



# SOLUTION

READ ONLY IF YOU ARE READY FOR THE SOLUTION!

After you hear a loud BANG!!! The ship has stopped moving and you realize that you need to check the ship and leave it before sinking. Your escape has begun! Did you succeed in following the orders of the captain, and have you escaped the sinking Titanic? Or did you miss something? Here's what you should have done in order to escape.



KAPTAIN EDWARD  
JOHN SMITH

## PART I: WHAT HAS HAPPENED?


*Nobody thought it could happen. „The Unsinkable“ hit an iceberg. But there's no time to lose. The passengers are freezing and scared, still you need to keep your calm. The captain has been very clear: follow his commands, and maybe you'll be able to survive...*

### FOLLOW THE COMMANDS GIVEN TO YOU BY THE CAPTAIN

On the back of the map, the captain has given you four commands which you need to fulfil. Each of the commands stands for one key:

- » Find out which iceberg we've hit.
- » Solve the problem of the flooding boiler room. How many valves of the water drain controls do we need to open?
- » Start the Intercom.
- » Call me in the engine room!

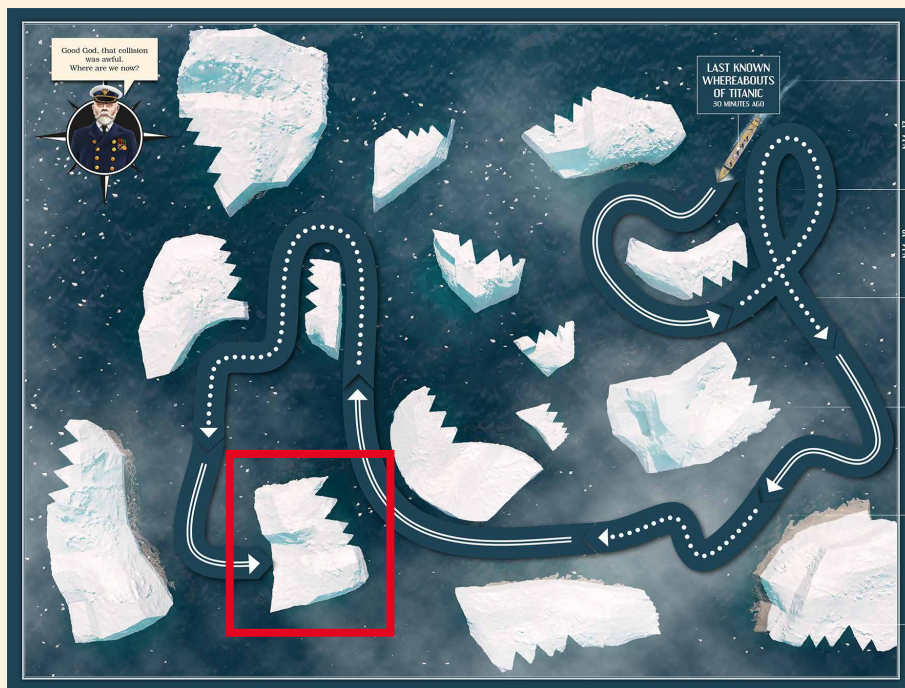
### 1 - WHICH ICEBERG DID THE SHIP HIT?

Book 1 explains how you can properly analyze the engine log and find out which maneuvers the ship has made in the past 30 minutes. The ER-sign in the book tells you that you need the Chrono Decoder. Find the  on the back of the Chrono Decoder – this is the engine log.

As you can see in the book, the peaks stand for times the engine was on and all low points stand for times the engine was off. So they have been alternating, starting with a maneuver in which the engine was on.

The ship made exactly seven maneuvers, four of them being for "engine on" and three being for "engine off". Place those maneuvers on the map head to tail. See that there is only one way to place all maneuvers so that the ship doesn't crash before finishing the seven maneuvers. When you place the final maneuver, you can see on which iceberg the ship has crashed.





