


# NANCY DREW



## Alibi in Ashes

# dare to play™

Her Interactive, Inc.

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# Table of Contents

An Alibi Up in Smoke.....	3	Kits and Picks.....	19
Wait! Don't Run for the Fire Exit Yet!.....	3	Evidence to Go, Please.....	20
A Homegrown Mystery.....	4	Check it Out.....	20
The Competition Heats Up.....	4	Tools of the Trade.....	20
Take the Low Road.....	4	Pick a Pack of Picks.....	21
Out of the Frying Pan and.....	5	Development Plans.....	21
Arresting Developments.....	5	Arson Investigation.....	22
The Caged Bird.....	5	Hidden Secrets.....	22
Bess on the Case.....	6	Date and Switch.....	22
Double-Secret Probation.....	6	All Aboard!.....	23
<b>River Heights Police Station.....</b>	<b>7</b>	Lies and Alibis.....	23
Driver's Ed.....	8	No Sale for You.....	23
<b>River Heights.....</b>	<b>8</b>	Brenda's Alibi.....	24
Who Should Ask the Questions?.....	9	The Lost Loves of Alexei Markovic.....	24
Scoop.....	10	A Hot Tip.....	24
Deirdre Shannon.....	10	Deirdre's Alibi.....	24
The Inside Scoop.....	10	It's a Match.....	25
<b>Scoop Ice Cream Parlor.....</b>	<b>11</b>	A Hidden Violation.....	25
Toni Scallari.....	12	The Chart.....	25
Wild Key Chase.....	12	A Chart-Topping 45.....	26
Shattered First Impressions.....	12	Motoring through Power Ballads.....	26
<b>Wardenclyffe Antiques.....</b>	<b>13</b>	Put It All Together.....	26
Alexei Markovic.....	13	A Get Out of Jail Free Card!.....	27
By George.....	13	Speedy.....	27
<b>Drew Residence.....</b>	<b>14</b>	Old News about Antiquities.....	27
Same Question, Different Person.....	14	Remix.....	28
Get the Key.....	15	Take Note.....	28
It's a Numbers Game.....	15	Dust and Dirt: Boring Through it All.....	28
An Alarming Development.....	15	George in the	
Sensationalism Incorporated.....	16	Conservatory with a Rock.....	29
<b>News 9 Van.....</b>	<b>16</b>	Jammer Circuits.....	29
Brenda Carlton.....	16	We Be Jammin'.....	30
Drop Off.....	17	A Rat Beneath River Heights.....	30
Prized Possessions.....	17	Unhinged.....	30
Permanent Record.....	17	The Clues Challenge Medallion.....	31
Crack the Code.....	18	Sassy Detective Award Criteria.....	32
The Secret Weapon.....	18		

# An Alibi Up in Smoke!

The River Heights Clues Challenge contest has always been an important part of local festivities in Nancy Drew's hometown, but this year the contest took a near-lethal turn when someone set fire to the old Town Hall. While the police have several suspects, someone pressured them into quickly arresting one person: Teenage detective Nancy Drew. Confronted with incriminating evidence and biased news coverage, Nancy and her best friends Ned, Bess and George must work as a team to turn public opinion and uncover the facts among the embers.

## Wait! Don't Run for the Fire Exit Yet!

We need to give you an important tip before you flip this page and start the game. While this guide reveals the steps and solutions for completing this mystery on Junior and Senior Detective levels, we do our best to keep the real culprit a secret. If you want to know the person—or persons—behind the arson in River Heights, you need to complete the entire game! We wrote this guide assuming that you already know about basic game functions, including stuff like how to move, interact with characters and use the features in the game tutorial. If you play Junior Detective level, some steps in this guide won't be necessary, but knowing the tips below will make your game easier to play:

- As you search for new driving destinations in River Heights, you'll notice that the hand cursor occasionally changes to a pointing finger, these are destinations you can travel to.
- Sometimes a character will tell you that he/she can't use their phone in a certain location, even if they used that phone in that same spot earlier in the game. This situation usually occurs when a suspect or another person is nearby and could overhear your phone conversation. If you run into this situation, step out of the room or building to make your call.
- Don't miss a detail! Examining ordinary objects can uncover options for advancing to the next steps in your case. For example, Nancy must open the arson book at the police station, look at the forensics room sample machine, unlock the lights locked drawer in the evidence locker, and read her case file before she can tell Bess to collect a sample from the thermostat in the old town hall. If Nancy doesn't examine these items, Bess cannot take a sample.
- Enlist your father to help you research important topics. In certain situations he'll suddenly end the phone call to call one of his legal resources. If Carson ends the call before you have a chance to ask all your questions, don't sweat it. Continue your investigation and call him back after a step or two. If you're stuck and you're waiting for important data from Carson, call Ned, Bess or George and then pass the case to them for a few moments before switching to back Nancy.
- To prove her innocence to the authorities, Nancy must assemble all of the evidence on the police station suspect board. Because it's up to your friends to collect much of the evidence, be sure that they leave everything for Nancy at the package drop box at the police station. If Nancy doesn't have all of the evidence in the correct places on the suspect board, the authorities won't release her.



# A Homegrown Mystery

If you played a Nancy Drew Mystery Adventure before, you probably remember starting out at the desk in Nancy's bedroom. Usually you read the case file and click on a plane ticket to fly off to a faraway location. This is a hometown mystery, so all of your detective work takes place around town. Open the file and read about The Clues Challenge. There is a clue summary written on a note clipped to the right side of the file. Close the file and pick up the gray-colored message below the desk lamp on the right.



## The Competition Heats Up

The gray message refers to a storage room and Old Town Hall. Add the clue to your inventory, choose your difficulty level and step into the dim confines of the storage room. There is a clicking noise behind the door. Step toward the thermostat and examine it. Why would someone leave a snowflake-shaped ice cube on the thermostat? The thermostat sparks and a fire erupts along the wall. You need to get out! The door is locked! Stack the items in the room up to the window above the door until you can escape.



## Take the Low Road

You made it through the window above the door! While you escaped the burning room, you're lost in a smoke-filled hallway. Either the walls are extremely flammable or someone doused this place in gasoline. Stay low to avoid inhaling the smoke as you make your way out of the building. You have little time, so if you're having trouble finding an exit, follow this escape plan: Forward, right, forward, forward, right, forward, forward, right, left, forward, forward and (finally) forward through the double doors.



## Out of the Frying Pan and...

\*Whew!\* It looks like everyone made it out! If you do a quick head count, you'll see Alexei Markovic, Deirdre Shannon and Toni Scallari. Is that everyone? Nobody seems happy right now. Will the fire postpone The Clues Challenge? Brenda Carlton is here with the local Heights Nine News, too. What's up with Brenda's nonstop gotcha journalism questions? Thankfully the police order her to leave you alone.



