

The Dark and Stormy Night

Hint File

Unlocking the Library

1. Listen to the gramophone recording.
2. Find the words in the recording that appear on some of the books.
3. Determine the numbers of those books.
4. Use the recording to determine the sequence of the numbers and use those to unlock the QR code.

Seating Chart

1. Use what you unlock in the library to determine who is sitting at what seat at the table.
2. Make sure to seat art thief in the blue chair.

Matching Suspects to Crimes

1. Rosemary lists a specific group of guests at the bottom of the seating chart directions that should be used to gain access to Mozart's secret. Once you have determined which type of criminal corresponds to each seat you need to determine which suspect goes with which crime.
2. Use the excerpts from "The Dark and Stormy Night" off of the back of each crime card to give you hints about which suspect it should be matched up with.
3. The bookmark can also offer some assistance in linking two of the suspects with their crimes. (Chives are among the most dangerous herbs for cats. The French word for street is Rue.)
4. Things to take note of in each description:
 - Hacker: excerpt mentions smoke and stroking his beard (who matches this description)
 - Spy: "A skilled spy is a master at waiting on others." (which character waits on others)
 - Forger: "A baker and a forger of handwriting have a lot in common." (Any bakers in the group?)
 - Cat Burglar: excerpt talks about a cat burglar that is no longer in his prime (also see bookmark)
 - Safecracker: the mention of St. Charles Street and a very good sense of hearing (also from bookmark...The French word for street is Rue.)
 - The Art Thief: enjoys all things French (anyone have a French name)
 - The Money Launderer: description mentions making things clean (which suspect makes things clean)
5. Once you have the suspect matched with the crime, enter the seat numbers in the order of the suspects Rosemary mentions to gain access to the secret Mozart is hiding.

The Hot and Smoking Gun

1. The clue on this book cover is: Author of “The Hangman’s Tale.”
2. Find the game of hangman and use the group of letters on the book cover to fill in the blanks.

The Strange and Winding Road

1. The clue here is: Author of "The First Shall Be Last."
2. In this case, that clue means A=Z, B=Y, etc.
3. Write out the entire alphabet in this way and use the result to decode the message.

The Wrong and Evil Path

1. The clue here is: Author of “The Numbers are What Matter.”
2. Convert the alphabet to letters using A=1, B=2, etc.
3. Take the numeric value of each letter and use those numbers to solve the math.
4. Convert the resulting numbers back to letters.

The Odd and Dreary Dark

1. The clue here is: Author of "Merge."
2. You will notice a string of vowels under the Coral Readers quote and a row of consonants at the bottom of the cover.
3. Merge the two lines to make a coherent message.

The Bitter and Brutal Truth

1. The clue here is: Author of "Murder Among the Stacks."
2. Take the two rows of letters and stack one on top of the other.
3. Read from top to bottom, left to right.

The Long and Cold Winter

1. Read the message on the side of the cover backwards.

The Dark and Stormy Night

1. The clue here is: Author of “Vacant Eyes”
2. In the center of the book cover are several lines of letters. Immediately following the first letter ‘L’ there is an extra ‘i’ occurring every other letter. Remove all of those extra ‘i’s and read what’s left.
3. Follow the directions that remain and use what you obtain (and have obtained from the other 6 book covers) to gain access to the secret behind the fruit painting.
4. Make sure to put the books in the order they occur in the series.

Accessing Email

1. The hint says to use the nickname of the only person in the group Rosemary is sure is no longer a criminal.
2. She tells you the answer in her seating chart instructions.
3. Use the nickname descriptions found at the Mozart unlock.

Computer Login

1. The unlock asks you to use the name of the operation.
2. The answer is found in the email.
3. Use the necessary word to unlock the computer.

Sherlock

1. The computer unlock references Sherlock.
2. Take the four groupings of room routes and use them on the back of the computer unlock.
3. Each route throughout the house should provide a number.
4. Find all 4 numbers by going in order through the rooms mentioned in each list.
5. Unlock Sherlock.

Final Unlock

1. The final unlock asks you for Montecristo Number ? (refer to the fruit bowl painting unlock and read carefully)
2. The final unlock also asks you for the first name of the killer and the first name of the mastermind. Both of these can be obtained through deduction after unlocking the Sherlock art.
3. The killer's name can also be determined from reading through the fruit bowl unlock as well and matching some of the information up with the person you determined to be the cat burglar.
4. The mastermind's name can be determined after reading the post it note tacked to the benefit poster (Sherlock QR)