



NANCY DREW®

Warnings at Waverly Academy

dare to play™

Her Interactive, Inc.

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Malicious Midterm Mischief!

Waverly Academy's Ramsey Hall is home to the most studious and competitive valedictorian candidates on campus, but mysterious pranks are sending some girls home early—and dashing academic dreams! That's why you, as Nancy Drew, are going undercover to pose as Becca Sawyer, a transfer student from France. You must track down and apprehend the troublemaker before the former students of Waverly Academy sue the school and ruin the institution's prestigious reputation!

Study Hall isn't Over! Don't Turn the Page Yet!

There's something really cool and important that you need to know about this strategy guide. It covers all the steps and solutions for solving *Nancy Drew: Warnings at Waverly Academy* on Senior Detective level, but everything is written in a way that *won't* give away the culprit! You must complete the game if you want to know the identity of the mischief-maker and his or her motivations behind being the Black Cat! This guide assumes that you already know about basic game functions, including how to move, interact with characters and use the features in the game tutorial. If you're playing at Junior Detective level, some steps in this guide won't be necessary, but the tips below can make the game easier to play:

- Sometimes you'll stumble across a step in this guide that mentions an event that hasn't happened for you in the game. Don't sweat the details—because if you followed all the other steps, you probably just need to make sure that you talked to everyone that you can talk to about everything they want to discuss.
- Watch the clock! Until you earn a password and read the student rules, figuring out when you're supposed to be in your room is tough. All students must be in their dorm rooms by 11:00PM or they'll receive demerits.
- Pay attention to text messages—but think about the source before you act! This group of Waverly Academy girls is highly competitive and doesn't mind tricking their rivals into doing something that earns demerits. If someone identified as “Unknown” sends you a text message about the coast being clear to sneak around, be cautious! If the sender is identified as Paige Griffin (your Resident Advisor) and she advises you to complete a task, jump to it!
- Some girls (especially Izzy) only tell you important things **ONCE** in the game. Luckily for you, the complicated stuff like a password and other mysterious stuff appear in your Journal under Clues or Observations. If you think you lost an important clue or need to decipher a cryptic chant, look for the details in your Journal.
- If Rachel asks you to take pictures (use the USB connection box next to the library computer monitor to connect your camera/phone), don't run all the way upstairs to her room to ask her to check or approve your photographs. After you upload, turn around and leave the library, then walk back into the library, click to the download page and see if she left you any notes for retakes. If there are no notes, Rachel approved your work!
- Save your progress often! In some places you'll encounter tricky puzzles that involve multiple steps (like climbing trees—in three sections!) While this game has a second-chance option, it's always important to save your progress in multiple files, especially if you want to re-explore other investigative options throughout the earlier areas in your adventure.

Suspense is in Session!

The headmistress at Waverly Academy for Girls wants you to find out who is slipping students threatening notes and playing perturbing pranks! At first these stunts seemed harmless, but now parents are threatening to sue the school. To begin your case, click on the case file on your desk, and then point and click on the airline ticket clipped to the file in the lower right corner of your screen.

Becca Sawyer in the House!

Your case begins with a flashback that happened two weeks ago to one of the Waverly Academy students—this cinematic sequence sure beats reading more text in your case folder, but there are some immediate questions, like what is up with the cat print on that note? Ask your new roommate Corine Myers for her account of the incidents.



Check Out Your Digs

Talk to Corine as she summarizes the black cat note incidents. Apparently if someone receives a second warning, something bad happens to them. Doesn't it seem strange that someone as smart as Corine didn't realize until now that all of the students who received notes were also valedictorian candidates? There is a handwritten note on your desk from someone named Rachel. Her room is at the end of the hall.

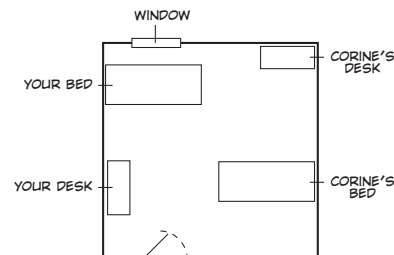


Corine Myers

- Your roommate Corine Myers must be a multitasking maniac. She has four days to complete a 30-page paper but she offers to assist you on your first day. Wow. She's obviously smart, but her insistence on rolling out the academic welcome mat in spite of her overwhelming workload seems incredibly... charitable. 30 pages of research paper (and any good paper goes through several drafts) in four days breaks down to almost eight pages a day! That's like writing a college-level paper! Despite her self-sacrifice and extreme workload, why is Corine willing to help? What if she overheard the Headmistress talking about someone undercover? If Miss Myers is behind the pranks and she knew about an investigation, she would want to monitor snoopy newcomers—because a low grade on a research paper is nothing compared to being thrown out of school.



CORINE'S ROOM



TTFN, N00b. LOL! :-p

As you leave your room, you run into Izzy Romero, the passive-aggressive student body president of Waverly Academy. One moment Izzy makes fun of your hair, and then the next she invites you to visit her because she knows a secret or two. Izzy also sets up your phone to receive text messages from other Waverly students. Does this mean that you're in with the valedictorians?

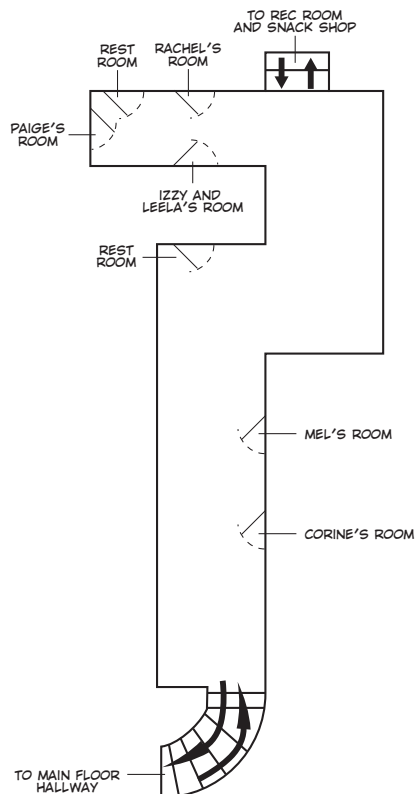


Izzy Romero

- Most student body presidents win their positions through popularity, but Izzy Romero seems meaner and more cynical than most typical student government leaders. The first words out of her mouth are an insult directed at the color of your hair—so she's not out to score first impression points from you. Could this disrespect be an attempt to intimidate you? Mention France and she suddenly backs off and says that she knows more about Waverly Academy than any other valedictorian on the floor—and that she can help you. What's with this hot and cold treatment? Izzy also mentions that she spends a lot of time studying in the library these days. Is she doing that to avoid a threatening black cat note or suspicion from her peers? Izzy was nice enough to set up your phone for school text messages, but did she set you up for trouble, too?