## Arresting Developments

The police ask you a series of questions. Do your best to answer them with as much detail as possible—it could help them find clues in the embers. Tonight's Heights Nine News coverage seems to be more about you than the fire. Who writes these lead stories? Tell Bess about your concerns in the morning. There is a knock at the door. It's the police. There's a break in the case and—you're under arrest for arson? At least you have the right to an attorney, although Dad won't be thrilled about his newest client!



## The Caged Bird

You arrive at the River Heights Police Station holding cell where you're told that you're free to make a call. Pick up the receiver and call your Dad's cell phone. He isn't answering so leave a message. Perhaps he heard the news and he's flying back home to bail you out. Maybe your friends can help you out until Dad listens to your phone message. After you complete your first call, a list of other phone numbers appears on the note next to the phone. You can call Bess, George or Ned. Go ahead and call Bess. She can track down clues and record the information using the shared journal on your cellular phones. Tell Bess about the note on the gray paper that you had at your desk. You probably dropped it during the fire at the Old Town Hall. She might be able to recover it for you. Conclude the call by passing the case to Bess.

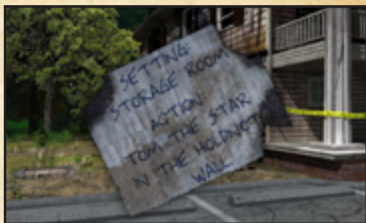


## Bess on the Case

Passing the case to Bess switches your perspective to this character. Bess begins in front of a closed River Heights ice cream shop, but you need to find the Town Hall. Walk toward the street and your view switches to an overhead view of a map. Left-click the hand cursor on the burned building near the river. If you can't find it, look in the lower right corner of the map for the building closest to centerfield at the baseball park. Walk toward the Town Hall and pick up the charred note in the parking lot.

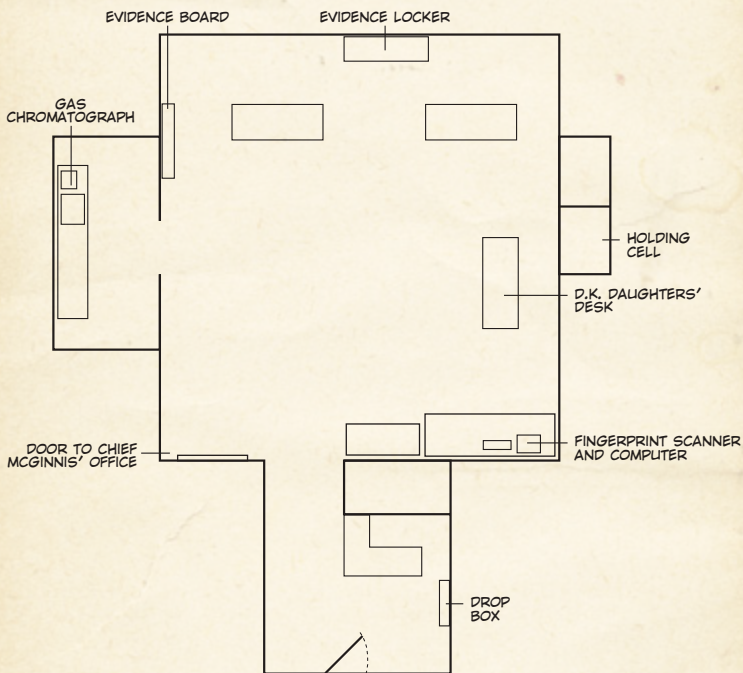
## Double-Secret Probation

After you find the note, add it to your inventory and drive to the police station. It's a small building next to a small park near the middle of the map. The police station door is locked, but there is a mailbox for dropping off packages next to the entrance. Take the note from your inventory and slip it inside the package drop box. Close the drop box then call Nancy and pass the case back to her. Inside the police station Chief McGinnis tells Nancy that he won't stop her from investigating, but she can't leave or tamper with the evidence. The chief suggests that you look at the suspect evidence board for the Town Hall fire investigation. Walk across the room and look at the board. The chief tells you that if you can find the evidence to indict other suspects, you should post it on the board and then press the intercom button when you have enough evidence on the other suspects. Enter the Forensics Lab and take a look at the gas chromatograph machine, this will probably come in handy! Walk over to the chief's office door. Someone lost an evidence locker key at Pancake City! Return to the phone on your holding cell's door and call Bess. Tell Bess to drive to the restaurant and find the key before the police recover it.





## RIVER HEIGHTS POLICE STATION

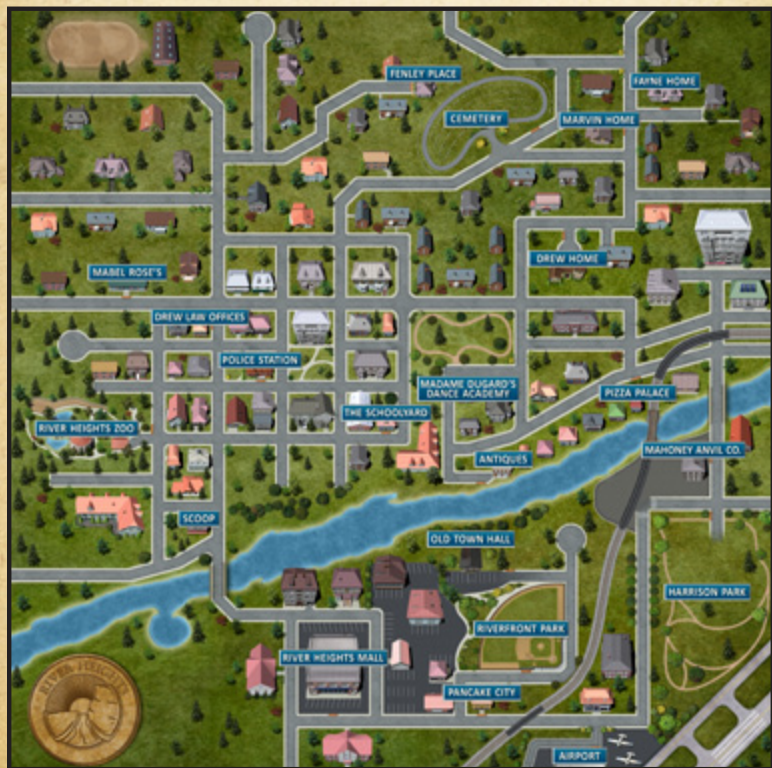


## Driver's Ed

Navigating the streets of River Heights is easy because your character does all the driving. Whenever the map screen appears, move your cursor to the location where you want to go. If the hand cursor changes to a pointing finger, you can drive to that destination. In most cases a sign is visible above a building from the start of your investigation, but sometimes you need to trigger a certain event—like talking to someone—before a new destination option appears on the River Heights map.






