


SECRETS CAN KILL!

dare to play™

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# Undercover at School!

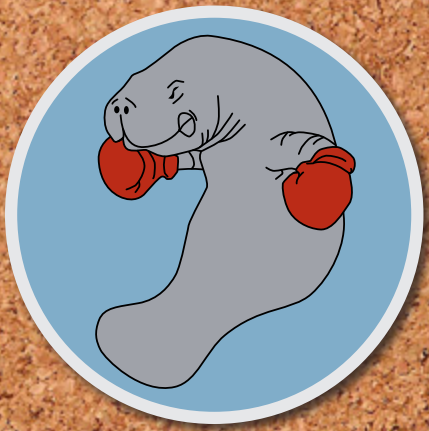
Jake Rogers was hardly the most popular student at Florida's *Paseo Del Mar High School*, but the local authorities want to know who disliked him enough to push him down a flight of stairs. While many people feel sympathy for the deceased, none of Jake's peers have anything nice or flattering to say about him. What did Jake do to create so many enemies? The local police have asked you, as Nancy Drew, to go undercover as a student and find the murderer before the killer finds you!

## Don't Turn the Page Until You Check Out Our Extra Credit Work!

Plenty of strategy guides offer steps for completing games, but this one is different from the rest. You can follow all the detailed steps and solutions for solving *Secrets Can Kill*, but this guide won't spoil the ending by revealing the culprit or culprits! If you're playing Junior Detective mode, some steps outlined in this guide are unnecessary.

**Here are other important tips to remember while solving this mystery:**

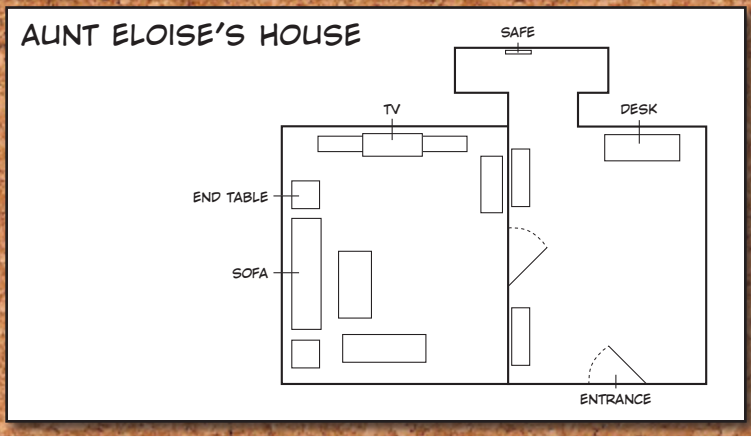
- ***Paseo Del Mar High School* has a complex floor plan with access to an array of rooms, so it's easy to overlook details (like where to find the library). If you're stuck and feel like a new kid on the first day of school, check out the high school map on page 7.**
- **Taking a few notes makes it easier to solve this case than figuring everything out in your head. It's a good idea to write down the code letters that you find in the hidden messages throughout the school.**
- **If an event mentioned in the steps of this guide doesn't occur, check to see if you have talked to everyone. Sometimes completing an overlooked step or asking a suspect certain questions opens new areas in your case.**
- **Sometimes during your investigation you'll see something shiny. Place your magnifying lens cursor over these shiny objects and you'll find a quarter. Unlike other Nancy Drew mysteries, you don't have to worry about buying items to solve puzzles, so spend your quarters at the arcade game at Maxine's Diner!**



# A Little Homework

Your new case begins inside Aunt Eloise's charming and ornate house. She left a letter for you on the credenza just below the gilded mirror. She had to work late and close the school library, but she left a note about opening the safe, along with a stern warning about entering the wrong combination. What could possibly go wrong? Glance down at the credenza drawers and open the drawer on the right. Read the invitation next to the calculator.






## Open the Safe!

Wow! A twenty-fifth anniversary reunion! Who would have guessed that Aunt Eloise was already that old or that these sorority girls would want to see each other every year after graduation? Study the invitation and note the four Greek symbols at the top of the letter. Replace the letter and walk to the left toward the tapestry in the hallway. Pull back the tapestry and examine the wall safe. There are some Greek symbols on the keypad. What would happen if you entered the same Greek symbols - Sigma, Phi, Kappa, Delta - that you found at the top of the invitation?





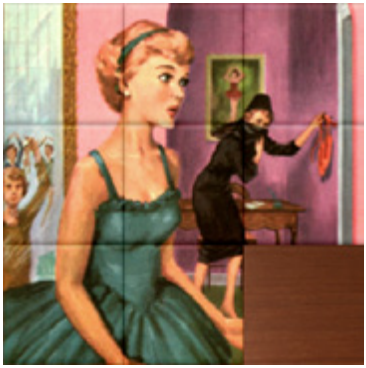

## It's Academic

Take the silver key hanging inside the safe door and add it to your inventory. Check out the pretty wood box! Open it and examine the puzzle pieces. There are two solutions to the puzzle depending on which difficulty level you play, but the solutions for both are below. Complete the puzzle and note the login name and password inside the box. Now head back to the foyer and explore the living room on your right. Open the end table drawer and inspect your Aunt's reminder list. Now examine the books on the right side of the bookcase. Find the fake book and take the teacher's lounge key.

