

The Gift - Hint Files

*One Puzzle Per Page

Wooden Figures

1. Use the wooden figures on the whiteboard to help you translate the ones on the shelves.
2. The message you get will start with "I like..."

Doll

You will need to solve the wooden figures puzzle first.

Use the instructions from the doll with the four-in-a-row game.

Audio Transcript:

The board fills from bottom to top.

The first column is filled with black, except the last move is red's.

The second alternates between black and red until filled.

The third is like the seventh.

The fourth is like the first.

The fifth is just red.

The sixth is half black then red, black, red.

The seventh is like the fifth.

Four-In-A-Row Game

You will need to have unlocked the doll before you can solve this puzzle.

1. Listen to the audio of the file you get from the doll unlock and use it with the four-in-a-row game.
2. Draw out how the board would look if filled according to the doll's instructions. You can use colored pens or use the letters R and B to represent the colors.
3. Once you have the board filled, you should see a three-letter name.

Mr. Snuggles

1. Follow the directions of the note found on the back of Mr. Snuggles.
2. Hint: Nose is first

Stacking Toy

1. Fold and tear out the pieces and use them with the stacking puzzle.
2. Since each stack can not have any repeating colors you can place the small blue (#4) in the third stack.
3. Next, since no sizes repeat in the stacks you can place the small-medium yellow (#7) in the third stack.

Matching

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

1. The hint you need is on the matching board “I don't judge a person by the color of their skin or shape of their body, but by the points they make with their words.”
2. Don't look at the shape or color of the shapes. Instead, look at the points.
3. The numbers on the board relate to the number of points on the shapes you find in the stacking puzzle unlock.
4. So 0 = circle, *since it has no points*, 3 = triangle, etc.
5. The message you get will start with “Call...”

Guess The Person?

You will need to have Mr. Snuggles unlocked first.

1. Watch the video you get from the Mr. Snuggles unlock and compare what you see to the board with faces.
2. The video is telling you:
 - No glasses
 - No facial hair
 - No patterns on shirts
 - No artificial hair colors
 - No accessories

Phone Booth

You will need to have solved all of the puzzles in this sections first.

1. Use the three names you get from the puzzles.
2. The order comes from the victims' murder dates.
3. Remember to use the keypad to convert the letters to numbers.

Animal Images On Wall

1. Follow the directions about the animals changing from The Tinkerer's note and use this with the wall of animals.
2. Hint: Change all of the bears and rabbits to lions.
3. Hint: Change all of the squirrels and elephants into gorillas.
4. Trace the lions and gorillas to get two numbers.

Levers

You will need to solve the animal wall puzzle to get the answer for this.

Who Is What Chess Piece

You will need to have the animal puzzle solved and levers unlocked before you can fully do this puzzle.

1. Read all of the crime scene reports and missing person reports to determine which chess piece they represent.
2. Each report will have a description of the people so you can match them to their chess pieces. There is also the name of each chess piece that shows up in some way in the report.
3. Example: One report mentions something about a king. That person is the king chess piece.

Chess Board

You will need to have the animal puzzle solved and levers unlocked before you can fully do this puzzle.

1. Once you know who is which chess piece, and you have the directions from the lever unlock, you can determine where each chess piece moves to.
2. Ralph, Latasha, and John's pieces move first. Make note of where they move as they will now block certain moves from the other three pieces.
3. Now move Chelsie, Rodney, and Sadao's pieces. They should only have one move available to them that lets them take a piece.

Control Terminal Unlock

You will need to have the levers unlocked and solve the chess puzzle to unlock this.

Microchip Tiles

1. Fold and tear the six microchips
2. Now match up the sides so that the red marks line up. You will create a 2x3 grid. Just like what is shown on the paper beside the buttons.
3. Once you have the microchip tiles in the correct position, pull the letters from left to right that match up with the blue dots.
4. The message you get should start with "Convert..."

Buttons Unlock

To unlock this you will need to solve the microchip tiles puzzle.

Action Figure Unlock

You will need to have unlocked the buttons QR code and the control terminal QR code first.

1. You will get directions from both the buttons unlock and the control terminal unlock.
2. Follow the directions to create the action figure.

Arrows/ 5x5 Letter Grid

1. Match the 5x5 grid of arrows to the 5x5 letter grid.
2. Shift each letter one place based on the arrows from the grid.
3. The message you get should start with "Turn by..."

Gear Wheel

You will need to solve the arrow puzzle and letter grid first.

1. Follow the directions you get from solving the 5x5 letter grid.
2. You will get five letters.

Celtic Symbol

1. Look at the three smaller celtic symbols and compare them to the larger one.
2. Make note of the location of the dots and what letters they match up with on the larger celtic symbol.
3. Unscramble the eight letters to get one word.

Numbers

You will need to have solved the celtic symbol puzzle first.

1. Follow the directions you get from the celtic unlock.
2. You will be left with only one possible 4-digit combination.

Top

You will need to have finished all of the puzzles from the sides of the box in order to complete this puzzle.

1. Use the information you got from the number unlock with the information from the wheel gear unlock to pull the correct letters.
2. Match the 7x7 letter grid from the top of the box to the 7x7 number grid you find in the gear wheel unlock.
3. Find the number equal to the lighting bolt and pull the corresponding letters to get the word you need.

Final Unlock

Read the newspaper from the top of the box unlock to get the name you need.