

# Blast from the Past - Hint Files

# Who is Who?

1. Read the information on the back of each suspect card and Ginger's interview.
2. Look for pieces of information that tie each suspect to the descriptions Ginger gives.
3. Pay special attention to each suspect's favorite memory, favorite teacher, and bequeath. These will help you figure out who Ginger is talking about.
4. Once you know who is who, place the tokens on the school map in the locations Ginger mentions.

# GPA's

1. Use Wilma's GPA as a starting point to calculate the rest of the suspects' GPA's.

# DJ's Case

1. Listen to the audio file from the boom box.
2. Follow the directions that are given on the back of the DJ's case card.

## Audio Transcript for Boom Box:

“Thank you for listening to the 80s Rewind Hour with Sonya on 99.9 The Fury! You just heard tracks from Huey Lewis and the News and Survivor. I have Def Leppard and Tina Turner headed your way in a few moments. But right now, here's a track from the incredible Stevie Wonder to keep your day going.”

# Puzzle on the Back of the Skating Poster

You will need to have opened the DJ's case.

1. Listen to the audio from the boom box.
2. The radio announcer mentions five different artists in the audio clip.
3. Find the artists and their songs on the list found inside the DJ's case.
4. Match up the song titles to the symbols on the back of the skating poster.
5. Each song will match with two of the symbols.
6. Pull the letters from the symbols you use and place them together.
7. The order comes from the audio file. But you will need to listen closely.
8. Use the order of the artists as they were played on the radio. Hint: this is not the order they are mentioned in.
9. The message will start with "I know..."
10. This message will help you eliminate a suspect.

# Message on the Back of the Coupon

1. The hint to translate this puzzle has to do with the mention of Jake. Find where else he is mentioned in the box.
2. Read Burton's favorite memory.
3. The part about him skipping two grades is the hint.
4. Write out the alphabet and skip forward two places for the letters in the coded message on the back of the coupon.
5. The first letter is F. Two spaces from F is H. So H is the first letter.
6. The message will start with, "Hey..."

# Who Left and Where did they Go?

You will need to solve the puzzle on the back of the coupon card.

1. The information you get from this unlock will help you eliminate a suspect.

# Library Card/Video Rental Card

1. Use the movie rental card with the library card.
2. The number under the barcode on the video rental card and the ID number on the library card have the same number of characters.
3. Some of the numbers are marked out on the rental card. If you mark out the characters that are in the same place on the library card you will get a location.
4. Example the second number on the rental card is marked out, so mark out the second character in the ID on the library card, which is E. Once you have marked out the character you are supposed to mark out, read what is left.
5. This will give you the location for the first piece of evidence.

# Where is the First Piece of Evidence?

## Unlock

You will need to have eliminated two suspects and know the location of the first evidence to unlock.

1. The information from this unlock will help you eliminate a suspect.

# Survey Box Unlock

1. Follow the directions on the back of the survey card.
2. A rubik cube has 6 sides with 9 squares on each side.
3. A cassette tape has two spools.
4. The class motto is on the button.
5. Once the survey box is unlocked you will get two pieces of useful information.

# Marshall Bradshaw Interview Unlock

You will need to have unlocked the survey box first.

1. Once the survey box is unlocked find out what Wilma's favorite movie is.

# Message on the Back of the Reunion Poster

You will need to have unlocked Marshall's information to solve this.

1. In the information Marshall provides, he mentions that Winslow Snyder had a way to pass notes to his friends.
2. Marshall mentions that it had something to do with taking the fourth.
3. Take every fourth letter on the back of the poster and read the message you get.
4. The message should start with, "Look in..."
5. This will give the location of the second piece of evidence.

# Arcade Game Parallel Dimensions

1. Follow the directions on the back of the Parallel Dimensions paper and play the game.
2. Your character moves along the path, enters a room, your weapon will be changed based on the color of the room, and then you fight the monster.
3. Hint: if you are having trouble getting started, the first correct choice is room 2.
4. The information you get from this will help you eliminate a suspect.
5. Use the room numbers in order to unlock.

# Where is the Second Piece of Evidence? Unlock

You will need to have eliminated two more suspects and know the location of the second piece of evidence to unlock this card.

