

SHERLOCK HOLMES

THE CASE OF THE BURNT ANGELS

Difficulty Level:

221B BAKER STREET

- ▶ So, you are the ones Mr. Holmes put in charge of this mysterious case? There is no time to waste!
The first lead to follow is Victim #1's cuff .
Place the magnifying glass over it to find out more.
The bloodstains form the number 63.
Take card .

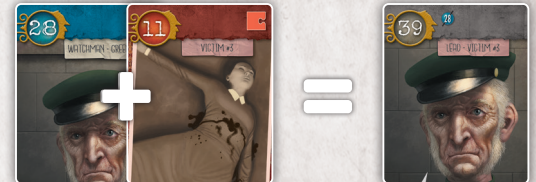


- ▶ Where should you start?
The newspaper specifies that one of the victims was found at the north corner of Green Park.
Head there to investigate the murder and the gang.
Use the button in the app and enter coordinates F2.
Take card .



GREEN PARK

- ▶ The Green Park watchman probably has some information about the murder that took place there. Interrogate him about Victim #3: + = .
Take card .

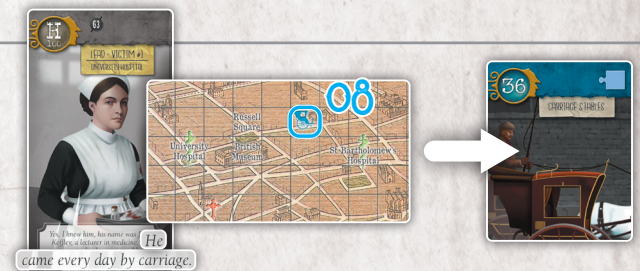


JOHN KOFFLEY

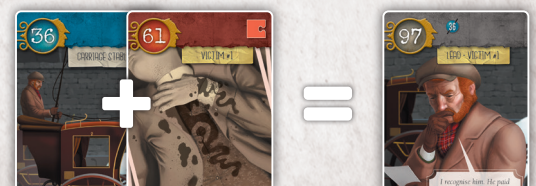
- ▶ Return to the cuff lead and take note of the symbol depicted on the cufflink. According to the key , it is the one used to represent hospitals. The antiseptic stains strengthen the hypothesis that Victim #1 is a physician. But which hospital must you go to? The chalk dust leads you to believe that the victim is also a lecturer.
You can bet that this victim is a lecturer of medicine.
So, enter coordinates K7 in the app to get to University Hospital.
Take card .



- ▶ A nurse tells you that the name of Victim #1 is John Koffley and that he used to come to the hospital by carriage.
Enter coordinates 08 in the app to go to the Central Carriage Stables.
Take card .



- ▶ Once at the carriage stables, interrogate the coachman about Victim #1:
 + = .
Take card .

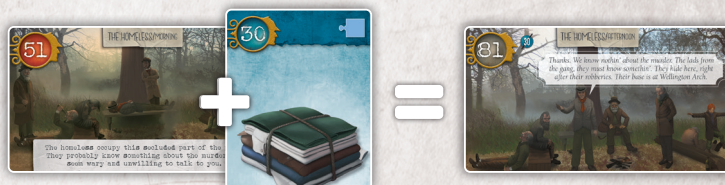


- By matching the information you got from the nurse **H** and the coachman **97**, you deduce the location of Victim #1's home. There is only one place that is close to a park, next to a lake, and also a 10-minute carriage ride from University Hospital. On the map, going from University Hospital (K7), follow the northwest bound route (J8), i.e.; a 2-minute carriage ride, then keep going westbound to B8, i.e.; an additional 8-minute carriage ride. You are close to a park, next to a lake, and a 10-minute carriage ride from University Hospital. Enter B8 in the app. Take card **27**.



WELLINGTON ARCH

- The homeless **51** are not willing to talk to you. You may be able to loosen their tongues by giving them some clothes: **51** + **30** = **81**. Take card **81**.



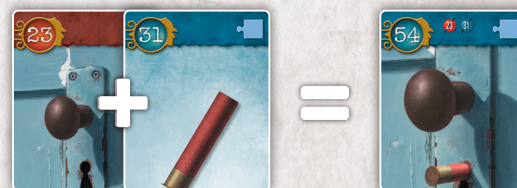
- One of the homeless **81** gives you a piece of crucial information about the gang of pickpockets, suspected to be linked somehow to the murder. Their base is at Wellington Arch. Enter C0 in the app to get there. Take card **20**.



