



WHO FRAMED SANTA CLAUS **HINT FILES***One Puzzle Per Page

Table of Contents

Page

- 2. Santa/Which Reindeer Are Missing
- 3. Henry/Ornament Puzzle
- 4. Guy/Caribou Drink
- 5. Kevin/Snowmen
- **6.** Peppermint/Where is the Sleigh
- 7. Christmas Card 12 Days
- 8. Christmas Card Merry and Bright
- 9. Christmas Card -Merry Christmas
- 10. Christmas Card Happy Holidays
- 11. Combine what you get from the two blue cards
- 12. Peppermint 2/Location
- 13. Jodie/Wrapping Paper
- 14. Caleb/Lost Gift
- **15.** Tony/Contest
- **16.** Peppermint 3/Solution





SANTA/WHICH REINDEER ARE MISSING

- 1. Pay close attention to what Santa tells you about the order of his reindeer and how he sometimes changes it.
- 2. Look at the sketch on the police report to see which three reindeer were unharnessed and ran off.
- 3. The first missing Reindeer is Donner.









HENRY/ORNAMENT PUZZLE

- 1. Tell Santa which three reindeer are missing, and record what the reindeers' favorite treats are before you do this.
- 2. Cut out the ornaments so you can move them around.
- 3. Henry has the ornaments sorted by plains and patterns. Follow his directions to get the ornaments in the correct order.
- 4. The ornament in the middle is the purple ornament.









GUY/CARIBOU DRINK

- 1. Tell Santa which three reindeer are missing, and record what the reindeers' favorite treats are before you do this.
- 2. Match the ingredients from the first two drink recipes with what Guy has out.
- 3. Use what is left to make the drink for Guy. Enter the letters in alphabetical order.









KEVIN/SNOWMEN

- 1. Tell Santa which three reindeer are missing, and record what the reindeers' favorite treats are before you do this.
- 2. First, count how many of each type of coal there is.
- 3. Second, use the numbers you get with what Kevin tells you about how many pieces are used and how they are used. Some people find it easier to keep up with if they draw out the snowmen.
- 4. Remember there is more than one of each type of snowman.







PEPPERMINT/WHERE IS THE SLEIGH

- 1. You need to have solved and unlocked the three witnesses before you can do this.
- 2. Use the directions you get after you find the three missing reindeer.









CHRISTMAS CARD - 12 DAYS

- 1. Take a close look at the 12 days of Christmas on the front of the card. There are two to three small letters around each day.
- 2. Use these letters to translate the symbols inside the card.
- 3. The message starts with, "From star..."





CHRISTMAS CARD - MERRY AND BRIGHT

- 1. You need to solve the 12 Days of Christmas puzzle before you can do this one.
- 2. Use the message you get from the 12 Days of Christmas puzzle to get three words from the grid of letters.
- 3. These three words will give you two numbers.





CHRISTMAS CARD - MERRY CHRISTMAS

- 1. Take a look at the outside and inside of this card.
- 2. The same Christmas images at the top of each column of letters are also on the cover of the card.
- 3. The images on the cover show the order in which the columns of letters need to be rearranged to get a readable message. The message you get will start with, "Take the fourth..."
- 4. You will use the message you get with the answers you get from the Happy Holidays card.







CHRISTMAS CARD - HAPPY HOLIDAYS

- 1. There are a few things to keep in mind when working on this puzzle. The words you are looking for are all related to Christmas. They also need to fit within the blanks.
- 2. Here are a few nudges for some of the clues: 4-a lower digit is a toe, 6- kerosene is used as fuel in old lamps, 7-the corner of a shape is called an angle, 8-this OR that and an ear, nose, and throat doctor is called an ENT.
- 3. You will use what you get from the Merry Christmas card with the words you get here to get a new message.









COMBINE WHAT YOU GET FROM THE TWO BLUE CARDS

- 1. After you have solved both the Merry Christmas card and the Happy Holidays card, you need to combine the answers you got.
- 2. You will pull one letter from each of the 10 Christmas words and use them in the order that they are in.
- 3. You will get two words that relate to a location.









PEPPERMINT 2/LOCATION

- 1. You will need to have solved all four cards and gotten the combined message from the two blue cards.
- 2. You will have a 4-digit number and two words.









JODIE/WRAPPING PAPER

- 1. First, find the square footage of each roll. Then, figure out how to divide up the customers.
- 2. Green= 35 sq. ft., Red= 55 sq. ft., Blue= 20 sq. ft.









CALEB/LOST GIFT

- 1. Read the Gift Exchange Story and make note of how many Rights and Lefts there are.
- 2. Use the seating Caleb provided you, and move to the right or left of the person you are currently at.
- 3. Remember, the people are sitting at a table so they are facing the table when playing this game.









TONY/CONTEST

- 1. Look at the image on the back of Tony's card.
- 2. How many Candy Canes and Gingerbread men are there in the image?









PEPPERMINT 3/SOLUTION

- 1. You need to have solved all of the other puzzles before you can do this.
- 2. You will get clues from Jodie, Caleb, and Tony that will help you eliminate suspects.
- 3. These clues relate to who isn't at the store tonight, who is afraid of going on the roof, who had access to the wrapping paper, and who has been working the floor the whole time.