## River Heights





# Who Should Ask the Questions?

A small town has few strangers. Even if you don't know your neighbors, you have probably heard about them. That's certainly the case in River Heights. Bess and George grew up here, and Ned visits frequently so they know all four arson suspects—but that doesn't imply that everyone is kind and neighborly. It's up to you to discover the right chemistry between the people asking and answering investigation questions. The chart below can help:

	Suspects			
	<i>Deirdre Shannon</i>	<i>Toni Scallari</i>	<i>Alexei Markovic</i>	<i>Brenda Carlton</i>
 Bess	"Deedee" treats Bess like an airhead. There is no constructive conversational chemistry between these two.	Toni seems to look forward to seeing Bess and openly confides with her during conversations. Bess is your best investigative choice for Toni.	Alexei and Bess could have been friends, but that broken vase incident at his shop ruined their moment. Alexei doesn't hate Bess, but he won't speak to her.	It's nothing personal but Brenda only seems to want to talk about Nancy—in words that implicate Nancy.
 George	Deirdre and George have a hostile history of open contempt for each other but unlike Bess, Deirdre seems restrained or even intimidated when George is around. George won't learn much from her.	While Toni enjoys talking to George, Ms. Scallari won't confide in certain conversational topics the same way she does while speaking with Bess.	Alexei seems to respect George more than Bess, but he treats George and Ned about the same when it comes to new questions. What is he hiding?	Brenda will talk about others with George, but only if George provides information on Nancy. Carlton's slanted story makes this an unfair trade.
 Ned	Does Deirdre have a crush on Ned? While some girls might shy away, she seems almost enamored by him in conversations. Ned is the best choice here.	Toni seems comfortable speaking with Ned, but she doesn't share as much information as the stuff she dishes with Bess. Ned isn't the optimum pick.	Alexei seems to be at ease speaking with Ned, although he seems to treat Ned and George the same during questioning. Ned will do fine here.	Perhaps it's strict journalistic integrity, but Brenda Carlton won't be influenced by Ned. Brenda doesn't play favorites among Nancy's friends.

## Scoop

Bess needs to drive over to Pancake City to find the evidence key. As you pass the case from Nancy to Bess, you'll probably see Deirdre Shannon relaxing while sitting at a sidewalk table in front of Scoop ice cream shop. This is a great opportunity for testing the findings in the chart on page 9, so ask Deirdre about the fire. Bess and Deirdre never liked each other and reconciliation won't happen this week. You can switch to Ned later and ask Deirdre questions.



## Deirdre Shannon

It's easy to disregard Deirdre Shannon as a strong suspect. Considering her expensive clothes and well-connected family, she's probably not the type to run around torching old buildings. Deirdre doesn't like Nancy, but she doesn't seem to like anyone much in River Heights... except Ned. Her friends are disposable—especially if they can't respect her leadership, stunning looks and intellectual brilliance. Deirdre's narcissistic obsession with her social standing has caused her problems in the past. It doesn't help that some of her enemies—specifically Bess, Nancy and George—have often bested her. Her testimonial to the police seems to indicate that Deirdre had no clue about the fire. So before you disregard Deirdre, ask yourself an important question: Is she merely a cheater in the Clues Challenge or is she playing the police to avoid being caught?

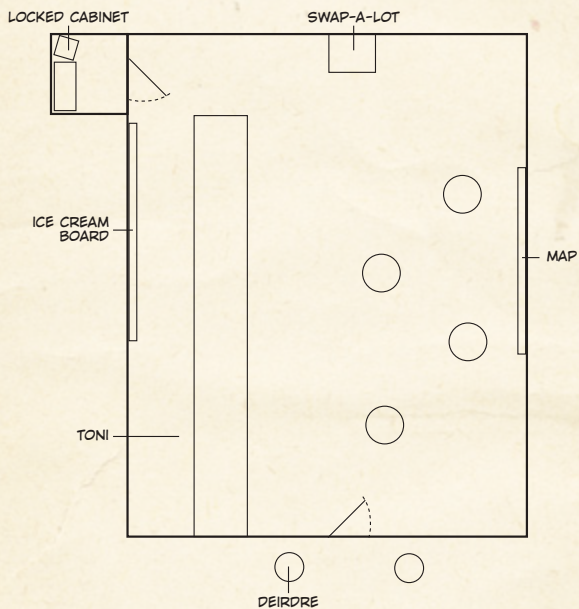


## The Inside Scoop

Before heading out to Pancake City, step inside Scoop ice cream shop. There is a video game against the back wall and a tall, well-dressed woman working behind the counter. Talk to Toni Scallari and ask her about the fire. Unlike Deirdre, Toni confides in Bess and shares gossip, although she draws a line at dishing details about potential suspects.



## SCOOP ICE CREAM PARLOR





# Toni Scallari

Toni Scallari owns Scoop ice cream shop and is a member of the city council. She's extremely sympathetic to Bess, but cautions her about Nancy's fate, especially with the "evidence stacking up against her now." Later when Nancy talks to Alexei Markovic, you learn that Toni pushed the police to make an arrest as soon as possible—obviously before everything and everyone associated with the incident was thoroughly investigated. That seems strange considering that the 911 transcripts state that Toni saw several people in the building at the time of the fire. Why would Toni be eager to wrap up the Town Hall fire case without a thorough investigation? It could be because she's running for re-election and she wants to be seen as efficient during election season.



## Wild Key Chase

Conclude your conversation with Toni and leave Scoop. You need to find the way to Pancake City. Look for the restaurant just below leftfield at the baseball park. A name appears whenever the cursor hovers over the correct building. Drive there now. Detective Ryan was headed to Mabel Rose's place. Go to her garage on the far left side of the town—see the photo on the right. Mabel says that Ryan went to Alexei's antique shop. Surprised? Look for the shop almost directly across the river from the old Town Hall.

