

# Hints - The Spider

\*One Puzzle Per Page

# Blue Spider Card/Music Notes

1. The blue spider card has music notes on one side. You should have another item that also has music notes.
2. If you look at the business card for “Hear the King” you will notice that the name of the store is spelled out on music notes.
3. Match the music notes from the spider card to the business card to get the hidden message.
4. You will get three numbers.

# Red Spider Card/Wordsearch

1. You will find a paper among the evidence that gives a hint about a word search.
2. Use the red spider card with the hotel poster.
3. The seven key words from the poster are what you should be searching for.
4. If you trace where each word is found you will create two numbers.

# Grey Spider Card/Letters with arrows

1. The Spider left a message for you at the end of their letter. The hint about climbing is important.
2. Is there anything among the evidence that relates to climbing?
3. The business card for New Heights Climbing Company has three arrows on it. Is there anything else among the evidence that has arrows on it?
4. Use the arrows from the business card with the grey spider card to translate the message from the Spider by moving up twice and then right once on the letter grid on the back of the grey spider card.
5. The first letter is Q, so this translates to F when you move up twice and right once.
6. The message you get will start with “Fiddles...”

# Yellow Spider Card/ Flowers

1. The back of the yellow spider card has a list of names. Where else among the evidence have you seen those names?
2. Using the flower shop poster, match the names of the flowers to the images of the flowers.
3. Pull the letters from the shop name that have the flowers that match the list from the yellow spider card.
4. The first letter you get should be D

# Purple Spider Card/Three symbols

1. Each symbol on the purple spider card will give you a letter.
2. The first letter is W

# Spider code

1. To get the code, finish the five puzzles that go with the five spider cards you have.
2. To get the correct order, look carefully at the end of the letter from the spider and at the five cards.
3. The order of the spiders on the bottom of the letter and the spider on each card match. Place them in the correct order and use their puzzle solutions to complete the code.

# VFPL brochure/Computer password/ Green Spider Card

1. There are several underlined letters in the library brochure.
2. Write out all of the underlined letters to get a hidden message about the computer password.
3. If you try to use it to unlock the computer you will notice it does not work. You will need to fix the password using the green spider card.



# Computer unlock

1. You will need the brochure and green spider card to get the password.
2. There are several underlined letters in the library brochure.
3. Write out all of the underlined letters to get a hidden message about the computer password.
4. If you try to use it to unlock the computer you will notice it does not work. You will need to fix the password using the green spider card.

# Late, Return, Lost

1. Use the updated Return Policy with the library index card.
2. Start at the front desk.
3. Use the directions you get to end up in a particular section of the library.

# Searching the library

1. Use the updated Return Policy with the library index card.
2. Start at the front desk.
3. Use the directions you get to end up in a particular section of the library.

# Door unlock/Bookshelf

1. You will need to have unlocked the “Searching the Library” QR code.
2. Some of the books on the shelves seem to be out of place.
3. Use the letters from each book that are out of place to get the hidden message.
4. The message should start with “the code...”

# Cataloging drawers/ Brown Spider Card

1. If you count the number of drawers, you get eight across and seven up and down.  
What else has that number?
2. The letter grid on the brown spider card matches the number of drawers.
3. Use the open drawers to get a hidden message.
4. The message should start with "Not..."

# Travel Poster and Globe

1. You have a poster of World Tours and a globe.
2. Use each grouping of countries from the poster and trace out the path they make.
3. You should get a number for each group so that you get four numbers in total.

# Safe Unlock

1. You will need to solve the globe puzzle to unlock the safe
2. Use each grouping of countries from the poster and trace out the path they make.
3. You should get a number for each group so that you get four numbers in total.

# Spiders in safe/Locked drawer

1. You need to have the safe unlocked first.
2. You have five lines of spider and five tumblers for the locked drawer.
3. The spiders in the safe have arrows on them.
4. Some point up and some point down, use the image of the drawer lock as a starting point. Then move according to what each spider shows.
5. Example: the first number on the lock is 1 and the first line of spiders have 2 arrows pointing up, so the number you would get is 3.
6. Note: Once you unlock the drawer there is something you need to do with what you see inside.



# Spider Web and Coin

1. You have a spider web with letters, where else have you seen a spider web that looks like that one?
2. The spider web on the coin is similar to the spider web of letters, but there is something that stands out about the web on the coin.
3. Some of the web strands on the coin are thicker than the others. Use those strands to get the letters you need.
4. One of the words you will get is “Click”
5. Note: What you solve here will be used with what you find in the locked drawer.

# Orange Spider Card and Torn Page

1. The text on the torn page and the text from the spider card should be read carefully.
2. The text is almost identical.
3. Find the differences and use them to get a message.
4. This puzzle will tell you the book title and author needed to translate the hidden journal.

# Decoding the journal

1. You need to solve the torn page puzzle first.
2. The text on the torn page and the text from the spider card should be read carefully.
3. The text is almost identical.
4. Find the differences and use them to get a message.
5. This puzzle will tell you the book title and author needed to translate the hidden journal.

# Suspect Elimination

Olivia Shu is eliminated by the email found in the computer packet. This places her out of the country during the time of one of the murders.

Allen Wells and Bo Peters are eliminated by the work order found in the drawer packet. This places them at the library during one of the murders.

Mary Little and Harrison Tigers are eliminated by the drawer puzzle since it gives message "Not the Pages"

Martha Goss is eliminated when the journal is translated, since the criminal mentions committing all of these crimes without the head librarian knowing.