

# Lair Hint File

\*One Puzzle Per Page

# #1 From Notebook

1. John Smith's initial note mentions a map and lists 4 places in Valley Falls.
2. He then goes on to mention the point where everything converges. This is a clue about what to do.
3. Find the place where all four locations converge.
4. The mention of "picking up stakes" is important because it literally means to pick your pencil up from the map and relocate it.
5. Draw lines between points 1 and 2. Then pick up stakes and connect locations 3 and 4.
6. The place where they meet provides a portion of the computer password.

## #2 from Notebook

1. Locate the half sheet showing various framed pictures.
2. Count the number of each item listed in the notebook.
3. You are asked for the following:
4. -Victims with more than one eye. This means actual eyes, not eye sockets.
5. -Single eyes and open flames. Again, eyes not eye sockets.
6. -Half the amount of vacant human eye sockets. There are 5 skulls with two sockets each in one photo (the broken skull should be excluded from the count) and one skull with two sockets in another photo. Take the total number of eye sockets and divide by 2.
7. -Total number of eyes and sockets (human or otherwise). Use last digit only. If you count the eyes and sockets of the skulls, the pumpkins, the doll heads, the victims, and count the single eyes as well you will get a two digit total. Use the second digit of that number.
8. You will get a 4 digit passcode that can be used to open the blue door.

# Blue Door

1. John Smith tells you that the other half of the computer password is found in the room under the stairs.
2. When you open the blue door, you will see 4 words.
3. In the notebook, John Smith tells you that all you need to do is say the words out loud.
4. Say each word aloud and determine what phrase he has written in an unconventional way. Note: if you've ever played the game Mad Gab you may understand this better.
5. When you obtain the phrase, pull the word out that could be used to describe John Smith.

# Computer Unlock

1. By completing #1 and #2 in the notebook you should have both words needed to unlock the computer (see previous if you don't have these).
2. When you unlock the computer, there is a file folder in the center of the page.
3. Click it and watch the video that John Smith has left behind.

# #3 in Notebook

1. John Smith mentions a specific starting point.
2. Find it on the map of Valley Falls.
3. He tells you that the intersections are all that matter.
4. The video taken from the computer should have given you a series of directions obtained from the way the knife points in each frame.
5. Begin at the starting intersection and go the direction that the video tells you to.
6. You will end up on a specific road.
7. Take note of this location. It will be used later.

# I See a Red Door...

1. The first line refers to the red door card that is in your box.
2. “Everything connects if you look hard enough” is a clue.
3. You should also have a sheet with a variety of taxidermied animals.
4. Connect each string of numbers listed on the back of the sheet and see what letters you form.
5. You should end up with a 4-letter word.
6. Use the word you obtain to unlock the red door.
7. Follow the directions on the unlock and obtain a second 4-letter word.

# Fetal Pig

1. The ending to the first portion of the box asks you to use the name of the location where John Smith felt most alive.
2. You should have gotten this from following the directions provided in the knife video on John Smith's computer.
3. The unlock also asks for the word behind the red door.
4. Use both components (no caps, no spaces) and unlock the end of part 1 of Lair.

# Victim 1 (Heart Locket)

1. Examine the victim card with the heart locket.
2. The notebook contains a clue about this and mentions that two hearts joined together are like “mirror images of each other.”
3. Imagine how the letters on one side of the locket would correspond to certain letters on the opposite side of the locket if it were closed.
4. To decode the message, take each letter on the left and find its corresponding partner on the right.

# Victim 2 (Bracelet)

1. Examine the circular drawing in the notebook.
2. Find the victim who was discovered wearing a bracelet.
3. Each number corresponds to a specific bead on the bracelet.
4. Decode the message.

# Victim 3 (Back of Watch)

1. Find the victim with the watch.
2. The clue in the notebook mentions “going by the numbers.”
3. Rewrite each line of letters in numeric order.
4. Read from top to bottom.

# Victim 4 (Beads)

1. Notice the different colored X's on the skull.
2. Notice the last written page in the notebook has those same colors.
3. The beads on the back of the victim card correspond to the squares in on the notepad drawing.
4. Stars denote starting places.
5. Find the correct letters and write them in order using the colors to help.

# VFPD Computer:

1. Phil Herbert assisted you before on the Easthaven Forest case and is willing to do so again if you can solve the riddle he poses.
2. Answer the riddle and unlock the computer.
3. The information found on the computer will help identify Victim 5.

# Victim 5/What is This Victim's Last Name?

1. Once you've unlocked the VFPD computer you should gain access to a report of the most recent missing persons.
2. Find the name and identity that seems to match the picture of the victim.
3. Use her last name to unlock.

# Cerberus Club Card

## **Part 1:**

1. To complete this step you will need two pieces of information. The first piece you gained from solving the puzzle with the different lettered beads.
2. Enter the password as directed and meet Ellsworth.

## **Part 2:**

1. Ellsworth is the gatekeeper at The Cerberus Club, and he isn't going to let you pass until you have provided a full set of initials and a member id number.
2. The killer has provided all of this information in clues he left with the other four victims.
3. You will need 3 letters and 4 numbers to get past Ellsworth and into the club.

# Medical Drawing #1

1. Notice that all 3 of the medical drawings you have are numbered.
2. The first one requires additional information on the blood-stained letter from the killer.
3. Examine his last paragraph.
4. Locate each of the places on the skeleton mentioned in the letter and obtain the corresponding letter from the skeletal chart.
5. You should end up with a 6 letter word.

# Medical Drawing #2

1. The killer has written two notes at the top that say 'It's as easy as A-B-C" and "the body thrives when everything is in order."
2. Both of these are clues.
3. Find out which letter of the alphabet each number corresponds to (A=1, B=2, etc)
4. Arrange the letters in the correct order to make a 5-letter word.

# Medical Drawing #3

1. Several letters are circled.
2. You are told to add up the letters and see what you get.
3. This uses the reverse method from Medical Drawing #2.
4. Determine which number (1-26) each letter is represented by (1=A, 2=B, etc.)
5. Add the numbers up.
6. Determine which letter of the alphabet you end up with.

# Butterfly Bookmark

1. In his letter, the killer has tasked you with determining who his next victim will be.
2. To do so, you will need the answers to all three of the medical drawing puzzles.
3. Put the answers you've gotten in order and you will be directed to a specific letter of the alphabet.
4. Alistair's letter has an underlined portion that says "When you've learned the identity of the next victim be sure to spell it out."
5. The identity of the next victim is a three-letter word.

# Chessboard

1. In the last bag you open, you should have a basement image with a series of numbers at the bottom.
2. The rules for how to use those numbers with the chessboard are the last two sentences on the page.
3. Determine the right letter that goes with each number (using the chessboard) and you should end up with an 8-letter word.

# Telephone

1. The note by the phone says, "Use what ails you to dial for help."
2. The 8-letter word you got from the chessboard is an ailment.
3. Translate each letter to a number using the phone's keypad.
4. This series of numbers will unlock the QR code.

# Solution Card

1. The solution card asks you to provide the killer's real name.
2. When you unlock the phone QR you should notice a label on the bottle.
3. Consult the list from The Cerberus Club for the favorite drink of every member and find the member who favors that particular drink.
4. Use the name to solve the box.