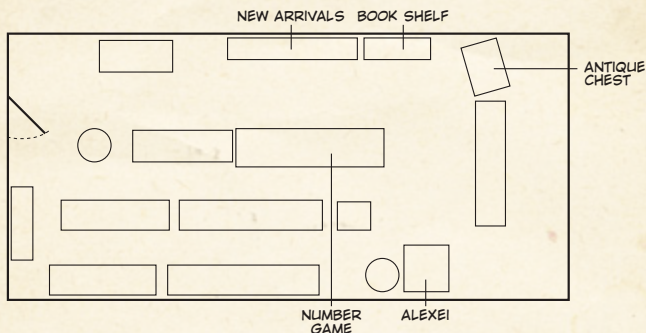


## Shattered First Impressions

Maybe Alexei knows about the missing key. Step past his outdoor display and stroll into his antique shop. There's a vase behind the door, but if you squeeze in you should—you what? You knocked the vase *over*? It couldn't be avoided? Alexei is too upset to speak civilly to Bess. As you leave the shop, look for the vial on the counter to your left. Take it. It's marked free—everyone's favorite price.



## WARDENCLYFFE ANTIQUES



## Alexei Markovic

Don't feel bad about Bess breaking the vase in Alexei Markovic's antique shop—it doesn't take much to ruffle his pinstripes. Markovic is haunted by a life that had a brilliant and promising beginning. Now he blames everyone except himself for his career failure and the way his life turned out. Steering conversations around Alexei's volatile attitude is one of the toughest challenges for all three of Nancy's friends. The information that he shares is often poisoned with cynicism: He doesn't think much of Deirdre's wealthy and corrupt family, or Toni's double-dealing role on city council. As far as he's concerned, Nancy was railroaded by authorities who were pressured to make a quick arrest—just like they did to him when he was a young detective.

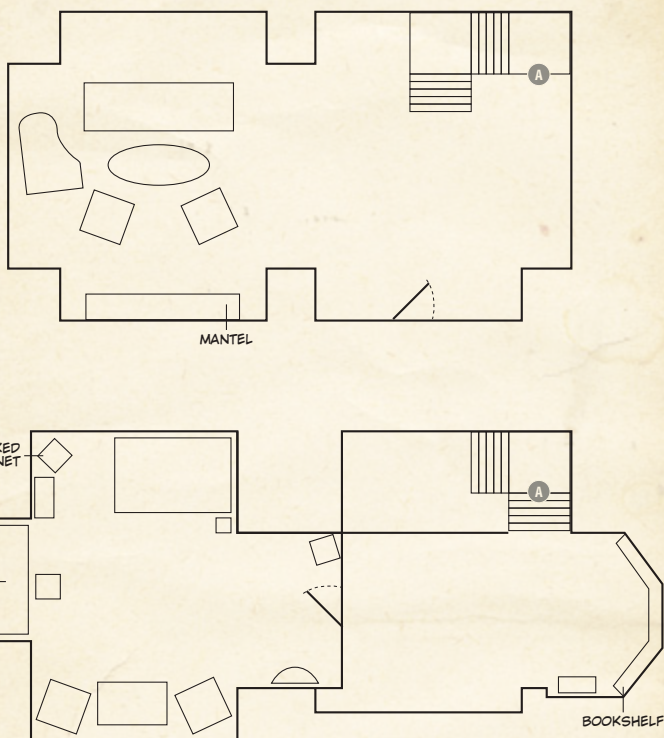


### By George

Carefully guide Bess out of the antiques store and call Nancy. Give her the breaking news and pass the case to her at the police station. As Nancy, call George and pass the case to her. George is watching over things at the Drew residence until Nancy is released from jail. Examine the newspaper on the living room table and then go upstairs and look at the clipping about antiques on the bookcase. Step into Nancy's room and read the chapter about arson in *On the Case*. Now drive over to Wardenclyffe Antiques.



## DREW RESIDENCE



### Same Question, Different Person

Alexei's mood seems to have improved with the departure of Hurricane Bess. Ask him about Detective Ryan. The reference to a twelve-year-old cop might imply that Alexei doesn't respect Detective Ryan. He mentions that the detective dropped a puzzling item that will probably drive him insane. Save your remaining questions and turn around. The New Arrivals shelf is to the left of the bookshelves (see map on p. 13.) Search there and locate the insanity-inducing item among the rest of the vintage merchandise.





## Get the Key

Pick up the puzzle on the New Arrivals shelves. It's an unusual design comprised of a lock involving buttons and pins. The buttons need to be pressed in the correct order to release the pins holding the evidence locker key. We've numbered the pins in the photos below, there are two solutions depending which detective level you're playing. Junior Detective: 3, 5, 1. Senior Detective: 1, 2, 5, 6. Stash the evidence locker key in your inventory the moment that you solve the puzzle.

Jr.



Sr.



## It's a Numbers Game!

Turn around and notice the game on the table in front of you. The goal is to press the numbers in order from 1 to 41 while trying to beat his time of 1:52 (Jr.) or 1:26 (Sr.). The locations of numbers are random, but focus on the yellow numbers (the remaining numbers in play). Try to memorize any sequential digits close to the number that you're seeking. If you can beat Alexei's time, you'll find a key inside the box.



## An Alarming Development

There is a locked chest on the floor to the right of the New Arrivals case. Does the key that you won in the game open this chest? Unfortunately Alexei is watching you, so there is no way for you to check at the moment. Glance at the floor just to the right of the chest. It's a set of keys! These keys hardly look like antiques because the words "Fire Security" are taped across the heads. Do these keys belong to an alarm system? Add the keys to your inventory and sidestep any vases as you depart the shop.

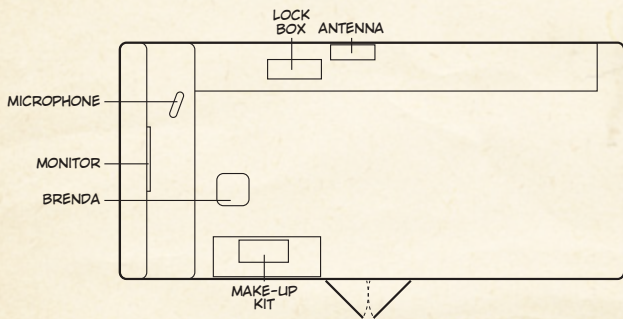


## Sensationalism, Incorporated

Outside Alexei's shop a parked news van with Heights Nine News painted across it has appeared. Take a close look at the newspaper stand next to the van, then open the van's door and step inside. Brenda Carlton sits before a massive bank of multimedia controls. Ask her to help you prove Nancy's innocence. Brenda almost sounds as sarcastic as Alexei when she tells you that all criminals insist that they were framed. Tread carefully with your questions or Brenda might twist your words and create more news about Nancy being arrested after the Town Hall fire.



