

SOLUTION

THE PRESENT

READ ONLY IF YOU ARE READY FOR THE SOLUTION!

Wow, what an adventure! You didn't even know if the message on the blackboard in your classroom was real. But now that you are looking for Prof. Jura's secret lab with her secret time machine, you assume that Prof. Jura was right. Did you find the secret lab? Were you able to restart the amazing time machine using Prof. Jura's clues? Did you find the correct year to go to? Or did you miss something? Read below to find out what you should have done to travel to the correct year.

PART 1:

FIND PROF. JURA'S LAB

Among the stuff Prof. Jura left you, there is a map of a certain city area. On the back of the map, Jura left a note saying, "Find 5 clues I left you" and a combination of numbers. As she wants you to find the house with her lab, the 5 clues must lead you to where she lives.

1st Clue: Crossword Puzzle

Fill in the crossword puzzle in today's newspaper (Thursday, 13th). Clues 7 and 8 are very difficult to solve from general knowledge, but you can find the answers in tomorrow's newspaper (Friday 14th) in the SOLUTION below the Joke of the Day. Then read the circled letters in the order indicated by the arrows: **NEXT TO PARK**. This is the first clue.

2nd Clue: Article with Missing Letters

In tomorrow's newspaper article about Dr. Quarks, some letters are missing. Figure out the missing letters:

"The previously u**n**known Dr. Quarks has taken over the city of L**o**ckholm. He burst in on **T**he city council last **N**ight, while waving around a long-lost ownershi**P** document of this city. The council said it was too old to be effective **A**nymore. But **DR.** Quar**K**s backed his claim with his giant robot."

Read the letters in the order of the article to get the second clue: **NOT IN PARK**.

To determine which locations on the map are parks, you can find an article in the newspaper about all grass having been removed. So we know that the locations with brown soil are the parks.

3rd Clue: Dot-to-Dot Numbers

There is an unsolved dot-to-dot puzzle with numbers in the newspaper. And Jura left you a number combination on the back of the city map. Connect the dots in the order of Jura's numbers and you will find a shape. It looks like the **SHAPE OF A HOUSE**. This house shape is the 3rd clue.



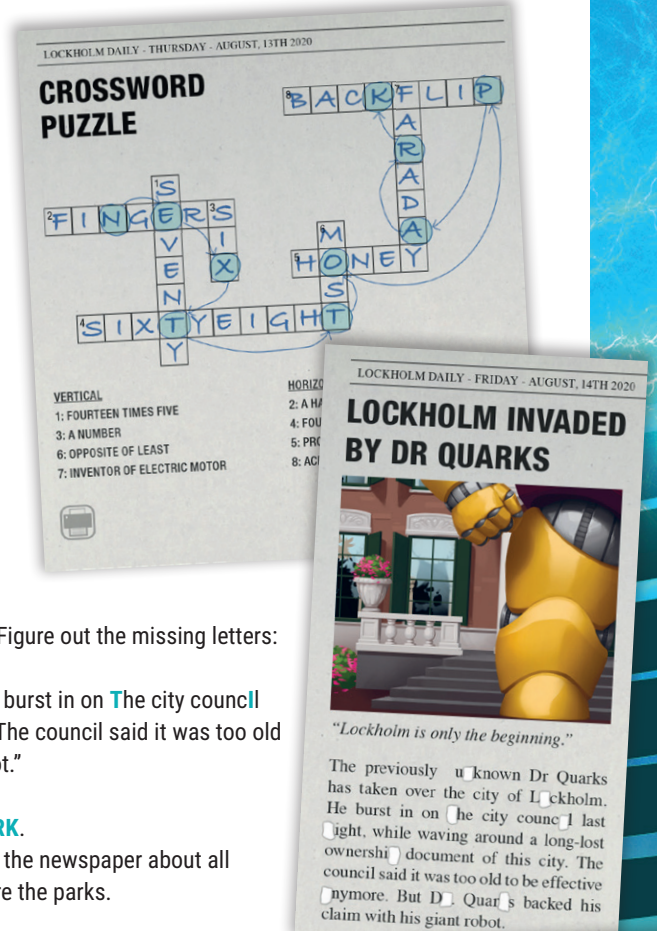
4rd Clue: Keychain

The roof of the house icon on Prof. Jura's keychain has 2 windows. So a house with **TWO ROOF WINDOWS** is the 4th clue.




