

Your friend and classmate has been missing for a year. Now you suddenly receive a vision about Jesse! Did you succeed in solving the mystery behind Jesse's disappearance, or did you miss something? This is what you should have done to solve the mystery.

LEVEL 1: THE DETENTION CLASS

Because you had all suddenly fallen asleep during Mister Collins' math class you were forced to stay for detention and were separated. How can you solve the mystery behind Jesse's disappearance within an hour's time? You then hear someone coughing behind you. It's Casper. He hands you a note that looks like his math homework which is signed with, "You owe me. Casper the Detention King."

0) The note of the Detention King

The note that Casper handed to you is filled with a combination of text, numbers and mathematical symbols. Hold the note upside down and carefully look at the blue numbers and symbols to decipher Casper's secret message. These symbols are secretly words that have just been written upside down. When you translate the note, you will get the following:

Escape plan

- 1: Fold the plan into a paper plane and throw it toward your friends.
- 2: Make sure that you have permission to go to the toilet.
- 3: Steal the key to the dean's office from the janitor. Enter the dean's office and call for Mr. Collins using the intercom.
- 4: The rest of you flee from the school as soon as Mr. Collins makes his way towards the dean's office. Draw the shortest escape route. Be careful: do not walk past doors belonging to classrooms that still have classes!!!

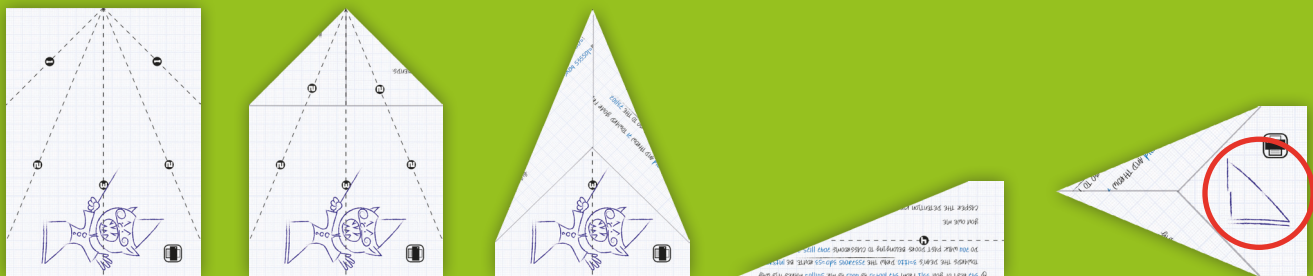
You owe me.
Casper the Detention King

Follow the underlined parts of the escape plan to find the shapes of the four correct keys. The order of the steps is also the order of the keys.

HINT 1: CAREFULLY READ THE ENTIRE ESCAPE PLAN. WHEN DOING THIS, HOLD THE NOTE UPSIDE DOWN IN ORDER TO BE ABLE TO DECIPHER THE BLUE NUMBERS AND SYMBOLS.

1) Fold the plan into a paper plane

Fold the note across the folding lines in the order of the numbers. Then check the top of the airplane and note that the drawing of Mr. Collins has turned into a triangle. The line next to one of the sides of the triangle tells you which side the bottom is.



Key 1:

HINT 2: FOLD THE NOTE INWARDS ACROSS THE FOLDING LINES IN THE ORDER OF THE NUMBERS.

2) Make sure that you have permission to go to the toilet

Mister Collins thinks that you should have gone to the bathroom during recess. But luckily, he’s not as much of a ‘baddy’ as you might think, so he offers you a chance to go to the bathroom after all. He gives you a riddle which he thinks you will not be able to solve and looks at you with a self-satisfied grin on his face:

I am full of holes, yet I can still contain water. What am I?

The answer is: A sponge. The sponge is in the classroom underneath the blackboard. When you look at the sponge more closely you see that it has a circle on it.

Key 2: ●

3) Steal the key to the dean’s office from the janitor

One of you has been given permission to freely roam the school in order to go to the bathroom. But instead of going to the bathroom, this person heads to the janitor’s room to steal the key to the dean’s office. There is a key rack behind the janitor. This rack has the same layout as the map of the school. Search the map for the location of the dean’s office and find the corresponding key on the key rack. This is the key with the square hole.