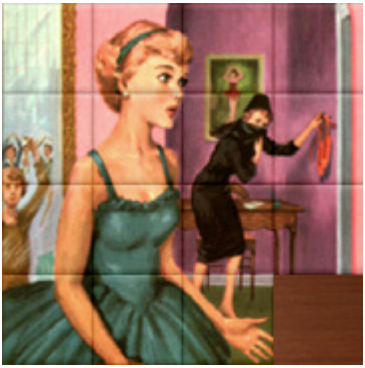




### Junior Detective Level Solution:



### Senior Detective Level Solution:

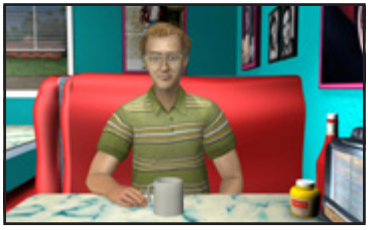


## *"Hello?"*

Before you exit the living room, inspect the book entitled *Hidden Clues are Everywhere* on the end table. Read the entry about a "Haunted Ghost Bridge." What is this all about? Some reading materials in this game are relevant to your investigation, but others (like this one) might throw you off. Choose your clues carefully. Your phone rings as you exit the house. It's Detective Beech. He wants to meet in person.

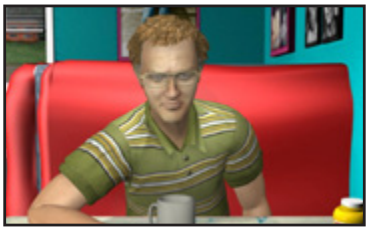
## Beech at Brunch

Stroll up the hill to Maxine's Diner and find "Uncle Steve." (He's sitting in a booth.) Detective Beech can't maintain his cover, so bear with him as he stumbles through his routine. Authorities discovered a considerable sum of money in Jake's bank account. Beech suspects that this former library assistant did bad business with the wrong people, but it seems strange that a library assistant was involved in illegal activities. Did Jake assume that the library was the last place police would investigate criminal activities?



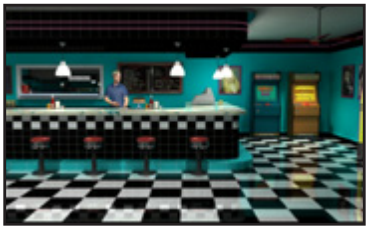
# Detective Beech

**Is Mr. Beech a man with a plan or a defective detective? He confesses that he's not familiar with "suburban" undercover, but his inability to remain in character seems to indicate that he is either inexperienced or incompetent. Mr. Beech asked you to go undercover and not tell the police about your activities. Perhaps he thinks that a campus security officer or other official might be involved in the murder, or perhaps Detective Beech has another role in this case that he doesn't want anyone to uncover.**

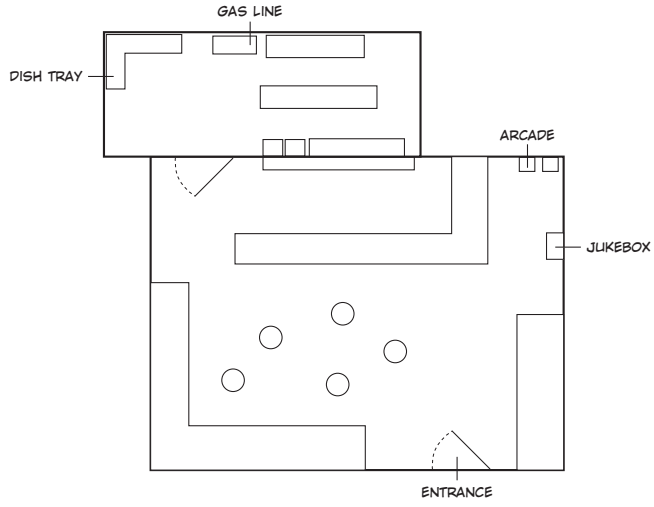


## Counter Culture

Look around the diner and examine the fixtures. There are students dance contests here! Walk over to the counter and talk to Daryl Gray. Daryl is the student body president of *Paseo del Mar High* and apparently the only person working at the diner. He seems bored and eager to entice you into conversation. He plays up rumors about Jake Rogers' death and the ongoing investigation, but the more Daryl talks, the less he appears to know. Either he is completely unaware of the facts or he's distorting the truth to hide something.



## MAXINE'S DINER



# Daryl Gray

**Successful student body presidents maintain good contacts and stay in the know around school, but Daryl Gray was probably voted in for his popularity, not his intellect. He is eager to impress, especially if it gives him a chance to talk to women. His assertion that the FBI is bringing in a special agent seems distorted at best, but keep in mind that someone out there knows something about you, even if other students can't distinguish between rumors and facts. Is Daryl harmless or could he blow your cover?**



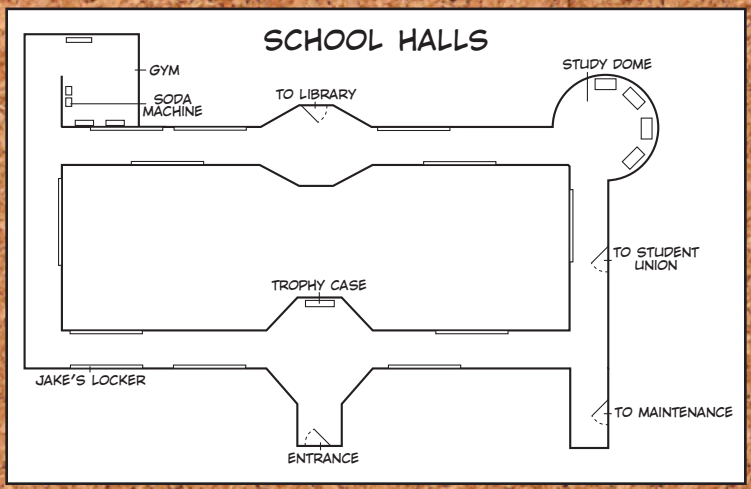
## Back to School

Leave Maxine's Diner and walk down to *Paseo del Mar High*. Turn left and walk along the hallway. There is a bulletin board on the right. Examine the postings, especially the one just above the Chemical Safety Procedures notice. Is this note an incomprehensible prank or a secret code? Try reading the message backwards: "UP, DOWN, LEFT, RIGHT, THE FIRST LETTERS WILL HELP MY PLIGHT." What does "He:U2" mean? Are these the first letters? Turn left and inspect the torn police tape on Jake's locker. Too bad you don't have a combination… yet.