### NEWS 9 VAN



## Brenda Carlton

Brenda Carlton has a reputation for getting her name in the front page byline. To understand Brenda's motivation, keep in mind that this Town Hall fire and the arrest of a famous local detective is one of the biggest news stories to hit the region in recent history. If the story is picked up by national agencies, Brenda's scoop could be her big break. She could go national either at a station in a large city or even as a special correspondent for a major cable news channel. That's because Carlton seems obsessed with creating a story to the point of compromising her objectivity. When Brenda is asked what she thinks of Nancy off the record, it's clear that Brenda has had her fill of clever stories involving teenage detectives. Carlton insists that the only thing that would make her story better would be implicating Toni Scallari as a corrupt politician involved in a cover up.



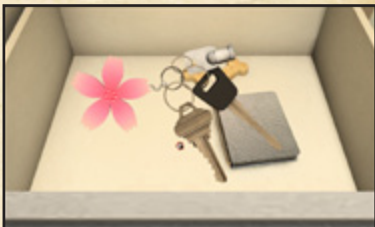
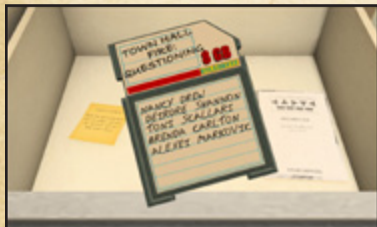
## Drop Off

Even if you don't agree to give Brenda Carlton her story about Nancy, Brenda will write her version of this story for her audience with or without facts. Leave the news van and drive to the police station. Walk over to the package drop box and deposit the evidence locker key (it has a blue and white tag). Now call Nancy and pass the case back to her—there is a police evidence locker that needs to be unlocked.



## Prized Possessions

Hang up the phone and walk to the front door. Find the cabinet marked "Items Received." Open this cabinet and take the key. The key tag has the number "205." Locate locker 205 against the wall and insert the key. There are three drawers in the locker. Open the top drawer and take the interrogation media card. Look at the password note and the user manual. Open the bottom drawer and grab your cellphone, your key ring and your lock pick set.



## Permanent Record

The middle drawer inside locker 205 is locked, but there is a user manual for the security lock in the top drawer. This user manual has a ton of technical jargon for the color-coordinated combination lock, but you can follow the photo below as you enter this light sequence from left to right: dark blue/yellow, light blue, dark blue/pink, light blue/yellow and finally pink. Read the case file inside.





## Crack the Code

Review the case file inside the middle drawer of the evidence locker. Apparently Toni Scallari made the call about the fire, but she mentioned seeing more than one person in the building. Who else was inside during the Town Hall fire? Another document shows that the smoke detectors and sprinklers failed to operate because of an unknown cause. What is this about an empty gas can found at your house? Where did the gasoline on your clothing come from? Close the middle drawer and reexamine the password note inside the top drawer. Head over to the rookie desk and switch on the computer. You need to select certain numbers in each row. For Junior level, it's 3 in first row, 2 in second row, 4 in third row, and 1 in fourth row. For Senior level, it's 4 in first row, 3 in second row, 5 in third row, 2 in fourth row and 1 in fifth row. The password permanently unlocks this computer for you. Read the *Investigating Arson* book on the desk. Now turn to the desk to the left with the D.K. Daughters nameplate. Insert the media card into the MP3 player here, choose a suspect's name, and press Play. Review all of the witness statements taken at the fire scene.

Jr.



Sr.



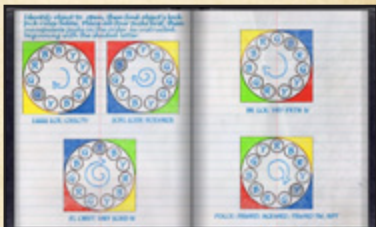
## The Secret Weapon

Leave Nancy's house keys in the "Items Received" cabinet next to the front door of the police station. Call Ned and ask him for help questioning Deirdre. Pass the case to him and then drive to Scoop ice cream shop. Ask Deirdre questions until she confesses that she was following Nancy as part of The Clues Challenge contest. Deirdre gives you the note that she intercepted. She explains that she found the note inside a plastic bag and that she didn't handle it. Does this wrapped message have fingerprints?



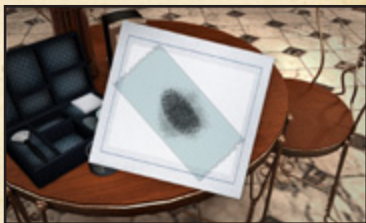
## Kits and Picks

You need a smidgen of privacy for a call, so excuse yourself and step inside Scoop. Call Nancy and she'll tell you about the fingerprint dusting kit inside her room. The keys to her locked cabinet are in the package drop box at the police station, so make a pick-up there before driving over to the Drew residence. Unlock Nancy's bedroom cabinet and grab a dusting kit from the middle shelf. Take the note from your inventory and place the note on the desk. Use the brush on the dust and then apply the brush to the note. Now apply tape to lift the print. You did it! Okay, it's a partial print, but it might be something to go on. Add the print to your inventory and then drop the fingerprint and note off in the police station package drop box. Now switch to Nancy, pick up the note and fingerprint from the drop box, and load the print into the fingerprint scanner. Access the PrintSync software on the computer and click on the "Load Sample" button then the "Search" button. No matches. You need prints from all four suspects. Call Bess and tell her about the fingerprints, then ask her to take the case. Drive to Nancy's house to pick up a fingerprint kit. Read the lock picking notes inside her desk.



## Evidence to Go, Please

It's a great time for ice cream. Especially from a delicious bowl personally served up by Toni Scallari. Return to Scoop and order your favorite ice cream flavor. Take the bowl back to the table and then use the brush on the black fingerprint dust. Now apply the brush to the ice cream bowl and use the tape to lift Toni's print. Good job! Add the lifted print to your inventory and return to the counter. Ask Toni her thoughts on Nancy's arrest. During your conversation a delivery truck stops at the ice cream shop and Toni leaves the counter unattended. Do you know what Nancy Drew would do when an opportunity like this one arose? That's right—she would start snooping!



## Check it Out

Slip behind the ice cream counter. There are some photographs on the floor. Why would Toni have images of the Town Hall before the fire? Add the photos to your inventory and open the cabinet. Pick up the items stacked on the top shelf, they are empty trays for snowflake-shaped ice cubes! Take the key and open the locked supply closet door behind you. There are election signs here and...toluene? That's a potential accelerant used to start fires! There's a locked filing cabinet in the corner here, too.



