

SOLUTION

THE FUTURE

READ ONLY IF YOU ARE READY FOR THE SOLUTION!

After the Oracle's prophecy revealed the year in which to find Quarks, and after a little detour to the Bahamas, you finally travel to the future to defeat Quarks inside his giant robot. But as you were captured right upon your arrival, it was not an easy task to do so before his planned departure back to your Lockholm time. You only had 60 minutes to escape from your cells, find the way through his secret base and stop Quarks. Did you defeat him at all? This is what you should have done.

PART 1: ESCAPE THE CELLS

Preparation: You are split into two groups. Both groups have folded their room into a 3D storage room with two walls and a floor following the instructions on the floor. You must not show the other group what you see but you can describe it.

Both rooms are connected by a door that is blocked by a grid of blue laser beams. Group 2 can see storage room 2 which has an additional EXIT door with 4 different color laser beams and a control panel. Group 1 can see storage room 1.

Communication is key(s)!

Look at your room carefully and communicate everything you see to the other group. You need to combine information from both rooms to be able to deactivate the lasers from top to bottom. Find out that each of the laser colors is connected to a task:


Orange Laser: Orange Cables

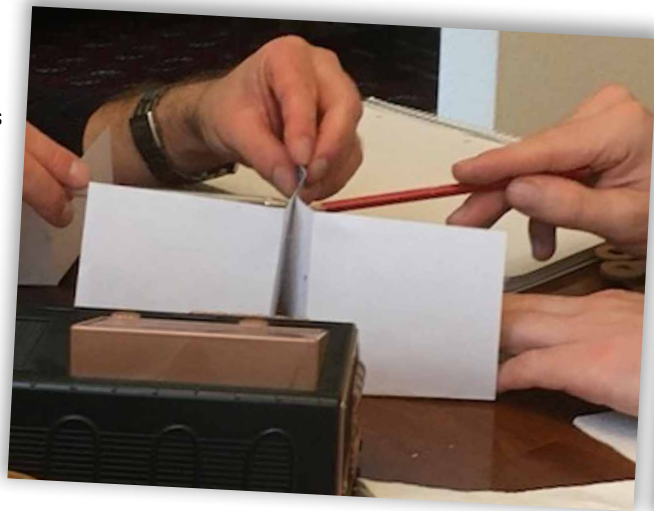
Group 2 can see that the top laser beam on the exit door is orange and has a control panel with orange shapes connecting to a system of orange cables. Both groups can see that the orange cables pass into and out of both rooms through small holes.

Align the rooms together back-to-back so that the holes exactly line up and you are able to follow the cable from one room to the other and back.

Group 2 can see that the cable starts from the exit door. They tell group 1 which hole the orange cable passes into first (or show them by putting a pencil through the hole). Group 2 continue following the cable until it disappears into another hole. Tell group 1 from which hole they need to follow the cable next. Keep doing this until group 1 find the cable end with an on-off switch showing an orange circle.

Deactivate the orange laser beam by pressing the button showing the orange circle. The key showing the circle is the first key you need.

Key 1: 



Pink Laser: Calculate Honeycombs

Group 2 can see that the pink laser beam on the exit door shows a pink symbol that looks like three connected honeycombs and a control panel showing numbers 1-6. Both groups see, at the top of each wall in their respective room, a scrolling screen showing pink symbols and numbers. Each screen shows a different calculation. Share all calculations so it is possible to calculate the value of the honeycombs:



Brain = 2



Robot arm = $3 \times \text{Brain} = 3 \times 2 = 6$



Spiral = Brain + Robot arm = $2 + 6 = 8$



Honeycombs = Spiral - 7 = $8 - 7 = 1$

Deactivate the pink laser beam by pressing the button showing the pink 1. The key showing number 1 is the second key you need.

Key 2: 1

Green Laser: Graffiti Battleship on the Floor

Group 2 can see that the green laser beam on the exit door is connected to a control panel showing green numbers 1-6. Group 1 can see a grid showing numbers and letters on the floor with one of the squares crossed out by green graffiti.

Both groups see green graffiti spread across the walls and floors of both rooms. They are all letter/number combinations which match the grid on the floor.

