

ARTFUL DeceIT

HINT BOOK

v.0 r.230927 (BETA)

To win the game, you must find enough evidence to prove beyond a shadow of a doubt that the killer did it.

There are 12 specific puzzles that count toward proving **means**, **motive** and **opportunity**. Find and solve all puzzles to achieve the maximum sentence for the killer.

Follow the hints for each type in order. For example, Means Hint 1 before Means Hint 2.



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IT'S TOO dark

HINT 1

You have found the flashlight but cannot turn it on.

What is the typical reason a flashlight does not power on?

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SOLUTION 1

Yep, the batteries are dead and you will need a set of good ones.

In the **Garage** enter...

-] LOOK AT CABINET
-] TAKE STORAGE BOX
-] OPEN STORAGE BOX
-] TAKE RADIO
-] OPEN RADIO
-] TAKE GOOD BATTERIES

In the **Utility Closet** (if you are not already holding the flashlight) enter...

-] TAKE FLASHLIGHT
-] OPEN FLASHLIGHT
-] TAKE DEAD BATTERIES
-] PUT GOOD BATTERIES IN FLASHLIGHT
-] CLOSE FLASHLIGHT
-] TURN ON FLASHLIGHT

You are now holding a flashlight that is on.

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HINT 2

Now that you have a working flashlight, are you not sure what to do with it?

How well does a flashlight work when the room already has light?

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SOLUTION 2

Before the flashlight is useful, you need to turn off the lights. The problem is that the rooms do not have light switches in this game. There is, however, another way to turn off the lights.

In the **Utility Closet** (while the flashlight is on) enter...

] TURN CIRCUIT BREAKER OFF

You can now use the flashlight as a light source. If you want to light something specific, enter...

] SHINE FLASHLIGHT ON (thing)

Otherwise, it will provide a general light source and enable you to get around in the dark.

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HINT 3

Still not sure what to do with the flashlight?

Have you found any other items that you might be able to combine with the flashlight to improve it?

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SOLUTION 3

In the gallery workshop is a set of red, blue and green gel filters. These filters are made of a translucent plastic film and are used to filter light.

In the **Gallery Workshop** enter...

-] LOOK AT CABINET
-] TAKE RED GEL
-] TAKE BLUE GEL
-] TAKE GREEN GEL

In the **Utility Closet** enter...

-] TAKE FLASHLIGHT
-] PUT RED GEL ON FLASHLIGHT
-] TURN ON FLASHLIGHT

You can now shine a red light on something! But what?

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OFFICE PAINTING

HINT 1

You have probably noticed something peculiar about the painting in the gallery office. You have even tried to open it. Good idea, but you need to unlock it first. It does not require a key, but there is something in this room that will help you.

- [Solution](#)
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SOLUTION 1

Under the gallery desk is a button that will disable the magnet holding the painting closed.

In the **Gallery Office** enter...

-] SEARCH DESK
-] PRESS BUTTON

Hmm, now you have a locked wall safe.

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HINT 2

The wall safe requires a 4-digit code to unlock. Without the code, you cannot get in.

What number might Richard have used?

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SOLUTION 2

Richard used a particularly uninspiring number: his birthdate.

I am not going to tell you what that is because you should already have it.

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HINT 3

Included with the game is well-written material (if I do say so myself) that enhances the game by providing atmosphere, backstory and clues. One of these clues is Richard's date of birth.

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SOLUTION 3

Take a look at the coroner's report. It contains the date Richard was born: March 4, 1929.

In the **Office Gallery** enter...

] ENTER 3429

TA DA! You have opened the safe.

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WOODen BOX

HINT 1

Your instincts are spot on. There is more to this wooden box than meets the eye. How might you find something you are not able to see by simply looking at it?

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SOLUTION 1

A search of the wooden box reveals a carved flower.

Holding the **Home Office** enter...

] TAKE WOODEN BOX

] SEARCH WOODEN BOX

Hmm, you now see a carved flower. I wonder what is up with that?

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HINT 2

Not sure what to do with the carved flower?

Maybe there are instructions to be found.

- [Solution](#)
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SOLUTION 2

In the office, there is a poem.

] LOOK AT DESK

] TAKE POEM

] READ POEM

How might this poem help you with the puzzle box?

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HINT 3

Interesting, the poem reads a lot like a set of instructions. But how do you follow them?

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SOLUTION 3

With the wooden box in hand, follow the instructions of the poem. The poem identifies 4 distinct commands you should execute in order on the carved flower: PRESS, TWIST, PULL and SLIDE.

In the **Office Gallery** enter...

