# High Stakes - Solution Files

## Parking Unlock

Solution: f34



From Charlotte's card:

something that he loves to do. Last year, I even got him a lucky horseshoe charm for his keychain, just to show him I support his habit.
So, I'm obviously not going to stop him. I've

# Room List

Solution: A202

After following direction you should end up with:

Name	Room Type	Room number
Amie Turner	1 bed	A320
	4	
George Morali	1 bed	D107
Mark Bailey	2 bed	B225
Matthews Fai		
Con Storet	2 bed	C103
George M Kara Adams	loralis	
John Green	1 bed	A202
Jodie Green	1 bed	B316
Sam Stuart		170 173
John Boher	2 bed	D201
Tim fisher	1 bed	D218

## Guest Room Unlock

Solution: a2028065

From Will Street Notes:

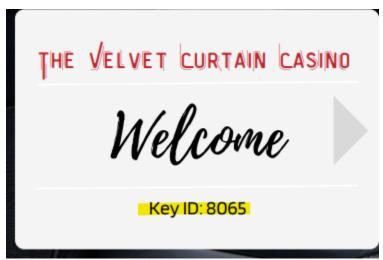
the dates of George's stay. I should be able to use these to figure out which room George was in. I will just need the guest room number and the key card ID.

Complete the room list puzzle and find George's car.

Room list:



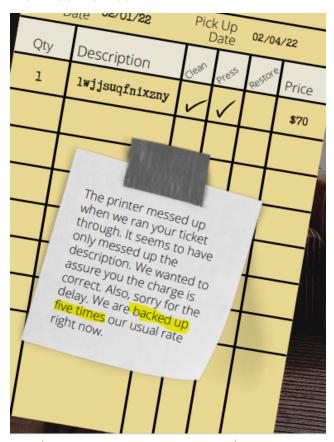
Found in George's car.



# Dry Cleaning

Solution: Green Plaid Suit

From room unlock:



Example:

LWJJS

## ABCDEFGHIJKLMNOPQRSTUVWXYZ

L = G

W=R

J=E

J=E

S=N

# Paul/Doorman Unlock

Solution: greenplaidsuit

You get this answer from solving the dry cleaning puzzle found in the room unlock.

# Storage Room Unlock

Solution: 4572

From Paul Reavell unlock:

made some changes. He even changed the logo for the business. It has always had four cards, but Mr. Harvey increased the value of all the cards by three. As if to say things





## Slots Machines / Peter's Unlock

Solution: dbcea

#### STARTS:

1=E

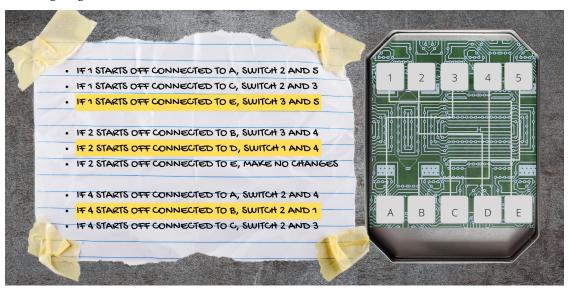
2=D

3=A

4=B

5=C

The highlighted statements are the ones that are true.



#### AFTER FOLLOWING INSTRUCTIONS:

1=D

2=B

3=C

4=E

5=A

## Horse Race Ticket Unlock

Solution: stardevilred

- 1.STAR = the horse I have yet to mention
- 2.DEVIL TO PAY = Debt Owed to a Demon
- 3.RED FLY = Airborne Crimson
- 4.PACEMAKER = one of the "makers"
- 5.HAYMAKER = one of the "makers"
- 6.WINTERSTORM = Cold Weather
- 7.NATIVE DANCER = Local Entertainer
- 8.EDITOR AND CHIEF = The Boss
- 9.MIDNIGHT RUSH = Despite his name, this horse is in no hurry to finish

## High Stakes Card and Pin

Solution: Fortune or Death

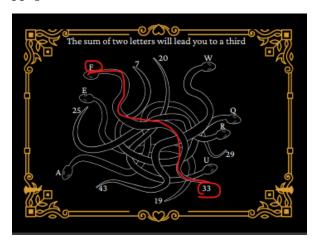
From storage room unlock.

muttering something about 'Y and H equals 33 and E and D equals 9.' Then he got excited, jumped up, and left. The guy was in such a

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

$$Y+H = 25 + 8 = 33$$
  
 $E+D = 5 + 4 = 9$ 

33=F



# Jackson Unlock

Solution:fortuneordeath

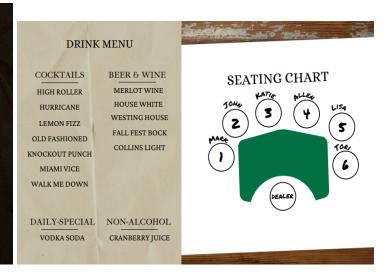
You get this answer from solving the black business card with the snakes.

## Courtney Drinks Unlock

Solutions: ofmwgthffbcj

Courtney:

"I know Allen always gets a cocktail based on the day of the week. He works his way through the menu from the top, starting on Sunday. Mark orders a drink based on if he is winning or losing on that given day. If he is winning, he gets an Old Fashioned. If he is losing, he gets a Knockout Punch. He is so stone-faced. How am I supposed to know how well he is doing? Katie always gets the daily special. The problem is they haven't updated the board today, and I can't remember what it is. Tori has been sober for over a year. John alternates between the two wines, and he starts with the House Wine. I think this will be his fourth drink. Lisa orders Westing House on sunny days, a Fall Fest Bock on rainy days, and Collins Light during thunderstorms."



#### Brad's card

'Excuse me while I finish my gin and tonic. It's my favorite drink here, and I'm glad it is today's special.

