

ANOTHER DIMENSION

SOLUTION!

Read only if you are
ready for the solution!

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PART 1: OPEN THE LAB DOOR

You were able to break into the facility and find the office of the director. Behind a locked door, you see a glowing light. You can only hope that this is where Agent C is waiting for you to rescue him.

GAIN ACCESS TO THE LAB TO UNLOCK THE DOOR!

On the computer screen, you can see four questions. By answering the questions correctly, you will find the code and gain access to the lab.

HINT 1: ANSWER THE QUESTIONS ON THE COMPUTER TO OPEN THE DOOR.

1. WHICH SUBJECT KILLED AGENT A?

In the first experiment report, you can read about the story that happened to Agent A. On the back, you can find his corpse. Look closely at the scars that he has on his body – all of the scratch marks are six parallel scratches. By checking the polaroids, you can see that Subject 54.2 is a “biter”, Subject 54.3 has only 2 fingers, while it seems like Subject 54.1, which has exactly six fingers, must be the one that killed Agent A, by scratching him many times with his hands. This is answer A in the question, which is your first key.

KEY 1: A

2. WHICH COLOUR WAS THE FLUID THAT AGENT B RECEIVED AFTER HIS OPERATION?

In the second experiment report, you can read that the mission was unsuccessful. On the back, you can see Agent B speaking in a coded language. In the lab, you can find three fluids, one stating $A \rightarrow A$, $B \rightarrow B$ (blue), one stating $B \rightarrow A$, $C \rightarrow B$ (red), one stating $A \rightarrow B$, $B \rightarrow C$ (green). Try to decode the “words” of the agent. You can easily see that all of the letters are shifted by 1 letters, so him saying a J actually means I. If you decode the whole sentence, you will get: “I SHOULD HAVE GONE FOR THE HORNS, NOT THE TAILS!”. This will be important later on. In any case, you can see that the Agent must have taken the green fluid, as all of his letters were shifted 1 letter up (I was changed to J, S changed to T and so on). So the correct answer is green, which is answer A.

KEY 2: A

3. WHAT IS THE CODE TO OPEN THE SAFE IN PROFESSOR FELSMAN'S OFFICE?

On the safe, Felsman left a strange message. He likes the Elephant Statue very much (and it's at the right spot), the Bird is nice, but it is not yet in the perfect space, and the rest (X) is useless and he needs to get rid of it. Also on the safe you can see that you're looking for a four-letter word.

There is a note with elephants, birds and X. On the back it says again that the password consists of four letters Felsman likes – those must be “elephants” and “birds”. Now check the information on the back. The “four elephants” stand for the correct code. The word LEAF has X – elephant – elephant – X, meaning that the letters E and A are correct letters and they are in the correct position. The X means that neither the letters L nor F are part of the password. So we know that the password is ? – E – A – ?. Now check the word BAND. It has an X in first position, meaning that the letter B is not part of the password. But the three other letters (A,N,D) are part of the word, but they are all in the wrong position. Because of this, D cannot be in the last position, so it has to be in the first position. As N is also part of the password, and there's only the last position available, it must be in the last position. So the correct password is D-E-A-N – Dean, the first name of the Professor! As you can see on the name tag on his desk or in the story on envelope 1. It seems like he was not very good in remembering his passwords...

(The other two words – BULL and LANE – can help you solve this puzzle also without using the order of the letters & symbols. But it can also be solved without them). The word Dean is a name, meaning that the correct answer to the question is F.

KEY 3: F

HINT 3: TRANSLATE THE MESSAGE OF AGENT B. HE SHIFTED THE LETTERS BY ONE SPACE. WHICH FLUID DID HE DRINK?
PASSWORD: ELEPHANT = LETTER IS CORRECT, BIRD = LETTER IS IN WRONG PLACE, X = LETTER IS WRONG.

4. WHAT PERCENTAGE OF "PROJECT 49" SHOWS A TEMPERATURE HIGHER THAN 0 DEGREES?

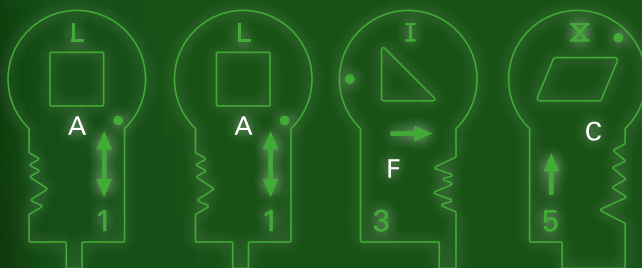
By looking at the scale, you can easily see that all yellow/red-coloured parts are warmer than 0° and the blue-coloured parts are cooler. It is nearly impossible to judge immediately what percentage of the picture is which colour, but there is a trick to it: connect opposing arrows, to split the picture into 10 boxes of exactly 10%. By checking the boxes carefully, you can see that there are five “pairs” of boxes, where the blue/yellow parts together add up to exactly 10%, which means that exactly half of the picture is blue and half is yellow. So the answer is 50%, which is answer C.