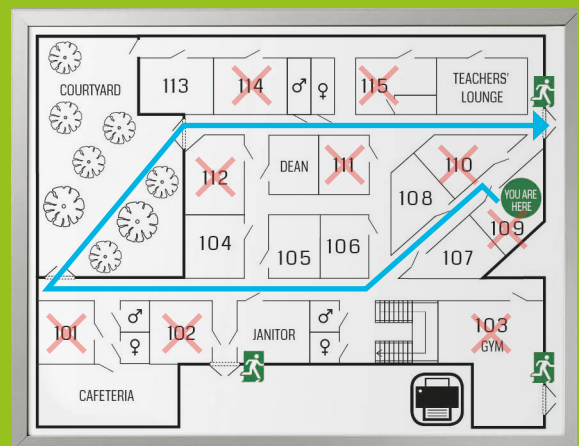
Key 3: ■

HINT 3: WHAT DOES THE LAYOUT OF THE KEY RACK REMIND YOU OF?

4) Draw the shortest escape route

The person that went to the ‘bathroom’ has used the stolen key to enter the dean’s office and has used the intercom to call for Mister Collins using a fake voice. It is now up to the rest of the group to flee from the school while Mr. Collins has left his classroom to head to the dean.

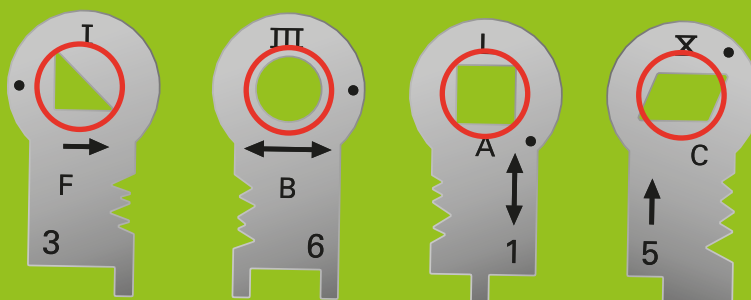
Casper tells you in his escape plan that you should not walk past the doors of classrooms that still have classes in them; otherwise you could be seen and caught by one of the teachers. Find out what time it is and which classrooms still have classes in them. According to the clock in the classroom it is now 15:10 and according to the class schedule there are, at this time, a total of 9 classrooms that still have classes in them. These are: 101, 102, 103, 109, 110, 111, 112, 114, 115. Mark these on your map. You now see that it is impossible to use either the southern entrance or the emergency exit in the gym to escape without walking past rooms 102 and 103. Your only option is to use the eastern entrance to escape. The shortest route is to move diagonally across the schoolyard. Draw the route on your map and you’ll see that it makes a parallelogram.



Key 4: ▱

HINT 4: 1. CHECK THE CLASS SCHEDULE TO SEE WHICH CLASSROOMS STILL HAVE CLASSES. 2. MARK THESE ON YOUR MAP. 3. DRAW THE FASTEST ROUTE TOWARD THE EXIT THAT AVOIDS THE DOORS OF THE MARKED CLASSROOMS.

CODE 1: ▲, ●, ■, ▱



LEVEL 2: THE HOUSE

Having arrived at the house you notice that there is an open window on the 2nd floor. This could be your way in! The construction workers are currently enjoying a nice cup of coffee in their construction shack. You devise a rather bold plan and get started. The first step: making sure you are not stopped by the construction workers.

The 4 steps you have to take in order to enter the house are written on the plan of action that is attached to 'Jesse's old home.' This is also the order of the 4 keys. The underlined words tell you what you're looking for.

1) Lock up the construction workers

Tie the rope around the construction shack in such a way that all possible ways of escaping (even the air vent) are blocked and the ends of the rope can be tied together.



