

CLUEFORD SECRET ARCHIVE

EXCLUSIVE COLD CASES

10 BONUS INVESTIGATIONS + CASE X

PRINTABLE READER BONUS



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THE INVESTIGATION CONTINUES

A4 PRINT EDITION

HOW THE BONUS ARCHIVE WORKS

START PLAYING IN UNDER A MINUTE

1

SOLVE CASES B-01 TO B-10

Find every word in the grid. Three suspects are hidden. The suspect printed in the word bank but missing from the grid is the killer.

2

READ THE UNUSED EVIDENCE

Read unused letters row by row, left to right. The crime scene appears first. The remaining letters form the coded weapon.

3

DECODE THE WEAPON

Use the decoder ID printed on the case. A complete four-decoder reference is included on the final page of this PDF.

4

RECORD EVERY VERDICT

Write the killer, crime scene and decoded weapon in the Detective Log. Those ten verdicts are the evidence needed to solve Case X.

X

OPEN THE FINAL DOSSIER

After all ten cases are complete, extract the first letter of each verdict in case order. The resulting Archive Key identifies the final killer, scene and weapon.

DETECTIVE LOG

RECORD EACH VERDICT BEFORE OPENING CASE X

B-01 ECHOES ACROSS THE LAKE

KILLER _____

CRIME SCENE _____

WEAPON _____

TIME _____ SOLVED ☐

B-02 THE UNLATCHED GATE

KILLER _____

CRIME SCENE _____

WEAPON _____

TIME _____ SOLVED ☐

B-03 THE BITTER BLOSSOM

KILLER _____

CRIME SCENE _____

WEAPON _____

TIME _____ SOLVED ☐

B-04 THE BELL THAT NEVER RANG

KILLER _____

CRIME SCENE _____

WEAPON _____

TIME _____ SOLVED ☐

B-05 CROSSING AT DUSK

KILLER _____

CRIME SCENE _____

WEAPON _____

TIME _____ SOLVED ☐

B-06 THE INTERRUPTED MESSAGE

KILLER _____

CRIME SCENE _____

WEAPON _____

TIME _____ SOLVED ☐

B-07 DEATH BEFORE THE REGATTA

KILLER _____

CRIME SCENE _____

WEAPON _____

TIME _____ SOLVED ☐

B-08 EYES MADE OF GLASS

KILLER _____

CRIME SCENE _____

WEAPON _____

TIME _____ SOLVED ☐

B-09 LAST CALL ABOVE THE CITY

KILLER _____

CRIME SCENE _____

WEAPON _____

TIME _____ SOLVED ☐

B-10 THE CARTOGRAPHER'S MARK

KILLER _____

CRIME SCENE _____

WEAPON _____

TIME _____ SOLVED ☐

ECHOES ACROSS THE LAKE

EXCLUSIVE COLD CASE - DECODER D-01

T	N	I	R	P	T	O	O	B	R
G	P	K	E	A	T	I	N	G	A
O	H	A	N	L	A	K	E	P	I
L	O	C	D	I	A	B	I	A	N
E	L	E	N	D	B	S	T	M	C
R	L	Z	R	Y	L	A	H	E	O
I	I	O	T	O	C	E	C	K	A
F	S	T	A	K	H	Q	Q	A	T
H	E	N	L	R	E	S	K	L	D
J	E	E	T	E	N	H	S	I	F

CABIN
HOLLIS
SHORE
FIRELOG
BOOTPRINT

PADDLE
SLOANE
RAINCOAT
LAKEMAP
JETTY

KEATING
TACKLE
FISHNET
BARLOW
OAR



KILLER



CRIME SCENE



CODED LETTERS



WEAPON - DECODED

D-01

THE UNLATCHED GATE

EXCLUSIVE COLD CASE - DECODER D-02

R	K	K	F	E	N	M	E	F	N
E	E	C	L	E	E	N	X	U	P
N	P	O	M	R	N	K	P	R	A
O	E	L	C	U	E	C	A	T	W
C	D	E	D	Y	Z	L	E	U	P
L	R	T	T	H	L	Z	I	F	R
A	J	A	T	O	S	K	L	T	I
F	G	G	C	F	M	A	R	E	N
V	E	T	N	O	T	E	E	A	T
L	W	O	B	D	E	E	F	L	B