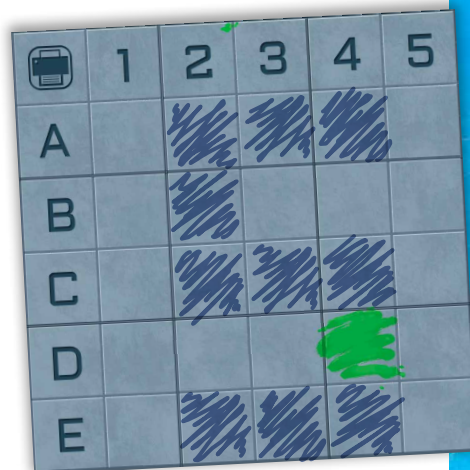
Group 1 need to cross out the squares mentioned in the 10 graffitis:

A2 - A3 - A4 - B2 - C2 - C3 - C4 - E2 - E3 - E4.

Including the previously crossed-out square, the markings form a digital number "5".

Deactivate the green laser beam by pressing the button showing the green 5.

The key showing number 5 is the third key you need.



Key 3: 5

Blue Laser: 696 is not 969

Group 2 can see that the blue laser beam on the exit door is showing number 696 and is connected to a control panel showing blue shapes. On the floor, there are tiles engraved with number 969. Look for the tile with engraving 696.

You will find only one, the triangular tile at the bottom near the middle.

Deactivate the blue laser beam by pressing the blue triangle-shaped button. The key showing the triangle is the fourth key you need.

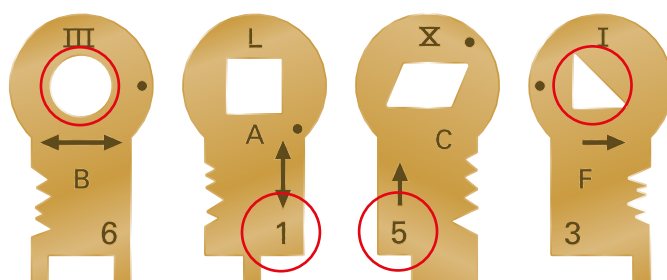
Key 4:



In which order?

Insert the keys in the order of the colors from top to bottom as shown by the instructions on the control panels.

CODE PART 1: ○ 1 5 ▽



PART 2:

