

UPC:

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OFFICIAL  
Strategy Guide

# Nancy Drew



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## The Final Scene

5  
MYSTERY

# Nancy Drew

## The Final Scene

### dare to play™

Her Interactive, Inc.

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# Setting the Stage

In the heart of St. Louis, the historic Royal Palladium theatre is about to have its final curtain call. Once a venue for grand events, the theatre featured entertainers of all talents and fame, including the illustrious magician, Harry Houdini. But now, three days before its scheduled demolition, it hosts to this year's biggest event, the premier of the movie, "Vanishing Destiny." You, as Nancy Drew, were invited to attend courtesy of your high school pal, Maya Nguyen. As a reporter for her school paper, Maya also managed to land an exclusive interview with the film's leading star, Brady Armstrong. Her interview is at the theatre before the show begins, and then you're both off to attend this red carpet event.

## Be sure and read this important paragraph before the curtain rises on this mystery:

Within this guide you will find all the steps and solutions you need to solve *Nancy Drew: The Final Scene* on Senior Detective level, but one ace that we kept up our sleeve is the name of the perpetrator. You must solve this mystery in order to learn the identity of the culprit or culprits. This guide assumes that you are familiar with the basic game functions, such as how to move, interact with characters and use features covered in the tutorial. If you play Junior level, some steps in this guide may not be necessary, but the tips below help players on both difficulty settings.

- When using the phone you need to dial the area code only if you are calling outside of St. Louis.
- Time progresses with the story, so don't be concerned if a day ends before you complete all tasks. The pocket watch on the bottom of the screen helps to remind you of the date and tracks seconds if you are being timed while solving a puzzle.
- Save your game often. Even though the game lets you try again if you make an error, sometimes you may want to reexamine an area in the game or change an earlier decision.
- Don't forget to mind your manners. If you open a door but decide not to enter, you need to shut it to move on. The same goes for boxes and safes. If you pick up notes or a book to read, you'll need to put them back just as they were when you found them in order to continue searching.

# A Vanishing Act

You arrive at the Palladium theatre with Maya just before her scheduled interview. Standing at the dressing room door, Maya seems really excited to be covering this story. She rushes into Brady's room to get the scoop while you wait patiently backstage, serenaded by the chatter of a stage sound check. But seconds later the moment is broken by a scream coming from the dressing room. Maya is in trouble! Rushing onto the scene, Maya and Brady are nowhere to be found. Inside the cluttered dressing room, you notice that you entered through the only obvious exit. There's certainly foul play afoot. Your crime scene investigation is cut short by a phone call. The voice on the other end sounds heavily disguised and threatening. Maya's abductor claims to have Maya and demands that the theatre demolition stop before she is released. You might have questions for the kidnapper, but it looks like you won't get the chance to ask. The line goes dead after the demands are made.

## The Culprit Always Rings Twice

Kidnapping! Ransom! The premiere hasn't begun and already the plot has thickened. You won't have long to think this through, because once you drop the handset, the phone rings again. Is the kidnapper calling back with further instructions? On the phone the theatre's caretaker, Joseph, is calling to check on the situation. Apparently the scream was heard throughout the theatre. After a short discussion, he suggests that the culprit may still be in the building and you need to act quickly to save Maya before she is moved.

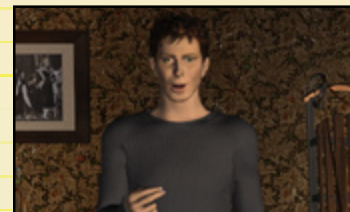


## A Brush with Stardom

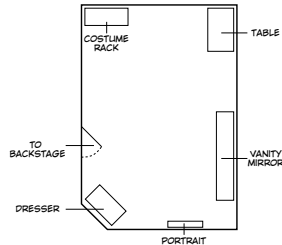
Just as your second call ends, Brady Armstrong bursts into the room in dramatic fashion. Treating you like an adoring fan, he questions your presence in his quarters. If you can get a word in give him an explanation of the recent events, and once he is up to speed, you see a change in his behavior. This onscreen hero is confident that he can save the day and rushes off to begin the search for Maya. Unfortunately there was little time to question Brady, but don't worry, you get the chance later. He may seem a little spacey, but his intentions appear honest enough. Best to let him help until you can learn more information about the case.

## Brady Armstrong

This up-and-coming film star has been dubiously dubbed Brady "Charmstrong" due to his chiseled looks. According to the tabloids, his acting talent is a bit suspect and his head a tad empty, but at least he's willing to give his fans the time of day. Brady had allowed a one-on-one interview with Maya, but she disappeared on her way to it. Or did he kidnap Maya because she was planning a dangerous exposé? He's all about image, a notion backed by his slick and smart agent, and this premiere could be the big break he's been waiting for. Could Brady be worried that his show might not go on after the theatre has been demolished? One thing is for sure, this actor's talent may have been seriously underestimated.



## ROYAL PALLADIUM THEATRE - MEN'S DRESSING ROOM



### Scene of the Crime

Now that you're finally free of interruptions the dressing room is the best place to start your investigation. While the clutter is alarming, don't let it distract you from the important evidence that you need to find. You might want to make a note of the locked drawer on the vanity table and be sure to check out the cupboard for any leftover props. That wand may be just the trick to get you out of tight spot. Before you make for the door, take a closer look at the picture of the theatre's former owner, J.J. Thompson. Flip the painting back and you see a secret lever. Go ahead and give it a try. Now check behind the hanging costumes to the right of the door. You found a secret passage. Did the kidnapper escape through here with Maya? Only one way to find out!