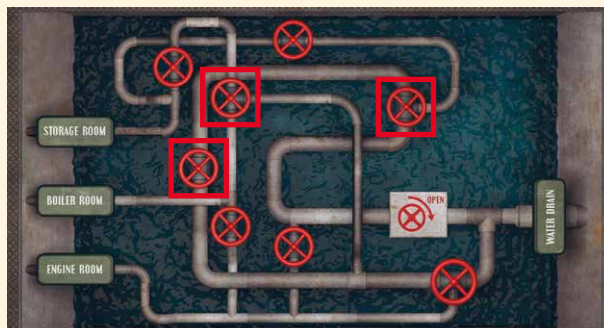
Now look closely at the iceberg the ship has hit – you can see some strange zig-zag shapes. The first correct key is the one with the same zig-zag!

**KEY 1:** 

**HINT 1: PLACE THE MANOEUVRES ON THE MAP. YOU CAN FIND THE ENGINE LOG ON THE CHRONO DECODER (ER).**

## 2 – THE FLOODING BOILER ROOM

Book 2 explains that you need to rotate some of the valves so that water can flow off, but the engine room and the storage room must never be flooded. You need to find out which valves need to be opened to release the water going from the boiler room. All valves leading to the other rooms must be turned off. If you check closely, you will see that there is only one solution to do so – and it involves turning exactly three valves. This is the second key.



**KEY 2:** 3

## 3 – START THE INTERCOM!


Book 3 tells you to start the intercom by pressing the button that has the emblem of the shipping company. As the books are produced by the shipping company, you should check out the books closely! Fold the three books at the folding lines, then put them next to each other in the order 1 to 2 to 3. On the spine of the books you will see a crown spanning over all of the three books. This is the emblem of the shipping company. The button next to the crown on the intercom has a shape. This is the third key.

**KEY 3:** 





#### 4 - CALL THE CAPTAIN IN THE ENGINE ROOM

You've learned before about the engine log and the engine sign .

This must be the emblem that is connected to the engine room, so you need to press the button next to this sign.

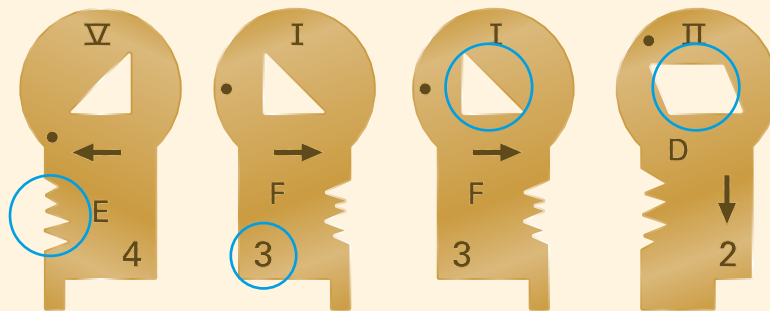


KEY 4: 

HINT 2: HOW MANY VALVES DO YOU NEED TO OPEN TO RELEASE THE WATER? THE BOOKS HELP YOU FIND THE EMBLEM OF THE SHIPPING COMPANY.

HINT 3: FIRST KEY = ZIG ZAG, SECOND KEY = NUMBER, THIRD KEY = SHAPE, FOURTH KEY = SHAPE.

CODE 1:  3  



## PART 2: ASK SURROUNDING SHIPS FOR HELP!

*The captain is happy with your work – well done! But that hasn't saved anyone yet...*

*There is a big, clunky telegraph standing in the back of the room. It is still working, and you quickly understand that you will need to learn how to use it, otherwise no ship will come to your rescue.*

### WRITE AN EMERGENCY TELEGRAPH MESSAGE AND SEND IT TO THE SURROUNDING SHIPS!

Check the emergency telegraph note. It tells you that you need three pieces of information:

Row 1 = N or S coordinate (look at the map)

Row 2 = Distress command

Row 3 = E or W coordinate (look at the stars)