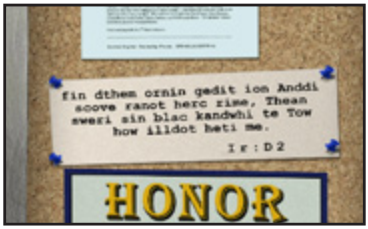


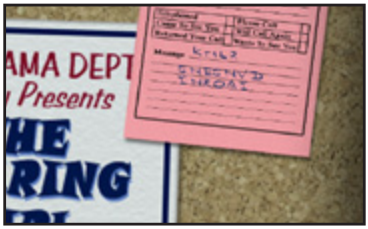




## The Fighting Manatees

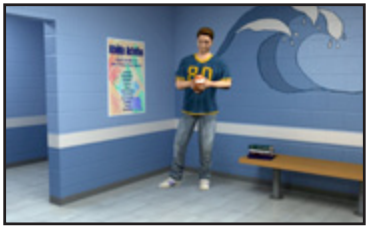
Continue down the hallway, turn right (toward Gaiser Gym) and examine the next bulletin board. There is another strange posting here. This message isn't written backwards, but the words lack spaces in the correct places: "FIND THE MORNING EDITION AND DISCOVER ANOTHER CRIME, THE ANSWER IS BLACK AND WHITE TO WHO WILL DO THE TIME." There is also a similar short code just like the first message that you found: "Ir: D2." Continue down the hallway and look at the next bulletin board. This one has an up-down-up weaving code (left-to-right) written on a phone message memo: "SINNERS ON A VID" and the code "Kr: L2."




## The Not-So-Incredible Hulk

Continue down the hallway toward Gaiser Gym and find Hulk Sanchez standing next to a stack of books by the restroom. Let him ramble about athletics before turning the conversation subject to Jake Rogers. Hulk doesn't want to talk about his interactions with Jake, but if you engage him a second time, he shares that both Hal Tanaka and Daryl Gray spent time with the victim. Hulk thinks that Hal might know Jake's locker combination. Hulk enthusiastically associates others with Jake as long as his name isn't mentioned.



# Hulk Sanchez

**As the fearless leader of the Fighting Manatees (one of the top teams in the state) Hulk Sanchez exudes self-confidence. He also likes to talk about himself. This incessant, near-narcissistic chatter gets him in trouble, too. While Hulk admits that he knew that "punk" Jake Rogers, he nervously insists that he never hung out with Jake. It's clear that Hulk is ready to punt your conversation and run for the sidelines. Could this promising athlete be a major player in the ongoing murder investigation?**



## Let Your Eyes Wander

Not far from Hulk is a poster advertising The Crane School of Self-Defense. Too bad Jake didn't learn about self defense. These skills could have saved him from tumbling down the school stairwell. Turn around and find the eye chart on the wall. Look closely at the chart and you'll notice that there is a message written backwards from bottom to top. It reads "IF ANYTHING HAPPENS TO ME LOOK IN MY CHEMISTRY BOOK PAGE THREE ZERO FIVE." Did Jake Rogers leave this message? If so, has someone else already found it or is the chemistry book locked away in his locker? Walk over to the bulletin board and look at the three notes pinned beneath the notice about school clubs. Depending on which note you examine, the three messages appear either upside-down, backwards… or both! The note on the left reads: "Nowhere to turn to, nowhere to hide, let the books in the library be your answer guide." There is also a reference to "K:R1" on this note. The middle note reads: "A symbol of Kanji worn with great pride reflects big secret that someone must hide." The note on the far right reads: "He did what it took to make the grade even if it meant cheating to keep up his charade." Were these notes also left behind by Jake Rogers or were these messages planted by an imposter in an effort to mislead investigators? Two of these messages imply deception, but could have been directed at one person or even a group of students. If these notes were left by Jake, is it possible that there was a school conspiracy against Jake, or was it all in his paranoid imagination? Make your way back to the school entrance and walk down the hall leading to the *Paseo del Mar High* Student Union.









## Backtrack

Not far from the entrance foyer are arrows on the wall pointing to the Student Union. Stop by the bulletin board at the corner. Look for the announcement with the megaphone art and examine the seemingly-ordinary typewritten announcement beneath it. There is a poetic drama reading by senior essay winners called "Doctor Deception." Everything seems normal until you see: "Student files under lock and key will show the lies of the doctor-to-be." Is there a doctor on the school faculty? There is also another code: "Hf:L1."



## The Student Union

Just before you reach the Study Dome you'll see a room on the right—or at least a bright red illuminated soda machine inside the room on the right. This is the Student Union. Enter this room and talk to the girl seated behind the table. Introduce yourself to Connie Watson—she's the student hall monitor. She admits that things around the school are hectic since the murder, but Jake's untimely demise doesn't change her opinion about him being a creep. Talk to Connie a second time and ask her about the bulletin boards.