## Tools of the Trade

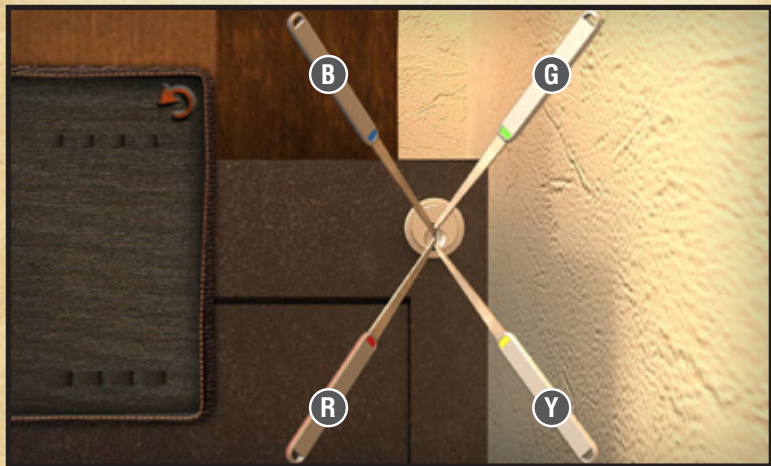
Drive to the police station and drop off Toni's fingerprint and the photos of the Town Hall in the package drop box. Call Nancy and tell her about the locked file cabinet. Nancy liberated her lock pick kit from the evidence locker earlier. Switch to Nancy and take the photos and Toni's print from the Items Received box. Now take the lock pick kit out of your inventory and place it inside the cabinet. Call Bess. If you haven't mentioned it already, ask her to get a sample from the fire's point of origin at Old Town Hall, then switch.





## Pick a Pack of Picks

Return to the police station and take Nancy's lock picking kit from the package drop box. Drive to Scoop and go inside. You need to wait for Toni to step out to accept another delivery, so play the Swap-A-Lot video game in the parlor until a truck shows up with a package. After Toni leaves, head for the supply room closet, click on cabinet with kit in hand, and insert the picks inside the lock in the following order: Yellow (Y), Red (R), Blue (B) and Green (G). Now wiggle the picks in the following color order: R, Y, B, G, G, G, B, R, Y, R, B. If you make a mistake, reset the puzzle by clicking on the red icon in the upper right corner of the lock pick case.



## Development Plans

If you tapped the lock picks in the correct color order listed above, the file cabinet drawer slides open. Quickly examine the two files. It looks like Toni Scallari has plans for demolishing the old Town Hall and replacing it with a new development, but someone stopped her progress with legal action. Look at the second file marked "Clean Up." Apparently Toni was tracking local public approval estimates based on Nancy Drew's earlier case work.

DATE	DESCRIPTION	AMOUNT	BALANCE
1975	Initial purchase of land for development of new town hall	100,000	100,000
1976	Construction of new town hall	250,000	350,000
1977	Demolition of old town hall	150,000	200,000
1978	Construction of new town hall	250,000	450,000
1979	Demolition of old town hall	150,000	300,000
1980	Construction of new town hall	250,000	550,000
1981	Demolition of old town hall	150,000	400,000
1982	Construction of new town hall	250,000	650,000
1983	Demolition of old town hall	150,000	500,000
1984	Construction of new town hall	250,000	750,000
1985	Demolition of old town hall	150,000	600,000
1986	Construction of new town hall	250,000	850,000
1987	Demolition of old town hall	150,000	700,000
1988	Construction of new town hall	250,000	950,000
1989	Demolition of old town hall	150,000	800,000
1990	Construction of new town hall	250,000	1,050,000

## Arson Investigation

Close the filing cabinet and leave the ice cream parlor before Toni finishes signing for her delivery package. Drive over to the old Town Hall. There are police here, so walk to the side of the building—don't go through the front door. Stack the shutter debris in front of the window to give yourself a boost inside. Look at the alarm outside the entrance to the charred storage room. Someone turned it off. Walk inside the room and collect residue around the melted thermostat with the vial from the antique shop.



## Hidden Secrets

Take the sample to the police station and place it inside the package drop box. Call Nancy and tell her about Toni's files and the alarm being deactivated at the Town Hall. Pass the case to Nancy and call Carson Drew. Tell him about the deactivated alarm and Toni's plans. Carson knows someone who can help with alarm information. If he hangs up before you have a chance to discuss Toni, don't worry—tell him about Scallari later. Go ahead and call Ned.



## Date and Switch

Call Ned and tell him that you need Deirdre's fingerprints. Pass the case to him and then drive to Scoop ice cream shop. Play to Deirdre's vanity by asking her if she wants to go share a meal together. She'll insist on going home first to prep for your date. Wait until Deirdre departs and then apply the fingerprint kit to the cup she left at the table. Like before, use the brush on the dust, then brush the cup and lift the print with the tape.



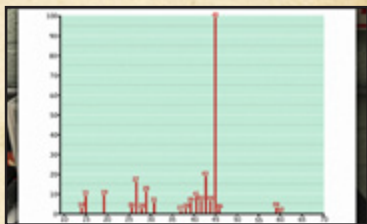
## All Aboard!

Add Deirdre's print to your inventory and then drive over to Wardencllyffe Antiques. Tell Alexei that you need a gift for your uncle—a present that is somehow related to trains. Whatever you say, don't mention anything about the alarm keys. When Alexei leaves to check his inventory, quickly use the fingerprint kit on the can of polish that he opened while cleaning the telescope. Drop off Alexei's and Deirdre's prints at the police station package drop box.



## Lies and Alibis

Pass the case to Nancy and pick up the prints and sample that Ned and Bess left for you near the police station door. Insert all three prints into the scanner next to the computer at the rookie desk. Now access the PrintSync program and left-click on the Search command. The program pulls up all three scanned prints. Left-click on the Compare command and drag the print sample over each print and left-click. No matches. Call Carson Drew and ask about the alarm, then tell him about Toni (if you didn't already do this). He tells you that the alarm was disabled at the site at 2:17 PM on the day of the fire. He agrees to look into Toni's business development plans. Now insert the vial with the charred sample into the Gas Chromatograph machine inside the forensics lab. Press the Analyze button and read the printout. What is number 45 on this graph? None of this makes sense. Call George and ask her to question the suspects to determine where they were at when the alarm was turned off at 2:17 PM. Alexei should be first. Pass the case to George.



## No Sale for You

Bess broke the vase and Ned abandoned Alexei while the shopkeeper was looking for train antiques, so George is the best choice for interrogating Alexei. Drive to his shop and ask him where he was at 2:17 PM on the day of the fire. He was giving a talk—but the newspaper outside of the antique shop mentioned that this presentation was cancelled. Tell him that you know about the cancellation. Now climb his mountain of anger by asking about the alarm keys next to the trunk in his shop. He kicks you out of his store.





## Brenda's Alibi

Leave Wardencllyffe Antiques and step into the news van parked outside the shop. Ask Brenda how you can reach her. She gives you one of her business cards. Ask Brenda Carlton where she was at 2:00 PM when the fire broke out. Brenda tells you that she was working in the area. Brenda now insists on working on her news story and will ignore you. Return to the Drew residence and take the last fingerprint kit in Nancy's bedroom.