#### Row 1 – The N or S coordinate

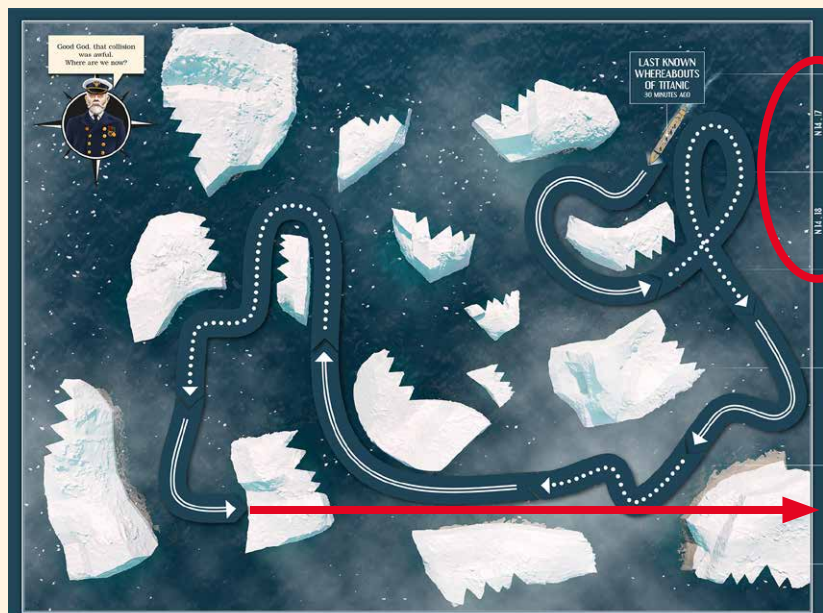
Check the map from part 1.

Remember the position the ship hit the iceberg?

On the right side of the map you can see a scale with N 14,17 and N 14,18.

Follow the scale corresponding






to the position of the ship and you will see that the first coordinate where the ship hit the iceberg is **N 14,21**.



### Row 2 – Distress command


Check the book about distress commands to find three codes: No more food (580), Collision (731) and Fire on deck (496). The emergency of the ship is Collision, so the distress code is 731.


Now translate the distress code to symbols:


7 stands for  =  +  (see example under the list), 3 stands for  and 1 stands for .

Now translate those symbols according to the list on the right side:

 stands for M

 stands for AY

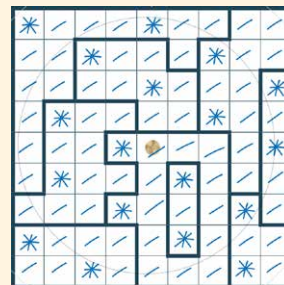
 stands for D

 stands for AY

Combining all of those letters, you get the word MAYDAY, which is the Distress Command you've been looking for!

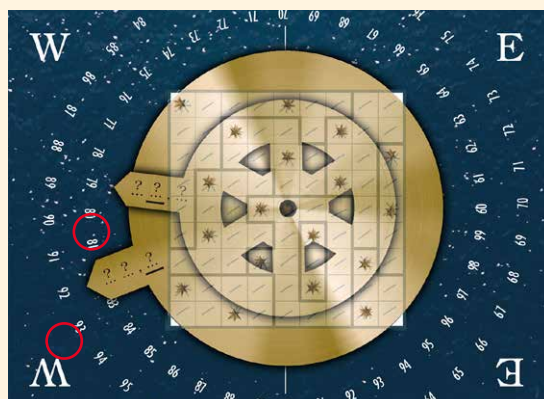
### Row 3 – The E or W coordinate

Fill the grid on the star map with stars. The instructions can be found on the back: every shape needs to have exactly two stars, as well as every row and every column and stars must never touch. Start by filling the shape that has only three spaces and cross off all adjacent tiles. Continue filling the map until it is completed – there is only one way to do so that follows all of the rules.



Now, place the two navigational rings on the map, so that the stars on the rings overlap with the drawn stars on the grid. By doing so you will arrange the rings in this way.