RAMSEY HALL MAP - FLOOR 2



A Goth Legacy

Walk down the hallway until you're standing in front of the door with "Mel Corbalis" on it. She isn't the Rachel Hubbard who needs help, but you need to meet all the valedictorians on this floor and Mel Corbalis has the room adjacent to you and your roommate. Knock on the door and introduce yourself to Mel. Apparently she already knows about you—or at least your cover story—through text messages on her phone. She's a little skeptical about someone like you supposedly transferring with a clean slate from a school in France. But Mel is also skeptical about the black cat notes. She knows it's all a series of nasty pranks from someone mean. Talk to Mel until she gives you the phone number for Megan, her former roommate who was almost killed by a prank. The number is saved to your phone. Then, take a close look at the sampler hanging on her wall and notice that "Moore" is spelled strangely.



Mel Corbalis

While Izzy Romero seems to have a huge ego, the reclusive Mel Corbalis is the exact opposite. Mel seems to take pride in her outcast status among Waverly Academy's potential valedictorians. Despite her skepticism about her peers and this whole Black Cat business, this talented musician is amazingly candid and frank about her opinions regarding the pranks. It seems like an innocent comment until you see the needlepoint poem in the corner of Mel's room and ask her about it. Unlike other students at Waverly, Mel's mother, grandmother and great-grandmother attended this school. That makes Mel a legacy—and all daughters of alumnae are automatically admitted to the school regardless of academic abilities or Mel's personal preferences. If Mel is an outsider, it might not be because of her behavior, but because she doesn't really want to be here. Would this resentment push Mel into creating the harmful pranks against other valedictorian candidates?



LOL! Mean Grrlz R Mean!

A text message chimes on your phone as you leave Mel's dorm room. Open your phone and read it. Apparently you're the subject of Waverly Academy gossip! Wow! You met three students and you're already being talked about. The text message seems harmless, but it's annoying that the person who wrote the text is listed as "unknown." Someone might hide behind this anonymity and talk trash about you later.



Find Rachel's Room

Rachel's room is upstairs with the rest of the valedictorians, but it might be tough to find. Walk past the restroom (you can visit there if you like) and then stroll past the tables, but don't go downstairs. Look to the left and you'll spot a hallway with three doors. Rachel Hubbard's room is on the right, just across the hallway from Izzy Romero and Leela Yadav. Go ahead and knock on Rachel's door.



Your First Assignment!

Rachel Hubbard wants you to take photos of the valedictorian candidates and upload them on the computer in the library for the Waverly Academy website! Her request seems a little strange because she's supposedly being graded for the project, but she's only asking you to take pictures—she'll be the one doing all of the website design work. This assignment is a great way to get acquainted with the other students, so go ahead and agree to the work.



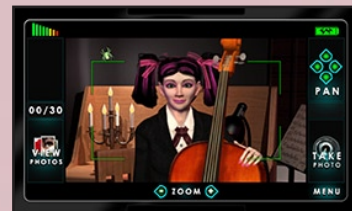
Rachel Hubbard

Of all the valedictorian candidates at Waverly Academy, Rachel Hubbard seems like the longshot for taking top honors. That's because she apparently messed up on an Advanced Placement (AP) chemistry test. She explains that she's not out of the running for valedictorian, but all of the other girls would need to screw up badly before Rachel could have a chance. Rachel seems extremely stressed the first time you meet her. Is it her chemistry test or the upcoming meeting with her advisor? Your neighbor Mel Corbalis also notes that Rachel doesn't seem as smart as the other students on your floor, and it's a bit of a mystery how she managed to attain her status as a valedictorian candidate. It all seems like tough times for Rachel Hubbard, so if she is actually desperate, would she resort to the desperate measures of sabotaging her rivals for valedictorian?



Begin Your Assignment

Take a closer look at Rachel's list of photo subjects. So who is around and where do you begin? You can hear Mel's cello down the hallway. Visit Mel Corbalis and take her picture. Mel doesn't smile much. Maybe she just needs to hear a funny cello joke. How do you tell if a cello is out of tune? The bow is moving! On second thought, let's keep that joke between us, m'kay?