1. The information from this unlock will help you eliminate a suspect.

# Do You Remember the 80s?

1. Complete the sayings and catchphrases.
2. Next, pull the indicated letters from the part of the phrase you filled in.
3. If you are having trouble completing any of the phrases, look through the pamphlet and the backs of the suspect cards.
4. The message will start with “simon...”

# Underside of Desk

1. You have three shapes that match shapes on the underside of the desk.
2. Use the three stickers to cover their matching shapes. (Do not use the Blast from the Past sticker)
3. Read what is left uncovered
4. You should get two words.
5. This message will go with what you got from the “Do you remember the 80s?” puzzle.

# Photo Booth Unlock

You will need to solve the “Do you remember the 80s?” puzzle and the underside of the desk puzzle to unlock the photo booth.

# Trophy Case Unlock

1. Read the back of the suspect cards to know what year Valley Falls High School won the state championship.
2. This information can be found in both Marshall and Harold's favorite memories.
3. If they are the class of 86 (meaning they graduated in the Spring of 1986) what year was it during football season(the fall) in their junior year?

# Heather Hilton's Interview Unlock

You will need to have the trophy case unlocked first.

1. Use the name you found on the back of the plaque in the trophy case.

# Location Puzzle

1. You will need to know who is who first.
2. Use Ginger's interview as the starting point. (Place round tokens on school map)
3. Next use Minnie's info from her interview to find everyone's next locations.
4. Now use Wilma's info from her interview to find everyone's new locations.
5. Finally, use Heather's info from her unlock to find out where one person was during the time of the murder.
6. This will eliminate a suspect.

# Colored tiles

You will need to have the photo booth unlocked first.

1. Once the photo booth is unlocked follow the directions you get for each tile.
2. The grid on the letter from Principal Synder's printer might be useful.
3. Shift the tiles with their letters to their new location. You should have a readable message.
4. The message will start with "Mens..."

# Where is the Third Piece of Evidence? Unlock

You will need to solve the colored tiles first.

1. The information from this unlock will help you eliminate a suspect.

# Cabinet in the Band Hall Unlock

1. Use the hint found on the cabinet. You are looking for three letters.
2. The hint about falling blocks should lead you to the tetris like blocks found in the pamphlet.
3. The three colors on the card match with some of the blocks
4. Look at those groups of blocks to get the three letters you need.
5. Arrange the letters in the same order as the stripe colors on the cabinet.

