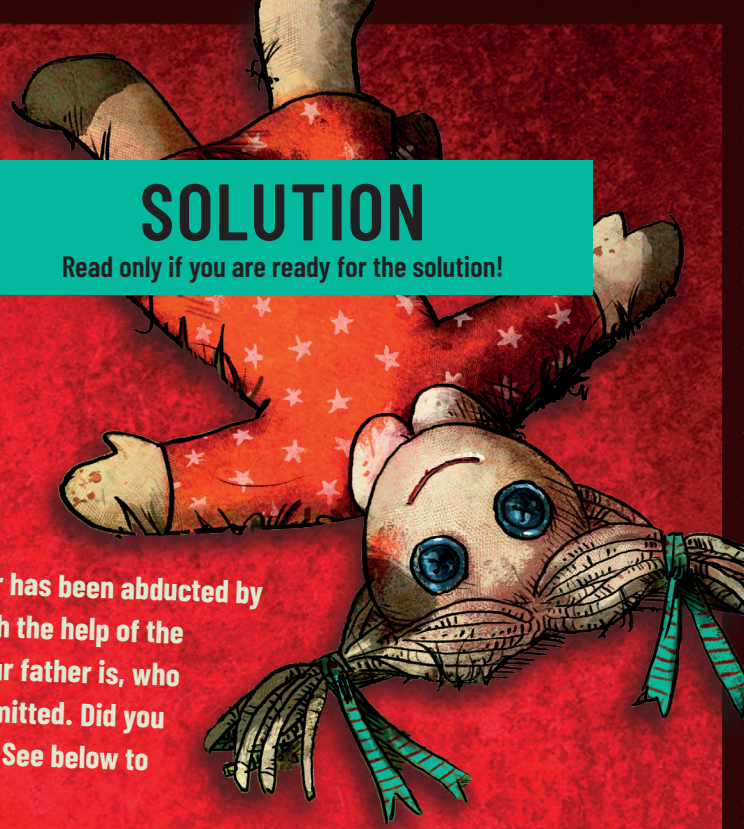


THE LITTLE GIRL

SOLUTION

Read only if you are ready for the solution!

You have to face the Mortician again because your father has been abducted by the Copycat killer and you want to know where he is. With the help of the Mortician you will discover, one step at a time, where your father is, who the Copycat killer is and why the murders are being committed. Did you manage to save your father? Or did you miss something? See below to find out what you had to do to escape.



PART 1 - THE INTERVIEW ROOM

Here you are at last. Sitting opposite the Mortician, the man you never wanted to see again.

STEP 1: WHICH OF THE VICTIMS WERE KILLED BY THE MORTICIAN AND WHICH BY THE COPYCAT KILLER?

The Mortician says he committed the murders for his one true love. But who is that? On his arm he has a tattoo of a heart with 'MUM' in it. So his mother is his one true love. If you look in the police file, you'll see that the coroner's mother's name is 'Patricia'. The Mortician tried to spell her name using the bodies of his victims. However, he had to stop after 'Patri-' because the Copycat killer murdered someone in the same way, but left the body in the wrong position. This thwarted the Mortician's plan. The bodies that spelled out the letters P, A, T, R and I are therefore victims of the Mortician; the other four are victims of the Copycat killer.

STEP 2: IN WHAT ORDER DID THE MORTICIAN KILL HIS VICTIMS?

The order in which the Mortician killed his victims corresponds to the order in which 'PATRI-' is spelled, that is: Max R., Thomas M., Ingrid M., Christian B., Jessica V.

STEP 3: WHAT MISTAKES DID THE COPYCAT KILLER MAKE WITH THE VICTIMS?

The youngest victim: The body of Karl P. (26) was found at the coordinates 4C. This is a secluded spot in the middle of the forest. The police file states that the Mortician always left his victims at the edge of the woods, where they would be found quickly. So the victim's **location** is wrong. Number of corresponding steps: 6

The second youngest victim: A bloodstain was found at the site of Victor M. (28). However, the police file states that the mortician always pumped the blood out of his victims first. So one of the **finds** doesn't make sense. Number of corresponding steps: 4



The third youngest victim: Alex S. (32) is the same age as Ingrid M. (32), who was murdered by the Mortician. But the police file states that, for the sake of variety, the Mortician never murders more than one person of the same age. So the **age** of the victim is wrong. Number of corresponding steps: **3**

