The Strange Case of Mr. Mindgame Hints

*One Puzzle Per Page

Birds of a Feather Unlock

1. Examine the document with the names of various birds
2. Find the birds that "flock together." (Same names)
3. Trace everywhere the name of a specific bird appears to obtain a number.
4. Find all 6 numbers.
5. Example: If you trace the path everywhere the word "quail" appears, you get a 2.

Radio Puzzle

1. Scan the QR code on the radio and listen to what plays.
2. Examine the card with a morse code decoder on the back.
3. Listen to each sound from the radio, and translate what you hear.
4. Short sounds are dots. Longer sounds are dashes.

Key/Door/Telegraph Card Unlock

This requires three components to open.

Part 1: Key

1. The first component uses the motel key graphic, the Lady Justice card, and the last entry in the journal.
2. Determine the six numbers to use from the Lady Justice card, and use the riddle from the end of the journal to obtain a specific number.
3. Start at the appropriate place on the motel board full of keys (using the directions provided in the last journal entry) and move accordingly based on the specific number you found.

Part 2: Door

1. You should see an image at the bottom of the card that says "An Imperial Suite…" It matches an image found on another document.
2. You will notice that the third door is marked with an asterisk.
3. In The Masque of The Red Death story, there is a line that mentions "an imperial suite." This is the section of the tale where each room is given a specific color. Find the color of the third room (third door).

Part 3: Morse Code

1. Use the answer you obtained from the morse code puzzle.

Putting them all together:

1. Find the card that features a column of numbers, a column of colors, and a column of words that all describe different types of roads.
2. Take the number you found from the key step, and translate it using the card. Do the same thing for the color and for the morse code solution. You will end up with a 4-digit number that can be used to unlock the QR code.

X Marks the Spot/Letter Grid

1. Notice that both of these cards have similar looking backgrounds to link them.
2. With X marks the spot as a starting point, find the X on the letter grid.
3. Use the colored numbers from the math puzzle, and move in the direction of the color as it appears on the letter grid. Make sure to start at X.
4. You will make a total of five moves that will give you five letters.
5. Use the word you uncover to unlock the QR code with the metal balls.

Metal Balls Unlock

1. Solve the X Marks the Spot/Letter Grid puzzle to unlock.

Business Card

1. Determine the next time in the sequence.
2. See how much time elapses between the times listed.
3. Once you have determined each gap of time, determine the pattern and use it to find the final time.
4. Some people find it easier to look at this puzzle as two patterns, one affecting the hours and the other affecting the minutes.

Book Unlock

1. To unlock this you will need the graphic featuring all the train times, the missing time from Larry Simmons' business card, and the information you obtained by unlocking the metal ball QR code.
2. The information you obtained from the metal ball QR code says "Total time in minutes of departure times for all N. White Plains trains."
3. Example: If the time was 2:32 you would convert the 2 hours into 120 minutes then add the 32 to that to get 152 minutes.
4. The times on the back of the business card correspond to the train times. Since you are looking for only the N. White Plains train times you would take the 1st, 3rd, and 5th train times from the card.
5. Convert those times to minutes and add them up.
6. The total will unlock the book file.

Chess Unlock

1. By now, you should have unlocked three files (Birds of a Feather, Book Graphic, and Key/Door/Radio Transmission). Two of them feature half of a grid where chess pieces are positioned. The third shows a grid of letters.
2. Determine where all the chess pieces are located on the grid and use the letters found in those spots to spell a word.