

HOUSE BY THE LAKE

Solution!

Read only if you are ready for the solution!

The nice — if slightly strange — pump attendant has offered you a bed for the night, so you make your way to House by the Lake. When you get there, you gradually discover the gruesome secret of the Fisher family. Did you manage to escape? Or did you miss something? Read below to find out what you had to do to get away.

PART 1 – CAR BREAKDOWN

What a stroke of luck that there was a gas station nearby when your car broke down. Unfortunately, the car is so badly damaged that it can't be repaired before closing time. The nice pump attendant arranges for you to have dinner with his family and stay overnight with them in the remote House by the Lake.

Follow the pump attendant's instructions to find your way to the House by the Lake, and knock on the door using the code you found on the way.

The pump attendant's instructions

When you read the pump attendant's instructions, you will notice that parts of the text are underlined. These refer to the puzzles you have to solve, and also indicate the order of the keys:

1) Take a good 'look'

If you look closely at the text, you will see that all the capital letters are in a different colour. Line up all the capital letters and you'll find 4 Fs, 4 Os, 4 Us and 4 Rs. These letters spell out the word: FOUR. This is the first key.

KEY 1: 4

2) Assemble the 3-part map

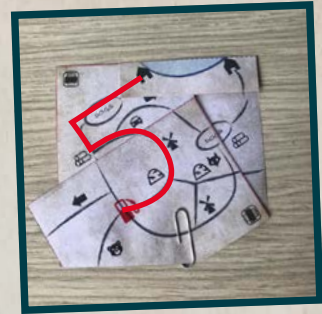
There is a dotted fold line and a printer symbol on 2 of the 3 map sections. Fold the 2 map sections over the fold line and then assemble the 3 sections so that the printed paperclip on the front is complete. You will now see 3 blue letters: 'S' 'I' 'X'. This is the second key. Fasten the paperclip over the printed paperclip to secure the map and turn over.

KEY 2: 6



3) Sing the song at the same time to remember the route

In the pump attendant's instructions it says that both players have to sing the two different sets of lyrics to the tune of 'Frere Jacques' at the same time to work out which direction to go in. Hold the note up and start singing the two different versions at the same time! In each sentence there is 1 word that you both sing at the same time: straw, left, mill, car, left, wood, right, dog. These are the words you both remembered from the song you learned from the pump attendant. The icons on the folded map indicate the route from the filling station to the house: walk towards the straw, turn left, walk past the mill and the car, turn left, walk until you reach the wood, turn right and walk past the dogs. The pump attendant's instructions say that you must take note of the path you are walking on. The path you have walked is in the shape of the number five.



KEY 3: 5

4) Safe route past the dogs

The pump attendant tells you which dogs are dangerous and which are harmless, and how long their chains are.

Find the dangerous dogs:

- Jake (brown): has an 'A' in its name.
- Killer and Toby (black): can reach a white dog and a tree.
- Sylvester, Duke and Lynch (white): can't reach a tree.
- Devil (black): can reach both a bone and a kennel.

The other dogs are harmless:

- Rocky, Murphy and Rex (brown): don't have an 'A' in their names.
- Blacky (black): can reach a white dog but not a tree.
- King (white): can reach a tree.

Draw circles around the dangerous dogs so you can find a safe route past them:

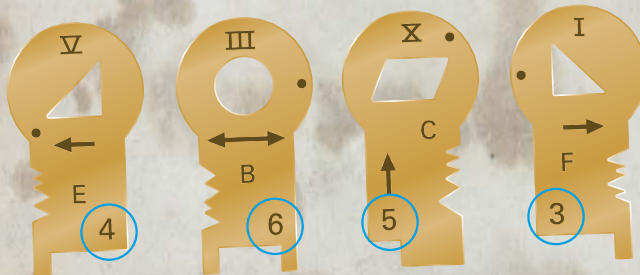
Since they have a 'Y' in their names, Toby, Sylvester and Lynch each have a 4-metre chain; the other dangerous dogs have a 3-metre chain. You can see the printed paperclip on the front and back of the map of the garden. From this you can see that the small loop of the paperclip represents 3 metres in the map scale, whilst the big loop represents 4 metres. Use the paperclip to draw circles of the correct diameter around the dogs, centred on the spot where the chain is attached to the pole (indicated by a dot). An example is given for Lynch. Put the tip of one pencil or pen through the paperclip and onto the pole, and the tip of another pencil or pen against the small or large loop of the paperclip. Rotate the paperclip around the pole.