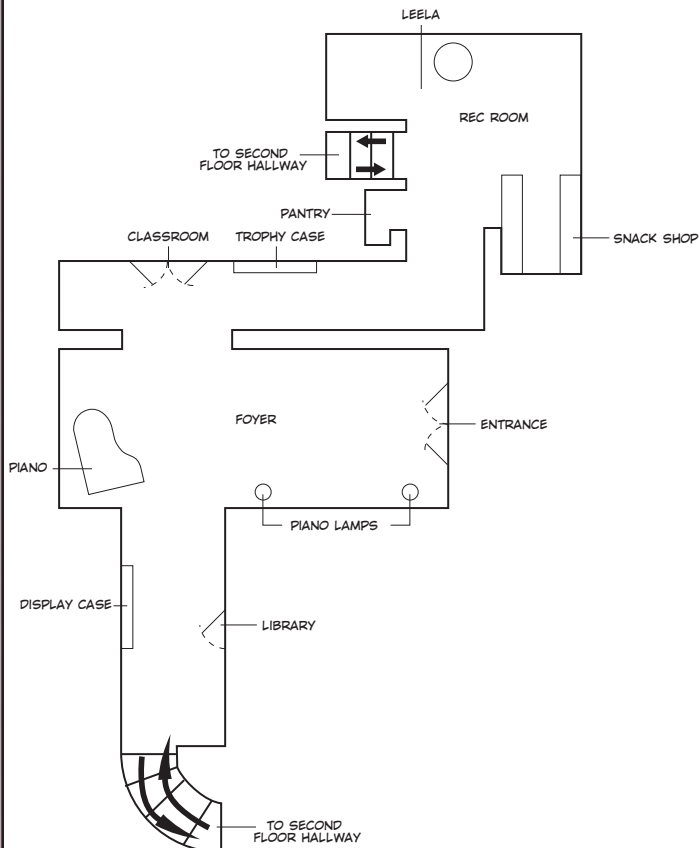


Call Megan

You'll also need a photo of Mel's roommate, Megan Vargas. Go outside Mel's room and call Megan. Click the phone icon near the bottom of the screen and then choose Phone. Now click left or right on the arrows at the top of the screen until you see Megan's phone number. Megan tells you that Leela Yadav has a picture. You haven't met Leela yet, so return to your room first and take a picture of Corine Myers.



RAMSEY HALL MAP - MAIN FLOOR



More Pictures

Before you take Corine's picture, ask your roommate about Mel and Izzy. Pay attention to how Corine answers your questions. Apparently Corine is more than a little concerned about what the other students think of her. Does she have low self-esteem? While Corine seems concerned about Mel and Izzy's opinions, she doesn't think much of Rachel Hubbard. Get a photo of Corine, ask her where to find Leela, and then head downstairs.



Explore Further

Turn left as you leave your room and walk downstairs. You see a dimly lit hallway and a display case on the left. There is a set of silverware here and a missing menu card. The menu was from a celebratory dinner in 1871, but the menu was checked out by a "L. Yadav." Is that Leela Yadav? Make your way around the piano (you can play it a bit), past the locked classroom and into the rec room.



Go Find Leela

Megan Vargas mentioned that Leela Yadav might have a picture of her, and Corine said that Leela was downstairs in the rec room. Is this her hangout? Where and when does she study? The rec room is to the right of the locked classroom doors. Leela is there juggling a soccer ball.



Photo Opportunity

Ask Leela if you can take her picture. No problem! Leela might seem impatient if you take too long, but it's important to get the shot right—or Rachel Hubbard will send you around to take retakes after she sees the images on the website!



Leela Yadav

Besides being smart and athletic, Leela Yadav is the most confident of all the Waverly Academy valedictorian candidates. She's not afraid to tell you what she thinks of the other girls. For example, she's sure that Rachel Hubbard is behind the black cat notes because after flunking her test, there is no way Rachel can make it back into the valedictorian race. Leela also seems very confident about her studies, so while her housemates sweat writing papers or meeting advisors, she's sharpening her reflexes by playing games in the rec room—her hangout. But while Leela seems likeable, keep in mind that she's an extremely competitive individual who doesn't like to lose. You'll probably spot the pantry closet in the corner of the rec room where Danielle Hayes—Corine's former roommate—was trapped for the night. Did Leela lock the door on her competition?



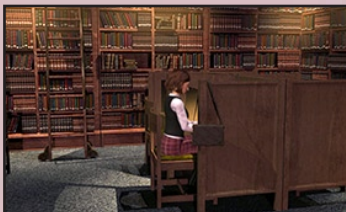
Air Hockey

Leela Yadav has a photo of her pal, Megan Vargas, but she won't loan it to you for the school website unless you can beat her in a game of air hockey in the rec room. Leela is a defensive player, and despite claiming to work on her reflexes, she's often slow to react to fast pucks. Work on your angles and as long as you shoot fast, she'll have a hard time catching up before you score seven goals. After you beat Leela at air hockey, she explains that she'll bring the photo of Megan to you the next time she's upstairs.



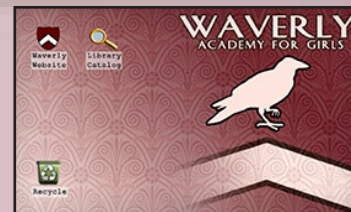
Library Time

Across from the display case are double doors leading to the library. Look around at the books and the locked case. You need to start a key collection soon! In one corner of the library is Izzy at a cubicle, working on her laptop computer. Look around and you'll see an open computer next to the library checkout counter. Maybe this is where you need to upload the photos for the Waverly Academy website?



You Need a Password!

Check out the computer screen. There's a link to the Waverly Academy website. Corine Myers told you to check out the online student handbook. Click on the Waverly Academy link and the computer asks you for a password. Maybe you "forgot" it. Click "Forgot Password?" You see a message to contact the student body president. Uh-oh. Try exploring the computer card catalog.



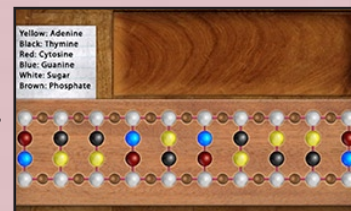
Does Anyone Do Any Work Here?

Here's the good news—the student body president is right here in the library with you. The bad news is that Izzy won't give you a password until you help her with the DNA model for her class assignment. Talk to her more and ask her about the other girls. If you want to make assumptions, you might conclude that Izzy considers you okay as long as you don't hang around with your roommate Corine. That's the ol' divide-and-conquer technique that the cruelest social climbers use to isolate and weaken any group of girls who might band together and go against the established popular order in the school, so don't fall for it. Take Izzy's picture and ask her about Mel and Leela. Then agree to go along with the DNA research because you're going to need that password to complete Rachel's assignment.



It's in the DNA

Izzy Romero tells you briefly about her DNA puzzle, but she only says it once. That's probably because she doesn't like you enough to provide you with examples, details or additional instructions, but all of Izzy's instructions are noted in your journal under clues. The photo on the right shows you the completed puzzle. Just remember that every phosphate and sugar needs to be connected.