#### From Ruby's card

round. I wish I had Mark's luck. He has been on a winning streak today."

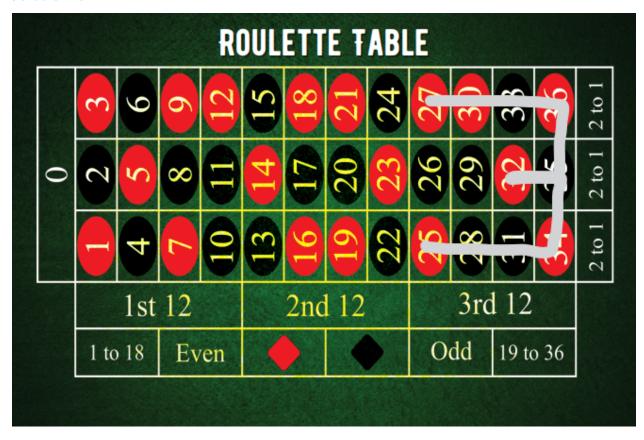
#### From Ed's card

me, I have to leave. I wish I had an umbrella for the rain, but I guess I should just be grateful it's not thundering.

MARK: OLD FASHIONED JOHN: MERLOT WINE KATIE: GIN AND TONIC ALLEN: HURRICANE LISA: FALL FEST BOCK TORI: CRANBERRY JUICE

## Roulette Table

#### Solution: 3



# Poker Chip

### Solution:golden



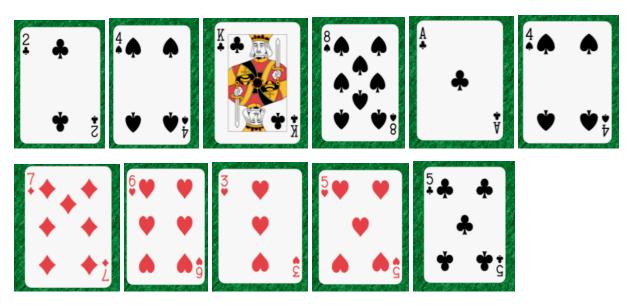
## Hansen's Unlock

Solution: golden

You get this answer from solving the poker chip.

## Brad's Unlock

Solution: five



From Brad's card.

"I count using Hi-Lo, the most common card counting system. The card values are as follows:

2-6 = <u>plus one</u>

7-9 = <u>zero</u>

10-Ace = minus one

"Starting at 0, as each card is dealt, you will either add 1, subtract 1, or do nothing based on each card's value. Give me the total count, and I will give you my info."

2 = +1 A = -1 3 = +1

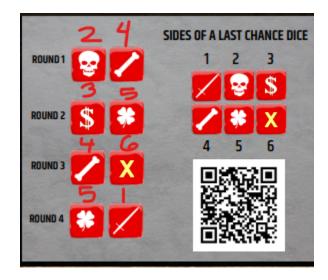
4= +1 4= +1 5= +1

K = -1 7 = 0 5 = +1

8 = 0 6 = +1 TOTAL = 5

# Ruby's Unlock

### Solution: 62



6 FOLLOWS 5 AND 2 FOLLOWS 1.

## Back Room Door Unlock

Solution: 4373

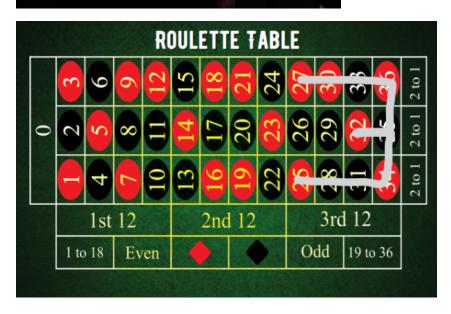
#### Brad's unlock:

of the code.

'all the card tables divided by slot lanes'
"That should get you the first part

Ruby's unlock: Note that this is seen in a mirror and you will need switch right and left.

"Earlier, I watched a security guard escort a guest to the restricted area. The guard was covering the keypad from the side with his hand, but I was able to catch a glimpse in a mirror as he pushed the middle two numbers. It looked like he hit the top left and bottom right on the keypad."



## Patient Lookup / Laptop Unlock

Solution: 543

From brad's unlock:

"Oh, and you'll probably need to find your friend's Player ID number. All the IDs go in ascending order. You're the fourth new person since George was here, meaning you should already know his number if you have your card."

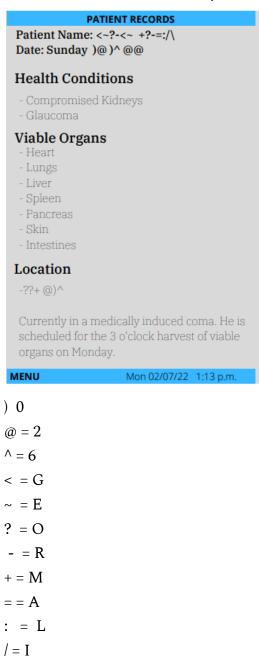


## Where is George? Unlock

#### room206

 $\setminus = S$ 

Use George's and the date for Sunday to translate the symbols into a readable message. Note that the date for Monday is at the bottom.



## Medication Unlock

Solution: 19

From "Where is George?" unlock:





WHICH DRUGS DO YOU USE?
MULTIPLY EACH DOSE BY THE NUMBER ON
THE LID. THEN, ADD UP THE TOTAL.

UNL = 2 \* 4 = 8

ANL = 3 \* 2 = 6

GRU = 1 \* 5 = 5

8 + 6 + 5 = 19

# How to Escape / Exit? Unlock

Solution: 4297

Passcode: 7429

From the medicine puzzle unlock:

