



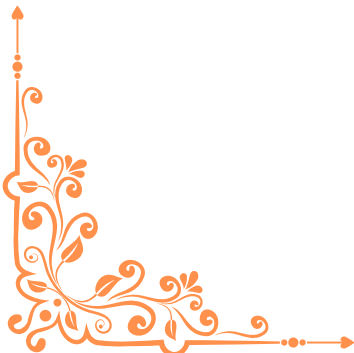
WITCH HUNT HINT FILES

*One Puzzle Per Page

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ACCESSING THE LIBRARY COMPUTER

1. The hints for the password are all taped to the computer. You will create 10 letter word.
2. Letter 4 might be the easiest place to start...think pirate treasure.
3. Letters 5, 6, and 7 might be the second easiest place. There aren't many 3 letter conjunctions.
4. Once you figure out parts of this, the others should come easily.





BENNY MILLER/HARDWARE GUY

1. On the crime scene report, you have the brain teaser that you need to solve in order to gain access to the hardware store's sales records.
2. The first thing to determine is how the prices are determined.
3. Hint: 990 could be perceived as nine hundred and ninety of a specific item... or it could be perceived as 3 separate digits (house numbers)...9, 9, and 0.
4. With that knowledge, calculate the total price of what you are trying to buy and then apply that price to determine how many of each coin you will need.





TABLET

1. Notice on the back of the woodcutting, the words “unlock” and element stand out.
2. You will notice that the words on the front side of the woodcutting form a specific shape.
3. Match that shape up to its appearance on the witch symbol chart.
4. Then, use the name of the element and convert it to numbers to unlock the iPad.





EMAIL

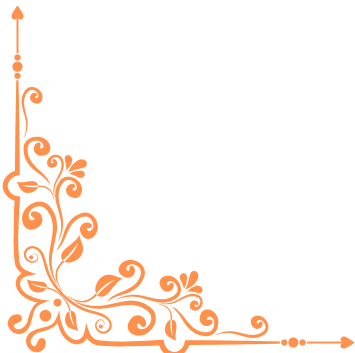
1. Once you have unlocked the iPad, there is an email with a coded message.
2. The club bracelet you have contains the key to cracking that code.
3. The bracelet contains the entire witch's alphabet. The arrow shows you where A is.
4. Convert the message in the email using the bracelet.





BLACK CAT/FLOOR MESSAGE

1. Once you have deciphered the message in the email on Sarah's iPad, you will obtain the name of the cat.
2. By knowing the name of the cat, you will also be able to determine what each of the runic symbols on the cat's collar stand for.
3. This will allow you to translate the message left behind on the concrete floor at the first crime scene.





DETECTIVE HASTINGS UNLOCK

1. Detective Hastings tasks you with two things in the beginning: finding the name of your suspect and the answer to the question the suspect left behind that says, 'What am I?'
2. You will obtain your suspect list from the hardware store based on those who have bought the type of rope used to hang Sarah Jacobs.
3. When you have the list of names, compare it to what you found on the library computer. One of the names on the list will stand out. Be sure to read everything.
4. Use this as the name of your primary suspect.
5. Once you have done everything else in the loose section (unlocked the iPad, decoded the email, determined the name of the cat) you will be able to decipher the answer to the question.





FLOOR PUZZLE

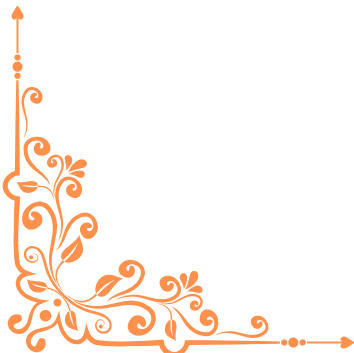
1. You are told about a secret room in the bookstore.
2. The lettered floor and the Goode Books stationery is the key to unlocking this room.
3. Note the symbol at the bottom of the stationery and observe how the moon symbols correspond to various parts of the X (top, bottom, left, right)
4. Examine the back of the Malleus Maleficarum.
5. Decode each section of the floor by pulling out the letter that matches the correct moon position.





BOOKSHELF

1. Once you have decoded the floor, it gives you a specific direction on how to interpret what you see on the bookshelf.
2. Note: take note of what Hastings said in the loose section. It is important and will explain what you found in the floor message.
3. Determine the clock time for every book.
4. You are given a start point on the Goode Books stationery. Start at that particular time and move in the direction you were told from the floor message.
5. When you write down each fragment of word in the correct order, you should be able to say them aloud and obtain a coherent message.
6. Example: 'than cue' when said aloud could be interpreted as Thank You.
7. You will be looking for a single word.





PUZZLE ON CRIME REPORT

1. The crime report photo puzzle will tell you exactly where to look.
2. Treat each image in the report as if it represents a single word. All the words should go together to form a coherent sentence that tells you exactly what you need to know and where to look.



DETECTIVE HASTINGS WITH COFFEE CUP

1. In the second stage of your investigation, Detective Hastings tasks you with two things: finding the name of the item that connects the two victims and learning the true first name of the Witchfinder.
2. Once you've gotten into the secret room at Goode Books and examined what you found there, you should obtain the first name of the Witchfinder.
3. In order to find the name of the item that connects the two victims, you will need to backtrack.
4. The crime report photo puzzle will tell you exactly where to look.
5. Treat each image in the report as if it represents a single word. All the words should go together to form a coherent sentence that tells you exactly what you need to know and where to look.
6. Answer Detective Hastings once you have both components that he is looking for.





PHONE

1. Once you have answered Detective Hastings' questions, you will be required to call Witchfinder and give him Tess' location.
2. In the journal you found in the secret room in Goode Books, Tess tells you the name of the location in the witch's alphabet.
3. You will need to decode what she wrote using the bracelet.





4 WITCHES



1. Once you get to Noctem and see 4 familiar faces, you realize that things are more complicated than you thought.
2. Each of the four witches tells you what their familiar is. You simply have to decode what they say.
3. Tess writes her familiar in runic script. Based on the names of the dog and cat, you should be able to decode this easily.
4. Pearlie gives you a list of ingredients and then talks about 'the very end.' Examine the end of each ingredient and put those together.
5. Marcus writes his familiar with the witch's alphabet. The Noctem club bracelet from the beginning will help you with this.
6. Henrietta wrote hers in columns. You simply need to read from top to bottom moving left to right through the three lines of text to see what her familiar is.
7. Once you have all the familiars, you can follow the directions on the back of the compass and determine where each witch is standing and which element corresponds to them (and their familiar).





COMPASS

1. You will need to know what animal each witch brought with them before you can do this puzzle.
2. You will also need to remember what elemental sign the first two victims had.
3. Look at the witch hanging card and the burning at the stake card to see the elemental signs for Sarah and Millie.
4. Tess's animal familiar has wings so it makes sense it goes with air.





HASTINGS/READ ME FIRST

1. Hastings needs two final pieces of information from you in order to close the case.
2. The first comes from finding Witchfinder and observing what he does.
3. The back of his card details his movements.
4. Once you have applied those movements to the floor plan of Noctem you will see that he was tricked into making a very specific shape that is sacred to witches.
5. The second piece of information he needs is gained through the compass puzzle. The animal is mentioned in the unlock.
6. Once you have both of these pieces of information, you are ready to close the case.

