

Museum Nocturnus Hint File

*One Puzzle Per Page

Message on Anna's Card

1. Read this message aloud.
2. Read the message faster and faster until the words become clear.
3. Once Father Casey's words are clear, you should know what to say to begin the investigation

The Hall of Murderers

1. In order to solve the message left in The Hall of Murderers, you should first read what Mikey has to say.
2. Pay special attention to the words in italics.
3. You will need to assemble the jigsaw puzzle from the gift shop.
4. This will tell you the order to place the murderers.
5. Remove the name of their weapons hidden in each string of letters.
6. Write the remaining letters by column in the correct order and read left to right.

What Holds The Key?

1. The answer to this question is solved by deciphering the message left in The Hall of Murderers (string of letters on each murderer card)
2. Take note of the underlined words in the unlock.

The Hall of Cursed Toys

1. Read what Lisa has to say first.
2. She tells you that all of the toys have spoken collectively.
3. The answer to each toy's puzzle will give you a component to the overall solution for this portion of the case.
4. Pay special attention to the details of the messages from each toy. Each toy provides a specific number which refers to the order in which the information should be used.

Singing Sally

1. Listen to what Sally has to say.
2. Write down what you hear.
3. She is spelling something.
4. Sometimes the spirits get things turned backwards when spelling from the other side.

Ratchet the Robot

1. The robot has a riddle for you.
2. Here is a transcript of what he is asking: Number two: I am the first in everything but the second in death. You can only see me once in a year, but I can always be found in the middle of the sea. What am I?
3. Answer the riddle for the second component to The Hall of Cursed Toys solution.

Cuddle Bear

1. Cuddle Bear is one of the most popular exhibits at the museum.
2. Kids love him but don't realize how dangerous he really is.
3. You should have a cuddle bear coloring sheet from the gift shop.
4. The History of Poisons brochure contains a website that you should visit.
5. Go to the section for Museum Nocturnus.
6. Use the crayons.

Special Glasses

1. The QR code on this one isn't locked.
2. Scan it.
3. The directions mention looking through the glasses and seeing what is there...or isn't there.
4. Find the letter that isn't shown.

Monkey

1. The monkey claps his cymbals to provide messages at times.
2. Scan the QR code and count the number of cymbal claps in each grouping.
3. Each cymbal clap represents advancing one space on the alphabet (example: 1 cymbal clap =a, 2 cymbal claps =b, etc)

What is the Name Mentioned by the Toys?

1. The answer to this question is gained by solving all 5 puzzles provided by the cursed toys.
2. Each puzzle should provide a number that provides the order for each of the five letters.
3. Use the five letter name to unlock the file.
4. Take note of the underlined words in the unlock.

The Hall of Haunted Items

1. It's recommended to solve the cryptex first.
2. It's also recommended to read the Death Watch and Spectral Pipe cards before doing anything else.

Cryptex

1. Father Casey tells you how to access the cryptex in something he said before his death.
2. The information is found in The Hall of Haunted Items.
3. Scan the QR code for the Psychic Camera to get the information you need.

Paranormal Printer

1. The printer provides a set of substitutions for all vowels.
2. Use the key to transpose the correct letters and get the information about which of the murderers in The Hall of Murderers couldn't possibly be responsible.

Spirit Pen

1. You are given the name of the pen's owner.
2. Notice how his name is spelled at the bottom of the card.
3. This isn't a misprint. It's a hint to how the puzzle works.
4. "From the desk of Fane Uichards..."
5. Given that the writer's name is Cane, this misspelling tells you the number of spaces to skip along the alphabet.

Clairvoyant Cipher

1. The key to this puzzle is in the last sentence.
2. To be a member of the inner circle you must be willing to take one step to the right.
3. Rotate the inner circle one step to the right.
4. Use what you end up with to decode the message.

Supernatural Stained Glass

1. The hint for this puzzle is in the quote about “no effects ever being used.”
2. Think of the word effects as FX.
3. Remove those letters from the assortment and read what’s left.

What's the Name of the Murderer...

1. After you've solved all of the haunted item puzzles, you have excluded all of those featured in The Hall of Murderers except one.
2. This is the name you should use here.
3. Pay special attention to the underlined content.

Solution Card:

1. You are asked for two things to solve the box: the last name of the suspect who killed Father Casey and what was used to kill him.

Part 1:

1. By taking all three underlined components from the three hall unlocks, you should learn something very specific about the person who killed Father Casey.
2. Examine the actual name of the murderer from The Hall of Murderers that you couldn't eliminate. You should find one of the suspect names that corresponds with what you learned from the underlined message.
3. Something else that will help narrow this down is to examine the time of death determined by the Death Watch and use the S.T.A.L.K. document that lists people who had access to the museum. You should be able to eliminate several suspects based on this.

Part 2:

1. On the S.T.A.L.K. website, the boy left two messages. One of them related to Cuddle Bear you should have already used.
2. The second message relates to the poisons listed on the History of Poisons brochure.
3. This should give you the second part of the final password.