

Not only do you find yourself in a strange jungle, it also appears that your friend Jesse has been bitten by a venomous snake. Were you able to bring the antidote to Jesse in time? Or did you perhaps miss something? This is what you should have done in order to find and cure Jesse.

## LEVEL 4 - THE SECRET CABIN

As you look around, you'll find a note stuck to a tree. It was written by Alan Parrish. According to the note, Jesse was bitten by a snake a few minutes ago and needs to receive an antidote as quickly as possible. Alan explains that he keeps the antidote in his secret cabin in the woods and that he has left clues to help us find the cabin.

These clues are in the exact order of the four keys to solve the first level.

### 1) Locate yourself on the map using the binoculars.

You'll see a river landscape through the binoculars. Check all six viewpoints on the map and find out from which one you can see a river. This is viewpoint L.

#### Key 1: L

### 2) Find a letter hidden in Alan's letter.

Read all the red letters in a sequence: "fold letter number on number then cut". When you fold the letter correctly, number 1 on number 1 and so on, you will find two red cutting lines (A). Cut the two red lines with scissors (B) and unfold the letter (C). You will find the shape of the letter 'E'. This is the first hint from Alan to find the cabin on the map.



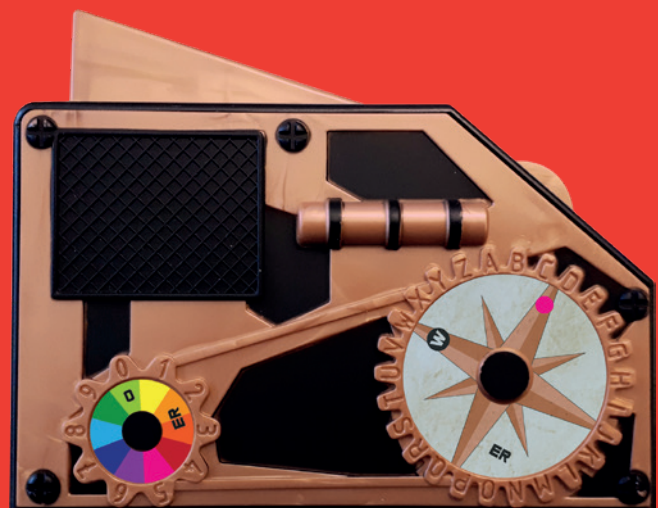
#### Key 2: E

### 3) Find a number with the 3 compass parts.

Take the three parts of the compass. You can find ER and hints on the backside of the two big pieces: "The sun always starts in the east..." and "...ends in the west." Place the compass with E (east) to the E in the big wheel on the right side of the Chrono Decoder. Place the second compass with W (west) on top of the first one on the W of the Chrono Decoder. You can see a pink color through the small hole. Place the smaller compass part in the small wheel on the right side of the Chrono Decoder with the 0 to the 0 and check which number corresponds with the pink color. If you combine this number with the letter you found in the letter, you'll get the coordinates of the cabin.

#### Key 3: 5

**HINT 2: PLACE ALL 3 COMPASS PARTS ON THE CHRONO DECODER. PLACE THEM LETTER BY LETTER IN THIS ORDER: E ON E, W ON W AND YOU WILL SEE A COLOR. THEN THE SMALLER ONE 0 ON 0 GIVES YOU THE NUMBER YOU NEED.**





**4) Find a snake and add its venom to the potion.**

On his diary page, Alan describes his observations in the jungle near the cabin. These observations contain clues about which eyes belong to the snakes. You see four different shapes: round, square, triangle and parallelogram. The size of the eyes determines whether the animal is an adult or a baby.

- Monkeys:** One monkey only has one eye. You can find the single separated round eye on the right side of the hut. Therefore round eyes belong to monkeys.
- Jaguars:** Jaguars have the most babies. The little ones have smaller eyes. If you count all the small eyes per shape, the triangle shape has the most small eyes. Therefore triangle eyes belong to jaguars.
- Elephants:** One of the elephants is banned from the herd. The square eyes in the left upper corner have the biggest distance to all other square eyes. Therefore the square shaped eyes must be the elephants'.
- Snakes:** They must have the parallelogram shaped eyes, which is the only option left.