# Connie Watson

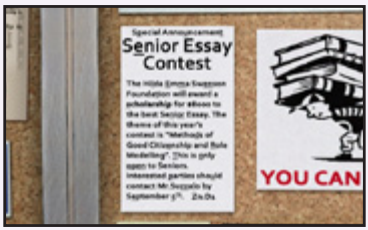
**Connie Watson is bright and articulate... and maybe a bit full of herself in her student hall monitor role. That medallion around her neck is a Japanese Kanji symbol, and if you're keeping good notes you probably remember this bulletin board message: "A symbol of Kanji worn with great pride reflects big secret that someone must hide." Watson admits to liking Daryl Gray, if only for his sports car. Connie is a social-climbing material girl, so why would she let a social unknown like Jake Rogers bother her?**



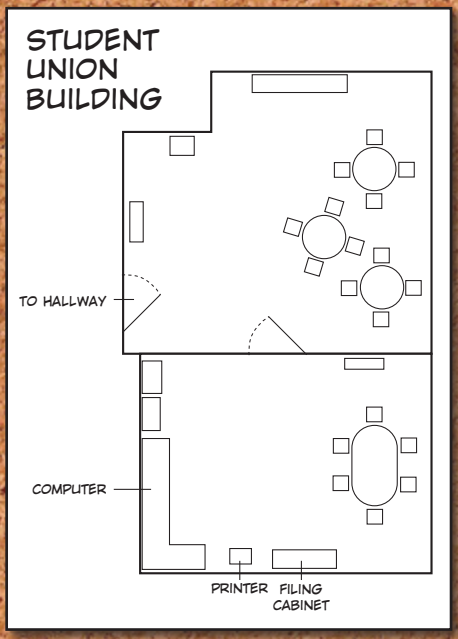
## More Hidden Messages

After you finish chatting with Connie Watson, walk over to the Student News bulletin board. There is a notice in red print just below the "Thrill of Victory" posting. Left-click your magnifying lens cursor on this announcement and then read about the junior high band picnic planned for December 8. Note the code "La:U2." Exit the Student Union and turn left. You want to walk away from the Study Dome entrance and look for a bulletin board along the left wall. Stop at the bulletin board and examine the underlined letters in the Senior Essay Contest announcement. The underlined letters spell out: "put elements in order to open puzzle." There is also a code: "Zn:D1." Turn around and walk toward the Study Dome. There is another bulletin board on the right. Examine this bulletin board and find the posting in blue text beneath the "Get Involved!" banner. The message reads: "A CRANE CONTESTANT IN MASKED DISGUISE WON THE PRIZE MONEY DESPITE ALL THE LIES." Note the code beneath this: "As:U4."







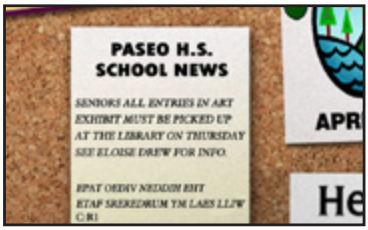







## Welcome to the Study Dome

Enter the Study Dome and examine the student bulletin board on the left side of this circular room. Look at the bulletin board and find the purple "Get Involved" sign. Examine the "Paseo H.S. School News" post beneath it. Aunt Eloise is collecting art exhibit entries, but there is also a backwards message written here: "THE HIDDEN VIDEO TAPE WILL SEAL MY MURDERER'S FATE." There is another code, too: "C: R1." Apparently Jake Rogers knew that he was going to be murdered, but why did he just leave these coded messages behind?



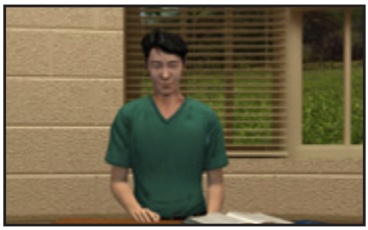

## Dialing for Locker Combos

There is one person inside the Study Dome. Introduce yourself to Hal Tanaka. He may only give you a little information at first, so be sure to question him again if he gives you the brush off. Hulk mentioned that Hal might know Jake's locker combination, but Hal claims that he never knew it. Hal does recall that whenever Jake forgot his locker combination, Jake mentioned that he wished that he had a phone handy. What does that mean? Look at your phone and spell out "J-A-K-E" on the keypad. The letters on a phone would be 5-2-5-3. Could this be Jake's locker combination? It's your best lead, so return to Jake's locker and try it out.



# Hal Tanaka

**Hal is a foreign exchange student at *Paseo del Mar High School*, and he hopes to earn scholarships and make his family proud. He is shy and reluctant to talk about past mistakes, so you might need to make several attempts at questioning him. Because he's not at the center of school social events, Hal offers an outsider's perspective on Hulk, Connie and Daryl. While it's shocking to learn about Connie and Jake dating, don't forget what Hal said about making mistakes. What did he do to feel so ashamed?**



## Open the Locker

Leave Hal in the Study Dome and return to Jake's locker (it's the one with the tattered police tape around it). Enter 5-2-5-3 and open the locker. There is a video tape case here! Too bad it's empty. Did the police take the tape or did Jake hide it somewhere? Pick up the English Essays textbook and turn to the bookmarked page. Read the Treatise on Etiquette by Prudence Rutherford. At best, this turgid text is as dull as a butter knife. Why would Jake read about polite communication? Was he trying to improve his manners so Connie wouldn't think he was such a creep? Check out the special edition of Judo Today next to the textbook. There's an article headline circled here. A "Masked Marauder" defeated the contestants at the *Paseo Del Mar's* 5th Annual Men's Judo Tournament. Was that masked contender Hal Tanaka or Daryl Gray? Look down at the bottom of the locker and pick up the discarded copy of The Paseo Times. Read the article about the break-in at the local drug store. Police report that the burglar targeted one type of medication—several vials of something called "Hectinol." What is that? Detective Beech mentioned that he thought Jake was into bad stuff, possibly drugs. Did Jake commit this robbery? Would he keep a newspaper about the crime in his locker? Creep or not, this doesn't seem likely. Perhaps you can find additional clues inside the high school library. Before you close the locker, look down one more time. You might spot a shiny object near the hinge. If you do, pick it up and add a quarter to your inventory. You can use it later to play arcade games at Maxine's Diner.









