

Catch Me If You Can Quick Start Guide.

So you've looked at everything in the box and have no idea how to start, where to begin, or even what a good first step might be. Maybe this is your first box and you aren't sure how things work. Or maybe things just aren't clicking for you on this particular box. Maybe a few starting hints will blow the case wide open and will be all you need to help solve the mystery.

Beginning the investigation:

1. Read the Beginning Brief
2. Benjamin gives you two places to start in the Beginning Brief: the pouch filled with items and the Valley Falls University business card.
3. The pouch is the easier of the two places to start and involves unlocking four locations: the circus, the arcade, the bar, and the tattoo parlor.
4. To unlock the circus:
5. Blow up the balloon so you can read the words on both sides.
6. "Under the big top you'll find one..."
7. Count what you have on both sides and make an easy association to come up with a word that would make sense in The Collector's twisted game.
8. Use it to unlock the circus.
9. Take note of the symbol that you find and its meaning.
10. Move on to the bar next.
11. Examine the bottle opener in the pouch.
12. Use the arrows to determine which way to move along the alphabet.
13. Shift each letter in the correct direction.
14. Use the word you obtain to unlock the bar.
15. Take note of the symbol you find there and what it means.
16. Move forward with the other two locations and figure out how to unlock them.

If you need more help past this point, consult the puzzle hint files or join us in the Hint Group on Facebook!