

# Murder Mystery

## Walkthrough

### PART 1

#### FIND THE MURDER WEAPON IN THE BOARDROOM.

Find the 12 different possible murder weapons in the boardroom marked with forensic signs. These are the walking stick, paperweight, train, telephone horn, poke, candle, ashtray, glass, telephone, lamp on the table, box and the lamp on the fireplace.

You have the letter from the murderer with bloodstains. And you can find a handwritten note from Theodore Jones scrawled while he took his last breath, next to his body: "and now there is red on it". So you know you have to check all murder weapons for the presence of blood. You can find something that looks like blood on the walking stick, paperweight, poke, candles and lamp on the table.

You have the note, your colleagues made on the back of the railway map while investigating the room. It describes the impressions from the murder scene and tells you that there are burn marks on the body and one big head wound. So the murder weapon has something to do with heat. This can only be: one of the two lamps, the poke or one of the two candles. Because the candle on the ground has the same drops of tallow as the candle on the fireplace, this cannot be the murder weapon. Neither of the lamps can be the murder weapons because they would be broken if used as such.

#### 55 min – HINT 1

The killer's letter, the note with the description of the body and the piece of paper next to his hand, refer to the murder weapon.

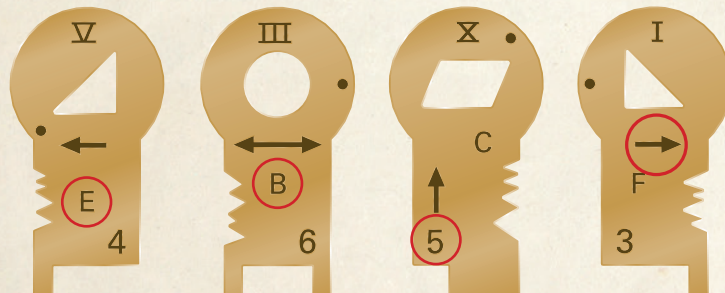
#### 50 min – HINT 2

Not all that's red is blood. What caused the black smudge on his face? The complete code is on the sign.

Only the poke has real blood on it. And the red spots on the poke are of the same color as the red on the warning note. The text on the forensics sign beside the poke is: EB5→.

You have found the code. You can find these letters, number and arrow on the keys.

**Code 1: EB5→**





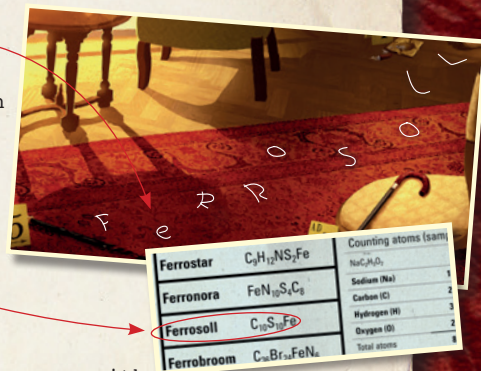
## PART 2

### FIND THE MOTIVE AND THE 'TRACK' OF THE MURDERER.

Examine the boardroom very carefully in order to find out what the motive of the murderer could be and the 'track' he followed. Is it the track on the railway map, the track in the boardroom, the track on the railway bridge and yard and/or the track of blood traces on the mirror?

Find the threads in a routing on the carpet and floor. These threads are shaped like letters. And these form a word: FERROSOLL - an iron compound  $C_{10}H_{10}Fe$  that you can find amongst the chemical formulas on the Iron Compound sheet. If you count the atoms like the example given on the Iron Compound sheet, there are 21 atoms.

$10 \times C + 10 \times H + 1 \times Fe = 21$  atoms. On the back of the Iron Compound sheet it is written that you should multiply the number of atoms by 50 to get the price of rail. That is  $21 \times 50 = 1,050$  pounds/mile. This can be filled in on the order.



### 45 min - HINT 3

Read the 9 threads on the floor to find the iron compound.

Use the legend to measure the length of the ordered rails on the railway map with the string. That is from London to a city with the letters AM in its name. None of the other cities on the map tally with the order. It has to be Nottingham, because it is 100 miles from London and only this answer gives a subtotal with 4 zeroes. Multiply the distance by 2 because a railway track consists of two rails which you can find on a note on the floor "1 track = 2 rails". That is  $100 \times 2 = 200$  miles. Fill this in on the order. The subtotal is  $200 \times 1,050 = 210,000$  pounds. The order total is  $210,000 + 800,000 = 1,010,000$  pounds.

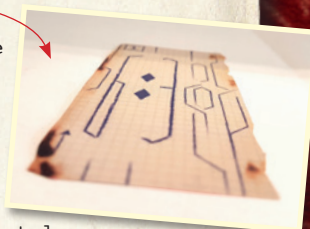


ORDER	British Railways
TRACK	London - Nottingham
RAIL TYPE	Bullhead
LENGTH	100 MILES
PRICE	210,000 POUNDS
SUBTOTAL	210,000 POUNDS
BRIDGE TYPE	4 pillars 800,000 POUNDS
TOTAL	1,010,000 POUNDS

### 40 min - HINT 4

Use the string to measure the distance from Nottingham to London. Don't forget the note by the chair.