## Outside the Library

Use the map on page 7 to find the library entrance. Two student bulletin boards flank the library doors. Examine the bulletin board on the left and look at the backwards words beneath the photography lab announcement: "GRAPE GRAPE ORANGE COOL WILL PLAY THE ALARM IN THE SCHOOL." Remember the code letters beneath this message: "Zr:R4." Look at the bulletin board on the right. There is a numeric code written above the dance announcement. If you assign a sequential number to each letter in the alphabet (starting with A = 1) the code reads: "COOL COOL POP SPOT GRAPE." Are these soda flavors? Note the final code: "Y:D3."







## Browsing Books

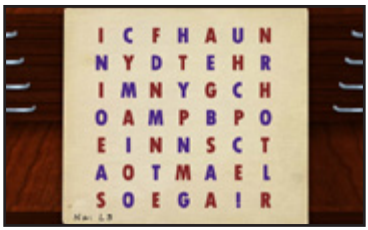
Enter the library. It's locked? Did you try the key? Not the brass key—the silver key from your aunt's safe. If you don't have it, return to her house and grab it off the hook inside the safe door. Now enter the library, walk past the information desk and look at the encyclopedias. The Global Book series has an article on Braille and the Encyclopedia Americana has an article about Kanji script. Connie's medallion has the symbol for "Crane." Now turn around, examine the magazine rack and read the article about steroids.



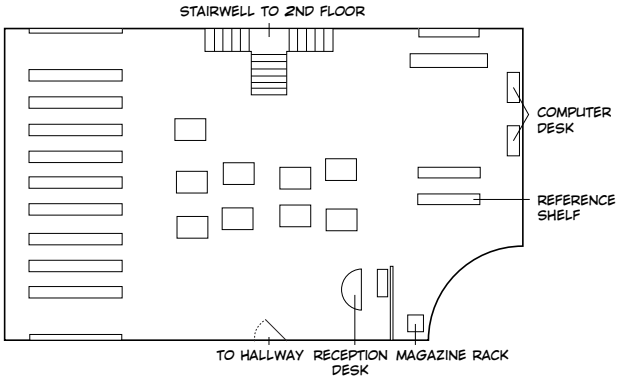

## The Map Drawer

Note that the sports magazine identifies Hectinol as a steroid—the same drug stolen from the nearby drug store. Now stroll over to the map drawer next to the encyclopedias. Open the drawer and look at the note beneath the colorful map of Greece. The letters look jumbled, but if you read the red letters from left to right and then start again at the top with the purple letters, you find a complete message: "IF ANYTHING HAPPENS TO ME SEARCH UNDER MY COMBO IN CATALOG." In the lower left corner is another code: "Na:L3." Walk to the reference desk and turn right. There are four card catalog computers here.

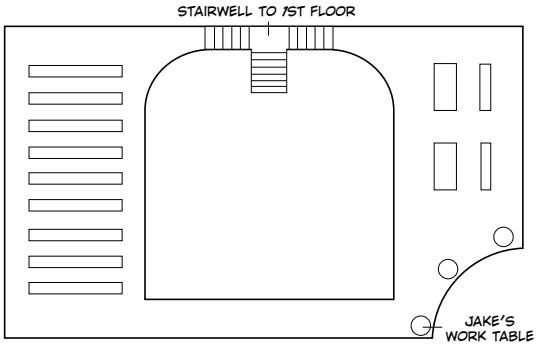




## LIBRARY - FIRST FLOOR




## LIBRARY - SECOND FLOOR




### A Ghost in the Machine?

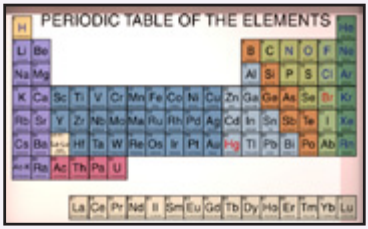
Enter Jake's locker combination into the computer card catalog search engine (5253). The search results return as "Evidence J. Rogers Under My Seat Reference." Considering that Jake worked in the library, this information confirms that he knew that someone was after him and he left all these coded notes around school! But why didn't he call the police or tell someone? Perhaps Jake was already in trouble and he didn't want the police involved. So where is Jake's chair? Is it somewhere in the library reference area?



## Jake's Stuff

Turn around and walk back to the middle of the library. If you entered Jake's combination on the computer card catalog, you can now go upstairs. Walk past the bookshelves and find the table next to the periodic table of elements chart. Apparently this is Jake's stuff! Open the blue chemistry textbook and examine the piece of paper. Jake left a list of things to remember: "The answer to my fate lies in the box. A matchbook behind Maxine's schedule holds the first step. My messages hold the remaining 18 steps. The elements tell the order. The letter and digit tell the direction. I: U2." The "I:U2" is a reference to the codes found throughout the school, but what does "The elements tell the order" mean? Look up on the wall at the periodic table of elements. A letter or pair of letters identifies each element on the chart, and some of these letters match the codes that Jake left for you! If you look up in the upper left corner of each element square, you'll see a number. This is the Atomic Number, or the number of protons found in the nucleus of an atom! Hydrogen (H) has one. Helium (He) has two. Uranium has 92! Apparently the order of elements is what Jake wants you to follow—but the first step to solving the 18 steps in his puzzle is written on a matchbook that he left at Maxine's Diner! If a letter and digit tell the direction, U = "up," D = "down," L = "Left," and R = "Right." Apparently the digits that Jake mentions are the number of steps or paces that you need to take in specific direction. What will you find at the end of the Jake's directions? Could it be the missing video tape or did someone else already steal it from his locker?



