

SOLUTION

READ ONLY IF YOU ARE READY FOR THE SOLUTION!

DAWN
OF THE
ZOMBIES

Just your luck. You're finally enjoying a cool milkshake with your friends, when a Zombie outbreak starts right at the mall. Did you succeed in escaping the Zombies? Or did you perhaps meet your end near the bowling alley? Or did you miss something? Here's what you should have done in order to escape.

PART 1:


Close the exits before the Zombies come in!

You want to escape to the roof top as quickly as possible. But you are not sure you can make it in case the Zombies overrun the mall. So you close all exits before you start your escape.

The mall has 4 exits – one for each geographic direction (see shopping mall map). On the security note, the security talks about new keys and that each of them reminds him of the shop closest to its exit. He makes a riddle for his colleague. His references lead us to the 4 keys we are looking for:


Herbert's House of sporting Goods – the dart

At Herbert's House of Sporting Goods you can win a darts machine for figuring out which dart on the poster hits bull's eye. Simply continue the darts' flight directions by folding or drawing lines and you'll find out that the one on the upper right hits. The dart's flight looks like the bottom of key number 6.

KEY: 

Books & Knowers – initials

Read the initials (= the very first letter) of each book title per section. The middle section horror says "SQUARE", which is the only possible reference to a key. So this refers to the key with the square shape.

KEY: 


Mandy's – fridge magnet

The back of the stamp card says you get a discount and a free fridge magnet for every tenth menu. Nothing at Mandy's costs \$4.05. But if you discount 10% (10% stamp on the front of the stamp card) you get two possible meals: one from the center and one from the right counter. You see the last meal was veggie, so it's the central booth's Special Veggie meal. At this booth you get the triangle fridge magnet which refers to the key with the triangle shape.





KEY: 

Aphrodite – Mood of the day

On one of the TV screens you see an insert with the mood of the day: "nervousness". At Aphrodite's, there's a perfume called "Dirty Nervous". It's light blue. There is also a light blue mood ring. It has a rhomboid-shaped stone which refers to the key with the same shape.

KEY: 

Take a closer look to find out which shop is closest to which exit, so you know which key belongs where:

Northern Exit: Mandy's = 
Eastern Exit: Herbert's = 
Southern Exit: Books & Knowers = 
Western Exit: Aphrodite = 



ORDER OF THE KEYS

The back of the security note says to close the exits with the most imminent threat first. So you need to find out which of the 4 approaching Zombie hordes arrives first. The note also speaks about a reset color. You'll need this later!

HINT 1: CLOSE THE EXITS IN ORDER OF THE APPROACHING ZOMBIES.

Zombie hordes arrival

Calculate the expected arrival time of the 4 Zombie hordes in order to find out the sequence of the keys. Carefully read everything that is said on the TV news and look for all the information you can get about exact distances of the surroundings of the shopping mall to calculate in which order the Zombies will arrive.

HINT 2: CHECK THE NEWS TO FIND OUT WHERE WHICH ZOMBIE GROUP COMES FROM.

NOTE THAT THE SHOPPING MALL MINI MAP IS UPSIDE DOWN. Rotate it, so North is at the bottom. Like this it is aligned just as the map on the TV set. This means:

Zombies coming from Route 666 get to exit North:

Distance exit North to VIP parking: 50 m, distance VIP parking to Route 666: 900 m. That makes a total distance of 950 m. According to the bottom left TV screen, Red-eyed super Zombies are approaching from Route 666. They have a speed of 100 m/min, so it takes them 9,5 minutes to get to the exit North.



Zombies coming from the forest get to exit East:

Length of Nature trail starting at the beginning of the forest: 1 km = 1000 m. See the green banner in the shopping mall. Regular Zombies approaching at a speed of 50 m/min, so it takes them 20 minutes to get to the exit East.

Zombies coming from Route 33 get to exit South:

Distance exit South to Route 33: 800 m. Regular Zombies are approaching at a speed of 50 m/min, so it takes them 16 minutes to get to the exit South.