KEY 4: C

HINT 2: DRAW LINES TO CONNECT OPPOSING ARROWS ON THE HEAT IMAGE TO DIVIDE THE GRID INTO 10 BOXES OF EQUAL SIZE.



CODE 1: A A F C



PART 2: FIND AGENT C.

You made it to the lab. There's a small hole, and you can only crawl through one after the other. But when the door slams shut, you all know that something is wrong. One of you has entered another dimension... work together to get him back safely!

FIND AGENT C IN THE OTHER DIMENSION AND GET YOUR COMRADE BACK SAFELY!

As your team is divided, and has other information, it is important to communicate well about what you're seeing – and especially what you have to do!

CLIPBOARD

The player that was sent down the hole has 8 rooms, as well as a clipboard. The clipboard has 40 tasks in total, as well as instructions on top: "You start in the entrance room. Ask your guides for step 1! Always tell your guides about your sightings!"

HINT 4: THE CHOSEN PLAYER READS THE NOTE ON TOP OF THE CLIPBOARD OUT LOUD SO THE GUIDES CAN HELP HIM TO FULFIL THE CORRECT TASKS.

HINT 5: IN EACH STEP THE GUIDES WILL FIND A NUMBER TO PASS ALONG TO THE CHOSEN PLAYER. THE RED ROOM IS NOT NEEDED.

HINT 6: IF YOU FEEL TOTALLY STUCK, A SECOND PLAYER MAY JOIN AND HELP THE CHOSEN PLAYER. BE IN THE FIRST POSITION. AS N IS ALSO PART OF THE PASSWORD, AND THERE'S ONLY THE LAST POSITION AVAILABLE, IT MUST BE IN THE LAST POSITION.

PAPER SCRAPS

The guides have all they need to help the player that has entered the hole. By following the paper scraps step by step, they will be able to help the chosen player to find his way in the other dimension. In the following we use the abbreviations **G** for "guides" and **C** for "chosen player".

STEP 1

- C:** Put the Entrance room in front of you. You can also see the information where North, East, South and West is.
- G:** You can see one paper scrap saying "Step 1". The number next to it is 36.
Tell it to the chosen player.
- C:** Read Task 36 on your clipboard out loud. It says "Head west into yellow room." Take the yellow room and place it to the West of the entrance room.

STEP 2

- G:** Continue with Step 2 - "Is room circular?"
- C:** As the yellow room you've entered is circular, the correct answer is YES.
- G:** YES corresponds to number 18.
- C:** Check number 18 on the clipboard. It says "Head North into the green room. Step on elevated floor plates in correct order!"

STEP 3

- G:** Find the paper scrap saying step 3. You will see an ER-Symbol as well as a 5x5-grid, showing you that you need the corresponding grid on the Chrono Decoder.
- C:** Put the green room North of the yellow room. Tell the guides about the elevated floor plates: the first one in the fourth row/fourth column, the second one in the fifth row/second column and the third one in the third row/fourth column.
- G:** Decode those positions with the help of the Chrono Decoder:
Fourth Row / Fourth Column = T; Fifth Row / Second Column = W; Third Row / Fourth Column = O
So the letters form the word TWO. Tell the chosen player the number 2.

STEP 4

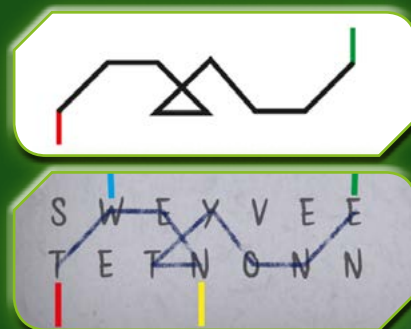
C: Check Task 2 on the clipboard. It says "Return to entrance room. Add CEE + YOU + THEIR."

G: Find the list of keywords. There, find the words CEE, YOU, THEIR (and make sure to not choose the decoys that sound similar!). By adding the numbers corresponding to those words, you will get $14+12+7 = 33$.

STEP 5

C: Check Task 33 on the clipboard. It says "Head North into the biggest room of the complex. Connect red & green wire and look at crossed letters." Add the big room to the North of the Entrance room (there is only one way to do so). Describe your team about the wires you can see.

G: Find the paper scrap showing the wires. Connect the red and green wire in the way described by the chosen player. In the end, check all the letters that you've connected, giving you the word TWENTYONE. Tell the chosen player this number.



STEP 6

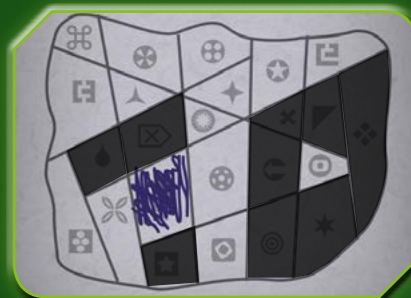
C: Find Task 21 and tell it to guides: "Ask Guides for Step 6. What's missing is important."