The shortest safe route you can take to the House by the Lake via the poles is in the shape of a number 3. This is the fourth key.

KEY 4: 3

CODE PART 1: 4653



You arrive at the House by the Lake and knock on the old door using the code you found. You knock 4x in quick succession, then 6x, 5x and finally 3x in quick succession. The door swings open ...

PART 2 – THE DINNER

... there's an old man in the doorway who gives you a warm welcome. You are just in time for dinner and can go straight to the table. The food looks a bit strange but tastes delicious. Suddenly, everything goes black and you fall into a deep sleep. Then you wake up ...

The order of the keys

The order of the puzzles is stated in the description. This is also the order of the keys.

First wake up the sleeping player (1), find out what the conversation was about (2), open the ankle strap (3) and find the last digit of the lock on the hatch (4).

1) Wake up your fellow player

The poster on the wall shows different injection dosages. It tells you how much of each colour liquid you need to inject for a certain effect. You want to 'wake up' your partner, so you need the lower dosage combination. Because the poster is torn, some important numbers are missing. Fill in the missing numbers by looking at the columns from top to bottom and finding a pattern in each column. For the red syringe, there is an alternating pattern of 3s and 2s. So the number that is missing at the bottom must be a 3. The green column contains only 4s, so the missing number is a 4. For yellow, the number that is missing is a 0. For blue it's a 3.

So you inject your partner as follows: 3 units of red liquid, 4 units of green liquid and 3 units of blue liquid. A 0 means that this colour liquid should not be administered. You see some syringes lying about the room filled with yellow, red and blue liquid. On each syringe there are 6 lines indicating the number of units. There is **no** syringe filled with green liquid so you will have to make it yourself by mixing two colours. If you don't know how to mix colours you can find out from the poster. To get 4 units of green you need 2 units of yellow and 2 units of blue. The other option is 1 yellow and 3 blue, but you need the blue syringe with 3 units for the blue liquid. And once you've used a syringe up you can't use it again.

Together, the triangular marks on the green part of the syringe form the key:

3 units of red = ▲ large triangle
2 units of yellow = ▲ small triangle
2 units of blue = ▲ small triangle
3 units of blue = ▲ small triangle

} 4 units of green

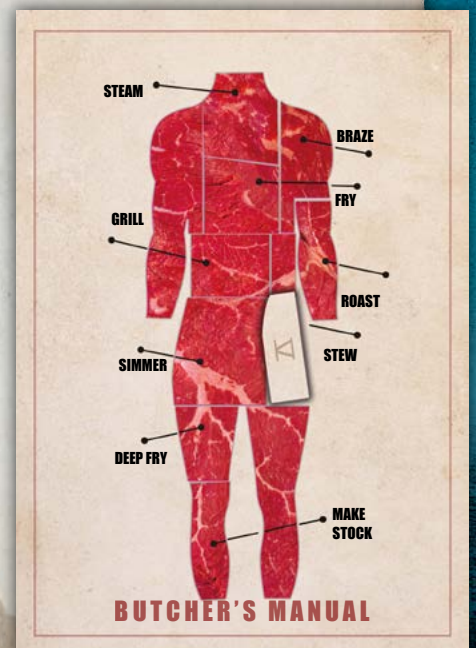
The order in which you need to administer the syringes is shown on the poster from left to right. So first red, then green, and then blue. Yellow and blue have the same mark, so it doesn't matter what order you use them to make green. ▲▲▲▲

KEY 1: ▲▲▲▲

2) What does the snippet of conversation mean?

The text describes how you overhear a snippet of the conversation: the words cow, meat and stew are important. Take all the parts of the cow apart and then reassemble the pieces on the 'meat poster' (butcher's manual) in a different way so that all the black lines and the meat structure match up. Start with the neck, middle and thigh bone that are already shown on the meat poster. All the pieces fit together precisely to form a human figure. On the poster, stew refers to the buttocks of the human figure. This is the piece of meat that they were talking about! Turn the piece over to find the roman numeral: V.