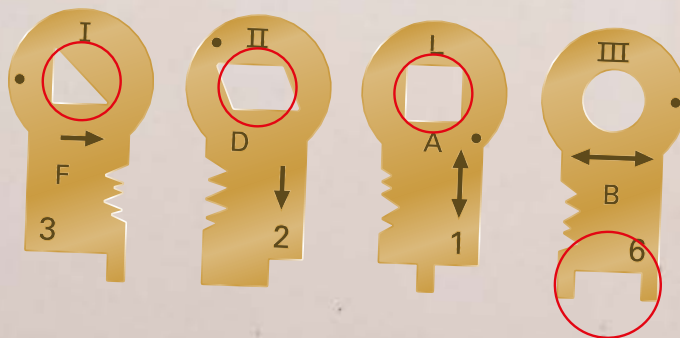
Zombies coming from the playground get to exit West:

Distance exit West to end of playground: 400 m. See the orange banner on in the shopping mall. Regular Zombies are approaching at a speed of 50 m/min, but slowed down by 5 minutes because of police blocks; so it takes them 13 minutes to get to exit West.

HINT 3: VERIFY THE DISTANCES. VERIFY THE GEOGRAPHIC DIRECTIONS. CALCULATE THE ARRIVAL TIME OF EACH ZOMBIE HORDE.

Sequence of Zombie attacks is: North, West, South, East. So the order of the keys is:

CODE 1:



PART 2:

Stop the Zombies.

Even though you locked out the bigger part of the Zombies for now, some managed to get in. As you don't want to end up in a dead-end with incoming Zombies, you must stop them before you continue your escape. You can shoot one Zombie with the one bullet you find. But you must find another way to knock out the remaining 5 Zombies.

THE HEADSHOT

You have one bullet, which is a Lock & Holm. Imagine both sides of the bullet together, to read its model code: x74.

According to the description in the advert, two of the available weapons are compatible with this bullet: 2-1-Releasington and Fleeington.



Aim!

According to the advert, each weapon has two scopes, which need to be arranged correctly in position and orientation. You must place each scope on the correct distance on the Chrono Decoder and in the correct orientation.

Place the Chrono Decoder on its side and then on top of the escalators view, so the Chrono Decoder covers the Chrono Decoder-like illustration on the escalators view. Try both Releasington and Fleeington:

- **2-1 Releasington:** key 5 horizontal at the neck at distance 10 and key 5 upright at the extension at distance 3. If you look through both scopes, you can see the Zombie with shirt No. V.
- **Fleeington** = key 2 horizontal at the neck at distance 12 and key 5 upright at the extension at distance 7. If you look through both scopes, you can see the Zombie with shirt No. L.

But as you have only one bullet, you must decide which of these Zombies you want to shoot.

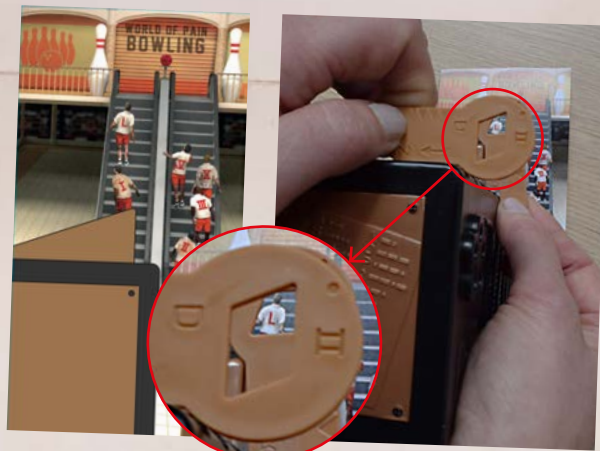
HINT 4: PUT THE SCOPES ON THE SCALE. STUDY THE INSTRUCTIONS CLOSELY.

HINT 5: THE NUMBERS ON THE BULLET ARE SPLIT IN HALF. POSITION THE CHRONO DECODER ON THE ESCALATORS. LOOK THROUGH THE HOLES OF THE 2 KEYS TO AIM.