Get Ready to Write Down Your Password!

Whether you play Senior or Junior Detective level, it's important to have a pencil and paper handy because Izzy only gives you your password once—and the password won't stay on the screen! If you're not fast enough, the password is WAC35NEI36, and you can check your password at any time in your journal. After Izzy approves of your work on her assignment—perhaps you could be valedictorian—write down the password and then walk over to the library computer. Log onto the computer and look at the Waverly Academy website. Read the announcements about the snack shop boss duties and the missing Poe book. Click on the Student Life tab on the right side of the screen and then read the student handbook. It explains demerits. Now click on the red box featuring a game called "Double Take." If you can win the top score, you'll erase one of your demerit points!



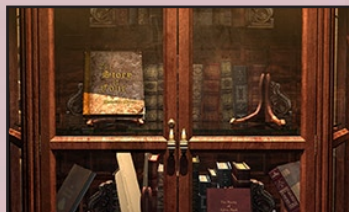
Need to Know Moore?

After you're done playing Double Take (if you beat the top score, you figured out the best strategy—flip over cards as fast as possible) open the library catalog. Remember visiting Mel Corbalis in her room and the spelling on her needlepoint? Enter in the word "Moore" and search for the results. There is a book by a Madeline Moore entitled "The Story of Four" but it is in the Special Collections.



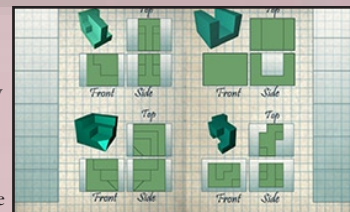
The Special Connection

Against the far wall of the library is a glass cabinet. Old and rare books fill the display shelves, but Madeline Moore's *The Story of Four* holds a special and prominent place in the display. What is this book about? Does it have special meaning to the school? Unfortunately the cabinet is locked and you don't have a key. Go to the check-out desk for help—if the sign says Corine is the on-duty librarian, she can open the Special Collections.



Orthographic Oddities

Visit your roommate Corine in her room and ask her about Leela's bandaged wrist, the missing book and the key to the library Special Collections. She will loan you the key if you help her finish an orthographic drafting project. What is it with these valedictorians asking you to do their homework? If you need help, check out the solutions on the right—the left side of the drawings are always the front view.



To the Library

Corine tells you to leave the key in the Special Collections cabinet when you're done. Before heading back down to the library, stop in at Rachel Hubbard's room and take her picture for the Waverly Academy valedictorian page on the website. It's strange that Rachel forgot your name—is she distracted? After you take her picture, talk to Rachel about the Black Cat notes. Rachel has never received a threat.



Snack Attack!

On your way back to the library, stop at the snack shop in the rec room to fulfill your daily assigned work study. If you receive a text message about preparing snacks for the other students, be sure to run down to the rec room and make the snacks before curfew or you'll receive demerits. Pick up the guide and prepare snacks following the guide rules and fill the orders in the upper right corner of the screen. If you need a toasted bagel, use the toaster on the right. If you need to make cookies, you'll find cookie dough in the refrigerator and a small cookie oven in the lower left corner. (Pull the cookies out when the oven light turns green!) When you finish, you'll find a key!



Hallowell History

Return to the library and use Corine's key to open the Special Collections cabinet. Pick up Madeline Moore's *The Story of Four* and read it. The book mentions Rita Hallowell, one of the founding faculty members at Waverly Academy. There is a picture of Rita in the back of the book. She is the one with her hand on the building cornerstone. Is she resting or is her hand on the building some sort of clue?



A Stroll Outside

If it's not too late at night, walk out the front doors of Ramsey Hall and examine the large tree on the right. Look closely and you'll see a white squirrel. Is this the squirrel mentioned in the Student Life section of the Waverly Academy website? The squirrel scolds you as it scampers back up the tree. What was the name of the squirrel? Casper? Hopefully Casper found enough food for winter this year.



The Cornerstone

Beside the tree is the cornerstone of old Ramsey Hall, but this weathered block doesn't look like the cornerstone you saw in the picture. There are four loose pieces of tile in the center of the block. Pick up the pieces and rotate each one until the pieces completely fill in the center square. If you're stuck, the photo on the right shows you exactly what you need to do. The cornerstone swings open as all the pieces fall into place, but before you have a chance to look inside, Casper the albino squirrel scurries up, grabs a shiny object and flees into the high branches of the nearby tree. At least Casper couldn't take the journal too! Pick up the Hallowell journal and flip through the pages. The notes written by the former teacher seem incoherent at times, but she mentions a hidden treasure!



Does the Key Fit Here?

Around the corner is a cellar door, but it's locked. Remember that strange key you found at the snack bar in the rec room? It seems like an odd place to store a cellar door key, but the lock looks as old as the key. Try the key in the lock and then head down the stairs. Be sure to flip on the lights on the left side of the stairway so you can see your surroundings—it's dark and spooky down here.



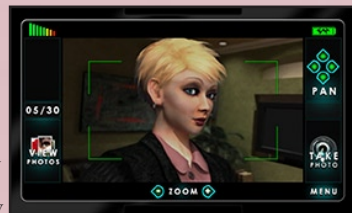
Old School

Explore the cellar. There's a creepy looking furnace in the corner and a bunch of valve handles. This might be something to check out later. In the other corner are boxes and school supplies. Open the box and look at the old textbooks. Near the bottom is a book about America. It's so old that Alaska and Hawaii are listed as territories! Turn around and examine the scary image seeping through the wall.



Get the Point?

Make your way back into Ramsey Hall and return to the rec room. Ask Leela for the photograph of Megan Vargas. Leela says that she won't give you the photo until you beat her at a game of Scram with the darts. Didn't you already win the photo when you beat her in air hockey? Playing Scram isn't hard if you apply a simple strategy—aim for the area on the dartboard that scores the most points. Until Leela blocks the bull's-eye and takes 50 points off the board, aim there or the tiny Triple Ring band on the 20 section (worth 60 points). Then aim for the next highest available points—don't spend any time aiming at the 1 section unless it's the last thing that Leela blocked. Now quickly block Leela's highest available points (she has better aim as a scorer) and you'll easily win the match.