KEYTAG
VETNOTE
PAWPRINT
FURTUFT
DUNNE

COLLAR
MUZZLE
LEASH
MERCER
FENCE

CULVER
FALCONER
GATELOCK
FEEDBOWL
BARK

 KILLER

 CRIME SCENE

 CODED LETTERS

 WEAPON - DECODED

D-02

THE BITTER BLOSSOM

EXCLUSIVE COLD CASE - DECODER D-03

O	T	R	C	H	I	P	D	S	H
S	O	A	U	E	R	S	U	E	W
E	S	A	N	U	D	R	X	B	A
K	O	A	N	N	T	A	V	L	T
O	Q	E	L	I	E	E	H	O	E
R	R	D	C	G	N	R	R	S	R
B	Y	A	R	T	L	I	O	S	J
M	T	O	P	E	E	R	T	O	U
E	T	R	E	L	L	I	S	M	G
P	K	P	Q	U	I	L	L	A	N

BLOSSOM
PEMBROKE
TANNER
VENT
PRUNER

CITRUS
PEEL
TREEPOT
QUILLAN
TRELLIS

GLASS
ORMOND
WATERJUG
SOILTRAY
SHADE



KILLER



CRIME SCENE



CODED LETTERS



WEAPON - DECODED

D-03

THE BELL THAT NEVER RANG

EXCLUSIVE COLD CASE - DECODER D-04

B	D	O	O	W	R	E	D	N	U
E	C	A	N	R	U	F	R	A	S
R	S	E	C	O	A	L	B	I	N
E	W	Z	R	R	O	N	R	E	K
L	B	N	U	S	U	U	V	T	N
X	E	O	C	E	G	O	O	I	M
E	L	R	I	F	L	N	P	O	L
W	L	B	B	G	G	A	L	I	G
J	O	C	L	S	O	D	V	O	G
T	W	B	E	L	L	C	A	S	T

WEXLER
POUR
BRONZE
GLOVE
UNDERWOOD

MOLD
BELLOW
OAKLEY
TONGS
ANVIL

CRUCIBLE
COALBIN
FURNACE
BELLCAST
VALE



KILLER



CRIME SCENE



CODED LETTERS



WEAPON - DECODED

D-04

CROSSING AT DUSK

EXCLUSIVE COLD CASE - DECODER D-01

R	T	G	L	E	N	I	G	N	E
Y	F	A	I	P	I	R	W	V	E
E	O	N	F	R	I	A	O	M	F
L	R	G	E	Z	K	L	O	H	E
D	C	W	R	E	E	O	O	L	R
R	H	A	I	K	R	L	I	T	R
A	S	Y	N	Y	C	A	L	U	H
Y	A	Z	G	K	R	E	N	E	E
Z	T	E	K	C	I	T	D	B	R
H	C	R	I	V	E	R	M	A	P

DECK
RAIL
YARDLEY
LIFERING
WAKE

GANGWAY
ZELLER
RIVERMAP
HORN
MOOR

ELLISON
ENGINE
PILOT
TICKET
ASHCROFT



KILLER



CRIME SCENE



CODED LETTERS



WEAPON - DECODED

D-01

THE INTERRUPTED MESSAGE

EXCLUSIVE COLD CASE - DECODER D-02

N	G	I	S	L	L	A	C	S	I
L	L	E	W	M	A	R	B	I	N
T	E	L	E	K	L	G	R	G	K
Y	A	R	P	L	R	H	R	N	T
E	O	O	E	M	M	E	P	A	A
N	J	C	O	K	R	N	L	L	P
A	M	R	G	I	C	E	O	C	E
L	S	M	W	B	T	I	L	T	L
E	C	O	R	B	E	T	T	A	E
D	T	E	L	E	G	R	A	M	Y