### The Chase is On

The hidden route is dark and drab, but don't let the décor deter your pursuit. Follow the path until you dead end at the Women's Dressing room. Your entrance should be nothing less than shocking to Brady's agent, Simone Mueller but she plays it off as no big deal. Did she already know about the secret passage? Simone sizes you up as soon as you strike up a conversation but tell her the tale anyway, maybe she has information you can use. Unfortunately this Hollywood agent isn't all that interested in helping your case. Her insensitivity to Maya's plight is reinforced as her head begins buzzing with ideas for turning the kidnapping into good PR for Brady. If you question her, she puts the phone down long enough to claim innocence and shoos you out the door. Follow her advice for now.



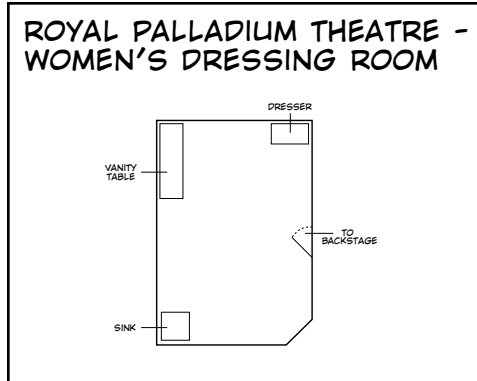
## Simone Mueller

Simone is a high-powered agent from Hollywood, brought in to handle Brady Armstrong's public relations. A woman in her line of work has to be a fast talker and a quick thinker, unafraid to say what is on her mind. But did Maya disappear because she overheard something she wasn't supposed to? If so, Simone's not talking, and that is uncharacteristic for this talkative agent. She is, however, willing to cash in on the "vanishing" by turning it into a press frenzy about Brady saving the day. Simone would do almost anything to increase Brady's fame and fortune. Is kidnapping on her résumé, or is she just an innocent bystander exhibiting shady behavior?





## ROYAL PALLADIUM THEATRE - WOMEN'S DRESSING ROOM



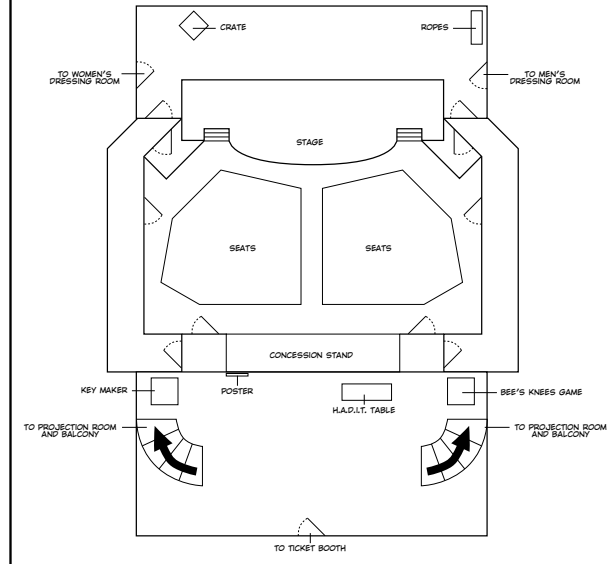
## Making Concessions

Outside the Women's Dressing room, you need to head toward the end of the hall to enter the lobby. The front room of the theatre is also where you find the concession stand, ticket booth, and entrances to the auditorium, projection booth and balcony. Now may not be the best time to check out the machines in the lobby, but be sure and stop to chat with the leader of HADIT (Humans Against the Destruction of Illustrious Theatres), Nicholas Falcone, who has set up shop in front of concessions. You need to recount Maya's

"disappearing act" for him if he's to be of any help. This enthusiastic activist says he approves of the kidnapper's methods, a bold claim from a suspect. Still Nick does offer to help on the case and points you in the direction of a phone. Before you begin an interrogation, turn around and head to the ticket booth, it's definitely time to give the police a call.



## ROYAL PALLADIUM THEATRE - FIRST FLOOR



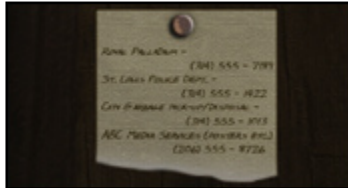
## Nicholas Falcone

Nick grew up near the Royal Palladium and has dedicated his life to helping protect historic theatres. His distrust of the government has him condemning "the man" at every turn. He has gone so far as to create a protest organization to help spread the message to the public. As part of a zealous historical preservation group that uses unorthodox tactics, would kidnapping Maya be a means to his end? In his past, Nick helped stage a variety of non-violent protests, but the police seem to believe he is a dangerous man. With the Palladium belonging to a big part of his own family history, is he willing to raise the stakes?