Each ring and the direction stand for a part of the coordinate. The small ring with underlined middle part of the code corresponds to the number 79. The big one with underlined third part of the code to the number 92. Both of them show in the Western direction. That means that the correct coordinate is **W 79,92**.



**HINT 4: FILL IN THE STAR PUZZLE TO FIND THE E/W-COORDINATES. PLACE THE 2 RINGS ON TOP OF EACH OTHER ON THE PUZZLE SO THAT ALL STARS FROM PUZZLE AND RINGS OVERLAP.**

### WRITE THE EMERGENCY TELEGRAPH MESSAGE

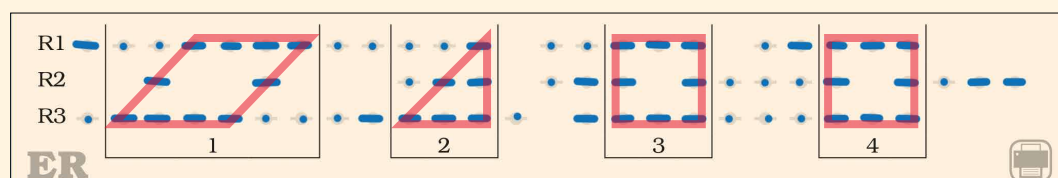
Use the Chrono Decoder to translate letters to Morse code and use the numerical Morse Code on the back of Book 4 to translate the numbers. Then you have to fill in the telegraph tape with the Morse Code of the coordinates and the distress command. Draw small dots and thick lines, as you can see on the instructions on the note.

In the first row, write the Morse code for N1421.

In the second row, write the Morse code for MAYDAY.

In the third row, write the Morse code for W7992.

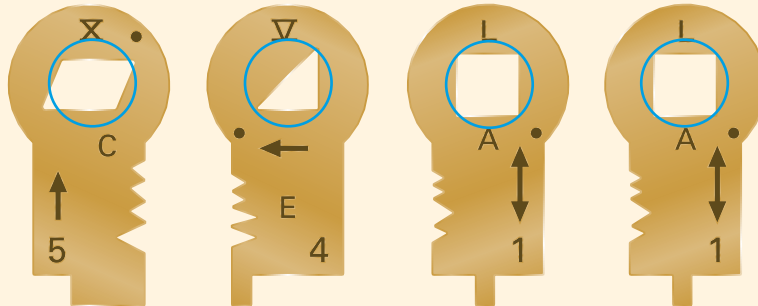
Gaps are not filled and just left blank. If done correctly, no spaces are left over and everything is filled. If you check closely in the sections 1, 2, 3 and 4, you will see four shapes by looking at all the dashes (-) and ignoring the dots (.) – those stand for the second correct code!





HINT 5: ONCE YOU HAVE FOUND THE E/W AND N/S COORDINATES, AS WELL AS THE CORRECT DISTRESS COMMAND, YOU HAVE TO MORSE THEM ACCORDING TO THE EXAMPLE. IGNORE THE GAPS.  
HINT 6: LOOK AT THE DASHES (-) IN THE MORSE CODE YOU'VE WRITTEN AND IGNORE THE POINTS (.), IN EACH OF THE 4 SECTIONS YOU SEE A SHAPE.

CODE 2:



## PART 3: SAVE THE PASSENGERS FROM THE SINKING SHIP

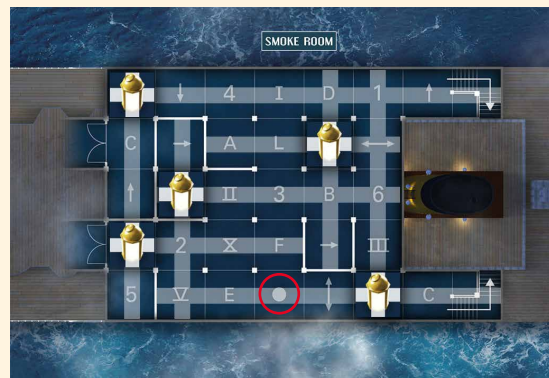
Your emergency telegraph message was sent – perfect! But in the meantime, chaos has taken over the ship. The captain tells you to work closely with the quartermaster to solve all the problems on the ship.