5th Clue: Jura's Photo


There is a photo of Prof. Jura in today's newspaper, in which she is standing in front of her house. You can see a **RED CAR** parked behind her. This is the 5th clue she left us.



Eliminate the houses on the map according to the clues

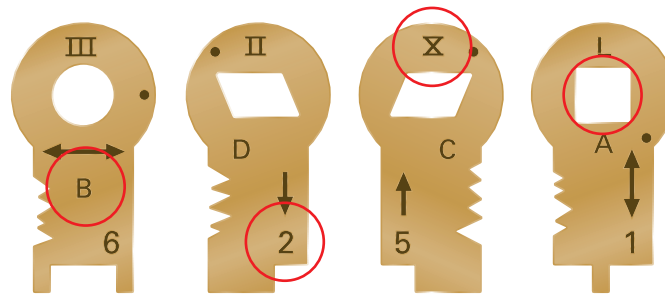
Cross out all houses not having a red car (✖), all houses not having two roof windows (✖), all houses located in a park (✖), all houses not next to a park (✖) and all houses having a different shape (✖) than: 

The only house not crossed out is the one circled. So this is the only house that meets all requirements. Find the coordinates of the house by looking at the symbols surrounding the map, and the 4 arrows with numbers. Start by reading the coordinates from number "1" at the top left and then continue in a clockwise direction as indicated by the arrows.

The coordinates of Jura's house are **B 2 X**  which are also the keys you are looking for.



CODE PART 1: **B 2 X** 



PART 2:

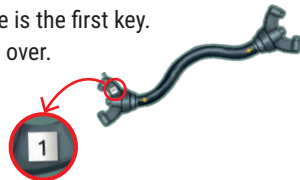
RESTART THE TIME MACHINE

In Jura's lab, you find the time machine, but it is indicating an error message. Luckily there is a manual with clear instructions of what to do and in which order. In each of the 4 steps you will find a key. Insert the keys in the same order as the numbers from the tasks.

1) Connect the Cables

The manual asks you to connect the time machine to the generator. Place the cables from the generator to spherical connector, to spherical connector, etc., until you reach the power plug on top of the time machine. Each cable fits in a specific location. One cable will be left over. The manual indicates that the leftover cable is the first key. The cable with number 1 is left over.

Key 1: 1



2) Flowchart

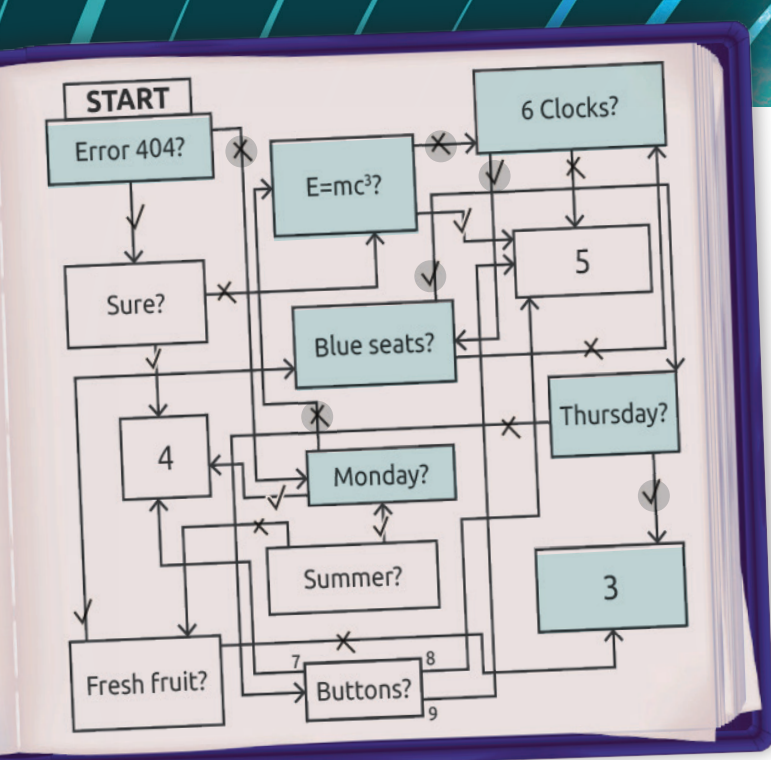
Answer the yes/no questions in the flowchart based on information you have already found, starting from 'START':

'Error 404?'

