

# Framed Hint Files

\*One Puzzle Per Page

# Evidence Room Door

1. The interview with office Garton will have the information you need to get into the evidence room.
2. Complete the sudoku puzzle the office left for you to do.
3. Use the order of left to right, top to bottom like you would read a line of text.
4. What you find will implicate at least one person.

# Security Login

1. Paul Woodward's interview is a good place to start.
2. Paul left a sticky note by the computer with clues for the password. Search through the materials you have to find the 3 parts of the password.
3. The museum brochure is a good place to look.
4. What is the name of Patricia's pet? Maybe she has a picture of it.
5. This will implicate at least one person.

# QR code on Charles White Interview

1. Look at the wire diagram, it has the model number you need.

# Fixed the Camera System?

1. Follow the directions from the audio you get from Charles White.
2. Green connects to 4. So the 4 is the first number since green is the first color from left to right.
3. This will implicate a person.

# Albert's Office

1. Just scan, it is not locked.
2. There is a card with Xs on it that gives a hint on where to search.
3. One part of the room is clickable.
4. Once you find it you will be prompted for a password.
5. You won't be able to open it until you have opened the envelope.

# Note on the back of the WW2 poster

1. Does anything else you have go with WW2?
2. Try looking through the museum brochure.
3. Take a close look at the code machine photo.
4. The dots on the back of the WW2 poster match the dots with letters on the code machine.
5. The arrows show how the letters are swapped.
6. So A=W and vice versa.
7. The message should start with "Tyrene..."
8. This will implicate at least one person.

# Noah Parker's Locker

1. You will need to have unlocked the security login to proceed.
2. Noah gave a hint to the locker combination in his interview.
3. Look again at the security login file.
4. Note that one of the codes used is not like the others.



# Card found in Noah Parker's Locker

1. The phrase "it will be magical" is a hint.
2. What else do you have that relates to magic?
3. Use the "Magic Throughout History" poster with the number number message you have on the card.
4. The numbers indicate what letter you should pull from the message on the poster.
5. So 1 would be C, 2 would be O, 3 would be M, etc.
6. The message should start with "Hey..."

# Crime Scene Findings

1. Pay close attention to the height and weight mentioned.
2. Use the employee records to find out who climbed in through the window.
3. This will implicate a person.

# Part 2 Envelope Unlock

\*Some people may be implicated more than once.

1. What you find on the phone from the evidence room will implicate at least one person.
2. What you find from the security login will implicate at least one person.
3. What you find from the security camera will implicate one person.
4. What you find from the coded message on the back of the WW2 poster will implicate at least one person.
5. What you find from examining the crime scene will implicate one person.
6. Noah's nickname is on the card you find in his locker. You will need to translate the number message to get it.

# IMAX Computer and Cash Register

1. Read through the suspect testimonies carefully.
2. Berry mentions an animal he uses as his password.
3. Look at the candy wrapper you found at the beginning and use that animal as the password.
4. You should be able to eliminate two suspects.

# Tyrene's Office

1. Just scan, it is not locked.
2. Search the office carefully.
3. Click on the books that are on the desk. You should find a message written on a post-it note.

# Tyrene's Office Cabinet

1. You need to search Tyrene's office first.
2. Where else have you seen the 4 things written on the post-it note you found in Tyrene's office?
3. Take a look at the 4 paintings.
4. Count the things in the paintings. And use the order of the post-it note.
5. You should be able to eliminate two suspects.

# Crossword and Horoscope

1. Follow the direction from the horoscope and pair it with the crossword.
2. The words in the crossword puzzle are the roads and streets the horoscope is referencing.
3. When you stop to pick up something you are picking up a letter.
4. You should get 5 letters all together.
5. The first letter you get is U.

# Susan's Filing Cabinet

1. If you use the word you get from the crossword and horoscope puzzle, what would you type into the keypad?
2. Use the numbers not the letters.
3. So the first number is 8 since U is on the 8 button.
4. You should be able to eliminate a suspect.



# Email Login

1. The password hint has what you need.
2. Look over the list of tools that is on the cork board.
3. Notice that there are letters for each tool.
4. So Mallet would get you D.
5. You should be able to eliminate a suspect.

# Picture in Albert's Office

1. You found a card at the beginning that starts with "My mind's not what it..."
2. Do you have anything else that matches the grid pattern of the Xs?
3. Use the Cataloguing Cabinet with the card.
4. Follow the 4 sets of directions on the card.
5. You will get 5 letters.
6. The first letter is B

# Who is the Killer

Use the tag you found at the beginning to determine what weapon was used.