

# The South Ridge Stalker - Hint Files

\*One Puzzle Per Page

## Table Content

### Page

2. Who Has an Accurate Memory?
3. Stones
4. Shelves
5. Sketches
6. Firewood Box
7. Victim ID Cards
8. Wooden Wall With Arrows
9. Newspaper Puzzle
10. Broken Glass
11. Bones
12. Cellar Trapdoor

# Who Has an Accurate Memory?

1. Read the detective notes to see what you need to do.
2. You will need to read Daquan and Hollie's statements about what they did while at the crime scene and compare it to the map and their footprints. Only one of them has an accurate memory of the events. Once you know who it is, use their description of the shelves to solve that puzzle.
3. You will need to do the same for Haider and Elise.

# Stones

1. You will need to figure out who has an accurate memory between Haider and Elise before you can do this puzzle.
2. Once you know who has the correct details, mark the stones that person mentions.
3. You will create a word and a number.

# Shelves

1. You will need to figure out who has an accurate memory between Daquan and Hollie before you can do this puzzle.
2. Cut out the 16 items and use them to help you get the shelves back in the correct order. **IMPORTANT:** you are trying to undo what was done to the shelves, so you will need to follow the directions in reverse. Start with the last step and work backward. This also means if the directions say right, you will need to move left and vice versa.
3. Once you have the items in the correct order, take the first letter from the name of each item to get a message. Example: bucket = B, ax = A. The top shelf will spell out "BACK." Use the message you get from the shelves with the sketches.

# Sketches

1. You will need to have solved the shelves puzzle before you can do this puzzle.
2. Once you have solved the shelves and got the message from them, look at the page of sketches in the booklet.
3. The has letters and numbers beside the drawings. Fill in the letters and numbers for the monsters in the booklet that have “No Horns” and read the message backward. So start reading the message from the bottom right.

# Firewood Box

1. T.S.R. are the initials of one of the authors.
2. Read the short story in the booklet and count how many times the words, “Eyes,” “Flames,” and “Black” appear in the text.
3. You will get a 4-digit number.

# Victim ID Cards

1. You will need to have the Firewood box unlocked before you can solve this.
2. Read the bloody messages written on the ID cards. The order comes from when they went missing.
3. You should get four letters, a blank space, and a number.

# Wooden Wall with Arrows

1. You will need to have solved the Stones puzzle, Shelves puzzle, and the ID card puzzle in order to unlock this.
2. The password is just three digits.



# Newspaper Puzzle

1. You will need to have unlocked the wooden wall before you can do this.
2. The initials C.R.O. match the author of the poem in the booklet.
3. Read the poem and make note of what colors are mentioned. That will let you know what words to pull from the newspaper article.

# Broken Glass

1. You will need to mentally connect the broken pieces of glass back together and read the message.
2. This will go with the trapdoor.

# Bones

1. Read the message written with bones.
2. Read the Shadow Light article.
3. The two-digit number you need is in the article. This number will be used with the trap door.

# Cellar Trapdoor

1. You will need to have solved all of the other puzzles before you can unlock this.
2. The “key” you need is the underlined words in the Wooden Wall unlock. The numbers you need come from the broken glass puzzle, bones in the dirt puzzle, and the newspaper/poem puzzle from inside the wooden wall.