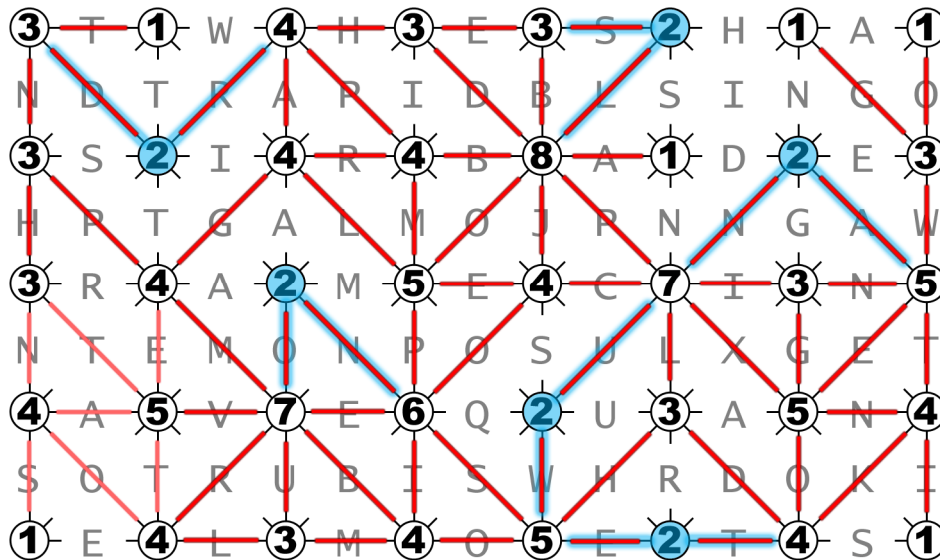


You might find a clue by mapping the paths of the waiters and seeing if that reveals information to help you solve the crime. Draw lines connecting the round tables shown below, according to the following rules:

- Each line connects a table to the closest table in one of the (up to eight) directions indicated.
- The number on each table specifies how many lines will connect to it.
- Lines may not cross.



The solve is straightforward except for the lower left corner. If you have solved the rest, you'll have those six tables (3 4, 4 5, 1 4) remaining to connect (ultimately with the seven lighter lines shown above). Consider what happens if the 1 connects to the 5: that would eliminate two options from the 4 next to the 1 – the line blocks a diagonal, and the 1 would be full – which would leave just three possible connections for the 4. Thus, that line (1-5) can't connect. Since the 5 already has two other blocks (right-side diagonals) at this point, that 1 is the last direction that can't connect; all the other spokes from the 5 must connect.

Reading the letters that haven't been crossed out yields "WHAT is inside tangram squares." This is a statement (not a question!) that refers to the *Putting the Pieces Together* puzzle.

*Looking at Evidence* refers to this puzzle: "WHY is semaphore on tables." This is a statement (not a question!) that tells you that the "why" answer can be found by reading semaphore from the tables. Read tables with two connections (highlighted in blue above) as semaphore:

↖ ↗ ↘ ↙ ↘ ↙ ↘ ↙ → HUNGER, the "why" answer.