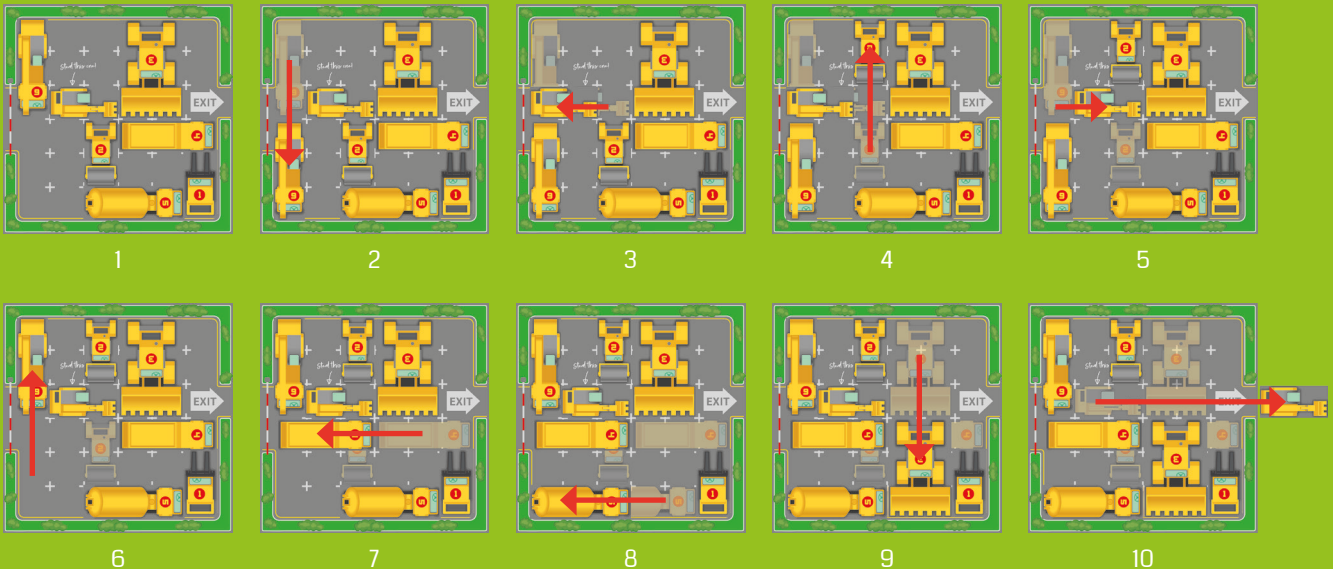
You see that the construction shack is covered in shapes, sprayed on with graffiti, 5 of which are now covered by the rope. The triangle on the back is the only one that is uncovered and thus left over.

Key 1: ▲

HINT 5: WHICH SHAPE IS LEFT OVER AFTER YOU HAVE TIED THE ROPE ACROSS ALL EXITS?

2) Steal the excavator

Place all of the construction vehicles in their correct starting positions on the parking lot. This is indicated by their transparent shapes. These vehicles can only be moved forwards or backwards. Move them, one at a time, forwards or backwards so that you will eventually be able to move the (numberless) excavator through the exit. You do this by moving all of the vehicles except for one: vehicle 1.



Key 2: 1

3) Correctly position the excavator

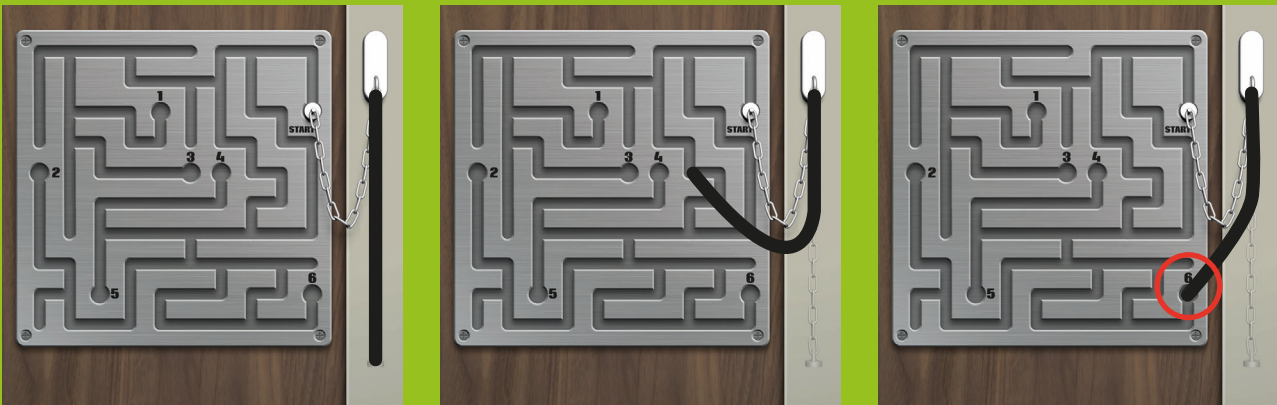
First put the excavator together on the location of 'Jesse's old home.' Make sure that the points with matching colors are placed on top of each other in such a way that the numbered disks are on top. Then move the parts so that the bucket of the excavator (correct side up) touches the edge of the open window.