## The 4-1-1 to 9-1-1

Before you pick up the phone, check out the note on the wall to discover the local emergency numbers. Go ahead and ring up the local police to give them the lowdown on Maya's kidnapping. You are transferred to officer Mac Ramsey in the Missing Persons unit, and while he is more than willing to hear your story, he insists it's a prank and suggests you wait 24 hours before filing a missing persons report. There is little else you can do to convince him to lend a hand, but maybe if you can find some further evidence of foul play, the police would be willing to get involved. For now you are solving this case solo.



## The Man Who Had It

Now that the investigation is left squarely in your hands, you must find substantial evidence to involve the police. A good place to start off your investigation is by questioning suspects. Nick is waiting right outside the ticket booth, so start by speaking with him. He has the line on the Palladium's history, but it seems that information isn't exactly free. He requests that you do him a favor while sleuthing. Apparently his grandmother had ties to the theatre and he'd like you to prove it. He also mentions that he is unable to discover the identity of the theatre's current owner. If you could find the owner would he or she stop the demolition until Maya was found? It couldn't hurt to do digging in this vein, but you have priorities. Also don't scratch Nick off the suspect list yet, his compassion might just be a load of "baloney." The theatre's caretaker probably has good information on both topics. Time to pay him a visit.



## The Theatre's Keeper

Take either set of stairs to reach the second story of the Palladium. Joseph, the caretaker of the theatre is working in the projection room just up the stairs and through the middle door. Once inside, he is eager to listen to the story so far. He explains that no one else has entered the theatre so the kidnapper must be someone here. He believes that Maya is still inside somewhere! You wonder what makes him so sure. Follow his lead, and if Maya is here, knowing the lay of the land could be a huge help—and Joseph is just the person to ask. He suggests that you call the County Administration Records Division for a copy of the original blueprints, specifically not the ones from 1956. With a map of the theatre passages and hidden rooms, combing it for clues will be a piece of cake. To the phone!

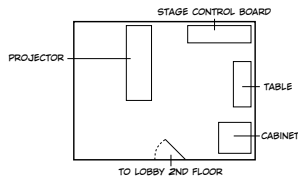


## Joseph Hughes

Joseph has been the caretaker and manager of the Royal Palladium Theatre for over 30 years. He has devoted an entire lifetime to the upkeep of the theatre and would do just about anything to save it. Would he kidnap a journalist to stop the planned demolition? His demeanor might suggest otherwise. His optimism and cooperation make him a valuable ally during your case, but don't let him off the hook just yet. With little to no connection with the outside world and a suspicious past, Joseph is still a wildcard in this mystery. Even he suggests that you not count him out. It might be best to take his advice.



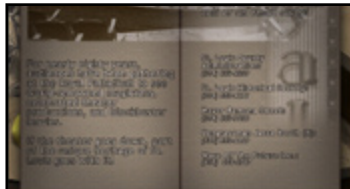
## ROYAL PALLADIUM THEATRE - PROJECTION ROOM



### Record Time

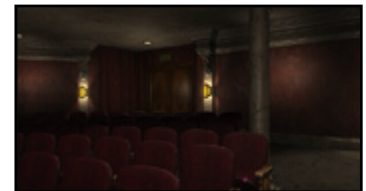
If you hightailed it back to the ticket booth, you might miss the phone number for the county records office. Nick spoke about looking into theatre records, so maybe he has the contact info for their offices. It looks like he is mysteriously absent at the moment, but he left pamphlets on the table. Go ahead and pick one up to learn a bit more about HADIT.

As a bonus, you find the phone number for the records department at the bottom of the page. Head to the booth and make the call. Don't forget to ask for the original records. Just when things are looking up, it seems that the blueprints are missing. Were the plans stolen to keep the secret rooms hidden?



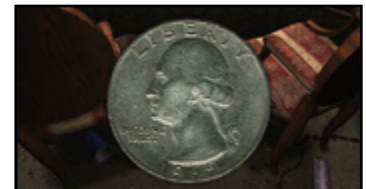
### Roaming the Aisles

Without the building plans, you need to search the premise on your own. Start by checking out the main auditorium. You can connect to both sides of the theatre and explore the stage from here. It's also a good idea to play usher and wander the aisles for lost treasure. The only thing of worth is some gum attached to a seat. It isn't exactly hygienic to handle old gum, but you can grab it with the wand you've been carrying around. Hey, you never know when chewing gum might save you from a particularly sticky situation. Once you sweep the aisles, leave the auditorium and continue your search.



### Hall of Legends

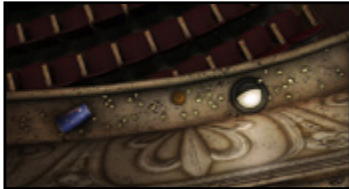
Explore the hallways on either side of the auditorium. You find that both are filled with memorabilia from the theatre's illustrious history. You can read many newspaper clippings about the theatre and view photos of many of the famous entertainers who performed in the theatre, including one of the world's most famous magicians, Harry Houdini. In fact, you find an interesting slice of information on a newspaper clipping in the left hallway. Apparently Houdini participated in an escape challenge against the theatre owner, J.J. Thompson, for a prize of \$50,000. Houdini, master that he was, completed the escape and won the challenge and the prize money. After you read the story, turn around and check out the seating wing. You find a prize of your own. If you look at the floor under the seats you score pocket change: a quarter. Is it heads or tails up for good luck?