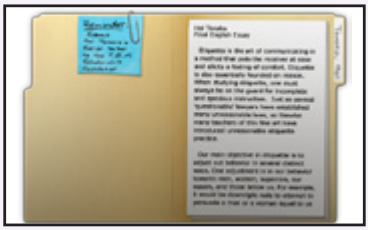



## Fight Authority

Return to the Student Union and ask Connie about the medallion she's wearing. Once your interrogation is over it's time to do more snooping. You have another key (the brass one) in your inventory. Use the key to open the door to the teacher's lounge. Oops! Connie is on Hall Monitor duty and she doesn't like you messing with the door or asking her personal questions. Take a detour back to Gaiser gym and enter the code that you found into the soda machine: Grape, Grape, Orange, Cool. You activated the alarm! Return to Connie, tell her about the alarm in the gym and then use your brass key to open the teacher's lounge door.

## Dishonored

Slip inside the teacher's lounge and examine the beige filing cabinets. Open the drawer marked "Senior Final Papers." You won't find a file for Jake Rogers among the clutter, but there is a file on Hal Tanaka. Open Hal's file. Hal might be listed as a *Paseo Del Mar High* honor student, but his essay on etiquette looks exactly like the article that Prudence Rutherford wrote in the English Essays book inside Jake's locker. There is also a note suggesting that Hal's essay should be submitted to a scholarship foundation!



## A Gray Matter

Look around the teacher's lounge and you'll see two computer terminals next to the microwave. Aunt Eloise probably has a password for the school network. Remember that slider puzzle inside her safe? If you completed the puzzle you found a slip of paper with "Eloise Drew and O Wise Elder" written on it. Try this name and title as the login name and password. That was easy! Click on the maintenance icon and read the to-do list. Apparently someone broke the lock on the Video Lab door. Was someone looking for Jake's video tape? There is also something here about replacing the password on the boiler room door. Click on the Passwords icon and look for the password for the Maintenance room—it's "NOTE." That password probably also works on the boiler room door. There is another to-do icon on this computer. Click on it and browse the list of tasks for the library. Apparently Aunt Eloise is looking for the English Essays book that you found in Jake's locker! Now click on the Printer icon. Apparently there was a document waiting to print because the printer turns on. Leave the computer workstation, turn left and examine the security report that just printed at the printer. If you can't find the printer, it's the white machine directly beneath the Administration In/Out Board. Review the printed security report—be sure the scroll down. Apparently student body president Daryl Gray was caught by security at the high school just before Jake Rogers was found in the stairwell! Walk over to the table and look at the open magazine that someone left in the bookcase. Daryl Gray's dad isn't faring well in his military contractor business.









## Clever Codes

Next to the teacher's lounge door is a bulletin board. You won't find much to read here, but there are four large cards with letters or a number. Note how they appear pinned to the board: "CL D2." Now examine the map of the world above the table. There is a message printed around the edge: "A TROPHY WAS NOT THE ONLY PRIZE BUT ALSO MONEY OF A GREATER SIZE." In the lower left and right corners are more letters in the code: "Ag D1." What prize is this? Is it for the judo contest or was there a contest for the senior essays? From what you found so far, it sounds like Daryl Gray's family needs extra cash.






## So Many Questions, So Little Time

Your phone rings as you exit the teacher's lounge. It's from someone named Mitch Dillon. Mitch warns you to stop snooping, so your investigation must be on the right track. Head over to the nearby Study Dome and ask Hal (at best he's a dubious honor student, but far less threatening than Mitch) about the essay that he copied from the book in Jake's locker. Hal tells you about Jake's blackmail attempts, and then recounts Jake's meeting with Daryl Gray on the night of the murder. Go see Hulk in his corner near Gaiser Gym. Hulk suggests that Hal has anger management issues. Ask Hulk about Connie, the drug store burglary and his injury. According to Hulk, Connie has money problems just like Daryl! Was she after the "money of a greater size" mentioned in the teacher's lounge? Return to the student union. If Connie isn't there, check out the personal message that she composed in the notebook that she left behind when she ran off to fix the fire alarm in the gym. Wow! Talk about a crush! Is she writing a rough draft letter for Daryl Gray? She mentions her loneliness. What's this stuff about forgiving her for what she has done? And she wrote a disturbing phrase: "it's not safe and stupid to do?" What has Connie done?

## Order Up!

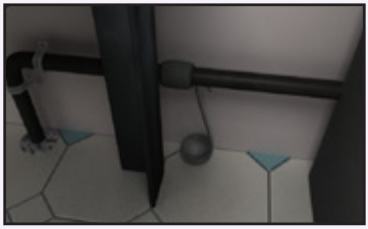
Return to Maxine's Diner. Talk with Daryl until he tells you about the time your "Uncle" (Detective Beech) freaked out after he lost something in the diner. Change the conversation to questions about Hal and Connie. Ask Daryl about finding Jake's body. He says that he found it in the morning before a student meeting, but the security report mentioned someone else finding an injured student around midnight. Daryl gives you a letter. It's from Dillon HVAC. Mitch wants to meet in the high school maintenance room.