Now read the numbers that the arrows on the excavator are pointing at. These are: **384**. Check the back of the construction shack. Here you will find a list of excavator positions and the letters that correspond to these positions. Position C is the correct position.

Key 3: c

4) Unlock the chain lock

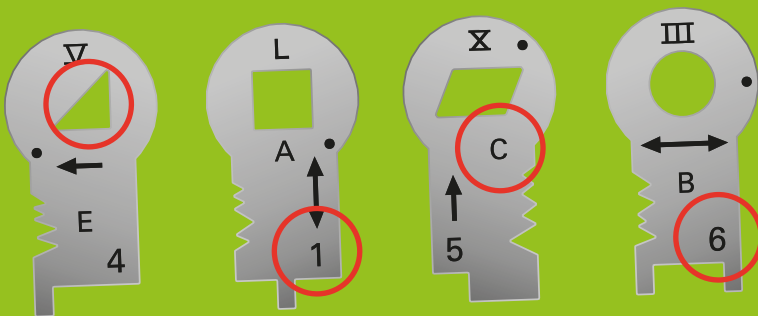
Jesse's old home has a very special lock on the door: a chain lock maze. The end of the chain has to go through 1 of the holes in order to unlock the lock. Use the rope to mimic the chain. Make sure that the rope is the exact same length as the transparent end position of the chain and then move it through the maze towards the individual holes. You'll notice that when you maintain the correct length, the rope will only be able to reach hole 6.



Key 4: 6

HINT 6: PLACE THE ROPE OVER THE TRANSPARENT CHAIN (WITH THE END FACING DOWN). MAKE SURE TO KEEP THE LENGTH THE SAME AS THE CHAIN AND MOVE THE END OF THE ROPE THROUGH THE MAZE. WHICH HOLE CAN BE REACHED THIS WAY?

CODE 2: ▲, 1, C, 6,



LEVEL 3: THE ROOM

Today you've got a chance to investigate Jesse's room. As you walk around inside the room, you are suddenly startled by strange drumming noises coming from within the closet. Looking through Jesse's diary you get useful information. Maybe this will hold some clues about Jesse's whereabouts and the mysterious drumming noises.

1) Decipher the drum sounds to find the key to the closet

In the room you'll hear drum sounds, indicated by the speech bubble pointing towards the closet. Each drum plays its own tone. With the help of the website "African drums and their sounds" you can decipher the drum sounds. For each of the six sounds, find the type of drum that produces that exact sound. These are: CEREMONIAL DRUM OF THE SENUFO PEOPLE, IGBA, RAVANNE, CEREMONIAL DRUM OF THE SENUFO PEOPLE, LOG DRUM and the EWE. Take the underlined letter of each of these names and put them together: C-I-R-C-L-E.

HINT 7: LOOK AT THE FIRST LETTERS OF THE DRUMS THAT ARE MAKING THE NOISES (COMING FROM JESSE'S CLOSET).

Key 1: ●

2) Find out in which part of the room the missing controller is hidden

When you open the closet you'll find the console and only three controllers. The fourth has been used by Jesse and is probably hidden in the room.

On the picture of the console you can see what the controllers look like. Searching through the room you'll see the connector of the controller sticking out between the books in the bookcase. Now look at the backside of the diary. Here you'll find a sketch of the room divided into 6 segments, each marked by a key symbol. You've found the controller in the lower-right segment of the room, marked with a triangle pointing towards the right.



Key 2: ▲



3) Find the order in which the controllers are plugged in and translate the symbols in that order

Once you have plugged in the controllers you'll find that the cables of the controllers are all tangled up. You'll need to find out which controller belongs to which player. Decode the symbols on the controllers using the Rosicrucian's secret code on the right side of the Chrono Decoder. You'll get: I,X,-,S. Find out in which order the controllers are connected to the console from top to bottom. When you put the decoded letters in that order you'll get: SIX.

Key 3: 6

4) Figure out which character Jesse has chosen

Now the console is all set up. Once you have started the game, you see the character selection menu. From the sentence in Jesse's diary, "I hope it has animals in it!," plus the decoration of the room, you can safely conclude that Jesse loves animals. Therefore, Jesse would have definitely chosen option 2, "ANIMAL EXPERT," as the character to play the game with.

HINT 8: MOST PLAYERS CHOOSE A CHARACTER THAT RESEMBLES THEMSELVES.

Key 4: 2

CODE: ●, ▲, 6, 2