## A View from Above

Climb the stairs in the lobby and scope out the balcony. You can access both sides, but the left door is where you want to end up. As you head to the front of the aisle you notice a cog has broken from the banister decorations. If you feel brave, peek over the edge and look for it on the lip below. Hanging just out of reach, be sure not to fall over the railing in an attempt to retrieve the missing piece. You earn a warning during the first attempt, but a second try will result in a trip to the ER and an early end to your case. Instead use your wits and a wand. You're no wizard, but that wand can be used for a trick or two. You need something long and sticky to pick up the gear, and a wand with old bubble gum could be just the thing. Fish the odd couple out of your inventory, grab the gear, and head back to the lobby one object richer.



## A Different Kind of Blocking

Travel through the right hallway to reach the backstage area. This empty open area hides a secret. An observant sleuth will notice an oddity in the floor under the giant crate on the left side of the stage. Perhaps there is a way to move it. Don't sprain your back trying to lift it by hand. There is a better way. On the opposite side of the stage you find a collection of ropes. Unwinding a rope causes a winch to slowly lower from the ceiling. Keep letting out the rope until you hear the hook land on the box. Double back across the stage and connect the hook to all the ropes around the crate. Lift the crate by wrapping the rope back up on its peg. Keep going until you have it good and tight. If this crate drops on you, your case will have a flat finish. What is the reward for your hard labor? A trapdoor in the floor!



## Sleight of Hand

The basement of the Royal Palladium looks like a prop graveyard, but there are a few treasures you can find amongst the mess. There's an odd little arcade called "Amazing Monty" that might pique your interest. Beat the magician, win a prize? Sign me up! At first glance, this aptly named 3-card hustler seems like a street-side scam, but with quick eyes, and a good helping of luck, you come out on top. If this contraption is giving you trouble, keep at it. The solution is always random and you have a one-in-three chance of being right. After proving you are the sharper card shark, grab the flash paper prize, head to the other end of the room and hang a right.



## A Suitable Puzzle

Examine the odd panel in the wall and you find a series of shapes on the tumblers. Each shape resembles a suit from a deck of cards, but which one opens the panel? The "Amazing Monty" used the Ace of spades, so it might be best to start there. Careful with your guess though, as some tumblers affect others. If you're not digging this puzzle you can use the following solution. Press the tumblers in this order: 4, 1, 2, 2, 3, 3, 3, 5. Now that's calling a spade a spade, open the panel and have a peek.



## Sliding By

A puzzle in a puzzle? Inside the safe you find a box with a slider puzzle on its lid. You need to solve it in order to get around the extra security. Whatever is in there must need serious protection, but don't fret, you have the tools to complete this puzzle. Just slide the blocks around until you assemble the proper picture. If you aren't able to follow the appropriate signs, check out the photo on the right for the completed image. Once you've found success, open the box up.



## Gearing Up

The interior of the box looks like broken clockwork. You need to find a few missing pieces in order to crack the secrets of this keepsake. If you are thorough, you have at least one gear by now (from the balcony railing) but it looks like there is still one left to find. It might be time to check out the machines in the theatre lobby. Head back there and put on your dancing shoes. The Bee's Knees game is a musically themed puzzle that has you moving a note square to the dancing couple on the right while avoiding the double note pieces. Pay attention to how the notes move to block your path. One often chooses horizontal over vertical while the other chooses vertical movement over horizontal. You can use this pattern to help devise a strategy to elude the notes. As a reward for your fancy footwork you earn another gear. Having trouble getting into the "swing" of things? Check out the directions below for some help with the trickier steps.



**Move down, Move down, Move right, Move up, Move right, Move right, Move down, Move right, Move down, Move down, Move right, Move up, Move right, Move up, Move right, Move up, Move left, Move up, Move right.**



## The \$50,000 Question

With gears in hand, head back to the basement and the puzzle box. Place the gears onto the pegs and it opens up and reveals a letter and a key. Go ahead and grab the key first, then take a glance at the letter. The contents reveal a communication between J.J. Thompson and Houdini. Apparently when J.J. lost that \$50,000 bet, he couldn't pay up and instead offered Houdini half of the Palladium. The letter also includes a contract signed by both Houdini and J.J. With this clue, it may mean that the current owner doesn't have the right to demolish the theatre! Nick has expertise in this area so it might be a good idea to pay him a quick visit. Head back up to the lobby and tell Nick about your find. He is rather excited to hear the news and thinks there might be a way to save the theatre. If he can find the heir to Houdini's half of the Palladium, he can convince them to stop the demolition. Once you're done talking to Nick, he heads off to start his investigation, but before you can return to yours, Joseph calls you over the PA system. It looks like he has new info for you. When you're ready, go on up to the projection room.



## Calling it In

Speak with Joseph in the projection room and he reveals Maya's press badge. He says that Brady found it backstage and gave it to him, but doesn't offer much more information than that. With this evidence you might be able to get the police involved in the case. Joseph suggests you phone them before calling it a day. Follow his advice. Head down to the ticket booth and give the cops a ring. Even with your new evidence they are hesitant to jump on board with an investigation. They do, however, express heavy concerns about Nicholas' past. If he's pulled a kidnapping before, could he be behind Maya's abduction? He did appear rather approving of the method when you spoke with him earlier. It looks like you're going to need to question him further. Hang up the phone with the police and wrap up your day.