TELEGRAM
CORBETT
CELL
MORSE
CLERK

DELANEY
SIGNAL
WIRE
INKTAPE
TICKER

BRAMWELL
RELAY
CALLSIGN
AVERY
NOTE

 KILLER

 CRIME SCENE

 CODED LETTERS

 WEAPON - DECODED

D-02

DEATH BEFORE THE REGATTA

EXCLUSIVE COLD CASE - DECODER D-03

L	L	E	W	T	R	A	H	Y	A
O	G	D	O	C	K	C	A	R	T
G	R	C	H	T	T	T	C	E	E
S	A	E	L	U	T	F	E	B	O
H	N	I	B	A	F	G	I	S	H
E	G	B	G	M	R	L	A	L	S
E	E	E	X	U	E	I	A	A	K
T	R	Z	B	X	L	M	Y	G	C
X	A	F	R	I	A	F	I	U	E
C	A	P	T	A	I	N	P	B	D

REGATTA
FAIRFAX
BURGEE
SAIL
GRANGER

DOCKCART
DECKSHOE
CUP
HARTWELL
LOGSHEET

MEMBER
FLAG
ROSSITER
CAPTAIN
LIFT

 KILLER

 CRIME SCENE

 CODED LETTERS

 WEAPON - DECODED

D-03

EYES MADE OF GLASS

EXCLUSIVE COLD CASE - DECODER D-04

T	A	D	I	S	P	L	A	Y	G
E	Y	E	S	S	A	L	G	K	N
T	P	J	X	B	I	M	E	D	I
S	R	A	E	R	R	L	M	W	H
U	E	R	Y	O	S	U	I	S	C
D	S	R	F	O	T	R	S	H	T
W	E	E	T	O	E	N	P	H	I
A	R	T	V	A	V	T	U	Q	T
S	V	T	R	I	G	E	C	O	S
N	E	M	I	C	E	P	S	T	M

FORM
BRUSH
EVERETT
PRESERVE
GLASSEYE

SPECIMEN
TAG
MOUNT
IVES
WIREARM

STITCHING
DISPLAY
KELSO
SAWDUST
JARRETT



KILLER



CRIME SCENE



CODED LETTERS



WEAPON - DECODED

D-04

LAST CALL ABOVE THE CITY

EXCLUSIVE COLD CASE - DECODER D-01

R	E	T	S	A	O	C	R	O	O
W	F	P	T	H	M	L	O	P	N
E	B	I	T	A	A	R	I	O	I
I	A	E	L	E	R	K	E	V	C
V	Q	C	Z	O	L	N	E	R	E
Y	R	E	J	R	O	B	M	R	T
T	T	R	O	R	W	T	O	B	O
I	J	O	T	K	E	D	S	G	N
C	D	H	G	N	I	N	W	A	G
L	A	N	G	F	O	R	D	R	S

NORTH
NEON
OLIVE
CITYVIEW
SHAKER

ICETONGS
DOOR
LANGFORD
AWNING
GOBLET

RECEIPT
COASTER
ELMORE
MARLOWE
STOOL



KILLER



CRIME SCENE



CODED LETTERS



WEAPON - DECODED

D-01

THE CARTOGRAPHER'S MARK

EXCLUSIVE COLD CASE - DECODER D-02

T	M	P	R	E	S	C	O	T	T
A	R	E	G	D	E	L	T	U	R
S	E	A	E	P	S	V	A	U	L
S	D	A	H	N	T	C	R	C	G
A	U	C	T	C	R	E	A	L	M
P	T	O	P	L	L	O	O	L	N
M	I	A	X	U	A	B	H	I	E
O	T	S	R	H	E	S	P	T	V
C	A	T	K	R	A	M	K	N	I
O	L	S	D	I	V	I	D	E	R

LATITUDE
CHART
OSBORNE
PIN
PRESCOTT

DIVIDER
ATLAS
THORNE
SCALE
COMPASS

INKMARK
RULER
GLOBE
RUTLEDGE
COASTS

 KILLER

 CRIME SCENE

 CODED LETTERS

 WEAPON - DECODED

D-02

THE LAST TRANSMISSION

FINAL ARCHIVE DOSSIER

A transmitter hidden inside the recovered archive has sent one final message. The ten solved cases contain its key.

For each case, record the first letter of the KILLER, CRIME SCENE and WEAPON. Read across each row, then continue downward.