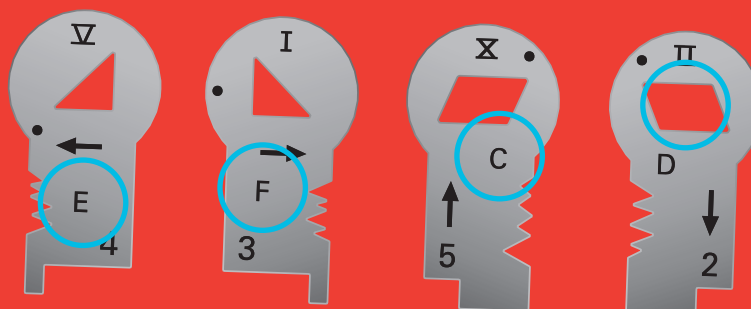


The shape of the snake's eyes contain two different parallelograms in opposite directions. However, you only need one of these shapes. In the last sentence in the letter it's been said that "you have to look into the left eye that shines the brightest". This refers to the right key being the parallelogram on the left side.

**Key 4:**

**HINT 5: FIND THE SEPERATE EYE (MONKEY). COUNT THE MOST SMALL EYES PER SHAPE (JAGUAR), CHECK THE BIGGEST DISTANCE BETWEEN THE SAME SHAPE OF EYES (ELEPHANT). SNAKES ARE THE LEFTOVER SHAPES.**

**CODE 2: E, F, C,**



## LEVEL 6 - THE TUNNELS

The diary of Alan describes the tunnels being the coolest place nearby. This could be the location where Jesse went to slow down the snake poison. Make your way through the tunnels to cure Jesse as soon as possible.

### Find your way through the tunnels.

Place the chambers and corridors in the correct order using the colors of the corridors and the doors in the chambers. There is only one possible solution to this. Start with chamber ① with the ladder (the entrance). Connect the two purple doors of chamber ① and ③ with the purple corridor. Then use the blue corridors to connect chamber ② to chamber ① and ③. Now you can see the red corridors fit exactly between the red doors of chamber ① and ②. Connect chamber ④ with the green and orange corridors to finalize the tunnels.



**HINT 6: READ THE DIARY CAREFULLY AND MAKE THE MAP OF THE TUNNELS FIRST. START BY CONNECTING THE PURPLE DOORS WITH THE PURPLE CORRIDOR.**

**HINT 7: ORANGE, PURPLE, RED, BLUE, GREEN.**

### Chamber 1 - with the ladder.

Lowering yourself into the tunnels with the ladder, you start your search for Jesse as you enter the first chamber. To know which door you need to open, follow exactly the instructions on the back of the chamber with your own hands and arms: "left hand pinch nose, right arm goes through, what animal are you?". The right answer is an elephant. Looking inside the chamber, you can find the red door with an elephant on it. That door contains a lock with a circle shape.

**Key 1:** ●



### Chamber 2 - with tile trap.

Following the red corridor you enter the second chamber. On the back of the chamber you'll find an incomplete picture. Start drawing a line between the dots in a numerical order. After finishing the drawing, you can see a tile that has been broken in a specific pattern. This is what the trap tile looks like. Find the same tile in the chamber. On the tile trap in the chamber you'll find a triangle shape. This is the second key you'll need.

**Key 2:** ▲

### Chamber 3 - with the tangram.

The blue corridor leads you to the third chamber. On the back of the chamber you'll find a jaguar shape. Recreate this exact image with the tangram pieces using the lines of the wood to position the pieces. The text "I only need 7 parts!" indicates there's one piece you shouldn't use for the tangram. This turns out to be a square piece. Therefore, The square is the shape of the third key.

**Key 3:** ■



**Chamber 4 - follow the torches.**

Solve the rebus and find the sentence: "Connect all the torches".

🪙 Coin: Coin (i = n) + ect = connect

🏀 Ball: ~~B~~all = all

🌲 Tree: Tre~~e~~(r = h) = the

♟️ Chess: tor + ches~~s~~ = torches

Keep all tunnel chambers and corridors connected appropriately and turn the chambers front side up again. Now you see a torch in every chamber. Connect the four torches to find a shape.

**Key 4:** ▭



**HINT 8: TRAP: CONNECT THE NUMBERS TO FIND THE TILE'S CRACK PATTERN. THE SOLUTION IS A SHAPE.**

**REBUS: LEAVE THE TUNNEL PARTS IN PLACE AND CONNECT THE TORCHES TO FIND A PARALLELOGRAM SHAPE.**

**CODE 3:** ●, ▲, ■, ▭