## End of Day 1

### Missing the Point

Back at the theatre prepare yourself for a shock. The first thing that greets you is a funeral wreath, but don't panic. Read the note. It looks like the kidnapper is attempting to scare everyone. Ignore it and continue your investigation. It's definitely time to begin interrogating suspects. Head upstairs first and question Joseph. On the way to him, take note of the missing poster hanging on his door. It looks like Brady is offering a substantial reward for help. While it seems charming, there is something off about the whole setup. Is this some kind of publicity stunt? Keep that thought in mind. You'll talk to Simone soon enough. Enter the projection room and speak with Joseph.



### Questioning Joseph

Joseph is very willing to answer all your questions. His attitude seems pretty upbeat for someone who is about to lose the job he held for 40 years. Though he loves the theatre, he explains that he's unconcerned about the demolition because his career change will allow him to reconnect with his brother in Arizona. Ask him about the other suspects as he has some good insight. He mentions that Nick has hung around the theatre since he was young and claims he is harmless. Considering this long relationship, could Joseph be covering for Nick? He also seems to be suspicious of Simone's actions. Though you may not trust him, he might be right. Head back to the Women's Dressing room and talk with Simone.

## Good PR?

This is your first real conversation with the fast-talking Hollywood agent, so press her on all subjects. The first thing she tells you is that the premiere is cancelled, but don't thank her for her good intentions yet. Simone explains that Maya's disappearance has created a wonderful PR opportunity for Brady. It looks like she is leveraging the kidnapping to help boost his career. In fact, she sent him off to tack up the 'Missing' posters all over town and called a special press conference. Listen as she divulges her past with Brady and remarks about her consistent irritation at improving his "image." If you ask her input on the case, she fingers Joseph as the one behind the criminal activity. With Brady out on the town, the only other suspect to question is Nick. With the info that the cops gave you on Nick's past, you certainly have a lot to talk about.

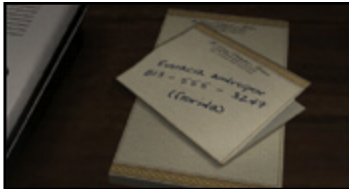


## The Active Activist

Make your way to the lobby and meet up with HADIT's fearless leader. If you ask Nick about his shady past, he makes excuses, but doesn't seem to show remorse for his actions. Could he really be capable of kidnapping Maya to save the theatre? He is willing to offer up information though, so take it. He says he has the number of a woman who is related to Houdini who might have some information about the missing heir. He left the number in the ticket booth for you to give her a call. Once you finish questioning Nick, head into the booth and check it out.

## An Heir about the Place

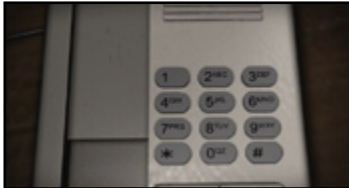
The phone number for Houdini's relative, Eustacia Andropov, can be found next to the missing posters on the desk. Pick up the phone and dial her number: 1-813-555-3247. Eustacia is a crafty ninety-six-year-old who is more than willing to help out with your investigation. She explains what she knows about Houdini's past, specifically about a gifted young protégé that she believes Houdini was going to bequeath the theatre to. Unfortunately she doesn't have any contact info about this mysterious benefactor but believes that the Library of Congress might contain records that detail a bit more. Eustacia gives you the phone number for Sherman Trout, a clerk at the Library of Congress who has custody of Houdini's letters and paraphernalia. She suggests that you mention her name when you call him up. Be sure and thank her for her time. This might be the lead that you need.



## Fishing for an Answer

Pick up the phone and give Sherman Trout a call. If you forgot his number already, it is 1-202-555-5000. At first Sherman seems unwilling to give you a hand, but with a little insistence and Eustacia's name, he agrees to look through the library's Houdini collection of documents for anything pertaining to the ownership of the theatre or the mysterious protégé. He even offers to make slides of the documents and send them overnight to the theatre for you to review.

Unfortunately there is little else you can do to speed the process along. Just hope that Sherman can dig something up in time. Hang up and report your progress on the owner to Nick. Once you finish up, it is time to interrogate your last suspect, Brady Armstrong.



## Starry-Eyed Interview

You find Brady hanging out in the Men's Dressing room. If you question him about the press badge he found yesterday, he reacts oddly. Can't he remember exactly where he picked it up? Is he hiding something? Brady claims that Simone is hyping up the situation and he remains at her whim. He closes by stating that things are more complicated than they seem. What is he hiding? He dashes out after this conversation to attend the press conference that Simone spoke of earlier. Listening in on the meeting might provide insight about both Brady and his agent, so make your way back to the ticket booth watch the press fiasco.



## PR Blitz

The ticket booth is a good spot to hear the press conference proceedings. Simone tries to warm up the audience but is met with early problems. If you listen closely, you hear bizarre questions for Brady about "chicken suits" and "wigs." Unfortunately there appears to be little discussion about stopping the demolition. The PR message is about increasing of the public's awareness of Brady Armstrong's career. Eventually you hear Nick pipe up and lead the crowd away, focusing on the theatre and the disappearance, promising the "real story." With everyone distracted, it may be time for some major snooping. Leave the ticket booth and walk back to the Women's Dressing room. What secrets does Simone hide there?