Find the error on the machine screen in the lab, which states 'error 505'. This is not 404, so the answer is: 'NO' and move onto the next question:

'Monday?' Check the newspaper in part 1 to find out that it is Thursday today. This is not Monday, so the answer is: 'NO' and move onto the next question:





'E= mc3?' The equation is not the same as the one on the blackboard, which is showing 'c2", so the answer is: '**NO**' and move onto the next question:

'6 clocks?' Count the clocks. There are 6 clocks on the lab walls, which is correct, so the answer is: '**YES**' and move onto the next question:

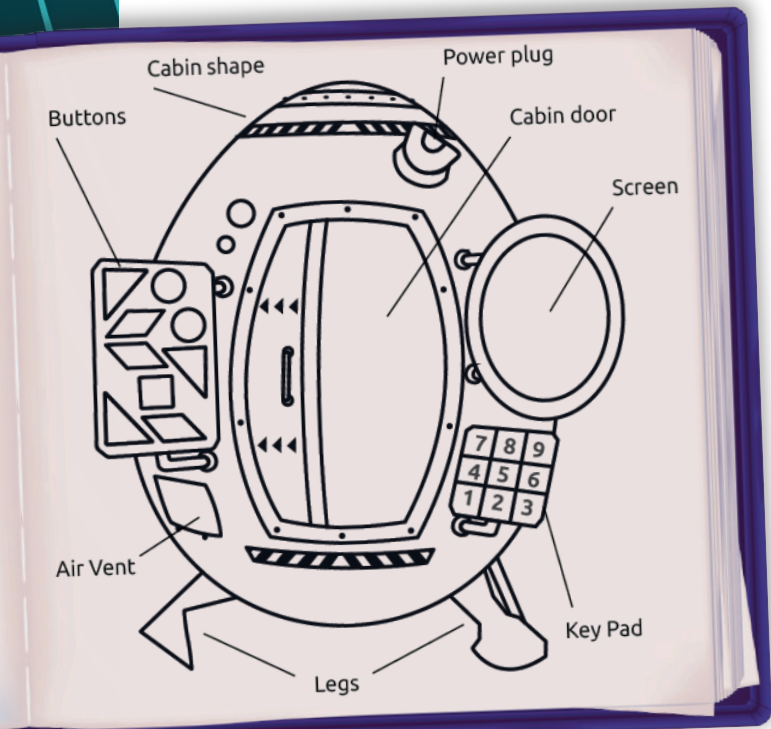
'Blue seats?' The only seats you see are in the time machine and they are blue, so the answer is: '**YES**' and move onto the next question:

'Thursday?' You have checked the newspaper in part 1 to find that today is Thursday, so the answer is: '**YES**' and move onto number 3. So the key showing number 3 is the second key you need.

Key 2: 3

3) Spot the Differences

Compare the image in chapter 0 in the book with the actual time machine in the lab and count the differences you see:



Shape of power plug, Shape of screen on the right, Order of numbers on number pad, Orientation of cabin door, Open/closed air vent, Shape of left leg. The six differences represent your third key, the key showing number 6.

Key 3: 6

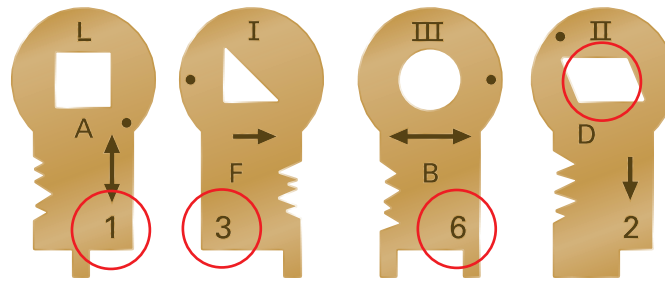
4) The Correct Button

Chapter 0 indicates the panel on the left side of the time machine as "buttons". Look closely at the buttons. They all have (key) shapes and a color word in different colors. But only one button has the color name written in the same color: the blue parallelogram pointing left. The button's shape is your fourth key.