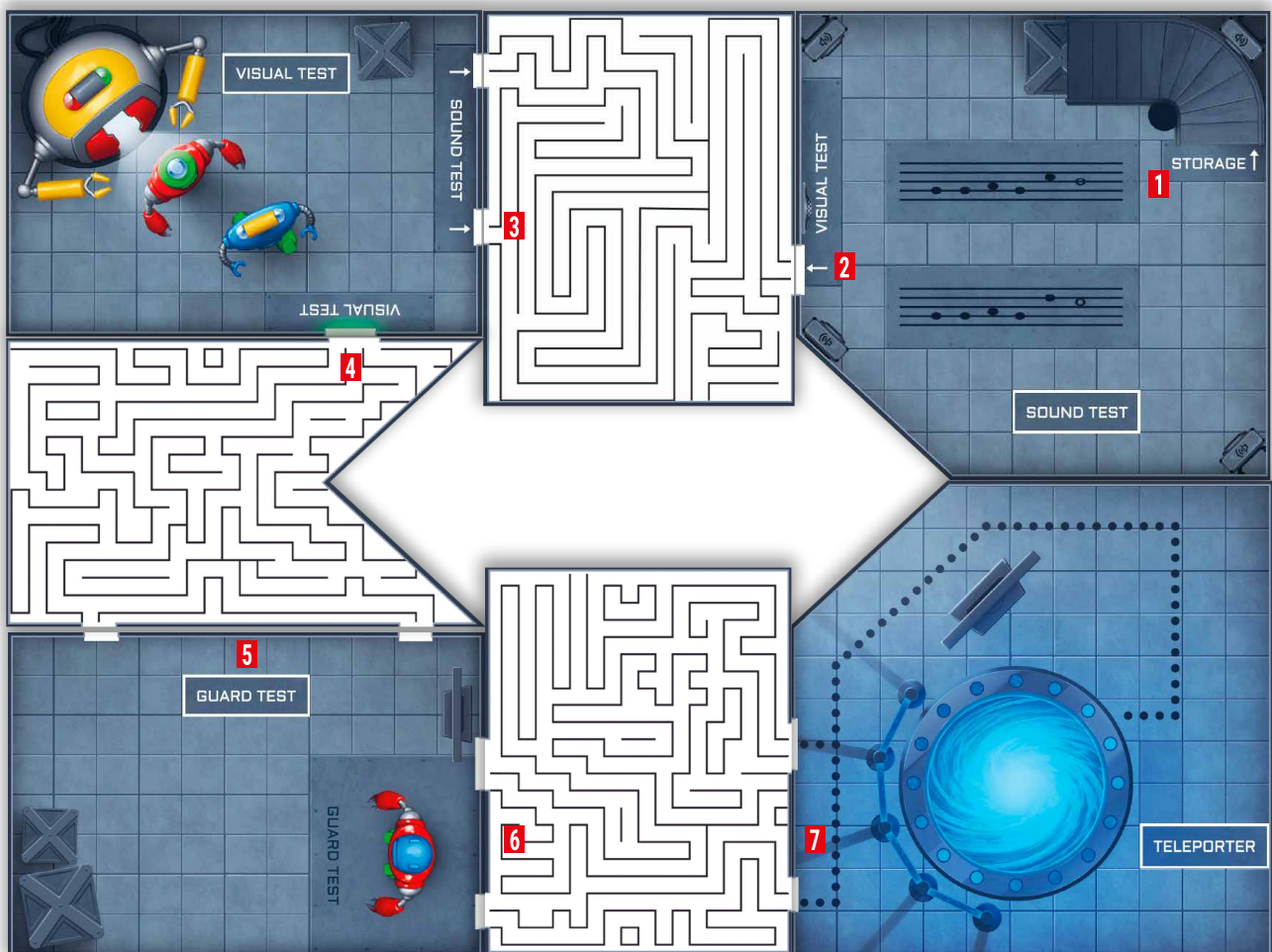
GOING BACK TO THE INNER COURTYARD

Well done! You have deactivated the laser beams from both doors and can escape together. Now you must find your way back to the inner courtyard where you arrived, because this is where you last saw Quarks and his Big Bot.

You find yourself in a maze of rooms and actual mazes. Each room is double sided, with a view from the top to one side and another view to the other side. Each room leads you to a key.

Build the Map by Arranging the Rooms

- 1** To know where you can find the courtyard, puzzle the rooms together to make a map of the building. The only information you have is that you were locked up in the storage rooms. The storage rooms are not any of the rooms, but you can find the signpost “storage” by the stairs in the Sound Test room, so the Sound Test room is your starting point.
- 2** The Sound Test room has one exit to the left, leading to the “visual test”, so the Visual Test room must be to the left of the Sound Test room. But as their exits don't match at either side, you need to put a labyrinth in between to connect them.
- 3** There is only one labyrinth that matches the two exits of the Visual Test room and the exit of the Sound Test room.



- 4** The only room that fits onto the exit pointing downwards from the Visual Test room is the flag-shaped labyrinth. Check by following the maze. Place the labyrinth below the Visual Test room.
- 5** The only room that fits onto the two exits of the flag-shaped labyrinth is the Guard Test room. Place it below the flag-shaped labyrinth.
- 6** Connect the remaining Teleporter room by putting the third labyrinth next to the Guard Test room. Check by following the maze.
- 7** Then place the Teleporter room in the bottom right corner to complete the layout of the building.

Find the Sequence of the Rooms to Pass Through

Start from the Sound Test room. The only thing you can do here (besides going back to the storage rooms) is to open the Sound Test door, go through the maze and enter the Visual Test room. From here, you can only open the Visual Test door and find your way through the second maze and enter the Guard Test room. From here, you need to open the Guard Test door, find your way through the maze to the Teleporter room and finally teleport yourself to the courtyard.



1) Open the Sound Test Door

Find the two lines of musical notes on the floor of the Sound Test room and find out which song it is. Even if you can't read notes, you can try to imitate the higher and lower parts of the melody by humming. Compare the melody with the choices in the Mel-O-Lock App on the cellphone at the back of the room. The only song in the list that fits the musical notes is the melody of "Happy Birthday".



Deactivate the orange laser beam on the Sound Test door by pressing the orange parallelogram-shaped button on the cellphone. The key showing the parallelogram is the first key you need.

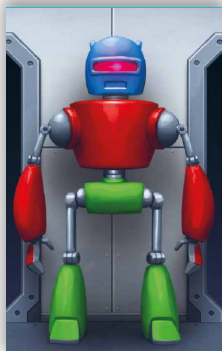
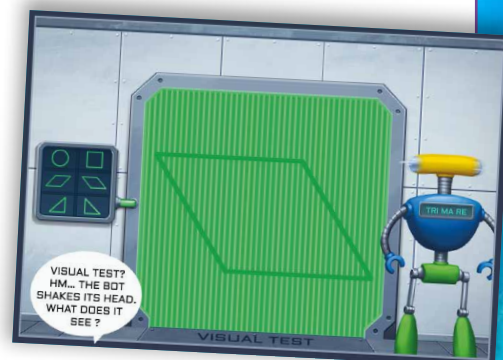
Key 1:

2) Open the Visual Test Door

Next to the green laser door in the Visual Test room, there is a panel with 6 key symbols. But which one to press? The Small Bot standing in front of the green laser door shakes its head. You must shake your head too while looking at the laser beams. A parallelogram will mysteriously appear.