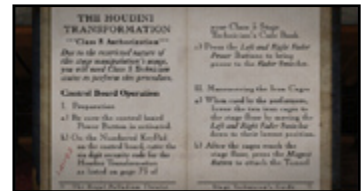
## The Agent's Secret

Start your search by opening the drawer on the vanity table. Inside you find a bobby pin. It's always handy for stubborn locks. Simone left her purse on the table as well. Open it up and check out the contents. If you examine the digital camera, you see various photos of Brady with Maya's press pass. No wonder he seemed so confused about where he found it. What kind of game are he and Simone playing? You also see some rather embarrassing photos of Brady in advertisements, which help shed light those questions that you heard during the press conference. Put down the camera and check out the PDA. It appears to be locked. Is there another clue locked inside? If you check out the other contents, you find business cards and even a receipt for a funeral wreath. It looks like Simone was the one who had the wreath sent. Why would she do that? You also find a card with a birthday noted on it. Maybe it's the password for the PDA. The PDA keypad buttons affect one another. To unlock the PDA you need to make the date 8-13 appear on the screen by itself. The trick is to watch how each square on the keypad changes another. If you find this puzzle pushing your buttons instead, use the following instructions: Press the top-left button, followed by the top-right, bottom-right, bottom-left, and finally the button in the middle. Once you enter the date, Simone's PDA contents are accessible for inspection. Read through her emails, both sent and received. She seems happy about the events occurring at the theatre so far. Could she be the mastermind behind the kidnapping?



## Tips on Being a Stagehand

With Brady absent, you have free reign of the Men's Dressing room. Cross the backstage area and enter the doorway. Use the bobby pin that you found in the Women's Dressing room to open the locked vanity drawer in Brady's room. Inside you find a Stage Technician's Guide on performing the Houdini Transformation. It's a step-by-step book about how the trick works, and there is special code written in the book: 121192. The guide mentions a six-digit code used at the control board. Is this the code? It looks like the projection room is your next stop. Close the book and get moving. Once you leave the dressing room, avoid the backstage area. Enter the hall instead. If you do brave the stage, watch out for the falling rubble. The noise warns you of impending danger. Talk about a time when you don't want to end up under the spotlight! Either path you take, you hear a threat over the loudspeaker. That means the kidnapper is in the projection room right now! Run to front of the theatre and up the stairs.





## Projecting the Right Image

The kidnapper flees before you enter the projection room and Joseph appears to be missing as well. He did say to consider him a suspect, so now would be the perfect time to snoop. Check out the corner where Joseph was working and you find a letter concerning his brother. It seems that he was dishonest about his plans if the Palladium is demolished. Did he lie about anything else? Keep searching the room until you find spare projection machine light bulbs in a cabinet. There is also a book about projection machine maintenance and operation. The key to the projection machine is gone except for an indentation on the last page. On the table you find a projection slide with an advertisement for concessions.

Unfortunately there is no time for a snack, but go ahead and pick up the slide. You can use it to set the focus on the projector, but this step isn't necessary yet. Make your way over to the control panel on the right side of the projector.



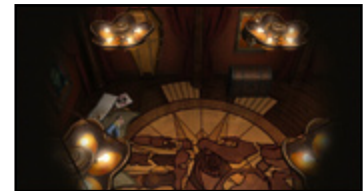
## Controlling the Show

Don't let the control board complexity daunt you. Use the instructions that you found in the Men's Dressing room to transform this difficult puzzle into a piece of cake. Start by entering the control code for the Houdini Transformation that is written in the Technician's Guide: 121192. Now you need to operate the controls exactly as described in the guide. Once you enter in the proper combination, you can access both cages on the stage. If you can't remember the particular steps, it's just a short hop and a skip back to the dressing room to write the instructions down. If that's a bit too much of a runaround, follow these instructions: Turn the fader power on by pressing the two lower buttons. Next move the sliders all the way to the bottom and press the top left magnet button. Push each of the sliders up once and then click on the top right trap door button. Finally, press the switch on the right.



## Exit Stage Right

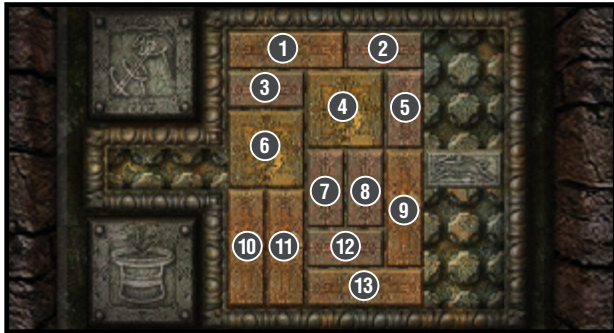
Head down to the auditorium and up onto the stage. Walk up to the cage on the right and inspect it. There is a secret tunnel leading under the stage. Just inside there is a broken light fixture that you can examine. Does it give you any bright ideas? Behind the damaged light you see Maya tied up in a room! She is alive and in the theatre, and there must be a way to get to where she is held. The escape ladders disappear, leaving you stranded in the passageway. Luckily there is a trapdoor leading out. Opening the door, you see stairs leading down. Go ahead and follow the stairs deeper beneath the theatre. If you turn left further down the tunnel, you find a door with a slider puzzle on it, but the pieces appear to be stuck. Turn around and head down the path until you find an elevator that leads to the trick chair in the auditorium. After you ride it up to the top you find that you're still trapped! Bang on the chair until Joseph tries to help you. He can't open the path, but he gives you lubricant to loosen the door at the other end of the hall. Take the spray can and return to this door.