Key 4:



CODE PART 2: 1 3 6 



PART 3:

FIND OUT THE YEAR TO GO TO

In order to actually start the time machine, you need to enter a year.
And you are certain that the stuff Jura left in the bin are clues to this year

Paper Strips – Order of the Code

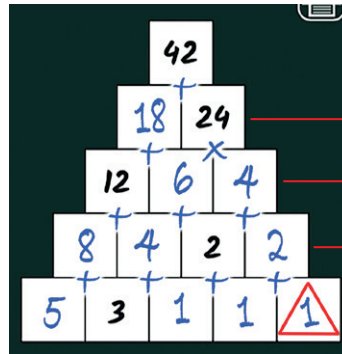
Fit the 4 letter strips together based on the edges of the strips. Read the message from top left to bottom right: **MEET ME IN THE YEAR**. Now you have a specific order for the symbols at the bottom. From left to right: triangle, flower, clock and grid.

Each symbol stands for a puzzle to solve:



1) Triangle

Find the triangle symbol from the pyramid note and a similar pyramid on the blackboard in the lab. The note has a print symbol so you can write on it. Copy the mathematical signs '+' and 'x' from the blackboard into the respective spaces on the note. Next, work out the equations and fill in the missing numbers. Start from the top with $24 + ?? = 42$, then $12 + ?? = 18$, etc.



$\rightarrow 42 = 18 + 24$

$\rightarrow 18 = 12 + 6 \quad 24 = 6 \times 4$

$\rightarrow 12 = 8 + 4 \quad 6 = 4 + 2 \quad 4 = 2 + 2$

$\rightarrow 8 = 5 + 3 \quad 4 = 3 + 1 \quad 2 = 1 + 1 \quad 2 = 1 + 1$

The number in the space of the triangle symbol is "1". So the first number of the year you are searching for is a 1. This is also the key showing number 1.

Key 1: 1

2) Flower

The close-up of the monitor's screensaver looks like a flower and the screensaver has brown lines and one petal marked with a "?". See the ER symbol on the screen saver and compare the screen saver with the number wheel on the side of the Chrono Decoder. They have the same number of "petals". Line up the brown lines of the screensaver with the Chrono Decoder wheel to find out which petal the question mark is in. The "?" petal corresponds with number 4 on the wheel. This is also the key you are looking for.



Key 2: 4

3) Clocks

Find the note with empty circles and city names in their native languages. Match them with the country names by the clocks in the lab to find out which countries and capitals belong together.



You can base the match on the way the writings look:

Once you know which clocks belong together, draw the positions of the matching clock arms on the note. Together, the clock arms form a digital number 2. This is also the key you are looking for.

Key 3: 2

4) Time Crystal Grid

Jura has combined your fuelling the generator with the last missing key for the year. Place the crystals onto the generator so that the colors on the crystals overlap with the exact same colors on the generator. There is only one way they fit. The crystals placed in the grid make up the shape of a number 2.

Key 4: 2

Order of the Keys

Insert the 4 keys in the order of Jura's paper strips:

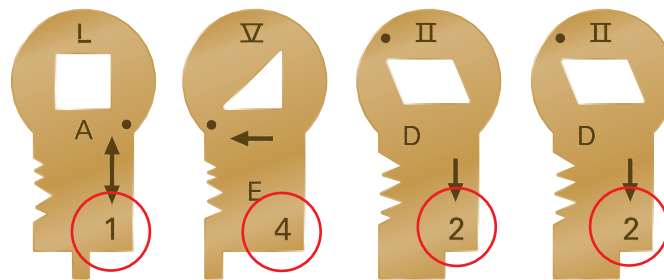


- The triangle symbol can be found in the equation pyramid puzzle which reveals a 1.
- The flower symbol looks like the screen saver which reveals a 4.
- The clock symbol looks like the clock puzzle which reveals a 2.
- The grid symbol looks like the time crystal grid puzzle which reveals a 2.



This means you will travel to the year: 1422.

CODE PART 3: 1 4 2 2



**Well done! You have successfully restarted the time machine!
And now it's time to go back in time – to the year 1422!**