Deactivate the green laser beam on the Visual Test door by pressing the green parallelogram-shaped button on the control panel next to the door. The key showing the parallelogram is the second key you need.

Key 2:

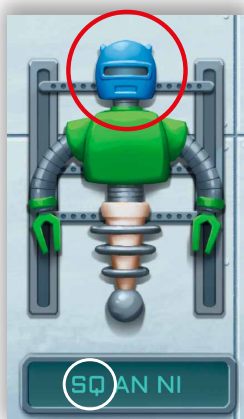


3) Open the Guard Test Door

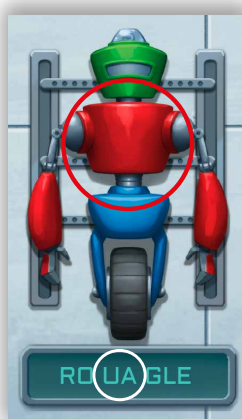
According to the warning next to the doors, the robot's laser eyes can be deactivated by saying its name. Find the Guard Test robot's name by comparing the robot with the name plates in the storage (part 1) and the shaking head robot in the Visual Test room.

Each robot name consists of three parts, each part corresponds with a specific head, torso or legs. The combination of the three bot parts determines its name.

- 1) The first part of the name is the blue head.
- 2) The second part of the name is the red torso.
- 3) The third part of the name is the green legs.



1) Blue head: SQ



2) Red torso: UA



3) Green legs: RE

Which makes the guard's full name: **SQUARE**.

Deactivate the guard's laser eyes by saying its name: Square. The key showing the square is the third key you need.

Key 3:

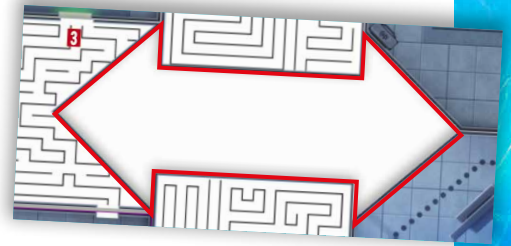


4) Teleport to the Courtyard

The teleporter asks you to choose a location.

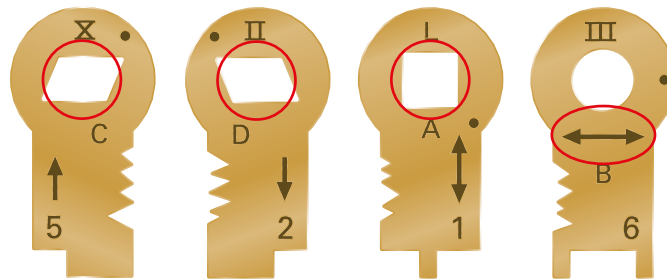
You see six arrows on the screen that you can also find on the keys.

Remember that the story tells you that you need to go back to the courtyard. Look at the map of the building you have put together to find the courtyard, which is the free space in the center which is shaped like a horizontal double-arrow. Teleport to the courtyard by pressing the horizontal double-arrow button on the control panel. The key showing the horizontal-double-arrow is the fourth key you need.



Key 4: 

CODE PART 2:    



PART 3:

FIGHTING QUARKS AND ITS BIG BOT

You have teleported into the inner courtyard. Quarks is still there inside his giant robot. As you have turned the box inside out and put it back together, you realize how big the robot really is.

Examine the BIG BOT box from all 6 sides and find Quark in the cockpit at the top. Find the tag on the foot of the robot (bottom of the box) that tells you that you need to detach the cockpit from the body. You find the 'cockpit separation control' on the bot's shoulder. But to get there, you need to climb up the robot from down below:



Climbing the Stairs

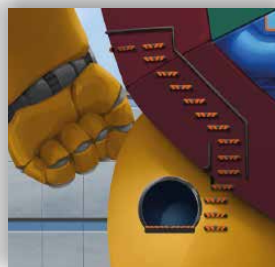
Start climbing the stairs from the bot's left foot on the front of the box until you enter the hallway (1) which goes through the robot (2). To find the other side of the hallway you need to turn the box to the back and continue climbing the stairs (3). Then follow the stairs around the robot and turn the box to the front again where you arrive at the Harpoon balcony (4).



