

The Ventriloquist Hint File

Case Files/List of Questions

1. The Beginning Brief tells you how to interpret the list of yes/no questions.
2. Move all of the boxes accordingly as they correspond to the appropriate questions.
3. The boxes that are left on the bottom shelf provide access to the file room.
4. Use the numbers in the order they appear to gain access to the file room.

Jail Cell Wall

1. Answer each question on the jail cell wall.
2. Place the answers together in a way that forms words (in the order they appear).
The message you are left with will provide useful information.
3. The message you get will start with "I was framed..."

Security System Unlock

1. You will need to have solved the Case Files puzzle and opened its unlock before you can do this puzzle.
2. Examine the contents of the ring box carefully. You should obtain the formula used to gain the access code to the security system inside the ring box.
3. When looking at the logo for diamonds there are two shapes to look for. The classic cut diamond shape and the diamond shape like from a playing card.

Computer Unlock

1. To gain access to this, you should have gained access to the store's security system first.
2. Examine the image you see through the security system. The information you need to unlock the computer is found here.
3. Look at the number on the police badge in the image.

Lacey Grund Business Card

1. The statement under Lacey Grund's name is the key to this puzzle. Notice that the letters A and Z are under the first and last letters of this statement.
2. There are exactly 26 letters in the statement that begins with "Mr. Jock..." This puzzle will require you to transpose every letter on the back of the card using the key you are given on the front of the card.
3. Write out the alphabet A through Z and match them up with the letter above in the 26-letter sentence. Use this to decipher the message. The message will start with "Oswald..."

Oswald's Office

1. There is a note taped to Oswald's door.
2. At the end of each string of numbers there is a question mark. You are looking for what number comes next in the pattern. Find the next number in each sequence to answer the question for each line.
3. Use the numbers in sequence to unlock Oswald's office. Example: the first number is 12, since the pattern is adding three to the previous number then subtracting 1 from that number and repeating that pattern.

Deck of Cards/ID Badge

1. In the case file you obtained from the file room, Helen Farnsworth mentions the card game she plays with Wayne Fritz and also mentions his ID badge. The back of the ID badge looks like a playing card. Search through the deck of cards until you find a card that is different from the rest.
2. The blanks correspond exactly to the text on Wayne's ID badge. Each line corresponds to a letter. Even the lines with numbers on them.
3. Take the letters from the ID badge in the order they are numbered on the playing card. The message you get will start with "HF the..."

Dummy Sketch/Deactivating The Bomb

1. You will need to have solved all of the puzzles in this section before you can do this puzzle. The diagram of the ventriloquist's dummy is numbered. You are asked for the word from the jail cell puzzle and the part of the dummy that corresponds to each of the suspects.
2. You should have obtained this information from the following: Oswald's Office, Lacey Grund's business card, playing card/ID puzzle, unlocking the VFPD computer, and the jail cell wall.
3. Once you know what part each suspect played in the jewel heist, use the corresponding numbers, in order, to deactivate the bomb with the word Trudie used to describe herself.

Oswald's Card

1. The Ventriloquist has a way of making Oswald talk.
2. On the back of Oswald's card The Ventriloquist tells you to inspect two separate documents and use two distinct words.
3. Find those words in the documents The Ventriloquist mentions and obtain the information he has for you. For the newspaper article start at the word "Photo." When you are counting the words make sure you don't count the numbers in the article as words.

Wayne Card/Locked Car

1. Wayne decides to cooperate and tells you that you need to gain access to his car. The key to this is his set of lucky dice.
2. Use the dice to determine the correct numbers using the requirements Wayne provides. **Note:** examine the dice carefully.
3. The dice are trick dice. One has 5s on all sides and the other has 2s and 6s.

Brent Card/Police Codes

1. Brent is going to be cooperative as well. The Ventriloquist is very persuasive. Use the list of police codes and find the ones that Brent mentions specifically.
2. Brent tells you to follow the procedure to the letter. This is a direct hint on what to pull from the police codes. It may be helpful to write the police codes in a column like they are listed on the card and read from top to bottom, using the hint.
3. Find 10-101 on the Police code sheet. Use the first letter, which is W. Do this for the other codes in the list Brent gives you to get a name. The name will be used later so make note of it.

Lacey Card/Birthstones

1. Lacey decides to give you the street name where the diamonds are hidden. She provides 4 words that supposedly contain the clue.
2. She also says “We thought everything out from beginning and end.” Examine the beginning and end of the four words she provides. Use those letters. So S, A, P, ...etc.
3. Use what you find to consult the birthstone chart to see what corresponds. The month is the name of the street.

Helen Card/Paper With Numbers

1. Helen mentions a sheet of numbers that will help you obtain the locker number where the diamonds are hidden. She also gives you a 6-digit number that will provide help as well.
2. Examine the sheet of numbers and count how many of each number there are. The 6-digit number she provides on her card gives you the order. (Example: The first digit Helen provides is 6. Use the number from the sheet that appears 6 times as the first digit in the locker number.
3. The number that appears 6 times is 4 so it comes first. You will end up with a six digit number.

Where Are The Diamonds?

1. To answer this question, you will need the answers to Lacey and Helen's puzzles.
2. Once you have both, put them together in the order they are requested and gain access to the locker.

Beech Town Park Card

1. In order to know what's important here, you will first need to unlock the Where are the Diamonds card.
2. The Ventriloquist talks about a special location that he visited with his dear wife. The clue you are looking for comes from the line that talks about the interval in which he and Trudie visited their special place.
3. Use the number mentioned to find the appropriate letters from the string of letters. This will be part of the final password to solve the box.

What Is The Ringleader?

1. To solve this puzzle, you will need to solve Oswald, Wayne, and Brent's puzzles first. You will need the ringleader's title and full name.
2. It may be easiest to write these three words together with no spaces. Use the decoder to convert the title and full name to a five letter word.
3. Take note of The Ventriloquist's true first name. This will provide half of the final password.

Solution

1. The solution requires two pieces of information.
2. One of those pieces of information is obtained by unlocking the “What is the ringleader” card. The other one of those pieces of information is obtained by solving the Beech Town Park card.
3. Once you have both solutions, you should be able to finish the box.