THE TRICKSHOT

In the "Dude's Guide to perfect Bowling" you find several trick shots where you hit several pins, scattered over two lanes with one ball only. Looks a bit like the escalators, doesn't it? None of the trick shots looks exactly like your Zombie formation. But if you turn the view on the escalators upside-down, you will realize that they have similar positions, with always one Zombie too much:

- if you remove No. V with 2-1-Releasington scopes, there is no possible formation.
- but if you remove No. L with the Fleeington scopes, you can do trick No. II – Doomsday.



ORDER OF THE KEYS

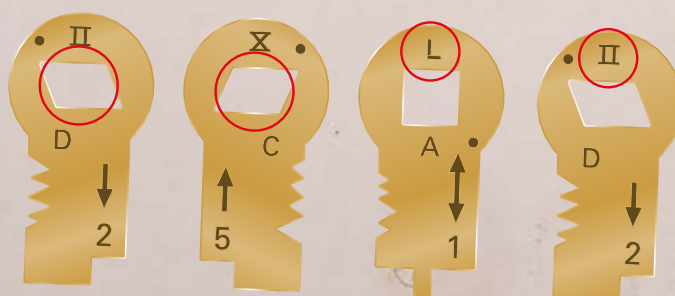
This means we have four keys now. Two from the Fleeington scopes, one from shooting the Zombie with the L-shirt and one from the bowling trickshot No. II – "Doomsday".

The backside of the guns n ammo advert tells you that your scopes are "the first keys to a successful shot".

This means the scope keys are the first 2 keys. The Bowling Guide tells you to "get rid of one" in order to do the trick. So key L is the third key. The fourth key is the bowling trickshot.

HINT 6: 2 SCOPES – 1 HEADSHOT – 1 TRICKSHOT

CODE 2:   L II



PART 3:

Find the Zombie cure. Then open the rooftop door that leads to the roof top and escape!

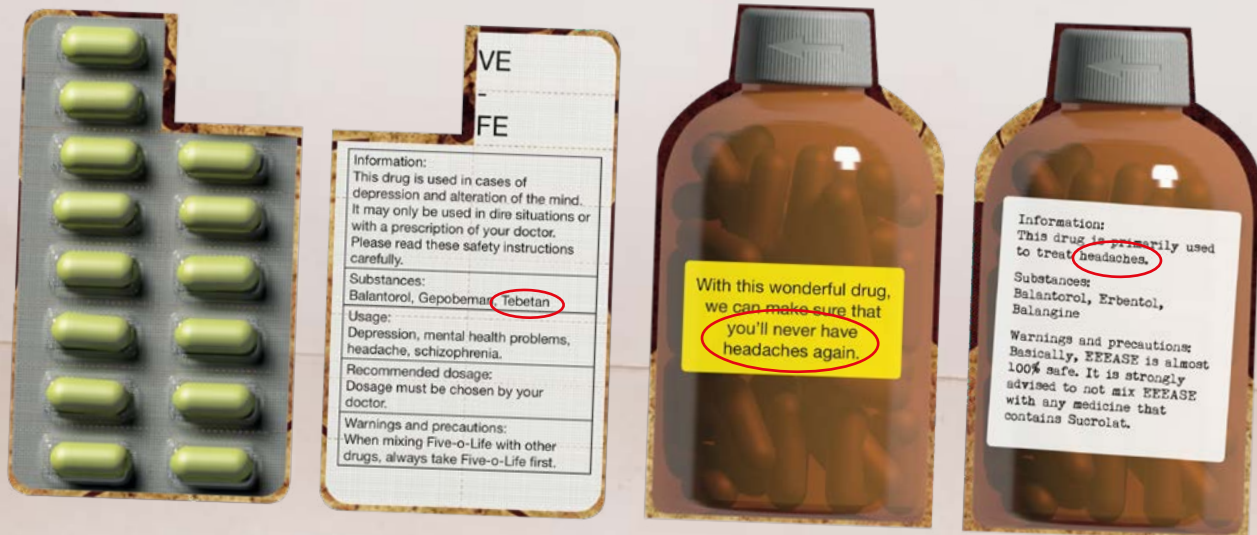
During knocking out the attacking Zombies, one of you was bitten by a Zombie. So you must mix a cure before you can escape to the rooftop and fly away with the chopper. But the TV signal has gone bad, so you must deduct some missing parts from the cure recipe. And you still need to figure out how to open the rooftop door.