## The Lost Loves of Alexei Markovic

It's important to remember that Brenda made YOU take her business card from the holder inside the news van, so you won't find her prints on it. Don't worry—you'll figure something out later. Return to the Wardencllyffe Antiques shop and ask Alexei for another item from the back. Wait for him to leave, then quickly use the key that you won in his game to open the trunk and investigate the contents. Read the paper, look at the empty bottle of ether and then browse through the sad details recorded inside his childhood notebook.



## A Hot Tip

Close the chest, exit the shop and call Brenda. Her number appeared in your phone when you picked up her business card. Leave a news tip message on the automated Heights Nine News line and then enter the van. Brenda left her van unattended. Examine her makeup case and the bottle of acetone. Grab your fingerprint kit, dust Brenda's microphone for prints and add her fingerprint to your inventory. That's a wrap. Leave the van.



## Deirdre's Alibi

Drive over to Scoop ice cream shop. Ask Deirdre where she was at the time of the fire. She says that she was with her friends and offers their names and phone numbers. Step inside the ice cream shop and call Holly, then Jessica. Holly tells you all three friends worked together, while Jessica tells you that Deirdre wasn't there. Talk to Deirdre about her friends conflicting stories then drive back to the police station.

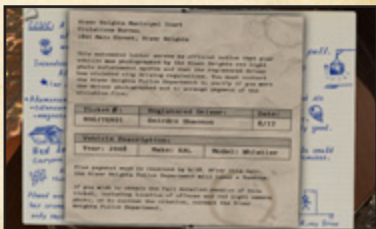
## It's a Match!

Drop the alarm keys and Brenda's fingerprint in the package drop box. Call Nancy and pass the case to her, then to Bess. Go inside Scoop and ask Toni where she was at the time of the fire—remember that the shop was closed according to the newspaper in Nancy's living room. Phone Nancy, discuss alibis and pass the case. Take the alarm keys and fingerprint from the Items Received cabinet and then run the prints through the scanner. Compare the print sample to Brenda's print—it's a match! If you didn't have a chance to ask Carson Drew for help with the gas chromatograph printout, call him now and ask him for help. He agrees and says he'll have the results delivered to the Drew residence so that one of Nancy's friends can pick them up.



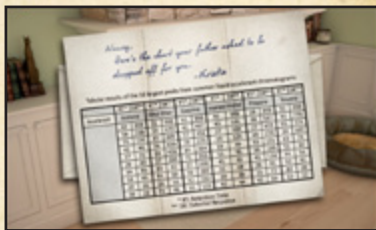
## A Hidden Violation

Call Ned and tell him that he needs to pull Deirdre away from her notebook at the table in front of Scoop. Switch to Ned. Drive to the ice cream shop and ask Deirdre out for lunch. Ned calls Nancy to let her know Deirdre is distracted. As Nancy, pass the case to Bess, read the notebook Deirdre left behind, examine her doodles and then take the traffic ticket tucked inside.



## The Chart

If Nancy spoke to Carson about the printout for the gas chromatograph results, there should be a letter waiting at Nancy's house. If you didn't do this, switch to Nancy, make the call, and then switch back to Bess. Drive to Nancy's house and pick up the chart. It's inside an envelope on the first floor next to the fireplace. Hop back in your car and drive over to the police station. Leave the chart and Deirdre's traffic ticket inside the package drop box. Call Nancy and pass the case back to her.



## A Chart-Topping 45

Return to the Items Received cabinet and add the chart and Deirdre's traffic ticket to your inventory. Compare the chart to the gas chromatograph printout. The highest bar on the graph is 45, so left-click the "45" on the chart. The fire was started with isopropyl alcohol, not gasoline! Since the police arrested you after finding gasoline on your clothes and in your house, this data proves that you didn't start the fire!



## Motoring through Power Ballads

Return to the rookie desk and open the TicketShark program on the computer. Enter Deirdre's traffic ticket into the database: RH627E401. It looks like she was singing and driving through a red light at 2:11 PM. That puts Deirdre close to the Town Hall shortly before someone shut down the alarm system. So no one has a solid alibi during the Town Hall fire. You told the police the truth and now you're the one in jail.

A screenshot of the TicketShark program. The interface shows a search bar with the text "ENTER RECORD OR CHRONICLE NUMBER" and a "FIND" button. To the right, there is a section for "Ticket Shark" with fields for "Ticket #", "Vehicle Description", "Name", "Age", "Sex", "Violation Information", "Location", "Date of Offense", "Time of Offense", "Reason", "Not Guilty", "Failing Officer", "Fine amount", and "Release date". The "Ticket #" field is filled with "RH627E401". The "Vehicle Description" field is filled with "Deirdre Shannon". The "Name" field is filled with "2008". The "Age" field is filled with "K9". The "Sex" field is filled with "vehicle". The "Violation Information" section shows "Location: 4200 St @ Oak Blvd", "Date of Offense: 2/11", "Time of Offense: 2:11:47 PM", and "Reason: Red light violation". The "Not Guilty" field is filled with "N/17". The "Failing Officer" field is filled with "Automated". The "Fine amount" field is filled with "\$100". The "Release date" field is filled with "N/18".

## Put it All Together

Walk over to the suspect board. If your friends dropped off all the evidence in the package drop box, you should have everything you need to secure your release from jail. Just to be sure, Nancy should mention that she doesn't need any more evidence as you approach the suspect profiles bulletin board. Arrange the items and notes inside the correct boxes on the suspect board by name: Nancy: Charred clue, lab report pending note, matchbook, chromatograph printout. Alexei: Ether, alarm keys, false alibi. Toni: toluene, false alibi, Town Hall pictures, snowflake ice cube trays. Deirdre: note, ticket, friend's statements. Brenda: Acetone, fingerprint, working alibi.





## A Get Out of Jail Free Card!

If everything looks correct on the suspect board, press the red intercom button to summon the chief. If he agrees with you, he'll tell you that you're free to leave. Walk through the front door, breathe the fresh air and drive over to the parked news van in front of Wardencllyffe Antiques. Talk to Brenda and ask for a news tip card. Leave the van and talk to Alexei about Toni pressuring the police to make an arrest. Now step outside the shop and call Carson Drew. Ask him about the pending litigation involving Toni Scallari's construction plans.

## Speedy

Call Brenda's news hotline and leave a fake news tip. Snoop inside the vacant van and examine her workspace. Next to her microphone is a bottle of isopropyl alcohol. It's the same accelerant used in the fire, but it's also for cleaning audio-visual equipment. On the wall is a clipboard with a schedule. Take the panel key and examine the timetables. Brenda had a ton of interviews on the day of the fire. How did she get around River Heights so fast?