CASE	KILLER	SCENE	WEAPON
B-01			
B-02			
B-03			
B-04			
B-05			
B-06			
B-07			
B-08			
B-09			
B-10			

ARCHIVE KEY

READ LEFT TO RIGHT, ONE ROW AT A TIME

FINAL DOSSIER

SUSPECTS

- ☐ BLACKWOOD
- ☐ CROWTHER
- ☐ HAWTHORNE
- ☐ VANDER

CRIME SCENES

- ☐ OBSERVATORY
- ☐ CLOCKMUSEUM
- ☐ WINTERGARDEN
- ☐ GRANDTERMINAL

WEAPONS

- ☐ LETTERBOMB
- ☐ POISONPEN
- ☐ WIRETRAP
- ☐ SMOKEFLARE

KILLER

CRIME SCENE

WEAPON

CLUEFORD SECRET ARCHIVE

SOLUTION FILES

BONUS CASES B-01 TO B-10 + CASE X

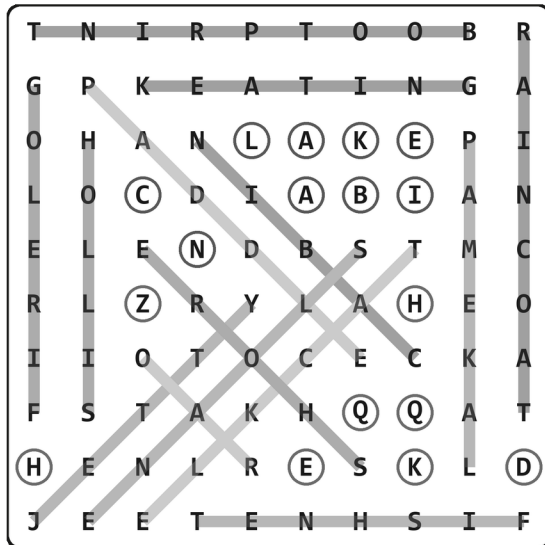
Each solved grid marks every hidden word
and circles the unused-letter evidence.

OPEN ONLY AFTER RECORDING YOUR VERDICT.

