

# The Old and Hidden Secret

## Hint File

\*One Puzzle Per Page

# Envelope 1:

1. One of the first objectives that Sinclair instructs you to complete is to determine which game piece and Secret card corresponds to each suspect.

**Colored Game Pieces:** The back of each suspect card contains information that will identify which color of game piece represents them. Read carefully.

**Secret Cards:** Assigning the correct secret to the right suspect involves playing the game (see next page)

# Game Board

1. Once you know who corresponds to each color, you can play the board game.
2. Sinclair has provided what each player rolls for their first 4 turns.
3. Determine what the final number each color lands on.
4. Take note of the rule in the bottom right hand corner of the game board.
5. Example: Red rolls 3, rolls 2, rolls 5, and rolls 3. By moving the red piece along the game board according to the number of each roll, you will land on 13.  
However, the second roll landed you on a gift which is worth an additional 2 points. So Red ends with a final score of 15.
6. Complete for all colors.
7. Once you know what color corresponds to each suspect you can use the information Sinclair provides on the hotel stationery to also determine what their secret is.

# Briefcase

1. Notice that opening the briefcase requires 6 digits to unlock (3 digit combination on the left and 3 digit combination on the right)
2. Once you know each player's total score for the game you can use the 6 digits to gain access to the briefcase.
3. The note on top of the briefcase tells you which players and the order to use their scores.

# Safe

1. Once you have opened the briefcase, you will get a very helpful piece of information that will tell you how to access the safe.
2. Pay special attention to what colors need to be added together to make other colors.
3. This indicates that you should add the values of the two colors to equal the value of the colors drawn on the safe. Ex: yellow + red = orange (so add yellow and red's scores to get the value for orange)
4. Pay special attention to Sinclair's note at the bottom of the color wheel.

# Wardrobe

1. Once you gain access to the safe, there is a note from Sinclair with instructions about a secret he discovered behind the wardrobe.
2. He lists 4 very specific locations that you should search.
3. Scan the Search Sinclair LeCompt's room and click on each of the places he instructs in his letter.
4. Enter the numbers in order according to the letter.
5. Proceed and pay special attention. This unlock eliminates a suspect.

# Envelope With Bottle Symbol:

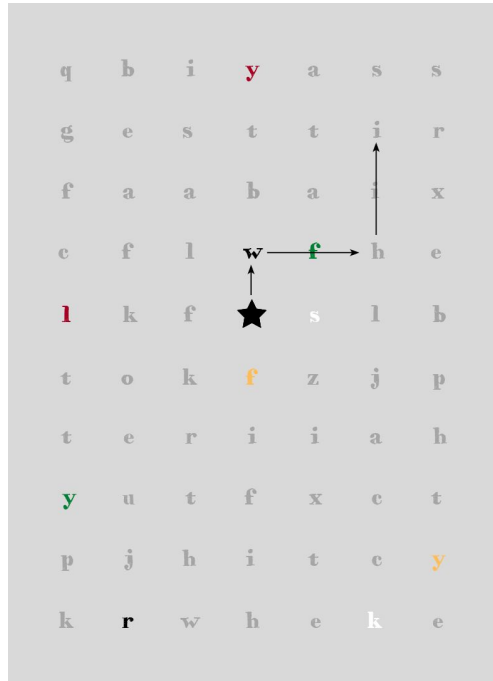
1. Start by reading Rosemary Clark's thoughts, the newspaper article, and Sinclair's notes.
2. Sinclair mentions a secret in the piano. Accessing this is the first goal of the Envelope #2.

# Grid Puzzle

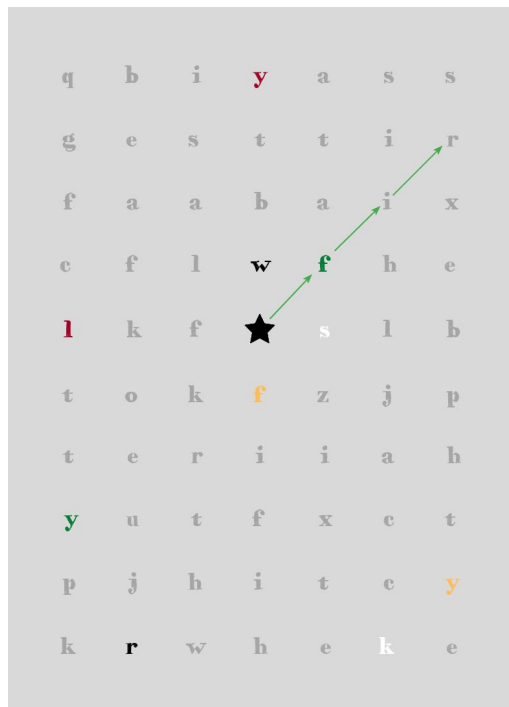
1. This puzzle is designed to be completed 5 different times (one for each mobster).
2. Each gangster has a set of directions on the back of their photo that should be used to navigate the grid.
3. Begin at the star each time. The first and last letter for each gangster's puzzle corresponds to their specific color.
4. The same colors are attached to each last name as they were in the tabletop game from Sinclair's hotel room. (Example: Lucy Vu corresponds to the green game piece in part 1 so Harold Vu's directions begin at the green letter.)
5. You should end up with two or three words for each gangster that are formed from letters from the grid using their specific directions.
6. Example: Harold's directions say, "Can move diagonally in any direction one space at a time." Begin on the star and go to the green letter which is an F. Using the rule and moving around the grid, you can create the words "First Black Key" which ends on the green letter Y.
7. Repeat this process for all 5 gangsters.
8. First three steps for each gangster below.