## In the Kitchen

Meeting Mitch Dillon doesn't seem like a healthy choice right now, so walk around the diner counter and enter the kitchen. Pick up the ladle next to the dishes and add it to your inventory. There's also a crumpled note here. Pick it up and read it. It's from Connie to Daryl, but it's hardly romantic. Maybe she doesn't have feelings for him at all. Turn around and look at the table and the freshly cut tomatoes. Beneath the table are bolt cutters that someone left to prop up a loose gas pipe. The fire department wouldn't be thrilled about this safety hazard. Quickly replace the bolt cutters with the ladle.





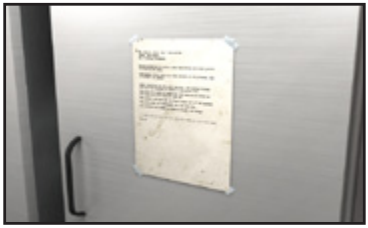
## On Schedule

Once you've got the bolt cutters, examine the schedule taped to the food prep counters. Part of the schedule was torn away, but there is a coded message written in the lower left corner. If you read the letters in vertical columns from left to right, it reads: "CHECK YER EYESIGHT IN THE GYM." If you're following the steps in this guide in order, you already found the code on the gym eye chart, but there is another small detail on the kitchen schedule: The code "Te: L3" scrawled inside the Wednesday box.




## Cooking Up Secrets

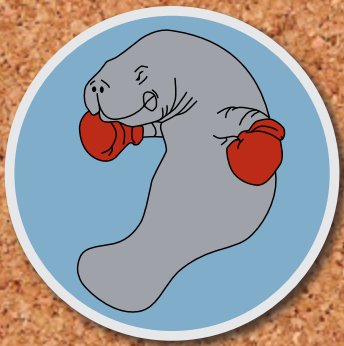
Jake taped a memo to the refrigerator. It looks like closing tasks, but there are numbers at the bottom. Look at first number (1.3) and treat the first digit (1) as a memo line and the second digit (3) as the third word in this line. You find "Daryl." Locate the next word (8.9 or eighth line, ninth word—"brings") and so on until you decipher this message: "Daryl brings secrets to diner to get the cash for a life so finer." Is Daryl selling his father's company secrets to someone at the diner? Note the code: "Hg: L3."



## Blackmail on the Menu

It's almost time to leave the diner, but make a final stop next to the front door. Take a pink menu from the display next to the "Please Seat Yourself" sign. While most of the menu print is in black letters, some words or letters appear in four separate colors. Try reading the colored letters in this order: red, green, blue, pink. You should decipher the following: "HIS JOURNAL IS MY CASH COW." Was Jake blackmailing another person besides Hal Tanaka? Note the code scrawled into the bottom right side of the menu: "Xe:R3."



## NOTEworthy

It's back-to-school for you. Step inside *Paseo Del Mar High* and take a right. Walk down the hall to the intersection. Until now you always turned left toward the student union and study dome, but take a right this time. At the end of the hallway is a locked maintenance room door with a Braille keypad. You need to enter the password that Aunt Eloise recorded in her computer file: NOTE. One of the library encyclopedias had an article about Braille, an article about Braille, but if you're having trouble seeing the correct answer, enter the code listed below:





## Hand in Glove

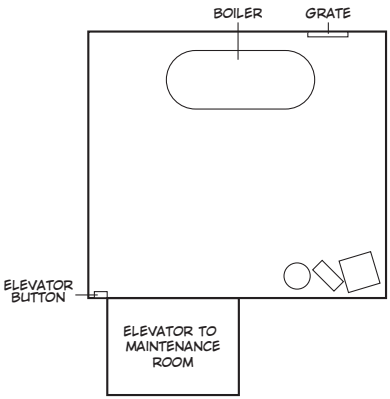
Step into the room and press the red button to use the service elevator. Take the elevator down to the boiler room. It's hot in here and the elevator button is broken! Remove the gloves from the toolbox and place them in your inventory. Read the Emergency Instructions posted on the wall above the toolbox. Apparently the gauges displayed on the Emergency Instructions illustrate normal operations, but someone cranked these settings and chained the handles. Use the bolt cutters that you found in the kitchen to snap the chain. The handles are too hot to grip, so put on the gloves that you found in the toolbox.



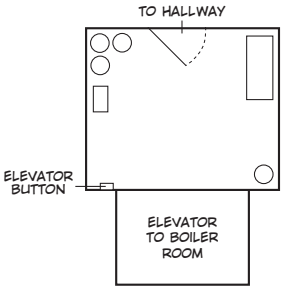



# FIGHTING MANATEES

## BOILER ROOM




## MAINTENANCE ROOM




# FIGHTING MANATEES

## Chilling Out

Make sure that you have the gloves on before attempting to move the boiler handles! This puzzle is timed, so it's important to minimize your mistakes. Once you have the gloves on you need to pull the boiler levers in this order: Down twice on the left lever, down twice on the right lever, down one more time on the left lever. That's it! Don't touch the middle lever. That's a red herring (technically it's a broiled red herring in this heat). Look around while the boiler cools. There's a cornerstone plate to the right. Apparently this high school was built in 1967. That was many years ago, but never share this observation with Aunt Eloise. Keep looking to the right and until you see a cup and a matchbook from Maxine's Diner. Remember the second line in Jake's library notes? "A matchbook behind Maxine's schedule holds the first step." But the schedule in the kitchen had a torn corner! How did the matchbook end up up here? Pick up the matchbook and open it. Jake wrote some sort of symbol inside here! It's the symbol of an element, but symbols don't appear on the periodic table of elements in the library. Now look back at the boiler. Just to the right is a metal screen. Examine it closely and… Hey! It's a video tape leaning up against the warm bricks! Is this the tape that Jake made? There's a vent grate here, too. Give the grate a tug and push it out of the way. It looks a bit cramped, but at least it's an exit that apparently Mitch Dillon didn't know about! That's sort of strange considering that most HVAC guys have access to building blueprints. Maybe Mitch Dillon is an alias for some other guy… or perhaps a girl with dangerous connections.