## Old News about Antiquities

Use the key that you found on the clipboard to unlock the panel on the right side of the van. There is a letter here from the Vice President of Cable News of Meta Broadcasting Corporation. This is old news to you, but the correspondence tells Brenda to let go of the incidents involving the forgeries in the antiquities case. Brenda has a lot of promise, but previous setbacks should be forgotten.



## Remix

There is a video player with audio mixing controls on the wall. Press the Play button and watch the interview with Bess. Watch closely and you'll spot Deirdre in the background talking on her phone. You could overhear Deirdre if you adjusted the audio mix. The correct audio levels show up as green numbers. The solution is Me: 35 level/100 frequency. Bess: 74 level/100 frequency. Cars: 80 level/30 frequency. Birds: 54 level/80 frequency. Bugs: 100 level/100 frequency. Now press the green Play button. Deirdre sounds upset. Who is on her phone?



## Take Note

Leave the van and drive to Scoop. Deirdre doles out her dislike for you and Bess in equal and generous proportions. Ask her about the note and she explains that there were several notes for you that she found, but nothing ever happened when she went to the places mentioned in these messages. So she intercepted the notes, left the messages for you and then followed you to the locations. Ask her about Brenda Carlton, too.

## Dust and Dirt: Boring Through it All

Return to Wardencllyffe Antiques. If you have not called Carson Drew to discuss Alexei Markovic, make the phone call before you speak with the shopkeeper. Alexei is surprised and possibly flattered that you seem to trust him. Ask him for help—detective to detective—and he mentions the old tunnels beneath River Heights. He also tells you about his favorite book. It's on the shelf behind you. Pick up *Dust and Dirt* and flip through the pages. In back you find Alexei's notes for navigating tunnels. There is a sequence puzzle here that you need to solve before choosing one of three options. If you're playing Junior Detective level, the correct answer is Option C. If you're playing Senior Detective level, you probably already deduced that Option B is the correct answer. On the second page is a set of three instructions based on the option answers. You'll need to apply these instructions later when you're exploring the tunnels beneath River Heights. Leave Wardencllyffe Antiques and return to the van. Go ahead and exhaust your conversation options with Brenda. It's obvious that she's written the ending to her story before all the evidence is in place. You're at the starting line of a race to expose the truth.



## George in the Conservatory with a Rock

Return home and tell George about your conversation with Brenda. No matter who started the fire, it's clear that Brenda's broadcast will turn public opinion against you. George has a plan to stop the broadcast, but she needs you to find a battery. Run upstairs to your bedroom and look inside the left desk drawer. Add the battery to your inventory and meet George back downstairs. A rock with a scrawled message smashes through the window! Is this handwritten threat from angry citizens or the real arsonist?



## Jammer Circuits

Talk to George to learn about assembling the jammer—just make sure that you have the battery from your desk drawer. Installing the battery is easy, but you need to rotate the circuit pieces to connect everything together. If you're stuck, check out the solutions below:

**Jr.**



**Sr.**





## We Be Jammin'

George offers parting advice after you correctly assemble the jammer: Don't cross any wires. Return to Wardencllyffe Antiques and slip inside the van. Open the antenna compartment on the right wall. Insert the jammer and pull the colored wires to the matching connections. It seems complicated at first, but the solutions are below. As you make the last correct connection, a key tumbles from the antenna box.

Jr.

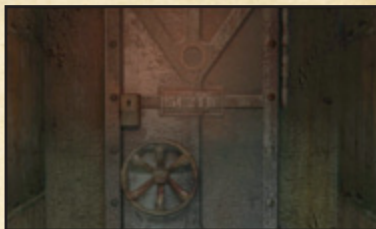


Sr.



## A Rat Beneath River Heights

Take the key that you found by the antenna box and turn around. Move your cursor along the floor of the van until you discover a trap door beneath the carpet. The van is perfectly aligned with a manhole cover leading underground! So both Brenda and Alexei knew about the tunnels. Toni is on city council and has the design plans—did she know, too? There is a long corridor with locked doors. If you walk all the way to the end you'll find a ladder leading up to a manhole next to... the old town hall! Return to the underground corridor. There are numbers on all the locked doors here. There is also a number on the key that you found: 5C21B. Find this door and use the key on the door. Inside you find a pile of evidence, but the fire starter enflaming River Height's disputes just found you! The real criminal slams the cell door and locks you inside!



## Unhinged

You can tug on the door, but it's locked. You must find another way out. There are several boxes stacked against the wall behind you. Move these crates and you uncover a rusted door, but this one is stuck. Next to the table is a box on the floor—it looks like it was the storage box for the accelerants used to start the fire inside the Town Hall. Find the screwdriver on top of the box and use it on the stuck door hinges. Work fast because at this point you have a long ways to travel and little time to make it through this large subterranean maze.

## The Clues Challenge Medallion

Alexei's notes mentioned a series of symbols that must be followed to navigate the River Heights passages. You can memorize the conditions in his notes, but you might need to use the Second Try option several times. If you're stuck or completely turned around, follow the solutions below. The correct order of the symbols next to the underground doors is listed in the columns that start on the left and run down the page. Follow the left column, then the middle column and finally the far right column. At the last half circle, choose the center door of the three matching symbols. Pick up the Clues Challenge Medallion before you escape!

### Symbol Order – Top to Bottom, Left to Right



# Accusations Extinguished!

# Sassy Detective Awards

Did you miss a star or two on your detective badge at the end of the game? If so, check out the following suggestions to see if you can find the rest. As always, the secrets for the Easter Egg award remain a secret. Good luck!

<b>Audio Analyst</b>	You heard everything there was to hear in the questioning files.
<b>Belly Full</b>	You ate at least a dozen items from the care package.
<b>Cartographer</b>	You made stops at ten or more locations on the map.
<b>Dairylicious</b>	You enjoyed the ice cream so much that you sampled every flavor.
<b>Easter Egg</b>	You found a secret surprise hidden in the game.
<b>Emergency Call</b>	You dialed 911 on the phone.
<b>Fire Specialist</b>	You examined the labels on the ether, cleaner, nail polish and paint supplies.
<b>Legal Lawyer</b>	You spoke to Toni about litigation paperwork.
<b>Numberista</b>	You played the Numbers game at least seven times.
<b>Quotable Noter</b>	You solved fifteen quotes in the drop quote.
<b>Team Player</b>	You switched between characters at least 16 times.
<b>Trivia Tamer</b>	You correctly answered the final trivia question.