SOLUTION FILES B-01 TO B-04

FOUR CASES PER PAGE

B-01 - ECHOES ACROSS THE LAKE



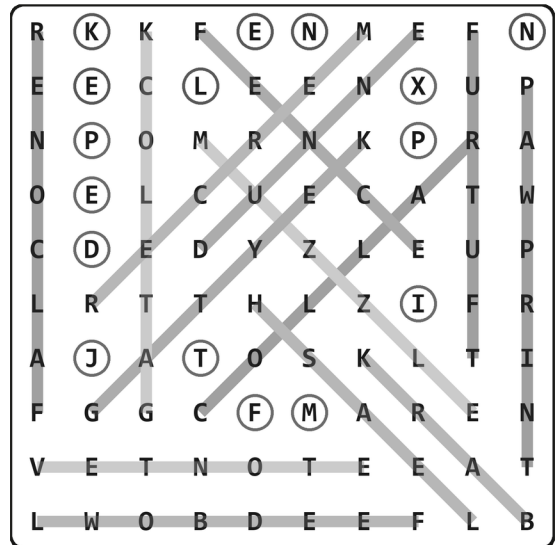
KILLER
BARLOW

CRIME SCENE
LAKECABIN

CODED LETTERS
ZHQQHEKD

WEAPON - D-01
AIRRIFLE

B-02 - THE UNLATCHED GATE



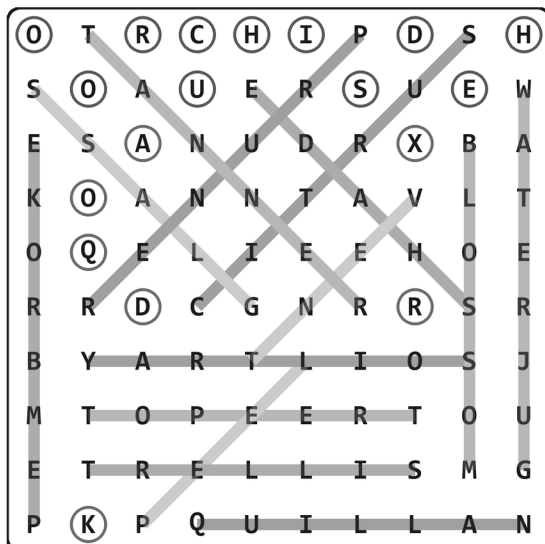
KILLER
CULVER

CRIME SCENE
KENNEL

CODED LETTERS
XPPEDIJTFM

WEAPON - D-02
WOODCHISEL

B-03 - THE BITTER BLOSSOM



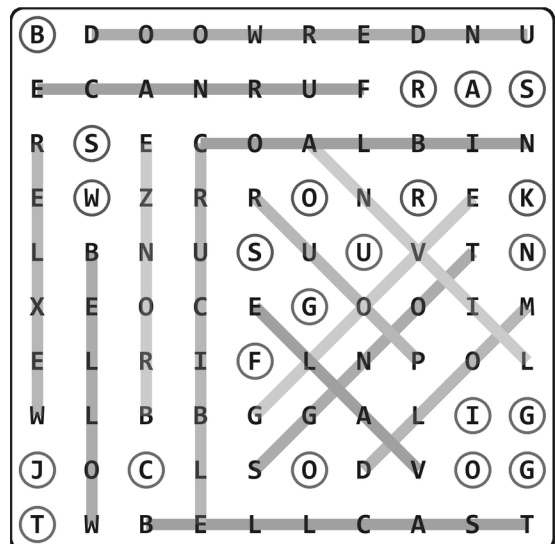
KILLER
ORMOND

CRIME SCENE
ORCHIDHOUSE

CODED LETTERS
AXOQDRK

WEAPON - D-03
DARTGUN

B-04 - THE BELL THAT NEVER RANG



KILLER
OAKLEY

CRIME SCENE
BRASSWORKS

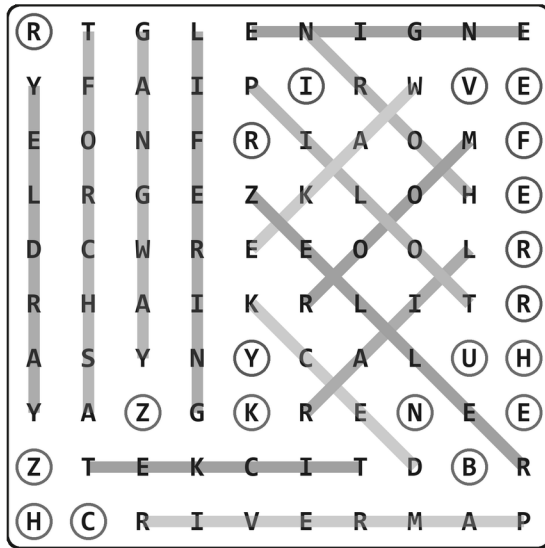
CODED LETTERS
UNFIGJCOOGT

WEAPON - D-04
SLEDGEHAMMER

SOLUTION FILES B-05 TO B-08

FOUR CASES PER PAGE

B-05 - CROSSING AT DUSK



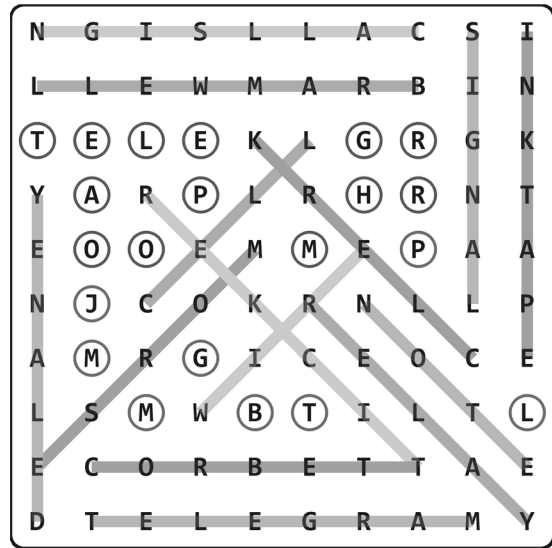
KILLER
ELLISON

CRIME SCENE
RIVERFERRY

CODED LETTERS
UHZKNEZBHC

WEAPON - D-01
VIALOFACID

B-06 - THE INTERRUPTED MESSAGE



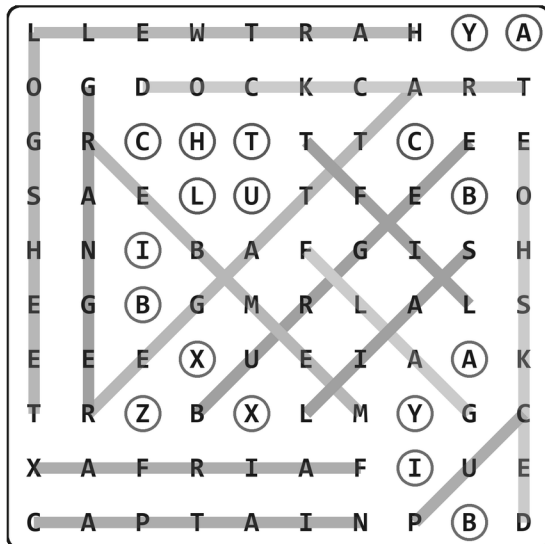
KILLER
