

Murder in 3B Hint File

(For all copies of Murder in 3B purchased after May 1, 2020)

*One Puzzle Per Page

Room Placement Puzzle

1. The first thing you will need to do is determine which suspect is assigned to which room. For this you will need the hints on the back of each suspect card and the map of The Hideaway Motel.
2. Use the statements on the back of each suspect card to determine which room they were staying in on the night of the murder.

Timeline

1. In order to determine who the killer is, you will need to establish a timeline. You will need to account for the whereabouts of all the suspects in order to determine which of them couldn't be the killer.
2. The first thing you will need to accomplish this is to determine the time of death. The coroner has given an approximate time, but you need something more specific.
3. The cell phone data sheet and the crime scene report should help establish this.
4. Take note of the fact that the victim's phone was shattered.

Interviews

1. Read through all of the interviews to begin filling in gaps for the timeline.
2. Frannie West provides information for the timeline.
3. Bradley Raymond provides information that will lead to establishing his part of the timeline.
4. Horace Perkins provides information for the timeline.

Surveillance Notes/Alfonzo Perez

1. Frannie West talks about listening to Alfonzo Perez through the wall and mentions that he was speaking in a code of some sort.
2. Alfonzo speaks by using a series of country and state names.
3. Take the first letter of each word and use that to uncover a hidden message.

From the Desk of the Manager

1. Based on his interview we know that Lenny Carson is the manager of The Hideaway Motel.
2. The note with the strange series of letters is on stationery that says “From the desk of the manager,” so we would conclude that the message is authored by him.
3. A handwritten addition to the note says to “Remember The Hideaway Motto”
4. The door hanger features the motto: “Staying with us is as easy as 1-2-3.” An arrow is drawn, jumping from the 1 to the 3.
5. This is the hint for how to decode this puzzle.
6. Skip every other letter in the strange series of letters and pull out the hidden message.
7. Part of the timeline will be filled in with the solution to this puzzle.

Bradley Raymond Email

1. In his interview Bradley Raymond claims to be able to verify his whereabouts at the time of the murder that involve an email he sent to his agent.
2. He gives you the two necessary components to unlocking the email. This involves his newest collection of short stories.
3. Scan the code on the book card advertising his new collection and obtain the necessary information from the Amazon page.
4. Use the information to unlock the file and add this information to the timeline.

Number Puzzle

1. This puzzle has a series of numbers with no real reference as to what the numbers could mean.
2. Examine the room key card and obtain a hint about how to convert numbers to letters.
3. Do this for the entire alphabet.
4. Apply this to the code and decipher the message.

Column Puzzle

1. There are five columns of letters that can be manipulated to provide a message
2. Reorder the columns in such a way that words form from left to right.
3. By reordering the five columns you should get these two words on the top row “I have...”
4. Once you’ve pulled out the entire message, do what it tells you to do.

Vending Machine

1. In her interview Frannie makes a strange reference to a specific item from the vending machine.
2. Use the schematic of the vending machine to determine the number/letter of the item.
3. Note that this number/letter matches up with a specific room at The Hideaway.
4. Once you've determined which suspect is staying in that room, you can use the information she provides to help establish where that person was during the chain of events.

Den of Thieves Message

1. The Scavenger leaves a message for MagiciansAssistant27 but it isn't readable in its current form.
2. The message is written backwards.
3. Start and the end and read toward the beginning. This will help determine who The Scavenger is.

Accomplice

1. The number puzzle (found among victim's personal effects in 3b) tells you what you need to unlock this. Solve the number puzzle first. There are three people who might be options for the solution to this. Read through all of the information about each suspect to determine who fits the description including the report about locker contents. Also, read the Wanted poster (particularly what sorts of crimes The Magpie is known to commit) to help determine the right answer.

Wanted Poster

1. Once you've discovered who the accomplice is, the person will give you the necessary information to unlock this.
2. In order to do this you must identify The Scavenger.
3. The Den of Thieves sheets will provide this information (specifically the coded message)

Unlocking the Painting

1. Once you've unlocked the Wanted Poster (see previous step) you will be told that the key to opening the safe behind the painting in The Hideaway Office is determining which suspects are innocent.
2. Use the letters from each innocent suspect's room in the order they occur.
3. It will take six letters to unlock this (consisting of a series of A's and B's)

Solving the Puzzle Found Behind The Painting

1. Ruby leaves a clue in the Wanted Poster information that consists of two birds facing each other.
2. The location of the key in relation to the birds is significant.
3. Find the letters that are between the birds that are facing each other.

Box Solution

1. The card asks you to provide the both of the killer's last names.
2. In the puzzle you solved that was found behind the painting you were given a suspect's name and the suspect's alias.
3. At this point you should have eliminated everyone but this person.
4. This person is therefore the killer.
5. Use the killer's real last name and the last name of the alias to unlock the box solution.