The Key in the Pantry

Use your phone camera to zoom in on the photo of Megan Vargas and then take a picture of it. That should take care of all the valedictorian photos for the Waverly Academy website. Go to the pantry closet in the rec room and turn on the closet light. Examine the closet interior and you'll find a key—but you can't take the key unless the closet light is switched on! Keep this key in your inventory for later.



Upload the Photos

Return to the library and upload the pictures of the valedictorians. You must connect your cellular phone to the USB hub (that's the box on the left side of the computer monitor). Go to the "Meet the Candidates" link under Academics on the website. Select the best shots for the six candidates and then go see what Rachel Hubbard thinks about the photo quality. If she approves, you're done with the photography assignment! That's more time to investigate, right?



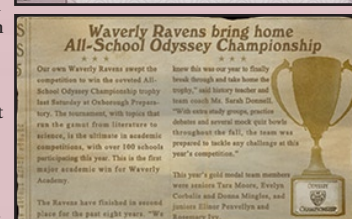
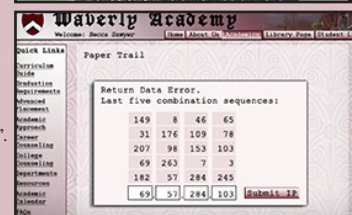
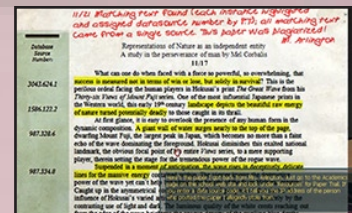
A Little Layout Work

If it's late at night, Rachel Hubbard might be working to finish her assignments before lights out. Don't sweat it—you can check with her in the morning, but you might need to jump ahead to the nocturnal squirrel chasing in the tree on page 20 before you do this next step. If she tells you that she's busy, return to the library computer and log in, then look at the "Meet the Candidates" link under the "Academics" page. You'll probably see notes from Rachel about some (or all) pictures that need to be replaced. Retake the pictures, upload them, and visit her again. If she approves, she'll ask you to do some layout work on the new valedictorian webpage. The instructions are on the library computer. The solution? That's in the photo below! On to the next assignment!



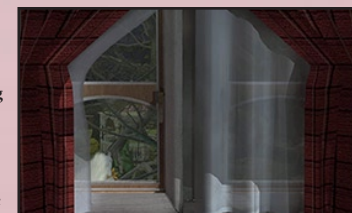
A Frame Job

As you head down to the library computer you might get a text about Mel Corbalis accused of plagiarism. Don't worry about Mel until you take care of Rachel's layout request for the website. After Rachel is happy, spend time consoling Mel. Did someone frame her? Let Mel explain the circumstances and the Paper Trail software that the Waverly Academy faculty uses to look for matching sentences and phrases in plagiarized papers and then take her marked up paper. Now head down to the library computer and click on the "Academics" tab, then click on "Resources". The next step requires taking notes. Copy down the database source numbers on the paper and enter the source numbers manually. If you're in a hurry, scroll down to 987.328.6 and enter that one. The search engine can't match the IP address but it gives you five columns with five possible sets of numbers for the correct IP address. Mel couldn't remember the IP address, but she knew its ten digits had no repeating numbers. If you're stuck, look at the middle photo on the right. Now explain everything to Mel and she will give you an old newspaper clipping. Ask Mel about the missing Poe book.



Time for Bed

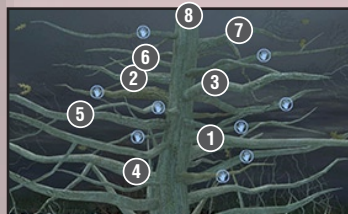
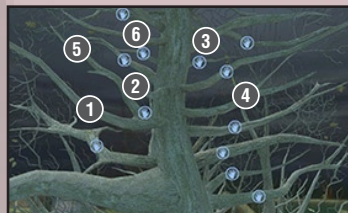
Remember to return to your room before 11:00PM so Paige doesn't give you demerits. You can advance time by setting the alarm clock on your phone while you're in your room. Go ahead and set it for morning (7:00AM is good) but don't think that you'll be sleeping through the night. Outside your window there will be such a clatter, you'll arise from your bed. Casper the squirrel is knocking at your window panes!



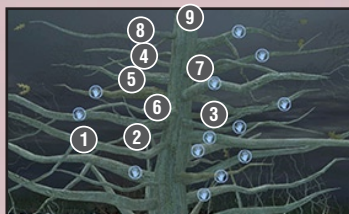
Squirreling Around

If only catching a squirrel was as easy as climbing a tree and acting like a nut! The tree outside your window is HUGE and you'll have to climb on the same branches as the squirrel. There are different patterns for the three tree sections depending on whether you play Senior Detective or Junior Detective levels. We've outlined the order of the handholds below, but see if you can do it all on your own!

Junior Detective



Senior Detective



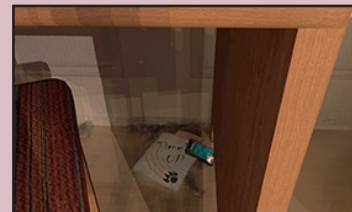
Folks in Cloaks!

When you finally climb to the top of the tree you'll find Casper's squirrel dray inside a small hole in the old tree trunk. Reach inside and grab the strange gold bug token that Casper nabbed moments after you opened the Ramsey Hall cornerstone. Silly squirrel! Strange noises draw your attention; look down and you'll see a circle of cloaked figures directly beneath the tree. Who are these people and what are they chanting? It's some sort of ceremony, but you can't recognize anyone beneath the dark draped fabric or hear what is being said. Watch the group as they disperse into the night, and make your way down the tree until you're back inside your dorm room window. Sneak outside (avoid getting caught by Paige) and explore the ground around the tree where you spotted the gathering of cloaked figures. There is a barrette here! Didn't Mel have a barrette like this?