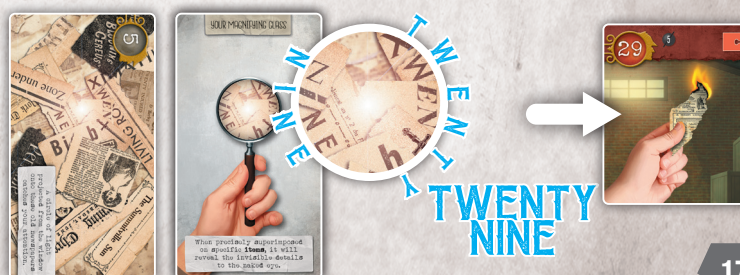
- Is there a gang member among these people? According to the homeless **81**, the gang members hide among them after their thefts. You may even have crossed paths with one of them. Compare the individuals in the morning homeless group **51** with the afternoon group **81**. All are present except the one leaning against the tree. That individual is indeed at Wellington Arch. In machine **20**, select him to put him under surveillance. Take card **E**.



- You have been trapped... The door is locked, but you have all that is required to blow up the lock. You could use the shotgun cartridge as an explosive. First, insert it in the keyhole: **23** + **31** = **54**. Take card **54**.



- Now, you must find something to prime the cartridge explosion. Use the magnifying glass to concentrate the solar rays on the newspapers **5**. The remaining letters now spell the number TWENTY-NINE. Take card **29**.



- Set the cartridge on fire to blow up the lock and recover your freedom: $29 + 54 = 83$.
Take card 83 .



- Despite the trap, you do not leave empty-handed. The note you found in the warehouse 83 tells you that Master Fogel, the gang leader, will arrive today at a London train station. Hurry to N3 to try and catch him. Take card 26 .



MASTER FOGEL

- Charing Cross train station is large and very busy. To have a chance of catching Fogel, you must first find out which platform you must go to. To that end, you have to decipher the note 83 . The drawing refers to a journey between the cities on the map of Europe M : **B**arcelona, **R**ome, **I**nnsbruck, **S**tockholm, **T**allinn, **O**slo, then **L**ondon. The 1st letter of each of these stopovers gives you the inbound train: **BRISTOL**. So, it is on platform 8 that you can catch Fogel! Access machine 26 in the app and enter platform 8. Take card 50 .



- You have caught Master Fogel. If one of the gang members committed the murder, their leader must know who the murderer is. But Fogel refuses to spill the beans. So, you must find something to make him talk. Start by searching him. Spot the hidden number in his coat pocket. Take card 75 .

Fogel's diary 75 mentions the receipt of loot at Oxford Street today. Maybe you're in luck!
Enter G5 in the app to go to Oxford Street. Take the card 56 .



- Oxford Street 56 is a very long street. To find the loot, you need the exact address. What street number do you need to go to? The diary 75 indicates #2, but you find nothing there. However, you notice the dots under the date and address. Only keep the numbers (1=1 and 0=0) placed above them: 51 - 20. Access machine 56 to go to 31 Oxford Street. Take card B .



- This is undeniable proof that the gang was committing robberies. Now that you have this evidence against him, Master Fogel will be more than happy to tell you everything he knows about the murderer: $48 + 50 = 98$. Take card 98 .



- ▶ Fogel 98 gives you crucial information about the killer: now, you know that Red Henry grew up in the Hopkins Street orphanage. Enter coordinates J4 in the app to get there and investigate. Take card 14.



THE ORPHANAGE

- ▶ You are now at the orphanage archives 14, in search of Red Henry's true identity. Based on his alias Red Henry, you can guess that the killer's FIRST NAME is Henry. But there are many files in these archives. So, you must proceed by elimination and fill at least 2 of the 3 fields. You have no lead as to his LAST NAME. What about the DATES? You learned from FOGEL 98 that a certain Jack Young grew up with him at the orphanage. Start by entering the last name **YOUNG**, then the first name **JACK** to access his file and find out when they lived together: **1884-1887**.



- ▶ Red Henry was probably at the orphanage at this same period. So, do a search using the first name **HENRY** and the years **1884-1887**. Four files match these entries, but only one should be of interest to you. Have you noticed the common denominator shared by victims #1 and #3? John Koffley 61 and Edith Chadha 55 were both health professionals. One of the 4 children refused to be examined by a physician. Further, that same child was hospitalized with burns. Chances are it is related to the note published in the newspaper T mentioning the "Burnt Angels." Keep investigating and go to B6, Henry Evans' former address in Manchester Square. Take card 17.



AT RED HENRY'S

- ▶ His home is empty, but you find a clipping of an old newspaper article, clarifying the "Burnt Angels" mystery. Red Henry takes revenge for the death of his parents. He is killing the members of the medical staff who provided care to the wealthy spectators to the detriment of his parents, the members of HEAVEN'S CHOIR, leaving them to die in the FLAMES. Therefore, the "Burnt Angels" are none other than the Heaven's Choir members who died in the fire. Bring the newspaper article to Sherlock: 7 + 46 = 53. Take card 53.



- ▶ On the floor 17, the 3 pieces of torn paper together form a card number. Piece together the gray circle to form the number 16. Take card 16.