The oldest victim: Mary B. (48) was found lying in a mirror-image F shape, whereas the mortician's victims should all be lying in the shape of correct letters. So the victim's **position** is wrong. Number of corresponding steps: **2**







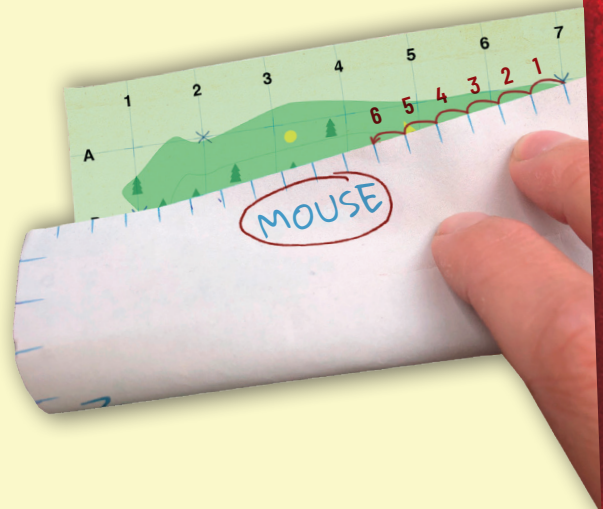
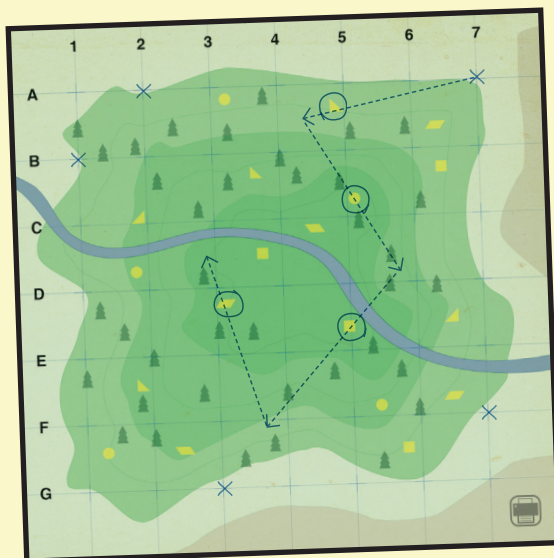
STEP 4: THE WALKING ROUTE TO THE SECRET HIDEOUT

Fill in the results of steps 2 and 3 in the Mortician's directions:

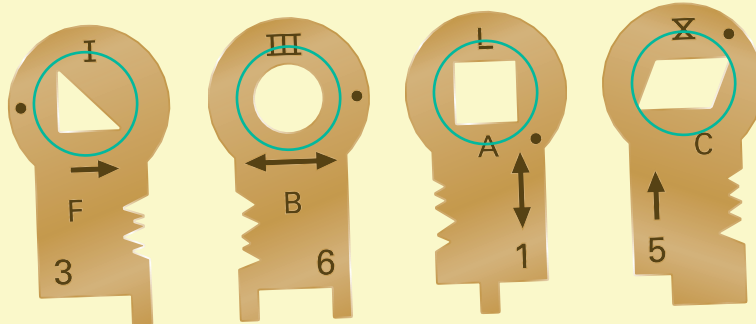
1. Start at the place where Max R. was found (7A)
2. Walk **6 mouse steps** towards the place where Thomas M. was found. (1B)
3. Walk **4 rabbit steps** towards the place where Ingrid M. was found. (7F)
4. Walk **3 fox steps** towards the place where Christian B. was found. (3G)
5. Walk **2 horse steps** towards the place where Jessica V. was found. (2A)

Draw this route on the map as in the picture on the right.

The walking route goes through 4 symbols each in the shape of one of the keys:    



CODE PART 1:



PART 2 – THE BUNKER

You run after the girl into the bunker.

She wants to play with you, and she will only take you to your father if you win all 4 of her games...

GAME 1: HANGMAN

You read in the text that the girl looks around the room before she draws the dashes. So the word she is thinking of is something in the room. The dashes indicate that it is a 5-letter word and the crossed-out letters indicate that word does not contain the letters E, F, H, D or S. There is only one object in the room that it can be: the BROOM. The broom has a number 3 on it.