## A Rabbit out of a Hat

To solve this puzzle, you only need a bit of practical magic. Spray the lubricant on the puzzle to free the pieces. Solving this puzzle requires moving the rabbit to the left side of the screen. Untangling this tricky traffic jam can be a lot of work. If you want to make the puzzle disappear, check out the solution below. Once you complete the puzzle, you have access to the Magician's secret room.

**Move 2 right, Move 5 up, Move 9 up, Move 12 right, Move 13 right, Move 7 down, Move 8 down, Move 4 down, Move 3 right, Move 6 up, Move 10 up, Move 11 up, Move 4 up, Move 7 up, Move 8 up, Move 13 left, Move 9 down, Move 5 down, Move 3 right, Move 1 right, Move 6 up, Move 4 up, Move 5 up, Move the rabbit left, Move 9 up, Move 13 right, Move 11 down, Move 10 down, Move the rabbit left.**



## The Hidden Room

When you show up in the room you can see where Maya was held. Apparently the kidnapper already moved her. You find a shoe and pizza boxes. Maybe there are other clues left in the room. Ignore the remaining pizza slice and check the bookshelf. The book *Magic's Secrets Volume IV* has an interesting section on "phantom messages." Be sure to review how it is done. It will come in handy later. Now walk over to the chest and take a peek inside. There are a bunch of props in here, but the only thing worth taking is a pair of rubber gloves. Pick them up and see if you can find another way out of the room. If you thought that coffin-shaped object looked a little funny, you're dead right. Open it up and you find a path leading to the stage basement.



## An Electrifying Discovery

Now that you have proof of Maya's kidnapping, the cops will believe that she is in trouble. Time to return to the ticket booth and call the police. Wait... it looks like someone locked the gate and electrified it. Shocking! Is the kidnapper blocking your exit? Put on those rubber gloves before you attempt to unlock the door. The door keypad can be solved by depressing all the buttons, but the code is random. A good trick is to keep track of each number that you press correctly, and then keep going until you press all of the buttons. Once you solve the code, return to the backstage. Brady bumps into you. He seems to be acting strange. He claims to know little, but he isn't the brilliant actor he thinks he is. Don't let this distraction keep you from your goal. Head to the front of the theatre and call the police.



## Police Report

Once in the booth, grab the phone and call the police. It would be nice if this phone featured speed dial. Explain to the cops your recent findings and they agree to send a unit to investigate. Before the police arrive, confront your suspects with the evidence that you dug up during the press conference. Snooping can be so rewarding. Start with Simone in the Women's Dressing room.

## A Dangerous Arrangement

In the dressing room ask Simone about her funeral wreath order. She is furious that you went through her belongings, but if you continue to press she eventually confesses to ordering the flower arrangement. Simone insists on being innocent, but she seems tightlipped about matters. Why is this chatty agent suddenly silent? Leave her for now and go to the projection room to see Joseph.



## Joseph's Gamble

When you talk with Joseph he asks about the events inside the secret Magician's room. Recount the incident for him, but don't lose track of your purpose. You came here to question him. Bring up what you know about his brother and he explains that he didn't want you to worry about him. While his intentions seem honest, what will stop him from lying to you again? Your best bet might be to take time and think about the evidence you collected so far. Besides, the police are on the way. Head for the theatre booth and wait for tomorrow.

## Day Three

### The Plot Thickens

Check out the newspaper on the table as you return to the theatre. The kidnapper wants \$50,000 in return for Maya. Isn't that the same amount as the old Houdini bet? Are the demolition delays a ruse for a revenge plot? This might be worth looking into later, but there is a note next to the phone telling you to visit Joseph. Make your way to the projection room for a chat. He explains that the police arrived but found no evidence that Maya is still in the theatre. Despite the news, Joseph seems to be in high spirits and says he took time to fix the key machine in the lobby. There is a dedicated worker. Another call to the cops from the ticket booth provides you with answers as to what they found. Detective Mac Ramsey says they had reports of Maya sightings elsewhere. That plus the new demands led them to believe that she is not in the theatre. Don't let their conclusions deter you from your investigation. Maya's life might depend on you.



## Clock is Ticking

Time is running out for the theatre! You need to pick up your pace if you want to catch the culprit. Start by speaking with Brady again. Unfortunately you were unable to turn up much evidence against him but you can question him on his career and past. He still plays it cool to all your questions, so for now it might be best to leave him alone. Enjoy your book Brady. Is it a Beginner's Guide to Acting? Hit up Simone once more and she sings her innocence. The ransom means nothing to her. She claims that she helped coordinate a search effort by making Brady put up "Missing" posters all night. She also says Brady has been unhappy with the changes she has made to "help his image." He didn't mention that. Is something fishy going on? Storm back into Brady's room for answers.