First you fix the cure for the bitten player and then you open the roof top security door.

THE CURE

In the TV speech, each single star stands for 1-3 letters missing and each double star stands for 4 or more letters missing. This is what the anchorman says: "If you were bitten by a Zombie, quickly mix two drugs: Something against headache and something containing Tebetan!" You know that it must be Tebetan, because it's the only substance in the available drugs which works with the "**eb**".

If you compare the substances, information and contraindications of all the drugs, the only ones working together and providing headache cure AND Tebetan are these:



The pills are called "Five-o-Life" which refers to key number 5. There are more references to that key. The shape of the torn pill package and the "highs" in your life = arrow pointing upward.

The orange bottle is called "Eeease" which refers to key letter E. There are more references to that key. The shape of the cardiogram on the box and the arrow pointing left on the bottle cap.

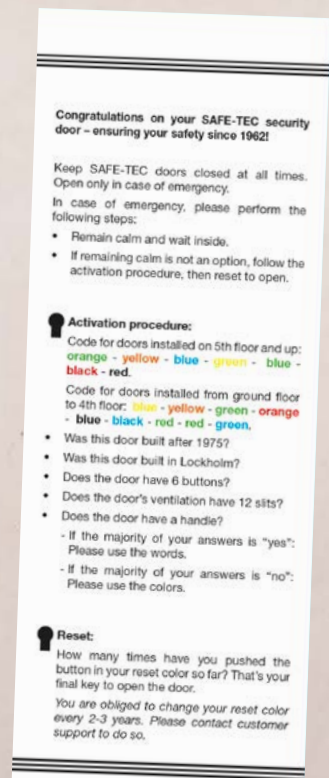
The back of the pill package says they must always be used first.

KEY 1: 5

KEY 2: E

THE ROOFTOP DOOR

You need two keys to open the door: one is for the "activation procedure", the other one is for "reset".



Activation procedure:

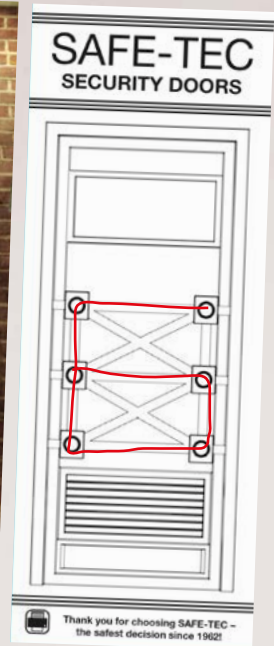
The mall has only 3 floors as you can see on the mall sign from part 1, so you need the second color code.

- NO. You know the door was not built after 1975 because of the inspection sticker on the door.
- YES. It was built in Lockholm because of the sign on the med cabinet.
- YES. It does have 6 buttons.
- NO. It does not have 12 slits.
- NO. It doesn't have a handle.

The majority is NO so you must use the colors and not the words: yellow, orange, green, red, black, blue, green, green, blue.

If you connect the dots on the back of the leaflet in the sequence of the colors, a number 6 appears. That's your third key.

KEY 3: 6



HINT 7: READ ALL THE CONTRADICTIONS AND WARNINGS ON THE DRUGS. THE DRUGS' NAMES LEAD TO THE FIRST KEYS. RETRACE THE BUTTONS YOU PUSHED AND SEE THE ACTIVATION NUMBER.

Reset:

The leaflet says the final key depends on how many times you have pushed the "reset color". You see Zombie FRANK approaching on the stairs in a prominent green shirt. He is the unfortunate guy addressed in the security note in part 1. Remember that in the security note of part 1 they mention the changed reset color. The writer states it has the same color as their shirts. So the reset color is green. You have pushed the green button 3 times. So the last key is number 3.

KEY 4: 3

HINT 8: OH MY GOD! IS THIS FRANK FROM THE MALL SECURITY?!? FOLLOW THE ACTIVATION PROCEDURE AND RESET THE LOCK TO ESCAPE.

CODE 3: 5 E 6 3