AVERY

CRIME SCENE
TELEGRAPHROOM

CODED LETTERS
PJMGBMTL

WEAPON - D-02
OILFLASK

B-07 - DEATH BEFORE THE REGATTA



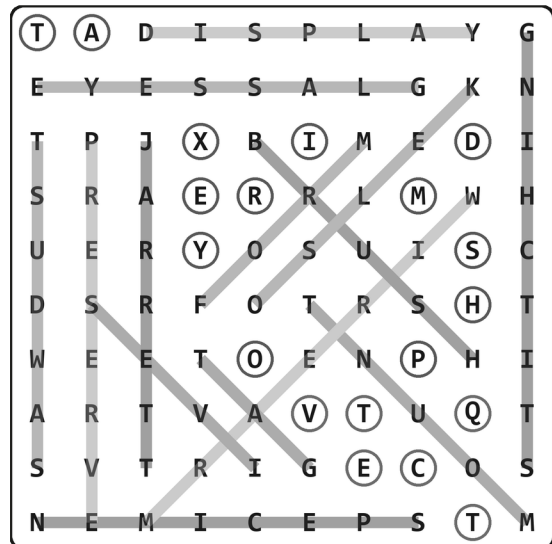
KILLER
ROSSITER

CRIME SCENE
YACHTCLUB

CODED LETTERS
IBXAZXYIB

WEAPON - D-03
LEADCABLE

B-08 - EYES MADE OF GLASS



KILLER
EVERETT

CRIME SCENE
TAXIDERMYSHOP

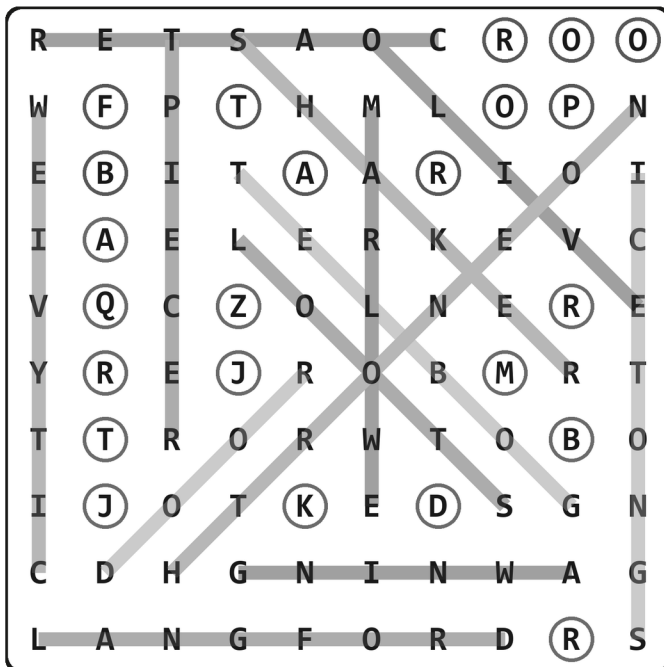
CODED LETTERS
VTQECT

WEAPON - D-04
TROCAR

SOLUTION FILES B-09 TO B-10

TWO CASES PER PAGE

B-09 - LAST CALL ABOVE THE CITY



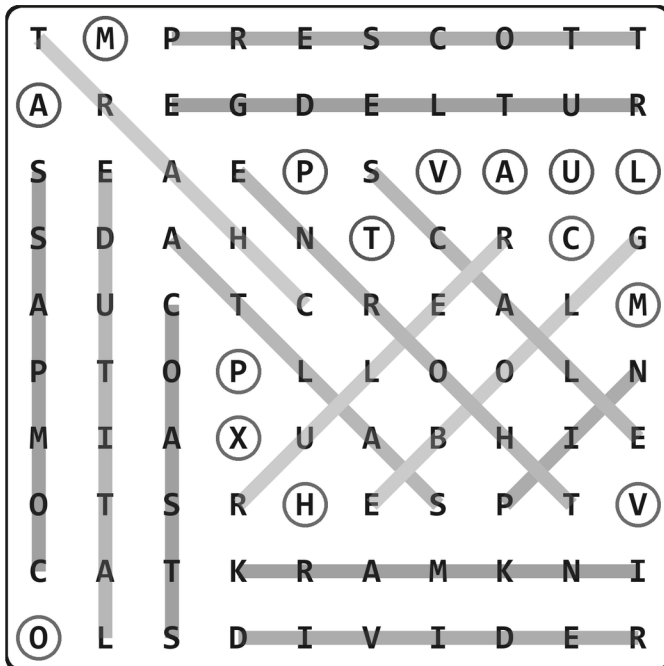
KILLER
ELMORE

CRIME SCENE
ROOFTOPBAR

CODED LETTERS
AQZRRJMTBJKDR

WEAPON - D-01
BRASSKNUCKLES

B-10 - THE CARTOGRAPHER'S MARK



KILLER
OSBORNE

CRIME SCENE
MAPVAULT

CODED LETTERS
CMPXHVO

WEAPON - D-02
BLOWGUN

CASE X - SOLUTION FILE

THE LAST TRANSMISSION

FIRST-LETTER EXTRACTION

CASE	KILLER	SCENE	WEAPON
B-01	B	L	A
B-02	C	K	W
B-03	O	O	D
B-04	O	B	S
B-05	E	R	V
B-06	A	T	O
B-07	R	Y	L
B-08	E	T	T
B-09	E	R	B
B-10	O	M	B

COMPLETED ARCHIVE KEY

