SOLUTION

THE

READ ONLY IF YOU ARE READY FOR THE SOLUTION!

Wow, what a knightly adventure! You never thought you would see Prof. Jura riding a horse in medieval clothing, trying to become a Silver Knight. Did you manage to fulfill the four knightly quests? Were you able to figure out the prophecy to discover the year in which you would find Quarks? Did you manage to fix the problem with the time machine and find the correct route for Columbus? Or are you still stuck somewhere in the past? Read below to find out what you should have done to travel to the correct year.

PART 1:

SOLVE THE 4 KNIGHTLY TASKS

In order to help Prof. Jura get access to the Silver Knight library, you need to help her fulfill the 4 knightly tasks. At the library, she will discover the important information she needs to find Dr. Quarks.

Scroll

The 4 knightly tasks are written down on the scroll. Follow the order of the scroll to find the order of the keys.

1st Task: Carry our Kingdom's Coat of Arms

The knight by the castle wall tells us that their coat of arms honors the most common flora and fauna in the kingdom. You can find the flowers (yellow and red) and animals (owl and deer) from the coats of arms scattered across both sides of the landscape too. In total, there are 19 red flowers, 17 yellow flowers, 8 owls and 9 deer, making the red flower the most common flora and the deer the most common fauna. The blue coat of arms shows the images of a red flower and a deer and is therefore the correct coat of arms. It shows a triangle. The first key has this triangle.



Key 1:

2nd Task: The Trail of the Grail

The handwritten notes on the back of the map speak about a grail and how someone got there. Find out the names of the unnamed cities on the map and sort the notes in the correct order to draw their trail on the map. Start with the sentence with the big capital letter:

"The first journey leads from the castle to the city of Waslar". Find the castle as a big dot on the map. Find out the location of the city of Waslar from the following sentence: "The nearest city to the waterfall is Waslar". In the middle right of the map, you see the waterfall. Write Waslar next to the nearest city. Draw a line between the Castle and Waslar.

"Orbis is the second biggest city in the kingdom". Check the legend of the map for the icon for city and find out that the biggest city is Spira. Find the second biggest city by checking the image of the city. Find the city in the middle of the map and write Orbis next to the dot.

"Aquae is in the middle between Orbis and a cloister". Check the legend of the map in the bottom left and find the icons for cloisters on the map. There are two cloisters, but only the one in the middle right of the map has a city between it and Orbis. This city is therefore Aquae. "From Waslar, cross the bridge to Aquae". **Draw a line between Waslar via the bridge to Aquae**.

"From Aquae straight to the biggest city". Find the biggest city 'Spira' in the top right of the map. Draw a line from Aquae to Spira.

"From there on, go towards a cloister, straight through the woods and over a bridge". Spira is the only place from where you can go to a cloister while going through woods and then over a bridge. "After that bridge, the grail is waiting in the holy place". You pick up the grail from the cloister. **Draw a line from Spira to the cloister in the top left corner of the map.**

"Once the grail is in your possession, cross the three bridges to get back to me quickly". This is the final step because it says that you have the grail and should go back to the starting point, which is the Castle. Draw a line from the cloister in the top left corner to the Castle.



The trail forms a parallelogram. The second key has this parallelogram.



3rd Task: The Fake Coin

If you read all imprints on the coins, you will see that one is dated 1974 which is not possible in the year 1422. This coin will be considered a forgery in this age, it carries a square. The third key has this square.



Key 3:

4th Task: The Catapult Issue

You must hit the target on the tower's balcony door. You have a catapult with a broken front wheel, so you must balance it on one of the tree stumps next to the tower. At the back of the scroll, you find a sketch of the trajectory of the catapult, indicating that its highest point is exactly three catapult heights and that it will reach this highest point from a distance of two catapult lengths. Use the little catapult to recreate this information on the sheet and you will find out that, in order to hit the target, you must place the front on stump "B":



Key 4: B

CODE PART 1: C B



PART 2:

THE ANCIENT GREEK ORACLE

You managed to get Jura into the castle's library and now she takes you on a journey to Ancient Greece, where she finds an Oracle Priestess who tells her the year in which Quarks set up his base. The Oracle is already expecting you and tells you to decipher her prophecy to find out the year.

The Prophecy

At the back of the courtyard, you can read the priestess' prophecy in detail. She says that a year consists of 4 parts: millennium, century, decade and year. These are the four keys in this specific order and also the four tasks she speaks about.

3

The Millennium – Find the Disturbed Pattern

The "*pattern on the ground*" refers to the mosaic pattern surrounding her. In the bottom right corner, there is a disturbance in the pattern that looks like a "2". — This is the millennium.



Key 1: 2

The Century - Find the Last Labor

There are two things you need in order to solve the "hero's labours": the hero's labour stone and the hero's labour cloth. The stone is a complete instruction of what you are supposed to do with the cloth. The trick is that no matter which labour you choose to start with, you will <u>always</u> end up at the same labour in the end.

STEP 1 (WHITE): "Start your hero's journey with any labour". So randomly choose any of the squares to start with. In our example, we choose CERBERUS, but this can be any other of the labours too.

STEP 2 (BLUE): "Choose an adjacent labour ending with an 's'". In our example, we choose MARES, but this depends on your starting point.

STEP 3 (RED): "Get rid of the topmost row".

Fold away the topmost row.

STEP 4 (GREEN): *"Find an adjacent labour containing an L"*. In our example we only can go to BULL.

STEP 5 (PURPLE): *"Now rip away the rightmost column"*. Fold away the rightmost column.

STEP 6 (**PINK**): "Go to the leftmost labour of your row". In our example we go to HIND.

