

# The Toymaker: Hints

One puzzle per page

# Red Gift Tag: How to Make A Toy

1. Focus on the words that are in bold.
2. Read each line very carefully and see how you can use what is written to apply to the word in bold.
3. Each line, once solved, will provide you with a word or a letter.
4. When finished, read what you obtained from each line together.
5. An M.D. is a doctor

# Green Gift Tag: The End is the Beginning is the End

1. Colors are important here. Read the words in red. That tells you where to start.
2. Use this with Kirk Ventura's stitched lips.
3. The red instructions provide both the starting place on the stitching photograph and the starting place on each set of lines (note the red dot)
4. Match each set of lines up with the pattern on Ventura's lips, making note of each letter that is marked.
5. White dots are meant to be skipped.
6. You will get a promo code

# Cream Gift Tag: Maze

1. Work the maze as you would any other.
2. Note the letters you pass through on the correct path the the maze's solution
3. Read what is discovered and follow the instructions at the very end.
4. The end reads "Minus TM". Take away all of the instances of TM that appear in order to get the correct word. Use the word you obtain to complete the sentence at the top of the maze.
5. This info will eliminate a suspect.

# Blue Gift Tag: Elements List

1. Go to your Detective's Manual and read about The Hobbyist's Guild
2. There is a word that might look like it is formatted incorrectly. It is not. It is done that way on purpose.
3. Use the part that looks like an error to see which elements on the list you should use.
4. Once you have the three elements you need, use them to gain access to The Hobbyist's Guild.
5. Note: this is the organization that has an interest in mummification...who else had such an interest?

# Purple Gift Tag: Tag with Circular Symbols

1. This one has multiple steps. You also have a voicemail that was left for you from a fellow Will Street member. Listen to it and note the times that are mentioned.
2. Envision the gift tag as a clock and find which symbol corresponds to each time mentioned.
3. The Will Street Case Notes booklet contains a page that lists certain word fragments that correspond with symbols found on the gift tag.
4. Substitute the word fragments for the symbols that are identified.
5. Put it all together and read the message.
6. This will eliminate a suspect.

# Loose Change Arcade

1. Focus on the scrap of paper found in Kirk Ventura's pocket. This item is on the evidence file page of the VFPD Case File booklet.
2. Kirk mentions getting help with editing a video from someone named Marty.
3. Pay close attention to the four letters at the end of the second note on the scrap of paper.
4. Use the letters with the loose change found in Kirk's pockets.
5. QNDP stands for quarters, nickels, dimes, and pennies.
6. Count the number of each type of coin and use that for the code to talk to Marty.
7. The video Marty gives you a link to will help you eliminate a suspect if you compare the map provided to the one in the video.

# Peter Cline's Pill Organizer

1. You are looking for the number in the pattern that would come between 955 and 1335.
2. Look at the first digit of each of the numbers on Sunday-Thursday. There is a pattern there. Use the pattern to obtain the first digit for Friday.
3. Look at the second digit in Sunday-Thursday's numbers. There is also a pattern. Apply it to obtain the second digit for Friday.
4. Look at the 3rd digit and repeat.
5. You should end up with a 4-digit number.

# Digger's Graveyard Tours

1. You need to solve the Green tag to unlock this.
2. The map you get will provide names for some of the locations

# Hobbyist Guild Entrance

## (Egyptian Symbols on Door)

1. You will need to solve the blue tag puzzle with the list of elements first.
2. Once inside you will have the missing words from the Medical Examiner.
3. You will also be given a clue on how to find the King of Valley Falls.

# Simon's Speakeasy Entrance (Stone Doorway)

1. In the detective notes you are told that you need to answer the question "Who is the King of Valley Falls?"
2. Don't overthink this. The answer is closer than you think.
3. Look on the Evidence File page in the Case File booklet.
4. Hint: Who wears the crown?
5. Once inside you will be given part of the info you need to find the King.

# Flash Drive Card with QR code on back

1. You will need to open the Digger's Graveyard Tours unlock.
2. The Moore and Goodman Law Associates letter has the hint on how to open the Flash Drive.
3. Use the map provided with the Digger's Graveyard Tours unlock to find out which victim was found at the base of the statue of Michael the Archangel.
4. You will also get the statue's nickname from the map you get from the Digger's Graveyard Tours unlock.
5. The Detective Notes will have the suspect name you need.
6. The list on the flash drive will help you eliminate a suspect.

# Hypnos Door/QR Code

1. You will need to have opened both the Hobbyist Guild and Simon's Speakeasy as well as solved the Pill Organizer puzzle before you can open this.
2. Both of the places give clues about how to gain access to the King
3. You are told that the homeless people know the code.
4. Use the name you get from the Speakeasy unlock and the number you get from the pill organizer. Put the word and number together to gain access to the King
5. The King will help you eliminate a suspect.