## Before he was a Star

Surprisingly, Brady is missing. Take the time to snoop through his bag. You notice that he has Maya's notebook! Check her notes and you see that she was planning a big exposé story. Grab the pencil from inside his briefcase and be ready to interrogate him. When he comes striding in, give him the third degree. Brady admits to finding the notebook with the press pass, but he doesn't confess to the kidnapping. Question him about Maya's big story and he breaks down, telling you about his past. Brady Armstrong is actually Brady Thompson, nephew of J.J. Thompson. Brady is also the current owner of the Palladium. Try as you might, you can't convince him to stop the demolition. He seems certain that Maya is not in the theatre. Brady leaves to prepare with the wrecking crew for final demolition. Could he really be so insensitive and willing to risk Maya's life for his public image? Or is he certain because he the one behind her disappearance?



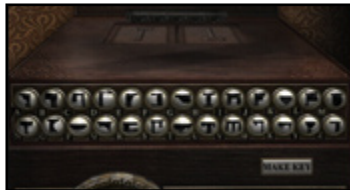
## Last Minute Information

With the demolition looming, go see if Nick can help out in any way. He informs you that a package arrived from Sherman Trout. The package is in the ticket booth. Inside you find a slide and a note detailing the contents. Apparently it's a letter to Houdini that discloses information about his heir. Grab the slide and return to lobby. Speak to Nick again and see if you can convince him to stall the wrecking crew for a bit while you examine the slide in the projection booth. It sounds like he's comfortable running interference. Let's hope he's not the scheming criminal we're after. Make your way upstairs.



## The Key to your Troubles

Apparently Joseph left the building, so you need to run the projector by yourself. It looks like the bulb is out, but you can grab a new one in the cabinet if you didn't already. Starting the projector is a bit more difficult. It's locked. The Projector Care manual has a key indentation, and using the "phantom message" trick you learned in the Magician's room, you can figure out what it looks like. Didn't Joseph mention fixing the key-making machine earlier? Now that's fortunate! Return to the lobby and start the machine. It costs you a quarter, but you need that key. Recreate the exact shape of the key by matching the corresponding key teeth pattern. When you think you unlocked the perfect match, press the 'make key' button. If you are concerned about making a mistake this late in the game, press the buttons in this order: S, I, V, O. Now take the key back to the projection room.



## Focusing On the Culprit

Use the key on the projector. Replace the dead bulb with a new one and grab the slide hidden inside. As soon as you finish fixing the machine the police call out, informing you that they're coming through and clearing the building. If you want to stay and investigate to the end, you must find a hiding spot. Quickly duck into the cabinet before they arrive. Hold your breath until they leave. Phew! The curtain is about to drop on this mystery. Hurry up! Use the projector to read the slide Mr. Trout sent you. Turn the knob to adjust the focus (if you didn't set it up earlier). Apparently Houdini was going to give his portion of the theatre to a female magician, but there is no mention of a name. Maybe there is something important on the slide you found. As you place it in the tray, you notice that you need to refocus the projector, but when you do, the knob drops off and rolls under the switchboard.



## Sounds Deceiving

As you reach down to pick up the knob you find a few more clues. The first is a Voice Swap machine, used to disguise a person's voice. This is how the kidnapper was able to remain undetected when you were being called. You can also find a recording machine on the floor. If you listen to the tape you hear a playback of the kidnapper's voice! You might have the kidnapper's identity, but Maya is still missing. Pick up the knob and return to the projector. Turn it on and focus the slide to see the theatre blueprints. It's the missing copy from the Records office. The kidnapper must have stolen it to keep some of the hidden rooms secret. In fact it looks like there is a hiding place located above the projection room. Maybe it's where Maya is held! Before you get the chance to search for the entrance, the kidnapper runs in. Even if you say the jig is up, the culprit acts as though nothing is wrong. At the end of a short conversation you're locked inside the room and demolition is only minutes away. Now you're fighting for more than Maya's life! The clock is ticking from here on out so don't dawdle.



## The Curtain Falls

Your only hope is finding the secret passage shown on the blueprints. Hunt around the room for a switch to open up the entrance. If the ticking clock makes this puzzle too intense, check the electrical outlet next to the door for a secret panel. Flip the switch and a ladder falls from the ceiling. Turn around and climb into the passage. Here you find a locked door and a safe. There is a key in your inventory that you carried for some time now, so give it a twist in the safe lock. Inside you find a whole slew of keys and letters. The documents explain that Louisa Falcone (Nick's Grandmother) is the heir to Houdini's half of the theatre. Hang onto those documents and grab the keys. One of the keys opens the wooden door left of the safe. It's completely random so keep trying keys until you find the one that works. Once you open the door, be ready for a confrontation.



## Signing Out

It's Maya! There is little time left before the wrecking ball smashes into the building. Maya is trapped in an old freezer on the other side of the door. There is a sledgehammer on the floor, but don't bother using it because it won't help. Make your way around the corner and turn on the giant theatre marquee to alert the demolition crew that someone is still inside the theatre. Just as you reach for the switch, the kidnapper tries to stop you. Ignore the excuses and perform a magic trick: Grab your flash paper and blind the kidnapper during the conversation. Now flip the switch on the marquee sign and the demolition stops. Now take a bow, because this case is closed!