## Viewing Party

Take the video to Aunt Eloise's house. Just off the foyer is a study with a television and VCR stored in her ornate armoire. Open the armoire, turn on the television and then insert the video tape into the VCR. Sit back and watch the video. This isn't the video you're looking for! This is something involving Connie and the judo contest! It also looks like Hulk and Hal both have something worth hiding. Was Jake blackmailing them all, too? Perhaps the person who left you in a hot spot inside the boiler room figured that they could burn you and the incriminating evidence at the same time!



## Conned by Connie?

Return to the student union and ask Connie Watson about Jake's video tape and the judo contest. She seems happy about being the "Masked Marauder" and beating all the guys at *Paseo Del Mar's* 5th Annual Men's Judo Tournament. Too happy to be blackmailed? Did Jake force Connie to break her date with Daryl? Wouldn't this blackmail make her angry? Angry enough that Connie would use her black belt skills to throw Jake down a flight of stairs? Connie insists that she didn't do it, and you still don't have enough proof for a conviction.



## Jake's Boxed Set Edition

See Hulk and ask him about Jake's blackmail attempts. He insists that he didn't kill Jake and that Jake was blackmailing Daryl. Make your way back to the library. Go upstairs and look under the chair near the periodic table of elements. There is a box here! Take the box and examine the buttons on the lid. Start at the symbol that you found on the matchbox, but don't make solving this puzzle more difficult than it is! Use the atomic numbers of the elements that you have listed as the order of the steps, and then just follow the directions in that order. Everything is listed and diagrammed below:



**1. He U2 (up two spaces)**
**2. C R1 (right one space)**
**3. Na L3 (left three spaces)**
**4. Cl D2 (down two spaces)**
**5. K R1 (right one space)**
**6. Zn D1 (down one space)**
**7. As U4 (up four spaces)**
**8. Kr L2 (left two spaces)**
**9. Y D3 (down three spaces)**
**10. Zr R4 (right four spaces)**
**11. Ag D1 (down one space)**
**12. Te L3 (left three spaces)**
**13. I U2 (up two spaces)**
**14. Xe R3 (right three spaces)**
**15. La U2 (up two spaces)**
**16. Hf L1 (left one space)**
**17. Ir D2 (down two spaces)**
**18. Hg L3 (left three spaces)**

| | | | | |
|---|---|---|---|---|
| 8 | | 7 | 16 | 15 |
| | 3 | | 1 | 2 |
| 18 | 13 | | 17 | 14 |
| 9 | 4 | 5 | 0 | 10 |
| | 12 | 6 | | 11 |



### Blackmail Blockbuster: Part II

The box opens after you complete the steps on the previous page. It's another video tape! Is this one more incriminating than the first one? Will it reveal the murderer? Return to Aunt Eloise's house, turn on the television and drop the tape (carefully) into the VCR. Jake was up to his old blackmail tricks, but it looks like he pushed his luck too far and someone pushed him down the high school stairs!

### The Combo Con Job

In the tape Jake mentioned that he hid something beneath a book cart in the school library. Grab the tape out of the VCR and head back up to the school. Hey! Someone followed you home from school! Apparently the culprit isn't looking for extra credit assignments—he or she wants something that you don't have! You can buy time to make them look once or twice in the wrong places, but it's not a good idea to make this criminal mad! Try suggesting that the culprit looks behind the tapestry. That's where Aunt Eloise hid her safe. The culprit wants you to say the combination. Will you do it? Based on the culprit's treatment of Jake, it's unlikely that you would enjoy an extended lifespan once this cruel criminal had the correct combination. Try offering three false safe combinations instead! If you're convincing, the culprit will set off Aunt Eloise's burglar alarm and remain trapped in the house until the police arrive!

# Class Dismissed!



# Sassy Detective Awards

You solved the case, but did you find all the killer secrets in *Secrets Can Kill*? If this is your first experience with Nancy Drew games from Her Interactive, you're in for a bonus-round treat: There are several surprise achievements throughout the game. As you fulfill the conditions for each achievement you earn a star on your detective badges. Keep reading if you want to know the conditions for earning all the badge stars in the game:

| | |
|---|---|
| **Ned Defender** | Rebuff all of Daryl Gray's flirtatious advances. |
| **Easter Egg** | This one is a secret surprise. You need to look hard for it, but it's worth finding! |
| **Trivia Answer** | Correctly answer the trivia question at the end of the game. |
| **Pop Prankster** | Use the soda machine combination to set off the fire alarms several times in the game! |
| **Barnacled** | Reach the highest level in Barnacle Blast. |
| **Library Lover** | Find and open every accessible book in the library. |
| **Super Sleuth** | Snoop in every nook and cranny throughout the game. |
| **Burp!** | Drink one too many soft drinks. |
| **$Grubber** | Find most of the loose change. |
| **Jukebox Jiving** | Play every song available at the diner jukebox. |
| **Q** | Follow up on every lead that you find in the game. |
| **J'accuse!** | Confront all suspects during your interrogations. |