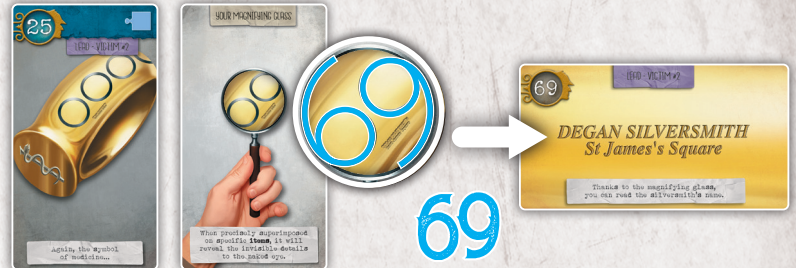
EDITH CHADHA

- Among the items of the loot **B**, you find the purse belonging to Edith Chadha, victim #3 **40**, which holds a quarter of a map **55**. The cross indicates the location of Edith Chadha's apartment on one of the 4 quarters (**P**, **L**, **A** or **K**) of the London map: C1, C6, L1, or L6. But based on the information provided by the watchman **39**, the victim lived close to a church. L6 is the only location next to a church (L5). Go to L6 to investigate. Take card **24**.

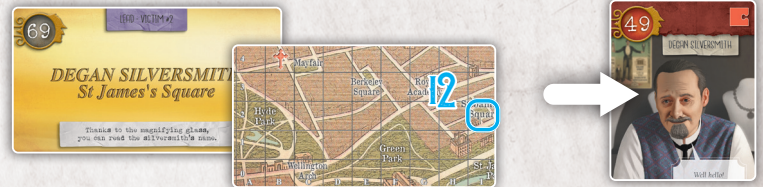


DR. DRAY

- You also find a ring **25** in Red Henry's bedroom, which probably belongs to victim #2 **40**. Something is engraved in it, but it is invisible to the naked eye. Place the magnifying glass over the ring: the outer edge of the magnifying glass and the silver circles form the number 69. Take card **69**.



- You can now read the address of the silversmith **69** who crafted this ring. Maybe he will have some information about victim #2 **40**. Enter coordinates I2 in the app to get to St James's Square. Take card **49**.



- You came all the way here in an attempt to learn more about the owner of this ring. Show the silversmith the ring: **49** + **25** = **74**. Take card **74**.



JOHN KOFFLEY

- According to his wife **27**, John Koffley was on his way to Warlock Entertainers on the day he was murdered, but you did not have their address. Take note of the poster behind the silversmith **74**; it is an advert for Warlock Entertainers, and even provides its address: College Street. Enter M0 in the app. Take card **12**.



- You are at Warlock Entertainers' to get information about John Koffley, victim #1. Interrogate this man about him: **12** + **61** = **73**. Take card **73**.



THE VICTIM'S ROUTES

- Now that you know the route of each of the victims on the day they died, you must look for the common location on these 3 routes to try to find where Red Henry comes into contact with them:
- Edith Chadha came into contact with Red Henry somewhere between **The Strand** and **Green Park** 39.
 - Mr. Dray came into contact with the killer between **Charing Cross** and the shop at **Saint James's Square** 74.
 - John Koffley must have crossed paths with Red Henry somewhere between **College Street** and **University Hospital** 73.
- By transposing these 3 routes onto the map, you can see that the common location for all of them is **TRAFALGAR SQUARE**. This must be the location where Red Henry comes into contact with his victims. Enter L3 in the app to get there. Take card 85.



TRAFALGAR SQUARE

- To drive Red Henry out of this crowd 85, remember what you have learned about him: Red Henry's parents were singers (see card 46), and he, himself, plays music: the violin 17. Also, remember the ballad you found in his bedroom 16. To spot his victims, Red Henry must regularly be at Trafalgar Square. If that is the case, Red Henry must be this street singer, next to the fountain. Go and interrogate that individual. Take card 2.



MIND PALACE

- Before Red Henry turned around and walked away, you were able to observe 4 characteristics: his pale complexion, his chewed jacket, his faded trousers, and the feather hanging from his hat. Access machine 2 and click on these items. No exposure to light, frequent comings and goings through water, and proximity to rats suggest that Red Henry hides in the sewers. Seagulls attracted to fish usually live close to the places where fishing boats can dock. So, the hideout must be in sewers accessible from the banks of the Thames. Locate the tunnel's small entrance by the waterside of the Thames. This is where Red Henry must have fled to. Go to Q4 to check your deduction.



You are now at the banks of the Thames, your feet deep in water, sneaking into the tunnel, which leads you to the London sewers. After a few minutes walk, you come to a dead-end. Right there, Red Henry turns his back on you, looking down. He seems willing to accept his fate. Without further ado, you handcuff him, and off you go to hand him over to Scotland Yard. When you exit the tunnel, you come face to face with Sherlock Holmes, who seems to have solved the case long ago. He gives you what appears to be a look of approval.