-] TAKE WOODEN BOX
-] TAKE POEM
-] READ POEM
-] SEARCH WOODEN BOX
-] PRESS CARVED FLOWER
-] TWIST CARVED FLOWER
-] PULL CARVED FLOWER
-] SLIDE CARVED FLOWER

TA DA! You have opened the wooden puzzle box.

Opening the box is a bit alarming (pun intended). Extremely loud sirens blare along with strobing red and blue lights. Thank goodness you have a strong and healthy heart, because this surely would have given a weaker person a heart attack!

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means

HINT 1

In the game, you learn that Richard Hawthorne has a heart condition. To combat this, he takes medication to keep his blood pressure under control.

Or does he?

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SOLUTION 1

In the master bathroom medicine cabinet are Richard's heart medication pills. If you have them analyzed, you will learn that the pills have been swapped out with placebos. Richard has been tricked into not taking his medication.

In the **Master Bathroom** enter...

-] OPEN MEDICINE CABINET
-] TAKE MEDICINE
-] ANALYZE MEDICINE

In 25 turns, a detective will return with the lab results.

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HINT 2

The gallery features many works of art, one of which is so large that it can be seen from 4 different locations.

What appears from each vantage point is not quite the same. Are you able to find anything of interest?

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SOLUTION 2

The base of the sculpture *Essence of Time* contains more than meets the eye. A search of the sculpture reveals secret buttons.

In the **Gallery Entrance** enter...

] SEARCH SCULPTURE

You find a BLUE BUTTON, but what is it for? Is that all the sculpture has to reveal?

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HINT 3

The sculpture holds a secret beyond a set of colored buttons. Pressing the buttons in the correct order will reveal that secret.

To determine the order in which the buttons should be pressed, you must first solve the **motive** puzzles.

If you have solved the motive puzzles, have you noticed a similarity between those puzzles and this one? How might you use the information learned there to solve this puzzle?

Do not read this hint's solution if you have not solved the motive puzzles. Spoilers ahead...

- [Solution](#)
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SOLUTION 3

Do not read on if you have not yet solved the motive puzzles!

What you learn about the order in which to press the buttons:

1. BLUE - DESIRE
2. RED - LOVE
3. GREEN - BETRAYAL
4. MAGENTA - DEATH

Using this information, you can press the corresponding buttons you found on the sculpture in the same sequence. Have you noticed that, when you search the sculpture from each location, you find a new button and get a different feeling (one of desire, love, betrayal or death)? When the buttons are pressed in this order, you will find the hidden secret.

In the **Gallery Entrance** enter...

] PRESS BLUE BUTTON

In the **Gallery Reception** enter...

] PRESS RED BUTTON

In the **Middle of the Gallery** enter...

] PRESS GREEN BUTTON

And finally, in the **North End of the Gallery** enter...

] PRESS MAGENTA BUTTON

A secret compartment will open, revealing a metal device. But what is it?

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HINT 4

What is the metal device, what is it used for, and what could the white powder be? How can you answer these questions definitively?

- [Solution](#)
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SOLUTION 4

Easy, just leave it to an expert.

] TAKE METAL DEVICE

] ANALYZE METAL DEVICE

In 25 turns, a detective will return with the lab results.

Apparently, Richard Hawthorne has not been taking his medication! Without his blood pressure medication, the stage is set for cardiac arrest. You now have all the evidence you need to understand the means by which Richard was murdered.

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MOTIVE

HINT 1

They say a picture is worth a thousand words.

Are there any paintings in the gallery that tell a good story? Perhaps of murder?

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SOLUTION 1

Look at all of the paintings and see if you learn anything interesting.

In the **Gallery Entrance** enter...

-] LOOK AT WHISPERED SECRETS
-] LOOK AT MYSTIC DREAMS

In the **North End of the Gallery** enter...

-] LOOK AT ETERNAL ELEGANCE
-] LOOK AT REFLECTIONS OF THE SOUL
-] LOOK AT ENIGMA

In the **Middle of the Gallery** enter...

-] LOOK AT NATURE 'S SYMPHONY

In the **South End of the Gallery** enter...

-] LOOK AT JOURNEY WITHIN
-] LOOK AT FLEETING MOMENTS
-] LOOK AT TRANSCENDENCE
-] LOOK AT CELESTIAL EMBRACE

Do any tell a story?

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HINT 2

Have you noticed that a few of the paintings, when looked at as a set, tell a very interesting story?

The correct collection of paintings in a specific order will give you what you need to understand the motive.