A Dropped Call

After climbing around after the squirrel, you're exhausted! You're so tired in the morning that you accidentally knock the phone off your desk. Recovering your phone requires searching in a new place. Examine the contents on your desk and move your magnifying lens cursor over the right side of the desk—the area closest to your bed. You should find a new place to search where you couldn't look before. Pick up your phone from under the desk and you'll also find a piece of wood and Danielle's second Black Cat note! The note isn't much of a surprise, but this piece of wood is a mystery. Look at it closely and you'll see that the piece of wood is shaped like the state of Oklahoma. It must have fallen, but Oklahoma is OK. (That's the real state slogan.) Wasn't there a wooden map of the United States inside the locked classroom?



The Blackwood Society

Pick up the other note from the Black Cat beneath your dorm room door. Apparently this note is for you. Go next door to Mel's room and ask her about the barrette you found! She will tell you all about the mysterious Blackwood Society.



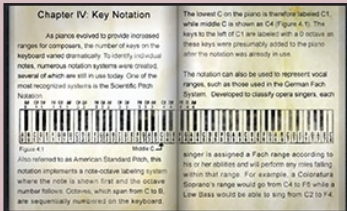
Shed Light on Mysterious Music

Pull the Hallowell Journal (the one you found in the cornerstone) out of your inventory and examine the handwritten notes. On the second page there is a line that reads "1st low bass then coloratura." Go downstairs and look at the small piano lamps next to the front door of Ramsey Hall. Turn the lamps and you'll find letters and numbers etched into the glass shade. Is this something to play on the piano?



Cookies and Milk

Is there an old piano book in the Ramsey Hall library? Go to the library computer and do a search using the keyword 'music.' There's a piano book here but it's checked out to Mel Corbalis. Ask her about it and she'll loan it to you—after you fix her a batch of cookies and milk! Open the snack bar in the rec room, serve up the meals and then fix Mel's snack after everyone else has been served. Deliver Mel her order and she'll give you the music book.

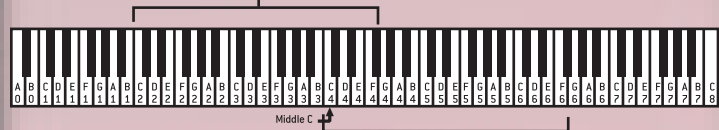


Playing in Key

Open the piano music book and look at the Key Notation section. There is a diagram of a keyboard with notes and numbers. The book talks about the German Fach system and makes reference to vocal ranges, including low bass and coloratura—two terms you saw written in the Hallowell journal. The journal hinted at low bass first. What if you played out the melody of the keys etched on the lampshades down on the foyer piano? It's not too tricky, but if you're stuck on the order, check out the diagram below and enter the following: First from the left side of the keys: D2, A2, B2, D3, F3, A2 and then C2. Now move to right and then enter the coloratura notes: E6, A5, B5, C5, E5, B4, C5, G4 and then C4. If you played everything perfectly, you found a cat token!



Low Bass



Coloratura

Photo Assignment

Return to Rachel and check in on the website layout. If you've done it correctly, she has another photo assignment for you. She'll give you a list of six objects that are school icons that you need to take pictures of. Look at Rachel's purple assignment sheet. The list resembles a photographic scavenger hunt, but maybe Rachel wants a photo montage on the school website. Mel gave you a clipping about the school's first trophy, and it's in the trophy case next to the rec room. The oak tree is easy and so is the inlaid wood school emblem in the foyer. Snap a shot of the entry arch to Waverly and you're almost done!



What's on the Menu?

Near the end of the Hallowell journal is a reference to fine dining. Remember that key that you found in the pantry closet? Use the key to open the case containing the silverware display. It looks like something else was checked out to Leela Yadav. You can bet that you'll need to beat Leela at a game before she gives you anything she checked out.



Making Trades

You can't do much with the silverware in the display, but you might find information about dining on the library computer. Do a search using the keyword "Menu" and you'll find a book on Victorian dining. It's checked out to Rachel Hubbard. Ask Rachel and she'll tell you to get her notebook from Mel. Ask Mel and she'll tell you that she left Rachel's notebook in the library. Is Rachel's notebook lost?

Lost and Found

Look around in the library. Just to the left of the checkout desk is a drawer. Examine it and you'll see a "Lost and Found" plaque over a drawer with a combination lock. Do a search for "Numbers" on the library computer. There's a book on numbers at the checkout desk! Pick up the book and compare the information with the carved Roman numerals on the drawer, and then enter 2641 as your combination!



Playing to Win it All

Grab Rachel's math notebook and take it upstairs. In exchange for the notebook she'll loan you the book on Victorian dining. Ask Rachel about math and she'll give you a strange answer. Is she having trouble keeping her thinking straight? Return downstairs and ask Leela Yadav about the menu and she'll challenge you to a game of either scram or air hockey. Win at one and she'll loan you the menu that she borrowed from the display case. Ask Leela about the missing Poe book.



Silver Service

Open the Victorian dining book and read the contents. There's an old student ID card in here belonging to Amber Sullivan. Take the card and keep reading. The goal of this puzzle is to pull the silverware (the utensils function as levers) in the same order as the silverware used on the menu for the celebratory dinner. The book has several pictures of each utensil, followed by descriptions of the function for each silverware piece from the left side of each photo to the right. If you're stuck or feeling the need for seconds, pull the silverware in the order shown in the photo below:



Extra Credit Work

Take the orangutan token that you earned from solving the silverware puzzle. The middle pages of the Hallowell Journal talk about reconstruction of the United States and a classroom. Is this an observation about the times or a cryptic clue? The classroom is locked, so go to your dorm room and set your clock for 11:00PM. Now sneak downstairs—avoid getting caught by Paige—and use the old student ID card to jimmy the lock on the classroom doors.