KEY 2: V



3) Open the ankle strap

You see a foot with an ankle strap and lock under the table. On the table you see the symbol for an open ankle strap. Follow all the arrows (you may want to use the edge of the paper as a ruler). They will lead you to a circle. This is the key to the ankle lock around the leg of your fellow player.



KEY 3: ●

4) Open the hatch to the basement

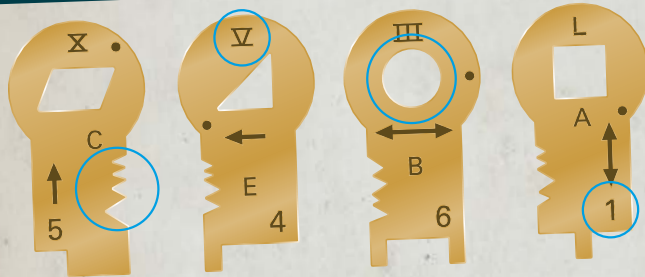
You see a hatch with a 4-digit lock on which 1 digit is missing. There is a paperclip hanging on the lock. This indicates that you need the paperclip to find the numbers of the lock and open the hatch.

To open the hatch, place the paperclip on the scratched pictures on the hatch, using the dots to centre it. The scratched pictures, together with the paperclip, form a number. You thus find four digits on the hatch: 1, 7, 8, 9. The number 8, 7 and 9 are already filled in on the lock. The answer is thus the missing number 1.



KEY 4: 1

CODE PART 2: $\wedge \sim \nabla \bullet$ 1



The lock clicks open smoothly and you lift the hatch. You carefully descend the narrow basement stairs.

PART 3 - THE SLAUGHTERHOUSE

First of all, write the time shown on the Chrono Decoder on a sheet of paper.

You will need this later.

Before you are half way down the steps, the hatch slams shut. You are trapped!



The order of the keys

The description tells you which 4 steps you need to take to escape.

The order of the steps indicates the order of the keys:

Check the time you wrote down from the Chrono Decoder and FREE MAX. Then finish the soup by adding the correct QUANTITY of the right INGREDIENT. Finally, open the WASTE DISPOSAL HATCH to escape.

1) Open the lock and release Max

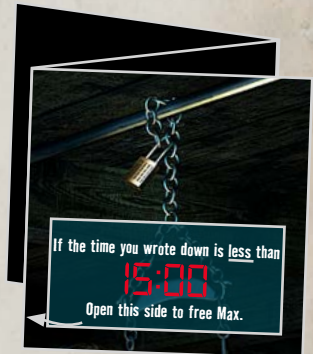
Depending on the time you noted down at the start of part 3, you are either in time to save Max OR Max drew his last breath before you were able to get him down from the meat hooks.

Check the time you noted down and open the correct side of the sealed lock instructions, as described below:

- Do you have less than 15:00 minutes left?

Open the side of the lock instructions indicated and read the text. This tells you that you can open the lock with the number 3. This is also the key.

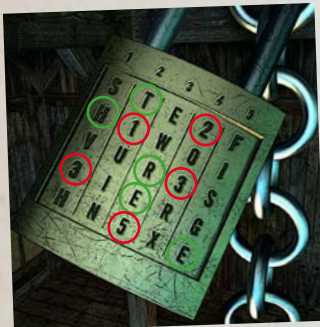
As soon as you open the lock Max stops breathing. You're too late and you have no choice but to leave him here.



- Do you have more than 15:00 minutes left?

Open the side of the lock instructions indicated. Solve the lock puzzle to find the 5 letters that will open the lock.

Lock puzzle: each row contains a number (shown here in red). In this row, count the number of letters/numbers from the left and write them down. On the first row you see a 2; the second character = T. On the second row is a 1; the first character = H. On the third row is a 3; the third character is the R. On the fourth row is a 3; the third character is an E. On the fifth row is a 5; the fifth character is an E. Together they form the word THREE.



The solution is thus the key with the number 3

KEY 1: 3

2) and 3) Finish the soup

Then you hear a crackly voice through the intercom. If you don't send the right soup up with the goods lift quickly, mother will come down and you'll probably end up in the soup yourselves. So, before you can escape you have to make the right soup.