B	L	A	C	K	W	O	O	D	O
B	S	E	R	V	A	T	O	R	Y
L	E	T	T	E	R	B	O	M	B

THE KEY CONTAINS ONE SUSPECT, ONE SCENE AND ONE WEAPON

BLACKWOOD | OBSERVATORY | LETTER BOMB

Read in that order with no separators.

KILLER

BLACKWOOD

CRIME SCENE

OBSERVATORY

WEAPON

LETTER BOMB

EVIDENCE DECODER REFERENCE

LOCATE THE CODED LETTER, THEN FOLLOW ITS ARROW

D-01

A → B	B → C
C → D	D → E
E → F	F → G
G → H	H → I
I → J	J → K
K → L	L → M
M → N	N → O
O → P	P → Q
Q → R	R → S
S → T	T → U
U → V	V → W
W → X	X → Y
Y → Z	Z → A

D-02

A → Z	B → A
C → B	D → C
E → D	F → E
G → F	H → G
I → H	J → I
K → J	L → K
M → L	N → M
O → N	P → O
Q → P	R → Q
S → R	T → S
U → T	V → U
W → V	X → W
Y → X	Z → Y

D-03

A → D	B → E
C → F	D → G
E → H	F → I
G → J	H → K
I → L	J → M
K → N	L → O
M → P	N → Q
O → R	P → S
Q → T	R → U
S → V	T → W
U → X	V → Y
W → Z	X → A
Y → B	Z → C

D-04

A → Y	B → Z
C → A	D → B
E → C	F → D
G → E	H → F
I → G	J → H
K → I	L → J
M → K	N → L
O → M	P → N
Q → O	R → P
S → Q	T → R
U → S	V → T
W → U	X → V
Y → W	Z → X