KEY 1 = 3



GAME 2: I-SPY

The girl asks you to look for something in her two favourite colours, but what are they? You know the girl was one of the Mortician's victims, namely Jessica. V. On her polaroid in part 1 it says that 2 objects were found next to her body: a red-and-green shoe and a green backpack. She is also wearing a red dress and plays the Four in a Row game with red counters. So the girl's favourite colours are red and green. The jerry can is the only object that is both green and red. There is a number 5 on the jerry can.

KEY 2 = 5



GAME 3: FOUR IN A ROW

Draw her moves (red) and your own moves (blue) on the Four in a Row game:

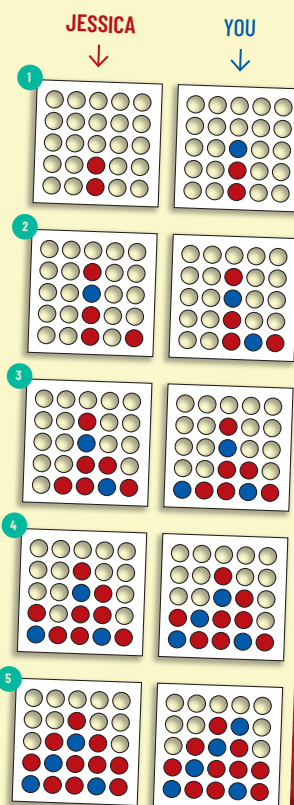
Turn 1: She puts 2 counters in column 3. To stop her getting a third counter in column 3 on her next turn (thus stopping you from getting 4 in a row) you have to put your 1st counter in column 3.

Turn 2: She puts her counters in columns 3 and 5. Her next move will be to put her counters in columns 2 and 4. This would give her 4 in a row. So you need to block either column 2 or column 4 with your own counter. This just leaves 1 good option that allows you to get 4 in a row yourself (going diagonally up and right from the bottom of column 1). If you put your counter in column 2, you stop the girl from getting 4 in a row with her counter. So you need to put your 2nd counter in column 4.

Turn 3: She puts her counters in columns 2 and 4. Her next move will be to put a counter in columns 1 and 4. You need the space in column 1 for your 4 in a row. So you need to put your 3rd counter in column 1.

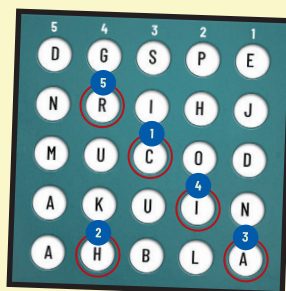
Turn 4: She puts her counters in columns 1 and 4. Her next move will be to put a counter in columns 2 and 5. The counter in column 5 is not a problem. The one in column 2 is, because it will give her 4 in a row, and block your 4 in a row. So you need to put your 4th counter in column 2.

Turn 5: She puts her counters in columns 2 and 5. If you put your 5th counter in column 4 you will have 4 in a row and win the game!



Now turn over the completed sheet and hold it up to the light. Read the letters of the spaces covered by your counters in the order in which you put them in: C-H-A-I-R. The chair has a number on it: 4.

KEY 3 = 4



GAME 4: THE BOOM BOOM HOPSCOTCH GAME

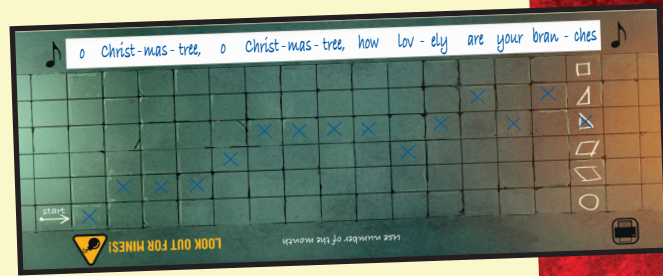
Analyse the hopscotch the girl is playing with the song 'Frere Jacques'. Every time she lands on a square, she sings a syllable and then hops to the next square. If the pitch of the next syllable is higher than the current one, she hops diagonally forwards and up. If the pitch of the next syllable is lower than the current one she hops diagonally forward and down. If the pitch of the next syllable is the same as the current one, she hops straight ahead.

Now work out the route through the mine field. According to the instructions on the corridor wall, you do this by singing the 'number of the month'.

The soldiers who lived in the bunker changed the pattern of mines in the corridor every month, and thus also the song that indicates the safe route through the corridor.

