

WALKTHROUGH

DO NOT READ UNTIL YOU ARE READY FOR THE SOLUTION!



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

Part 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 Natalie'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 letters that have 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 his 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 airplane

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.

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



Key 1:

2. Make sure that you have permission to go to the bathroom

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

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 lay-out 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: ■

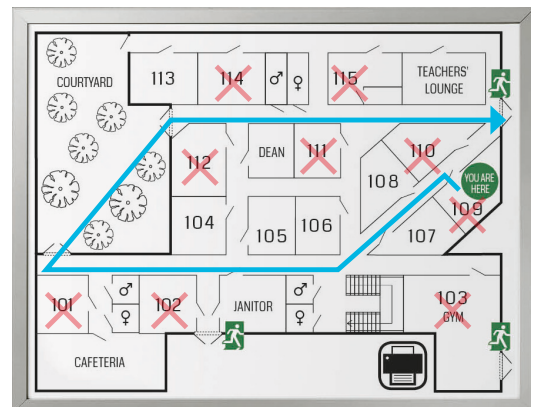
HINT 3: WHAT DOES THE LAY-OUT OF THE KEY-RACK REMIND YOU OF?

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 the 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.

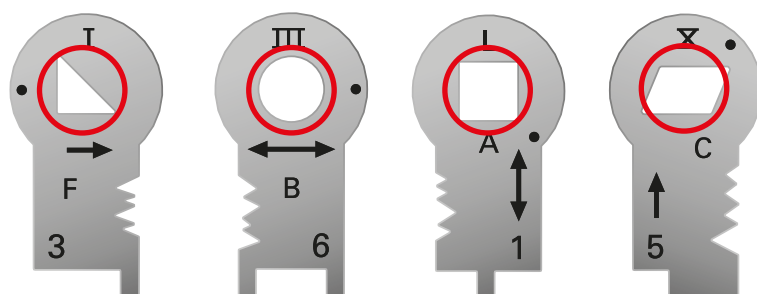
These are: 101, 102, 103, 109, 110, 111, 112, 114, 115. Mark these on your map. You now see that it is impossible to use either the southern entrance or the emergency exit in the gym to escape without walking past rooms 102 and 103. Your only option is to use the eastern entrance to escape. The shortest 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: ▴ ● ■ ▱



Part 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 'Natalie'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 airvent) are blocked and the ends of the rope can be tied together.



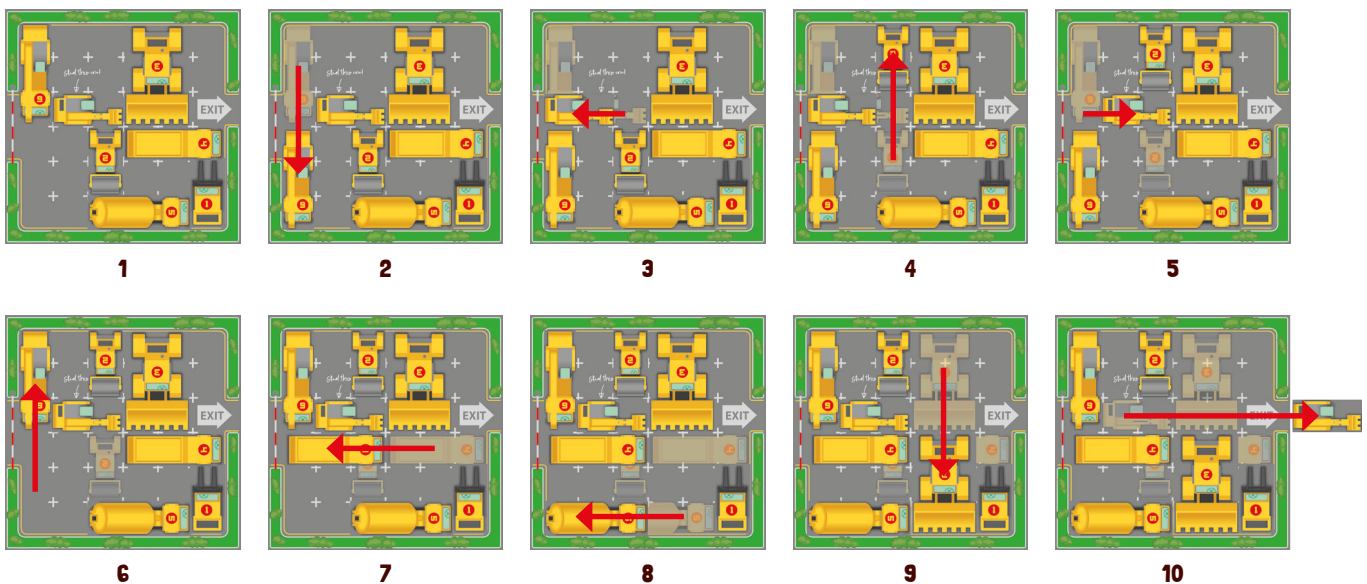
You see that the construction shack is covered in shapes of graffiti, 5 of which are now covered by the rope. The triangle on the back is the only one that is uncovered and thus left over.