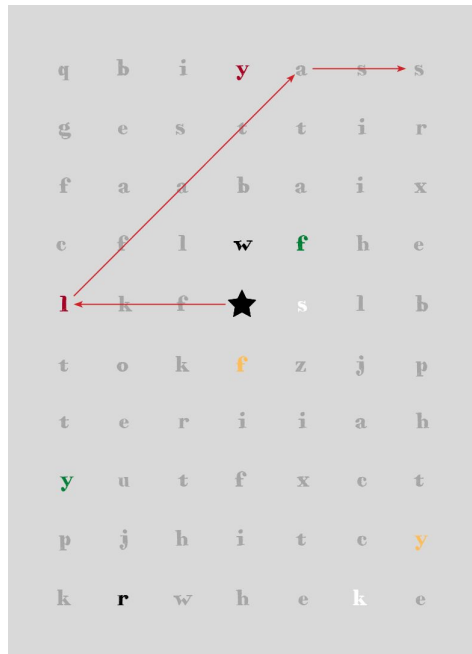
### Allegra: first three steps



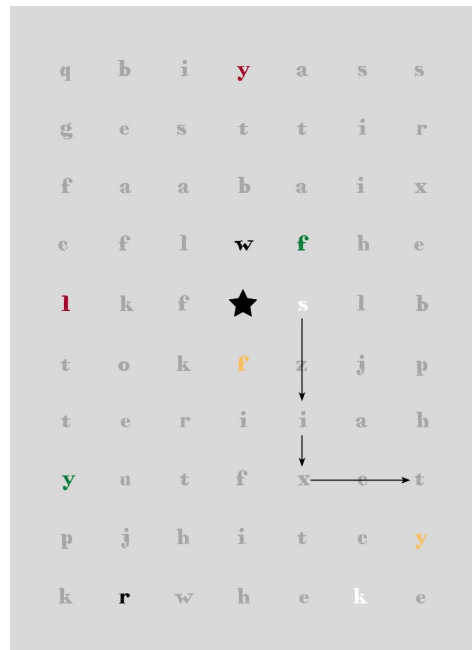
### Vu: first three steps



### McAllister: first three steps



### Murillo: first three steps



## Ellsworth: first three steps

q	b	i	y	a	s	s
g	e	s	t	t	i	r
f	a	a	b	a	i	x
e	f	l	w	f	h	e
l	k	f	★	s	l	b
t	o	k	f	z	j	p
t	e	r	i	i	a	h
y	u	t	f	x	e	t
p	j	h	i	t	e	y
k	r	w	h	e	k	e

# Piano Keys/Old Piano

1. Once you have successfully gotten the message associated with each gangster, you will notice that it refers you to a specific piano key.
2. Example: Vu from the previous step's puzzle says, "First Black Key."
3. The letter on the first black key of the piano is E.
4. Find the correct letter that corresponds to each gangster.
5. Use the order of the names at the bottom of the piano keys to tell you the correct order to use the letters.
6. You will be spelling a 5 letter word.
7. Once you have the word you can use it to unlock the secret hidden in the old piano.

# Elevator/Emerald Carter

1. When reading the back of Emerald Carter's photograph, her handwritten note mentions a secret elevator.
2. The combination requires a specific set of ingredients.
3. You should have found the recipe for this drink inside the piano (see previous step).
4. Note: pay special attention to what Emerald says about diluting the ingredients.
5. Consult the ingredients listed on each of the 3 drink recipes and reduce those specific numbers by the amount Emerald tells you in her note.
6. Unlock the secret elevator.
7. Eliminate another suspect by what you learn.
8. Open the envelope sealed with the Elevator Symbol

# Elevator Envelope/Poker Game:

1. Sinclair's last communication to you talks about a poker game and instructs you to determine who won.
2. There are 3 hands of poker (one on the back of each book cover). Play out each hand using the mini deck of cards and the poker hand rankings guide to see which gangster is the winner of each hand.
3. One of the gangsters wins 2 out of 3 and would be considered the winner of the game.
4. Use the full name of the gangster who won the 1931 poker game to unlock the card.
5. You should be able to eliminate two additional suspects after unlocking the file.

# Confront the Killer?

1. After determining the winner of the card game, you will receive one part of the information needed to unlock this card.
2. The second part can be found by consulting the Will Street Detective Agency business card and going to their Facebook page.

# Who Killed Sinclair LeCompt?

1. After confronting the killer, you should have enough evidence and have eliminated enough suspects to know who murdered Sinclair LeCompt?
2. Use the killer's first name and their secret to unlock the file.