

High Stakes - Hint Files

Parking Unlock

1. Someone mentions George having a certain good luck charm.
2. Read Charlotte's card. She will give you a clue that will help you know which keys are George's.

Room List

1. Use the notebook paper which lists everyone's room numbers, and the list of room changes on The Velvet Curtain Casino letterhead.
2. Using the room numbers on the notebook paper as the starting points, move the guests around based on the instructions found on the letterhead.
3. It is important to note when a room is empty.

Guest Room Unlock

1. You will need to solve the guest list room changes, and have found George's car, to unlock this.
2. Combine the room number with the key card ID to get into the room.

Dry Cleaning

1. You will need to have the Guest Room Unlock first.
2. Read the note taped to the dry cleaning receipt.
3. This is a shift cipher, so shift the letters back five places in the alphabet.

Paul/Doorman Unlock

1. You will need to have solved the puzzle you find in George's Guest Room before you can answer Paul's question.

Storage Room Unlock

1. You will need to have solved Doorman Paul's Unlock before you can do this.
2. Pay close attention to what Paul says in his unlock about the casino logo.
3. There are shapes on the storage room door that resemble the suits on cards. The shapes are in the order you need to get the numbers from the logo, but you will need to use the *original logo* that is described by Paul. Read the symbols from left to right.

Peter's Unlock/Slot Machine

1. Read Peter's card and the instructions on the note taped to the slot machine.
2. Figure out which statement in each group is correct, then make those changes.

Horse Race Ticket Unlock

1. You will need to have solved the Slot Machine puzzle first and unlocked Peter's information.
2. Use the information you get from Peter in the Slot Machine unlock regarding the horse race to determine which horse to bet on.
3. The names for the horses are basically synonyms with the names Peter mentions.

Black Business Card with Small

Note

1. You will need to have opened both the poker chip envelope and the playing card envelope before you can solve this. **BUT remember not to open them until instructed to do so.**
2. Convert the letters on the small note to numbers following the standard A is 1, B is 2, C is 3. This is hinted at when Tony mentions that Y and H equals 33 (25+8) and E and D equals 9 (5+4). Now find the sum of the rest of the letters on the small note.
3. Now use the black card with the snakes. You will find a number at the tail of the snake and then you will need to follow it to the head. Start with the first column on the small note and work your way down using the numbers you got. So, 33 gives you F on the snake card. And 9 would give you O. Follow this pattern to get the rest of the numbers.

Jackson Unlock

1. You will need to have opened both the poker chip envelope and the playing card envelope before you can solve this. **BUT remember not to open them until instructed to do so.**
2. Once you have solved the puzzle you get from those two envelopes, you should have the passphrase you need.

Drink Menu Unlock

1. Reading all of the material in this section, you should be able to pick up little pieces of information from each person that will help you with the drink orders.
2. If you have forgotten what day the investigation happens on, read the Beginning Brief again.

Roulette Table

1. You'll need to have solved and unlocked the Drink Menu before you can solve this.
2. Trace the numbers Courtney mentions in the Drink Menu unlock.
3. You will get a number.

Poker Chip

1. Use the phrase “If fortune is wealth, what is death?” with the poker chip.
2. Find the letters that spell out WEALTH on the fortune (money bag) side of the poker chip. Now find the letters on the death (skull) side of the chip that correspond to the letters that spelled out WEALTH.
3. Example: W is at the upper right part of the fortune side of the chip. What letter is at the upper right part of the chip on the death side? The first letter you should get is G.

Hansen's Unlock

1. Use the phrase "If fortune is wealth, what is death?" with the poker chip.
2. Find the letters that spell out WEALTH on the fortune (money bag) side of the poker chip. Now find the letters on the death (skull) side of the chip that correspond to the letters that spelled out WEALTH.
3. Example: W is at the upper right part of the fortune side of the chip. What letter is at the upper right part of the chip on the death side? The first letter you should get is G.

Brad's Unlock

1. You will need to have accessed Hansen's Unlock before you can solve this.
2. Watch the video of the cards and count their value using the method Brad mentions on the back of his card.
3. You should get a positive number. Make sure to spell out the number when you enter it as the solution.

Ruby's Unlock

1. Look at the dice from rounds 1 through 4 to find the pattern. You are looking to see which dice will show up on round 5.
2. If you number the dice and look at them in two columns, you will see a pattern for each column as you descend.

Back Room Door Unlock

1. You will need to have solved and unlocked Brad, Ruby, and the Roulette Table puzzle before you can do this.
2. Hint for Ruby's numbers: she watches the guard punch in the numbers in a mirror, so the right and left would be reversed.
3. For Brad's number, you will need to look at the map and do the math he mentions. If you don't know which tables are card tables, look at the back side of the map.

Patient Lookup / Laptop Unlock

1. Use your Player Card.
2. Use the information you got from Brad's Unlock about how many people have been here before, and do the math to get the answer of what George's number is.

Where is George? Unlock

1. You will need to have the laptop unlocked before you can do this.
2. Look at the patient's name and remember who you are looking for. You can fill in the letters to know what each symbol is. For the date, look at the bottom of the screen. It has the current day (Monday's) date. The date at the top is for Sunday, so just go back one day.
3. This will give you what you need to translate the location.

Medicine Unlock

1. You will need to have the 'Where is George?' unlocked before you can do this.
2. Use the descriptions about the medicines to figure out how to wake George up.
3. Look closely at the medicine bottles. One of them is empty.

How to Escape / Exit Unlock

1. You will need to have solved and unlocked the Medicine Puzzle before you can do this.
2. Read George's hint about the colors. To find the right colors, look at the colors beside the map in the unlock, then look at the back of the doctor's ID badge.