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 site 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 vehicle 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 'Natalie'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

Natalie's old home has a very special lock on the door: a chain 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 toward the individual holes. You'll notice that when you maintain

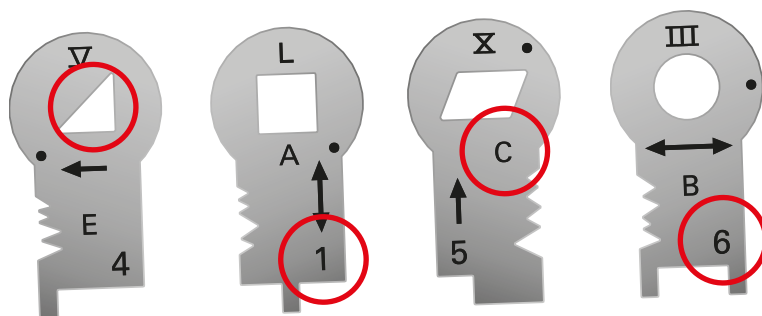


the correct length, the rope will only be able to reach hole 6.

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:  **1, C, 6**



Part 3: THE DRUMMING CLOSET

While you were searching through Natalie's room, you were suddenly startled by strange drumming noises that appeared to be coming from the closet. Perhaps Natalie's diary will help you find out what has happened to her as well as give an explanation for the mysterious drum sounds.

1. Find the computer's password

Knowing Natalie, her password must be her favorite kind of animal. In the second speech bubble, 'how many animals' is underlined. This hints to the fact that Natalie's favorite animal is the one that can be found most in her room. Most animals can be found 2 or 3 times, but there are 4 giraffes in her room. Meaning; giraffes are Natalie's favorite kind of animal. This is option F.

HINT 7: NATALIE'S FAVORITE ANIMAL IS THE ONE YOU FIND THE MOST IN HER ROOM.

Key 1: F

2. Decipher the drum sounds in order to find the key to the closet

The mysterious drum sounds that are coming from the closet appear to be coming from several different kinds of drums. There is still a webpage called "African drums and their sounds" open on Natalie's computer. You may be able to use it to find out which six drums are making the sounds. These are, in order:

CEREMONIAL DRUM OF THE SENUFO TRIBE, IGBA, RAVANNE, CEREMONIAL DRUM OF THE SENUFO TRIBE, LOG DRUM, and the EWE.
Take each underlined letter of each of these names and add them together to form the word 'C-I-R-C-L-E'.

HINT 8: LOOK AT THE FIRST LETTERS OF THE DRUMS THAT ARE MAKING THE NOISES (COMING FROM NATALIE'S CLOSET.)

Key 2: ●

3. Find out in which part of the room the monkey's missing item is hidden

As soon as you open the closet you find a monkey statue holding one emerald in its hand, while the other hand is empty. The text on the statue says to give the monkey what it wants, which must be the other emerald. Search the room to find the emerald between the books on the bottom shelf of the bookcase. The diary contains a sketch of the room divided in 6 parts with each containing a symbol of one of the six keys. The controller can be found in the part right beneath the one that is marked with a triangle.

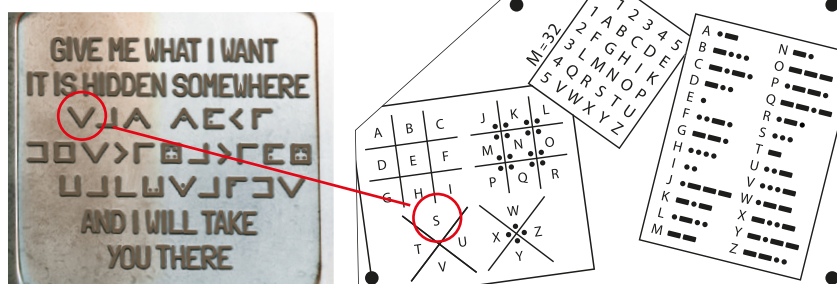


Key 3: ▲

4. Speak the magic words to the monkey statue

Decipher the symbols on the monkey statue by using the Rosicrucian code on the right side of the Chrono Decoder to complete the text: 'GIVE ME WHAT I WANT. IT IS HIDDEN SOMEWHERE. SAY YOUR DESTINATION BACKWARDS. AND I WILL TAKE YOU THERE.'

You, of course, wish to go to the same place the statue has taken Natalie. In her diary you read that she'd love to visit the jungles of Crett'el. According to the statue you have to say your destination backwards. If you say Crett'el backwards, you'll get 'letter C'.



Key 4: C

Code: F, ●, ▲, C