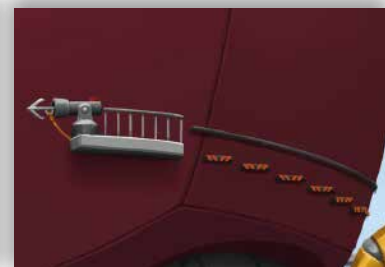
1) Front of box



2) Left side of box



3) Back of box



4) Front of box

Harpoon Balconies

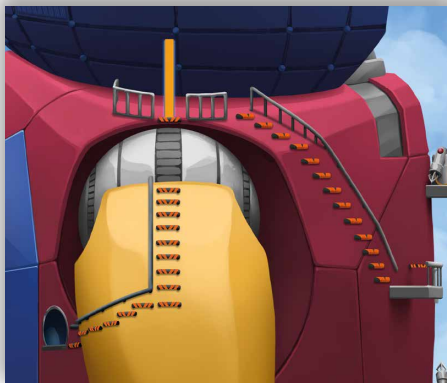
When you arrive at the harpoon balconies on the front of the box, you can use the rope to retrace your path or just follow the path with your finger. Then your way is blocked by a laser-blocked door with a control panel showing numbers 1-6. You need a number to deactivate the laser beam and follow your way to the cockpit. Look back at the shape of the harpoon path. It looks like a number "2". The button showing number 2 will deactivate the laser. The key showing number 2 is the first key you need.



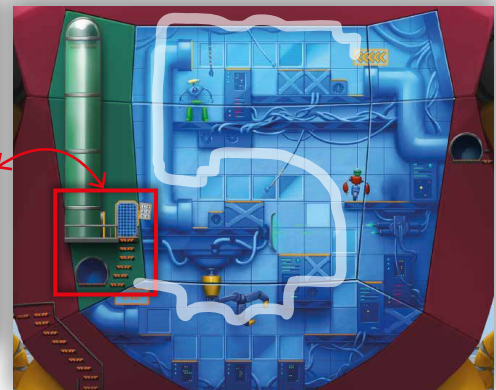
Key 1: 2

Jump 'n' Run

Turn the box to the right side and follow the stairs down to the next hallway (5). Go inside and turn the box to the back to see the inside of the robot which looks like a level from a video game. Find the path from START to END below the green elevator while avoiding the bots (6). Then your way is blocked again by another laser-blocked door with a control panel showing numbers 1-6. Look back at the shape of the path. It looks like a number "5". The button showing number 5 will deactivate the laser at the end of Jump 'n' Run. The key showing number 5 is the second key you need.



5) Right side of box



6) Back of box

Key 2: 5

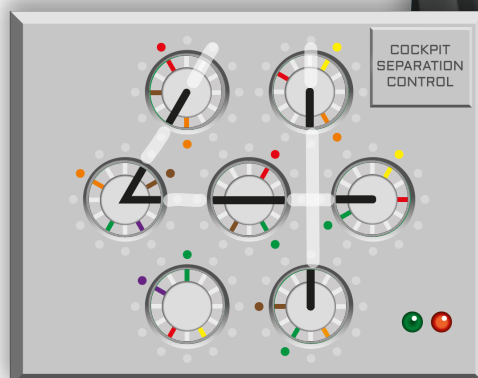
Cockpit Separation Control

Now go up using the green elevation on the back of the box and turn the box so you can see the top to find the cockpit separation control. Find the control panel and 7 buttons in the envelope.

Position the 7 buttons in the correct place in line with the control panel. Align the color dots on the panel with the same color lines of the buttons to activate the separation. All dots will be used, but not all lines will align with a dot. There is only one solution.

In the correct arrangement, the black lines on the buttons resemble a number "4". This is the third key.

Key 3: 4



The Remaining Cable

Check the tag on the sole of the foot on the bottom of the box. It says 'cut the remaining cable after cockpit detachment'.

Keep following the stairs at the top of the robot. It leads you via the head, where you see three squares that look like the envelopes, to the last stair step. Check the envelopes to realize that each envelope of this adventure shows part of an image which you can put together like a puzzle. When you put the envelopes together in the correct alignment, the image shows what happens after you have activated the cockpit separation: Quarks' cockpit is still connected to the bot body via just one cable.

Hold the image in front of the box illustration and trace the cable salad to find out which cable is still attached.



It leads to the circle-shaped metal plate, which is the final key.

Key 4: ○

Order of the Keys

Insert the keys in the order of the stages you had to go through, with the explosion key being the last one.

CODE PART 3: 2 5 4 ○