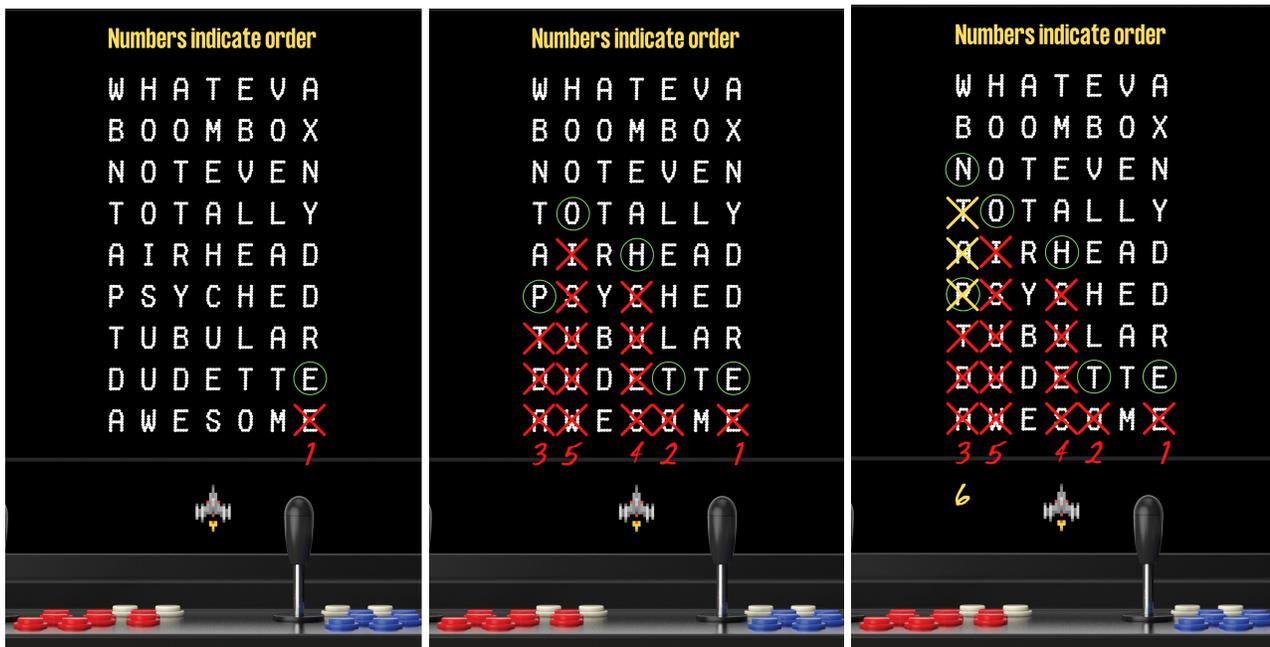
# Shoot the Aliens Arcade Game

You will need to have the cabinet in the band hall unlocked to do this puzzle.

1. Use the napkin with the aliens, the blank arcade screen, the letter grid from the pamphlet and the directions from the cabinet unlock.
2. Follow the directions you get from the cabinet unlock . The R and L are referring to Right and Left. Begin with R3.
3. The directions are telling you that the ship moves right and left.
4. Once you shoot an alien it is out permanently.
5. Taking a letter does not remove the alien, so it will still need to be shot if you shoot in the column again.
6. The message you get will start with “etp...”

Below are examples of how the first 6 moves should play out.

The Xs show which letters get blasted and the green circles show which letters you should be using.



# Phone Unlock

You will need to have solved the alien arcade puzzle before you do this unlock.

1. Use the last word from the alien arcade puzzle solution.
2. Look at the phone's rotary dial to get the numbers.

Audio transcript:

One more step to the prize!

These girls are this color, but the location on the map is not.

If you want to go for a drink where everybody knows your name, don't go to this reunion location on the map.

P.I.'s Ferrari, Knight's KITT, and Marty's DeLorean won't be found in the same location as the prize.

Instead, look where the first movie listed has 3 of these that are all the same, the second word's second letter of the last movie listed, and then finally the beginning letter of the second movie listed.

You have to do what's right for you. In here, it's your time. It's your time in here! That's all over the second the reunion is over. Hurry and get the prize before you end up like One-eyed Willy and the rest of his crew!

# Where is the Prize Unlock

You will need to have the phone unlocked to solve this puzzle.

1. The audio mentions how to get three letters.
2. The letters are found in the movie section of the pamphlet.
3. Use the three letter word for the location.
4. You will find the murder weapon in this unlock.

# Suspect Elimination

Marshall Bradshaw - The puzzle on the skating poster reveals that the person being blackmailed (the killer) had good grades in school, so it couldn't be Marshall since he had a 1.5 GPA.

Minnie Franks - When you solve the message on the back of the coupon and answer the question "Who left and where did they go?", you find out that Minnie was at a bar during the time of the murder.

Heather Hilton - Heather is eliminated when you unlock the "Where is the first piece of evidence?" card. The message on the sticky note mentions the killer being a good athlete and Heather didn't play sports so it couldn't be her.

Wilma Datlow - Wilma was playing an arcade game during the time of the murder. You find this out once you have the survey box and arcade game unlocked.

Burton Fitz - Burton is eliminated when you unlock the "Where is the second piece of evidence?" card. The message on the sticky note mentions the killer wanting to learn an instrument back in the day. Since Burton is the drum major and knows how to play an instrument, this eliminates him as a suspect.

Harold Park - Once you have completed the map puzzle and unlocked Heather's information, you will find that Harold was in the teachers' lounge during the time of the murder.

Carrie Ann Conroy - Carrie Ann is eliminated when you unlock the "Where is the third piece of evidence?" card. The note found with the evidence mentions that the killer doesn't like horror films. Based on Carrie Ann's favorite memory you know that she likes scary movies so you can eliminate her as a suspect.

# Final Solution Unlock

You will need to have every suspect eliminated and have the “where is the prize?” card unlocked.