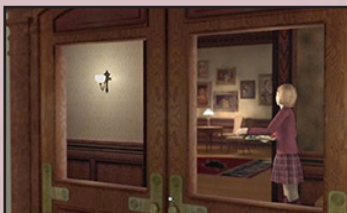
Disorder in the United States

This classroom could be in a museum! There's a stunning wooden map of the United States. Place your Oklahoma piece back in the map and take a picture of the completed map. Check out the raven panel to the right as you walk into the classroom. The Hallowell Journal mentions a raven. The order of the parts mentioned in the journal was tail, bill, breast and primary feathers. Using the raven sketch, locate those parts and touch them in the same order as explained in the book. Whoa! What was that noise? Almost all of the wooden pieces in the United States map behind you just came tumbling down! Only Washington state remains! Move toward the map and then carefully piece the State of the Union back together. You can scroll up or down through the pieces on the left side of the screen by moving your cursor to the top or bottom of the displayed pieces.



A Midnight Snack?

After you complete the United States map, a raven token is revealed from behind the raven panel. Go grab it. Hey! Rachel just walked by the classroom door! Is she getting a snack? This is probably the only time you have ever seen her outside her dorm room! Is she hiding something there? Follow her upstairs to her room and use the old student ID card on her bedroom door.



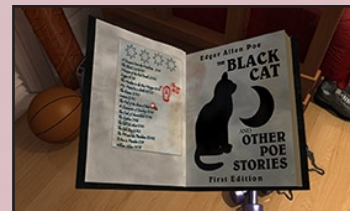
A Secret Door

A strange panel door slides shut as you enter Rachel's room. Is this a secret passage for that secret society Mel mentioned? Is Rachel part of the group, or even the leader? Walk up to the strange panel and examine the unusual sliding combination lock. There are multiple ways to solve this puzzle. You need to move the sliding piece over each circle to light it, but you can only visit each circle once!



An Unauthorized Visit

The next morning you'll need to do more snooping around. Visit the library and log onto the computer. There's a blizzard headed this way! Everyone is supposed to remain indoors. That explains all the snow piling up outside. Someone sent you a text about the Poe book being in Izzy's room. Even if you don't get this message, use the ID card to break into their room to snoop around. Search among the weights and workout stuff at the foot of Leela's bed and you'll find the missing Black Cat book. Read the notes inside the cover. Are these dates of publication? What are the stars for? Look at Izzy's desk—especially behind her picture. Take the key taped to the back of Izzy's portrait and open the purple chest at the foot of her bed. Inside is the light-colored cloak that you saw from the tree! Is Izzy the leader of the Blackwood Society?



Hey Izzy! I Know a Secret!

Izzy always seems busy, but she makes time talk to you when you explain that you know she's the leader of the secret Blackwood Society. She claims that she doesn't care that you know, but she's clearly annoyed about it. Ask her to tell you the secret chant—the chant will be recorded in your journal notes.

Old Pictures, New Clues

Izzy says that she doesn't know what the chant means, but it might be a combination. Even if you have demerits, don't turn in Poe's *The Black Cat* book to the Special Collections. Take it with you and go outside and then down into the cellar. There are seventeen Edgar Allan Poe titles written on the note inside the book. There are also seventeen star impressions on the wall inside the cellar. There are four star tokens with symbols that relate to four of these titles. Someone wrote that the ape did it in "The Murders in the Rue Morgue," so that explains what the orangutan star token represents. See those dates next to the story titles? Sort out the list by year and month, then place the tokens in the holes from left to right in chronological order, or you can copy the pattern shown in the photo on the right.



Rachel Will Be Thrilled!

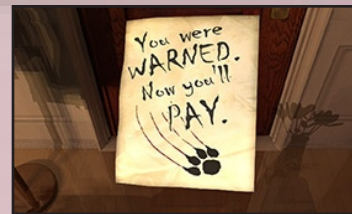
When you insert the tokens in the correct locations, the wall falls away and you see a hidden compartment. There are blueprints here to the cellar. Apparently there is a room behind the furnace! There is also an old photograph of Ms. Hallowell and her black cat. This is exactly what Rachel wanted for the new website! Take a picture of the old Usher photo and head up to the library to upload your photos.

One More Task

Upload your photos (you took pictures of the trophy, arch, oak tree and foyer emblem earlier, right?) to the library computer. Plug in your phone to the USB hub. You need to navigate to the "About Us" page and then click on "Why Waverly?" Be sure to include the image of Ms. Hallowell. If you didn't take a picture of the wooden United States map in the classroom, use the old Student ID card to sneak in and take a photo. Leave the library and then return to the computer to see if Rachel has recommendations for retakes. If you see the completed site, go upstairs and ask Rachel for your next assignment. All you have to do is upload Corine's award-winning essay and you're finished with the website updates! Corine probably has a copy of the essay filed away, so go see her in her dorm room.

Toasted Bagels and a USB Drive

Talk to Corine in your dorm room and she'll tell you that she's more than happy to give you the USB Drive, but she would love it if you could make her a toasted bagel treat at the snack bar. As you leave you'll see another note from the Black Cat. It seems to be for you, or is it for Corine? Head down to the snack bar and prepare meals for everyone. If you don't have a special order from a teacher, you'll conclude your snack bar duties with a paper sack containing Corine's snack. Give her the toasted bagel treat and she'll give you the USB Rapidrive containing her award-winning essay. Now all you need to do is upload the essay and you're done with the website!



Blueprints and Secret Spaces

Hey! Someone sent another text message between your last website upload and your snack bar work. Apparently someone erased Izzy's research paper! Bummer! To upload Corine's essay to the website, select the USB Rapidrive in your inventory and click on the USB hub next to the library computer monitor. Access the website and select the "Academics" page. Click on the "Pen and Paper Award" banner (that big box on the screen) and then upload Corine's essay. After the essay is uploaded, you can preview it by clicking on the preview folder on the login page of the computer. Wow. Corine sure did a bunch of research on Edgar Allan Poe. She seems to share the same sort of passion for Poe's work as Ms. Hallowell.