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SOLUTION 2

The following four paintings, in this order, tell a passionate story of love and murder:

1. 1978 - *Mystic Dreams* - Amelie looked on with DESIRE and wished she had what Victoria and Richard had.
2. 1979 - *Whispered Secrets* - Amelie fell in LOVE with Richard when they began to have an affair.
3. 1980 - *Reflections of the Soul* - Amelie felt BETRAYED by Richard when he would not leave Victoria.
4. 1981 - *Enigma* - Amelie's scorn ultimately led to Richard's DEATH.

While you can interpret the paintings to tell this story, it is not going to hold up in court. You will need to find a way to prove, beyond a shadow of a doubt, that Amelie was telling this very story with her paintings.

That will not be as easy.

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HINT 3

Amelie is a multimedia artist. Perhaps there is more to these paintings than you can readily see?

What do you find in the gallery workshop that might help you to see something hidden in plain sight?

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SOLUTION 3

In the gallery workshop is a set of red, blue and green gel filters. These filters are made of a translucent plastic film and used to filter light.

In the **Gallery Workshop** enter...

] LOOK AT CABINET

] TAKE RED GEL

] TAKE BLUE GEL

] TAKE GREEN GEL

In the **Utility Closet** enter...

] TAKE FLASHLIGHT

] PUT RED GEL ON FLASHLIGHT

] TURN ON FLASHLIGHT

Oh noes! The flashlight does not work. Can it be fixed?

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HINT 4

The 4 paintings have a hidden message that can only be seen using colored light filters.

- [Solution](#)
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SOLUTION 4

The motive puzzles are 4 paintings that have the following messages hidden within them:

1. 1978 - *Mystic Dreams* - Hidden message is Desire (Blue)
2. 1979 - *Whispered Secrets* - Hidden message is Love (Red)
3. 1980 - *Reflections of the Soul* - Hidden message is Betrayed (Green)
4. 1981 - *Enigma* - Hidden message is Death (Magenta)

While the gallery circuit breaker is OFF and the flashlight is ON, in the **Gallery Entrance** enter...

] PUT BLUE GEL ON FLASHLIGHT
] SHINE FLASHLIGHT ON MYSTIC DREAMS
] REMOVE BLUE GEL FROM FLASHLIGHT

And then...

] PUT RED GEL ON FLASHLIGHT
] SHINE FLASHLIGHT ON WHISPERED SECRETS
] REMOVE RED GEL FROM FLASHLIGHT

In the **North End of the Gallery** enter...

] PUT GREEN GEL ON FLASHLIGHT
] SHINE FLASHLIGHT ON REFLECTIONS OF THE SOUL
] REMOVE GREEN GEL FROM FLASHLIGHT

And then...

] PUT RED GEL ON FLASHLIGHT
] PUT BLUE GEL ON FLASHLIGHT
] SHINE FLASHLIGHT ON ENIGMA
] REMOVE RED GEL FROM FLASHLIGHT
] REMOVE BLUE GEL FROM FLASHLIGHT

You now have undeniable proof that Amelie had a motive to kill Richard.

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OPPORTUNITY

HINT 1

In the home office, you find a news article on the desk. This article spells trouble for Richard. I wonder what others thought of the article?

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SOLUTION 1

Showing the article to each of the suspects reveals something very interesting.

-] SHOW ARTICLE TO AMELIE
-] SHOW ARTICLE TO VICTORIA
-] SHOW ARTICLE TO EDGAR
-] SHOW ARTICLE TO PIERCE
-] SHOW ARTICLE TO JAMES

Did anyone react differently than the others? What could their reaction mean? We need to find out more.

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HINT 2

How might you get more authoritative information about this article?

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SOLUTION 2

Sending the article out for analysis reveals that it is a fake. That is bizarre, why might someone want to frighten Richard like this?

] ANALYZE ARTICLE

In 25 turns, a detective will return with the lab results confirming the article is a fake. However, one person claims to have read the article. Interesting.

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HINT 3

We know that Richard had a bad heart and was supposed to be taking blood pressure medication (proving Richard was not taking his medication is another matter). Here, let us assume that he was off his medication, recently frightened by a fake news article claiming his imminent arrest, and just primed for a fatal blow.

What might that fatal blow have been?

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SOLUTION 3

If you have examined the wooden box (and are up on your French) you should have spotted that the box has a plaque with the words “Le Coup Fatal” or, in English, “The Fatal Blow.”

In the **Home Office** enter...

-] LOOK AT DESK
-] TAKE WOODEN BOX
-] LOOK AT BOX

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HINT 4

Since the wooden box is described as a box and not a plank of wood, it is reasonable to assume that it can be opened. However, knowing THAT it can be opened and knowing HOW it can be opened are two entirely different things.

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SOLUTION 4

Take a look at the [Wooden Box hints](#) to learn how to open it.

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