Mother asks for the recipe from 22 11 17 24. At first, this seems like a date but if you look in the recipe book you will see that it must have something to do with the ingredients. All the numbers are underlined in pairs. And at the top of the recipe book you will see a note in which something is also underlined: 'QUANTITYINGREDIENT'. So each set of two numbers represents a quantity and a type of ingredient.

Each first digit refers to the quantity and each second digit to a specific body part. Use the recipes in the book to find out which number (0 to 9) stands for which body part.

For example: in the recipe made up of 20 12 17 33 you see 2 tongues, 1 eye, 1 foot and 3 noses. The number '20' stands for '2x' ingredient number '0'. The tongue must be ingredient number '0' because there is only 1 ingredient that there are 2 of. According to the same logic, the nose must be ingredient '3'. This leaves eye and foot and these are therefore '2' or '7'. Study more recipes in the same way until you have identified all the body parts:

0= tongue, 1= eye, 2= ear, 3= nose, 4= brain, 5= hand, 6= arm, 7= foot, 8= leg, 9= torso.

See what quantity of which ingredients are needed in mother's recipe 22 11 17 24. You need: 2 eyes, 1 ear, 1 foot and 2 brains. Compare these ingredients with those already in the cooking pot: 1 ear, 1 foot and 2 brains. So you need to add 2 eyes to the soup. The eye is ingredient number 2. So the solution is 2 2.

KEY 2: 2

KEY 3: 2

4) Escape via the waste disposal hatch

Follow the instructions on the waste disposal hatch:

Step 1: Create Simon's exact left hand

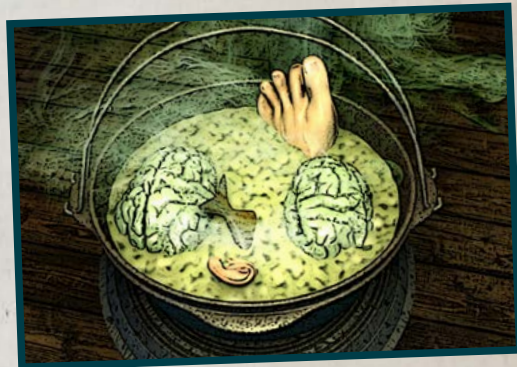
You can see Simon the pump attendant in part 1. His name is on his cap. Look at his left hand, focusing on finger sections that are missing: the tip of his thumb, the tip of his index finger and 2 sections of his middle finger. Use the two frozen severed hands to create an exact copy of this hand.

The left hand has one section too many on the middle finger: tear this off (A). Then use the finger sections from the right hand to complete the left hand: bottom section of the thumb (B), middle section of the index finger (C), 2 sections of the little finger (D) and the whole ring finger (E). You don't need the tip of the thumb (F). Position the sections to create a correct left hand.

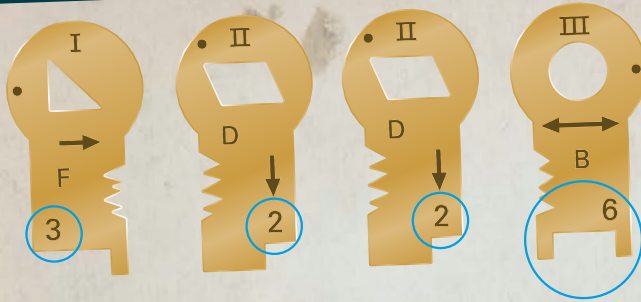
Step 2: The key is the remaining right hand

The shape of the right hand with remaining stumps (sections of forefinger and little finger) is the key.

KEY 4: 



CODE PART 3: 322



With difficulty, you wriggle through the small dirty waste disposal hatch and slowly lower your legs into the murky water. Just a bit further ... and then you let go. A loud 'splash' echoes across the silent, dark lake. The cold water takes your breath away. You thrash your way upwards, but the big slippery things around you are making you panic. With difficulty, you surface and do your best not to scream. As far as the eye can see, rotting body parts are floating in the water. The stench is overwhelming. You almost go under again.

At that moment you see a small rowing boat a short distance away. You swim over and help your friend(s) into the boat. You row quickly into the darkness ... away from this nightmare.