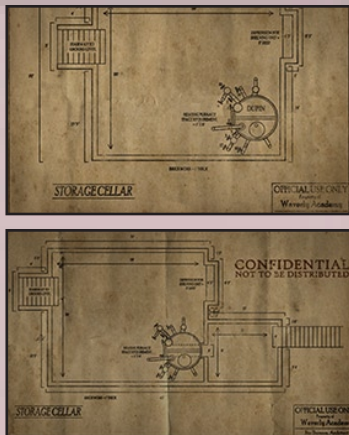
Was it a Bad Bagel?

Maybe Corine can give you more information about Edgar Allan Poe and you can find more information in the Hallowell Journal! Head upstairs to your dorm room. Apparently Corine stepped away from her desk. That's strange. Walk over to her desk and examine the contents. Lift up the drafting papers. Is this note for Izzy? Were they working on some sort of project together? There's another note here with the words "Cellar" on it. Was Corine down there? You can't log onto her computer and nothing else seems worth checking out, so maybe you should head down to the cellar to see if that is where Corine went.



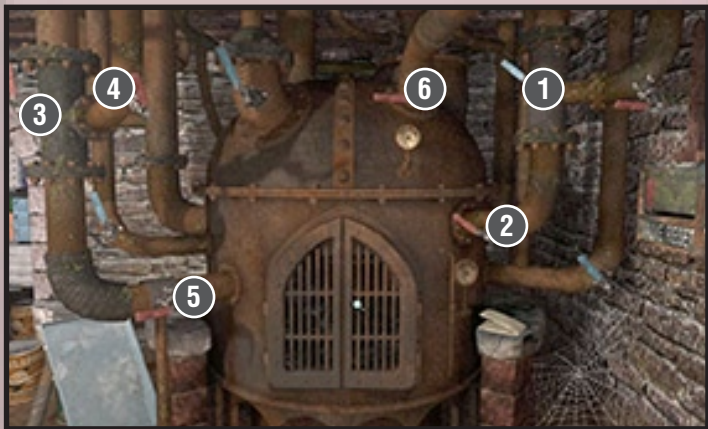
Cellar Secrets

The website weather warning was legit—there's a blizzard outside! Trudge through the drifts and open the cellar door. Turn on the light switch and walk over to the furnace. There's a noise coming from the other side of the wall behind the furnace. Look closely and you'll see folded blueprints on the furnace. Compare these blueprints with the ones you found behind the wall. There's a secret room of some sort behind the furnace. What does this word Dupin on the blueprints mean? Is it related to the "Dupin Grate" that Ms. Hollowell mentioned in her journal? Maybe you should look in the library? Make your way to the cellar door. It looks like snow fell from the roof and blocked your exit. What? Low cell phone battery?



A Former Hot Spot

One of the last sentences in the Hollowell Journal mentioned that "behind the Dupin Grate the black wood's chant shall someday reveal..." Remember the Blackwood Society chant that Izzy told you in the library? No? Look in your own journal under clues: "Three is fine but five is more. Even nineteen defeats four. Should just seven become lore, at least two will find the door." There are also some numbers on the furnace valves on the blueprint that you found. Try flipping the valves in this order: 3, 5, 19, 4, 7, 2. If all this stuff is too hot to handle, we have the order of the valves and their locations in the photo below:

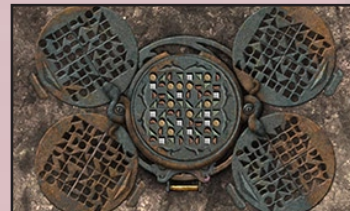


Pop Quiz!

When you turn the valves in the correct order, the old furnace opens and you can see a passage leading to the other side! The noise on the other side of the wall stopped too. Climb through and confront the Black Cat! Well... okay, technically this person isn't the Black Cat because there was some blackmail going on, but now you have this case all wrapped up! Except for finding an exit. It looks like the culprit just ran off and left you as a permanent cellar dweller. Unless you figure out the puzzle and escape in time to apprehend the criminal!

Dropping Out at School

Ooo... this is the pits. There's a pendulum! This Poe-inspired puzzle is potentially edgy considering the glint on that blade sweeping down from the slot in the ceiling. You need to drop all of the colored rocks out of the center tray by using the other four trays to filter out all the pieces. Each time you select a tray, you need to pull the lever in front of you. If you're not cut out for this sort of intensity, try this sequence: Select the lower right tray and pull the lever. Now choose the upper left tray and pull the lever. Select the upper right tray and pull the lever, and then finally choose the lower left tray and pull the lever. The pendulum stops and your escape route opens! It's time to close this case!



Class Dismissed!

The Badge Cheat Sheet!

Pop quiz! How many stars on your badge did you earn? If you're up for a little extra credit work, you can fill in all the spaces on your Junior or Senior level detective badge by meeting or exceeding these achievements:

| | |
|-----------------------------|---|
| All School Champ: | Keep the high score on the Double Take matching game. |
| Bibliophile: | Conduct at least 15 searches in the library search engine. |
| Demerit Danger: | Incur 20 Demerits overall—you'll need to earn some extra credits to offset the balance. |
| Credit Conqueror: | Earn 10 credits. |
| Easter Egg: | You found a secret item in the game. |
| Gossip Monger: | You talked to everyone about everything involving text messages. |
| Late Night Explorer: | Sneak out of your dorm room after 11:00 PM and hide from Paige at least 10 times. |
| Master Duelist: | Play scram and/or air hockey at least 7 times. |
| Musical Virtuoso: | Play the foyer piano at least 5 times. |
| Short Order Cook: | Complete ten full rounds of cooking at the Snack Shop. |
| Shutterbug: | Take at least 30 pictures with the camera in your phone. |
| Social Butterfly: | Knock on the student's dorm doors at least 20 times. |
| Trivia Tamer: | Correctly answer the random trivia question at the end of the game. |