do the same for the second letters, then the third, etc.
5. The message you will get will start with, "Only three of..."



WHICH SPIRITS ARE HAUNTING THE HOUSE?

You will need to have solved all of the puzzles tied to the three types of nightmares before you can answer this.



WHAT DO THE SPIRITS WANT? WHAT ARE THEIR MOTIVES?

1. There are three different handwritings used in the message. Sort out the message and read the same handwriting in the order it is written in.,
2. Below are the first words from the three messages.
3. Once you have all three messages, use the last word from each message as the password. Enter all three words in at one time. The order does not matter.

DON'T

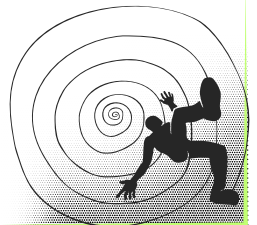
THESE

SHE



NUMBER MESSAGE/ WHERE IS THE THING THAT TIES THE SPIRITS TO THIS PLACE?

1. You will have to have answered the previous questions before you can answer this one.
2. Use the numbers Anna writes down with the blinking lights Cedric found.
3. The numbers correspond to the blinking letters.
4. The letters E and R are the easiest to place.
5. The numbers also indicate how many times a letter is used. So, for letters that blinked one time they will only appear once in the message.
6. The message you get will start with, "Spare..."



DRAWING/ WHERE IS THE THING THAT TIES THE SPIRITS TO THIS PLACE?

1. You will need to have solved all other puzzles before attempting this.
2. You will use the same QR code you used the last time.
3. The drawings are clues. Each circled part is a word.
4. Remember you are looking for a room in the house, and then where in the room to look.
5. The first word is what you do to get ready for a test.