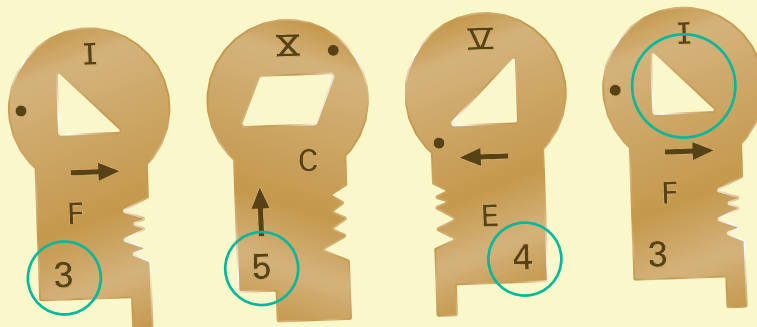
In the bunker you find a calendar that says: n.o.t.m. = 'OH CHRISTMAS TREE'. The abbreviation stands for 'number of the month'.

Write out the song 'Oh Christmas Tree', syllable by syllable, and then draw the path that follows the girl's rules. **Note:** there is a lot of variation in the lyrics but the pitches are the same. This brings you out at:



KEY 4:

CODE PART 2: 3 5 4



PART 3 - THE OPERATING ROOM

*You have won the four games and follow the girl to the operating room. You are shocked to see your father lying on the operating table, connected to a device that is pumping the blood out of his body. You **MUST** act immediately!*

STEP 1: FIND OUT WHY THE GIRL CAN'T PASS THROUGH TO THE HEREAFTER

In part 1 you can see that the Mortician is holding a doll. He took this from the girl.

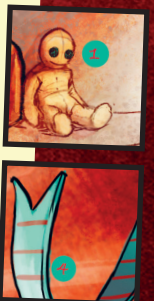
In the newspaper article, you read that the girl's father made the doll just before he died. So the doll had sentimental value. The article also says that the girl couldn't sleep without it. **So it looks like she can't find eternal rest without her doll.**

STEP 2: FIND THE MATERIALS YOU NEED TO RECREATE THE DOLL

You don't have time to go back to prison to get the doll and reunite it with the girl, so the only way to break the curse is to recreate the doll here using materials from the bunker. Take a good look at the doll from part 1 and then have a look round the rooms in parts 2 and 3. You will find everything you need.

Bald doll: In part 3 you find a bald doll with the **number 1** on it.

Ribbon: In part 3 you see a ribbon flying through the room that can be used as bows in the doll's hair. This has **number 4** on it.



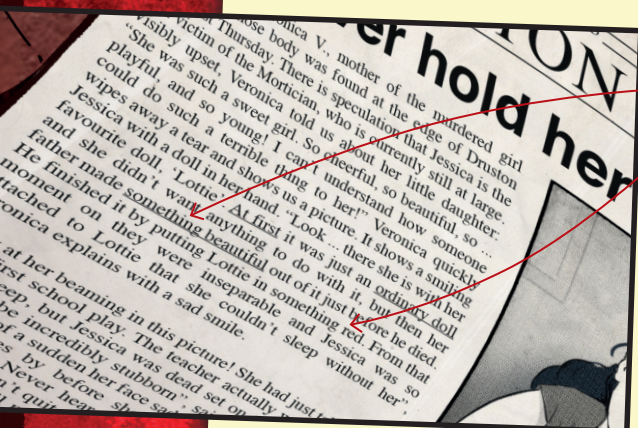


Dress: In part 2 you see a duvet cover with the same pattern as the doll's dress. You can use this to make a new dress. The duvet cover has the **number 1** on it.

Hair: in part 2 there is a mop against the wall. The strands from the mop head can be used as the doll's hair. There is a **number 3** on the mop.

STEP 3: ASSEMBLE THE DOLL IN THE CORRECT ORDER

The newspaper article contains the most important clues to the order in which you need to assemble the doll:



"At first it was just an ordinary doll... but then her father made something beautiful out of it." You **start with the bald doll**. So this is **key 1**.

"He finished it by putting Lottie in something red."

He put the doll in something red last. Since the dress is the only red thing and also the only thing you can put on this must be the last step.

The red dress is thus key 4.

That just leaves the hair and ribbon for keys 2 and 3. Before you put the bow in Lottie's hair you must first make the hair out of the mop.

This shows that the **hair comes second** (= key 2) and the ribbon third (= key 3).

So first the bald doll (with number 1), then the hair from the mop (with number 3), then the ribbon (with number 4), and last of all the red dress (with number 1).

CODE PART 3: 1 3 4 1

