

Carnival of Chaos Hint File:

Each page will contain hints for 1 puzzle.

*Solutions will appear in a separate file.

Madame Ruby Letter (moon puzzle)

1. Use the crystal ball card featuring the various phases of the moon.
2. Start with A and label through Z the various phases in the order they appear.
3. Use this to translate the note found near Madame Ruby's body.
4. The first part of the note translates to “Although dead...”

Milk Can Game:

1. You will need the map, the Stalk Card where Anna talks about all the places in the Carnival she went, and the Milk Can sheet.
2. The map and the milk cans should be laid out identically. Notice that each milk can corresponds to a place on the map. Example: the first can on the bottom row corresponds to the first place in the bottom left corner on the map. So the can labeled N matches with the Carousel.
3. Follow the route Anna took and then use that same route on the milk cans to determine the message.
4. The message you get should start with "Flynn..."

Answer to the question on Charleston's sheet:

1. Read through the Juggler's interview for the answer you need.

Balloon Pop:

1. Answer the question on the Charleston sheet.
2. Unlock the graphic.
3. Each stuffed animal with a star corresponds to a balloon.
4. Write down all the corresponding letters and read the message that results.
5. Write down the letters you get from left to right.
6. The message should start with "Killer..."
7. This will eliminate a suspect.

Beach Ball Toss:

1. You will need the Stalk card with the faulty scoreboard and the beach ball sheet.
2. Use the pails on the beach ball sheet like you would use keys on a phone. They should correspond exactly.
3. Follow the numbers on the scoreboard error and match them up with the correct pail.
4. Think in terms of texting with an old mobile phone where each press of the button cycles through the different letters on each key. Each time the number is listed represents pressing the button a corresponding number of times. Ex: 333 would mean using the 3 key (pail) to cycle over to F (which would be the same as pressing that key 3 times via the old T9 method of texting)
5. Example: 22=B, 333=F, 5=J, 66=N
6. Where the number 1 appears represents either a break or a space.
7. The message you get should start with "The woman..."
8. This will eliminate a suspect.

Lucky Duck:

1. Scan the code on the EVP card to listen to the message.
2. The right ducks are the wrong ducks.
3. Look only at the ducks facing left.
4. Call the phone number that provides.
5. This will eliminate a suspect.

Mime Message/Shadow

Brothers/Dancing Men code:

1. The dancing men are listed in order from A-Z.
2. Transpose the corresponding letters to the Mime interview and read the message that results.
3. The message you get should start with "I saw..."
4. This will eliminate two suspects.

Zodiac Puzzle:

1. Go to the STALK website (www.stalkghosthunters.com)
2. Use the STALK card that asks about where the lion stops?
3. You will see two files on the site that are zodiac related. Use the second file to find which symbols correspond to leo/the lion.
4. Using the first file (the one with a checkerboard pattern) find the symbol for leo and follow the directions Madame Ruby left behind on the STALK card.
5. Scan the code and enter the name of the symbol you stop on.

Answer to the question on Flynn's sheet:

1. Go to the STALK website and listen to the audio file labeled Anna Voice Notes.

Wheel of Fortune:

1. Go to the STALK website and listen to the audio file.
2. Answer the question asked on the snake charmer document.
3. With the information you obtain, start on the arrow on the wheel and move right or left the number of spaces that the carnival graphic shows, writing down each letter as you go.
4. Remember to always start back at the arrow at the top of the wheel.
5. The result should be a message about one of the carnival performers.
6. The message you get should start with "Squeaks..."
7. This will eliminate a suspect.

STALK website:

1. Go to the Stalk website and stroll down to the photo slideshow.
2. Look at the slideshow of photographs.
3. Many of them contain words or fragments of words.
4. Starting with the number 5 write down everything you see in the order it appears.
5. A resulting message will tell you an interesting bit of info about the carnival.

Zoltar Card/Ticket Puzzle:

1. You will need the stuffed animal card with ticket prices and the Zoltar/STALK card.
2. The colors mentioned all correspond to a specifically priced stuffed animal.
3. Gather the prices for all stuffed animals and add them up based on the colors mentioned by Zoltar.
4. Scan the code and enter the number you came up with.