There are four tasks you need to do. The quartermaster tells you in his instructions, in which order they have to be done – this is the order of the keys.

### 1 – THE SMOKE ROOM

On the back of the Smoke Room, the quartermaster explains that the lights have gone off and you need to manually add lanterns so that the whole smoke room is enlightened. But there are some walls that block the light and the lanterns will enlighten the room only in four directions.

There is only one way you can place the five lanterns to enlighten the complete room. By doing so, you cover all shapes that can be found on the keys, except for the circle. This is the first correct key!



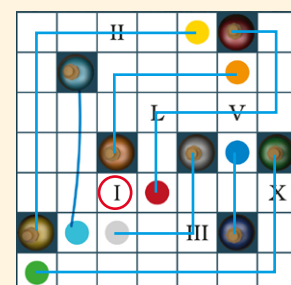
KEY 1:

HINT 7: THE LANTERNS COVER 5 SHAPES. THE LEFT OVER SHAPE IS THE KEY.

### 2 – THE GENERATOR

In order to restart the generator, you first have to fold the paper on the folding line so that the holes lie exactly over the colored bolts. Then connect the colored bolts to the corresponding dot on the sheet, as seen in the example of the blue wire. Once you've finished, you'll see that only the space with the I is still not crossed. This is your second key.

KEY 2:



### 3 - THE GEAR

The gear is too rusty to be of service. Luckily, there are three spare parts that can replace the rusty bits. However the spare parts show some rust as well...

Stack the four pieces in such a way that no more rust is visible. Be careful, not a single piece of rust must be visible! Once you've finished, you will see a number 6 on the finished gear. It's working again!

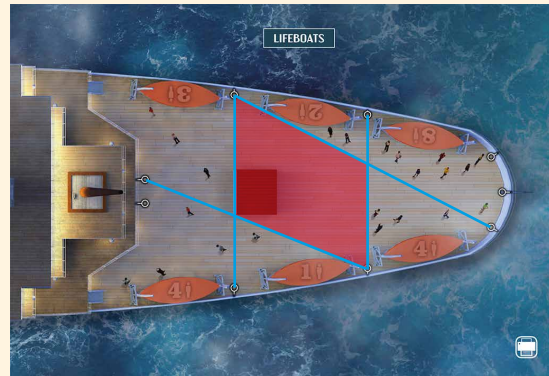


KEY 3: 6

### 4 - THE LIFE BOATS

Finally, the passengers have to be divided on the life boats. You have only four ropes that need to be tightened from hook to hook. Every boat only holds the number of passengers depicted on the boat. There is an obstacle in the middle over which the rope cannot be spanned.

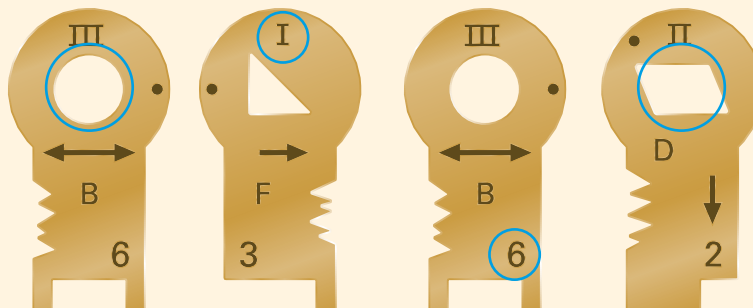
Span the ropes to make sure all passengers are placed on the ship and you will see that the ropes span a shape in the form of a parallelogram. This is the last key.



KEY 4: 

**HINT 8: AFTER DIVIDING THE PASSENGERS, LOOK AT THE SHAPE THAT THE ROPES FORM. RESTART THE GENERATOR BY CONNECTING BOLTS OF THE SAME COLOUR.**

CODE 3: ● I 6 



*It is done. The Titanic is saved. Well done!  
We're sure you've done better than the historic crew in 1912...*