STEP 7 (**ORANGE**): "Go to an adjacent labour containing an 's'". In our example we go to BIRDS.

STEP 8 (YELLOW): "Go to the rightmost labour in your row". This will always be the labor with APPLES.

FINAL STEP: *"The quantity is what you are looking for".* Count the apples in the image. As there are 6 apples, the century you are looking for is 6. The key is the one with number 6.

Key 2: 6

The Decade – Find Out Who Helmaistos Is

The priestess says that we should discover the decade from the hands of *"Helmaistos"*. But how can you know which of the god statues in the courtyard carries the name Helmaistos and what about his hands?

At the base of the statues, you find their names in Greek. Translate the Greek by using the Greek alphabet wheel. Position the Greek alphabet wheel on the letter wheel of the Chrono Decoder with the Greek Alpha (α) matching the A, as instructed on the back of the wheel. Then simply decipher the names on the statue plates letter by letter and find out that the statue with the golden mallet is Helmaistos.

Once you know which statue is Helmaistos, count the fingers he shows: It's one finger, so the decade is 1 and the key is the one showing number 1.



Key 3: 1

The Year - Look at the Rebuilt Temple

In order to rebuild the temple, compare the capitals (tops) of the pillars with the markings on the temple foundation (1). Look closely which pillar belongs where and slide their base into their respective slit (2). Each pillar has a lighter side and a darker (shadow) side. Position all pillars so their lighter sides point towards the sun icon on the temple foundation (3). You can fold the base of the pillars, so they can stand upright.





Once you have built the temple, look at it from the perspective of the sun icon on the temple foundation, as mentioned by the oracle, <u>from the front</u>. with your chin almost touching the table. Some of the letters on the pillars will be covered, so you can read the sentence: **NOT FOUR NOT SIX BUT IN BETWEEN**. The number you are looking for is not 4, nor 6, but the number in between, so the number 5. The year is number 5, so the key is the one showing number 5.

Key 4: 5

To work out the year to travel to, you need to place the numbers in the order of their position in the 4-digit year: First millennium, then century, then decade, then year. This is also the order of the code:

CODE PART 2: 2 6 1 5



VO

В

PART 3: COLUMBUS' DETOUR

You have found out that Quarks has his base in the year 2615 and want to travel there right away. But the time machine has a malfunction, and you land on Columbus' ship instead. On board of the rocking ship, it is impossible to restart the time machine. So you must wait until the ship lands. Columbus tries to navigate to India using the instructions of a mysterious traveller and needs your help deciphering them.

Columbus' Journal

Columbus speaks about 4 sacred islands that lead the way. This is also the code you need. The header of the instruction note shows an image with 4 colored corners in a specific order in which you need to navigate. Start with the purple corners and find the additional information in the journal.



IJ

ΕE

Spirograph Navigation to the First Sacred Island

The symbols in Columbus' journal will teach you how the spirograph navigation works. Use the instruction note, the colorful teeth and edges on the spirograph and the sea map.

- Place the spirograph's outer edge on the sea map so that the 3 PURPLE corners correspond.
- Insert the GREEN tooth of the spirograph's inner ring at the DARK BLUE notch of the spirograph's outer edge without moving the spirograph's edge.
- 3 Place a pencil in the **RED hole** in the inner ring.
- 4 Move the inner ring along the outer edge in a CLOCKWISE direction until the YELLOW tooth of the inner ring connects to the LIGHT BLUE notch of the outer edge.
- Remove both spirograph parts and follow the line that was drawn from your starting point (Bosculum) to an unknown island.

5

Compare the shape of the unknown island with the islands in the book to find its name. The first sacred island is Blunia.

7 The underlined letter is the letter on the key you need for the code. The "B" in Blunia is underlined. So "B" is the first key.

Key 1: B

From Blunia to the Second Sacred Island



To find the second sacred island, place the spirograph's edge on the **3 BLUE DOTTED corners**. Remember to only put the round edges in place using the markings. Connect the **ORANGE tooth** of the ring to the **YELLOW notch** of the edge. Insert the pencil in the **GREEN hole** and move the ring in a **CLOCKWISE direction** until the **GREEN tooth** connects to the **GREEN notch**. Remove the spirograph parts and check out the line drawn from Blunia to another island. Find island Ehnon by matching the island's shape in the book. This is the second sacred island. The "E" in Ehnon is underlined, so "E" is the second key.

Key 2: E

From Ehnon to the Third Sacred Island

To find the third sacred island, place the spirograph's edge on the **3 LIGHT BLUE corners**. Connect the **YELLOW tooth** of the ring to the **PURPLE notch**. Insert the pencil in the **ORANGE hole** and move the ring in a **COUNTER-CLOCKWISE direction** until the **PURPLE tooth** connects to the **GREEN notch**. The line drawn is from Ehnon to Atina. The "A" in Atina is underlined, so "A" is the third key.

Ehnon

Atina

Key 3: A

From Atina to the Fourth Sacred Island

To find the fourth sacred island, place the spirograph's edge on the **3 RED DOTTED corners**. Connect the **GREEN tooth** of the ring to the **RED notch** of the edge. Insert the pencil in the **PURPLE hole** and move the ring in a **COUNTER-CLOCKWISE direction** until the **YELLOW tooth** connects to the **ORANGE notch**. The line drawn is from Atina to Sudram. The "D" in Sudram is underlined, so "D" is the fourth key.



V 👌 V

Sudram

2nd

1 3.

2

Key 4: D

CODE PART 3: **B E A D**



Present: Check. Past: Check. Let's travel to the future and show Quarks who he's up against!

6