Look along the railway yard in the direction of the number 1 and on the left side you can see two stretched numbers 6:3. If you solve the sum  $6:3=?$  you will find the number 2. The number 1 means the first place in the code. So the first number is 2.



### 30 min - HINT 5

Look at the railway yard from another perspective to find 2 numbers. - / - = ?.

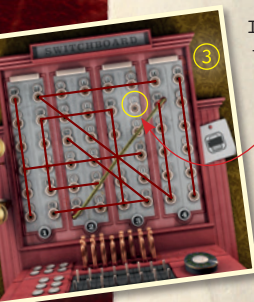
Place the mirror card exactly on the mirror in the room. You will cover a piece of the text. If you read the visible words you find "The first number of the order total is the last number you need". That refers to the total of the order. The first number of the total of the order is 1, so the last number of the code should be 1.

The construction drawing of the railway bridge shows a word in Morse code in the rivets. If you translate the Morse code on the Chrono Decoder you will find the motive: REVENGE. The second pillar with the number 5 is pointing to the motive. So number 5 is the second number of the code.



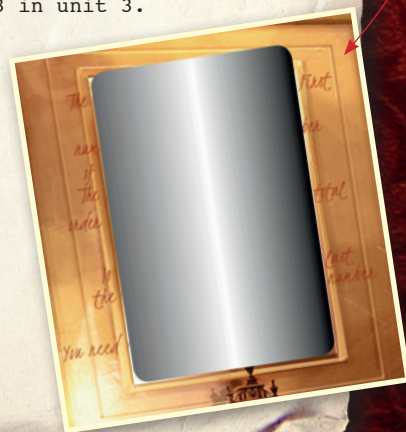
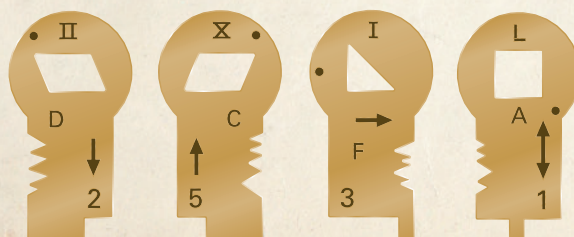
### 20 min - HINT 6

Place the mirror in the frame of the mirror. Which number on the bridge points to the motive?



In the logbook of the telephone exchange you find the initials of the people that spoke to each other. Reconstruct these telephone connections by drawing a straight line from initials to initials. Only one number will be left. That is number 3 in unit 3. So you know the 3rd number of the code is 3.

Code 2: 2531





### PART 3

#### IDENTIFY THE MURDERER TO SOLVE THE MYSTERY.

To identify the murderer, you have to follow the steps of deduction in any order:

1. Analyze the handwriting on the warning note or on the mirror above the fireplace using Sherlock's manual. It says the murderer is a man, because the story on the back of cards of the male suspects tells you they are either patient (Murdoc McWin), enthusiastic (Murdoc Float), pushy (Neal Rivet), extroverted (Neal Rover) or aggressive (Colin Cross). These are the characteristics of the handwriting of the murderer according to Sherlock's manual.
2. Check the fingerprint in detail and you will find three lines made of Morse code. Use the Chrono Decoder to translate the Morse to: "six feet tall". This is the height of the murderer. So the murderer could only be Neal Rivet, Neal Rover, Diana Owing or Colin Cross.
3. On the empty suspect card an in the room you see two book titles written by N.R. These initials say the murderer should be Neal Rivet, Neal Rover or Nora River.
4. Folding the machine draft like a harmonica and pull it out a little. If you look very good you will find the number 5 on the green side, the letter T on the pink side and the text "th letter". If you combine this you can find out that the 5th letter in the family name of the murderer is the letter T. That gives Neal Rivet, Nora Ramst and Murdoc Float.

Combining 1 and 2 gives Neal Rivet, Neal Rover and Colin Cross.

Combining 1, 2 and 3 gives Neal Rivet and Neal Rover.

Combining 1, 2, 3 and 4 gives Neal Rivet as the murderer.

Another way to find the murderer is reading the back of the cards and find the motive Revenge (the motive you found in part 2). The murderer can only be Neal Rivet or Nora Ramst. Combining with 1, 2 or 3 gives Neal Rivet as the murderer.

#### First part of the code

The title of the first book "1st) Four times day of birth by N.R." says that four times the day of birth will give the first part of the code. Take a good look at the notation of the birth dates on the cards. On the birthday of Neal Rivet, Neal Rover and Murdoc Float can you see that it is MM/DD/YYYY. There is no month 14, 21 or 23. So the first part of the code is  $4 \times 14$  (day of birth of Neal Rivet) = 56.

#### Second part of the code

The title of the second book "2nd) Height by N.R." says that the second part of the code is the height of Neal Rivet = 66.

#### 10 min - HINT 7

Fill in the day of birth times four.

#### 5 min - HINT 8

Second part of the code is the height of the murderer.

Code 3: 5666