G: Find the small paper scraps and put them together like a puzzle. Make sure that the lines are fitting together. Once you've finished it, it says "What's missing is very important." If you look at the hole in the puzzle, you will see the number 4. Tell it to your comrade.

STEP 7

C: Read Task 4: "Head South through the other tunnel into blue room. Tell guides to fill the shapes that contain these symbols." Put the blue room to the South of the biggest room – make sure that the entrance room is connected to it as well! Then tell the guides about the 9 symbols you can see in this task.

G: Take the paper scrap showing the symbols. Decipher the symbols explained to you by the chosen player and fill the shapes according to those symbols. By doing so, you will see the number 10.



STEP 8

C: Read Task 10. "Head East into room with three hallways. A= Taj Mahal, C= Statue of Liberty". Put the only room with three tunnels to the east of the room you placed in the last step. Then tell your guides about the buildings next to A and C.

G: Find the paper scrap with the formula $A + \text{Tower of Pisa} - C = ??$.

By the sightings of the chosen player, A = Taj Mahal and C = Statue of Liberty. Do you remember where you've seen those? That's right, Dr. Felsman has pictures of those in his offices together with their size. Add and subtract the numbers, the sum you get is 12.

STEP 9

C: Read Task 12. "Go North into circular room. Look at second letters of wrong words." Place the circular room with Agent C to the North exit of the room you're in (you don't need to place the red room, but you can if you wish).

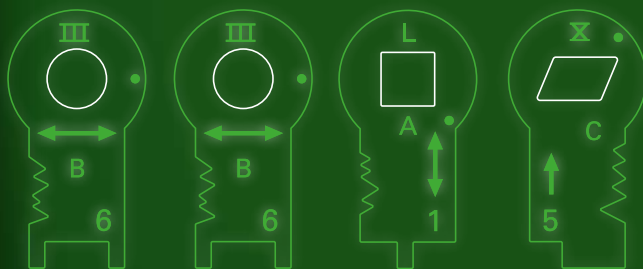
G: There's only one paper scrap left. It has 8 boxes, each consisting of 4 words out of which one doesn't belong. Circle the words that don't belong (efficient – good – cute – free – start – teen – before – antagonist) and look at the second letters of those words – FOURTEEN. This is it!

FINAL STEP

C: Read Task 14. "Take the shortest route back to the entrance room. The shapes of these four rooms are the keys for the code!"
Now look at your map. Going back to the entrance room and remembering the shapes of all rooms will give you the code: Circle, Circle, Square, Parallelogram. Tell those shapes to your guides.

G: Put the keys into the Chrono Decoder!!!

CODE 2: ● ● ■ ▯



PART 3: FIND THE WEAK POINTS OF THE MONSTERS

You've rescued your comrade and Agent C – well done! But in the meantime, the monsters have made their way into your dimension. Agent C is trying his best to keep them off you, but time is running out before the portal to the other dimension will close forever...

HELP AGENT C BY FINDING THE WEAK POINTS OF THE MONSTERS!

You've found the monsters – or did they find you? Anyways, three of them you've already encountered on the polaroids from part 1. As Agent C said, he will try to kill them starting with Subject 54.1, so this will be the order of the keys. For each monster, you're looking for a weak spot that needs to be found.

1. SUBJECT 54.1

Recall the experiment report from part 1, talking about how Agent A was killed by Subject 54.1. The report says that Felsman told the Agent to fulfil Task 34 which he did, but it didn't work. Check the Clipboard from part 2 for Task 34 – it says: "Go for the lower part of the six-fingered Subject, not the head!". As we know that this didn't work (although Agent A tried his best), it must be the opposite of what Task 34 says, so the weak part of Subject 54.1 is its head.



2. SUBJECT 54.2

On the top of the clipboard, you can see a drawing of Subject 54.2 – probably done by one of the Agents to not forget about the weak spot. It clearly shows Subject 54.2 with an arrow pointing towards the tongue. This must be its weak spot.



3. SUBJECT 54.3

Subject 54.3 is visibly bleeding purple on his lower right side. On the back of the computer in part 1, you've found a childrens drawing (also depicting Felsman), that shows a monster bleeding purple on his foot and the word "OUCH", resembling the fact that this is its weak spot.



4. SUBJECT 54.4

Remember Agent B? If you've decoded his message, he told you "I should have gone for the horns, not the tails." So he tried to kill the monster by going for the tails, which wasn't successful, so the horns have to be the weak spot of Subject 54.4.



HINT 7: YOU ALREADY HAVE SEEN ALL THE INFORMATION YOU NEED!

WEAK POINTS

You've figured out the weak points – but what is this information good for? It's easy: You can use the monsters as keys and put them into the Chrono Decoder! The correct order is given by their Subject numbers.

HINT 8: YES, PLACE THE MONSTERS INTO THE CHRONO DECODER. DON'T FORGET: AGENT A WAS UNSUCCESSFUL.

CODE 3:



*The fight is over. All monsters are overwhelmed.
Agent C was saved. And you have a great story to tell...*

