

KIDNAPPED

SOLUTION
READ ONLY IF YOU ARE READY FOR
THE SOLUTION!

While on your way home, the kidnapper has overwhelmed you and beaten you unconscious. As you come to, you find yourself in a dank and dark cellar. Did you succeed in escaping the cellar? Or did you miss anything? Here's what you should have done in order to find the code for the hatch.

Part 1: Open the locks on the hatch, and escape from the cellar in under 15 minutes.

You shortly regain consciousness as you're being taken away by car. Here you catch a conversation the kidnapper is having with himself. You drift off again, only to come to in a dark cellar. You find a kitchen timer with only 15 minutes left on the clock. Discover the clues needed to open the 4 locks on the outer hatch in order to escape.

Writing on the wall

Looking at the inside of the hatch from left to right, you notice 3 keyholes and a keypad.

So you will need 3 keys, as well as a number for the keypad as a final key.

On the back wall, there are three words of which parts of the letters have been left unfinished.

Complete the missing parts of the letters to find: "exercise, family, sign" These three words refer to the proper sequence of the first three keys to the lock on the hatch.

From the things you heard the kidnapper say in the car, you have gleaned that he wants to be understood. He intentionally hid the keys to the cellar door near items that are important to him; things that have made him into what he is now. He also left clues. He offers every one of his victims a chance to escape. Before they do, they will have to prove themselves 'worthy' by showing they are capable of understanding him.

HINT 1: KEYS: 1 = EXERCISE, 2 = FAMILY, 3 = SIGN, AND 4 = KEYPAD.

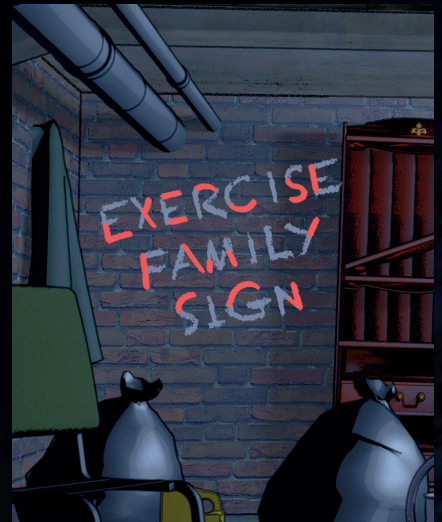
ROTATE THE PORTRAIT ELEMENTS ANOTHER WAY.

HINT 1 EXTRA: ROTATE THE PORTRAIT ELEMENTS SO AS TO FORM A KEY WITH THE SIDES OF PORTRAIT.

1) Exercise

The kidnapper keeps a lot of junk in the cellar. One thing does actually offer a clear connection to the word 'exercise': The BMX bike. On the bike, there are two elements that point towards the key: The reflective circle on the tire, and the strange triangular pattern depicted on the frame. These are both shown on the key with the circle.


KEY 1: 



2) Family


On the wall, you see a painting of the kidnapper's mother. During his ramblings in the car, he called his mother a 'twisted mother'. This clue tells you to rotate the 4 separate elements of the portrait. The white dotted line around the portrait indicates that the end result is actually larger than the painting on the wall. Now rotate the elements until you have formed an actual key with them. At the center of this key you will see the shape of a square.



KEY 2: 


3) Sign

The kidnapper keeps a newspaper in his car, featuring the headline: "Killer leaves his sign again". Next to the headline, there's the image of the victim's head with an 'X' carved in the back of his skull. Evidently, the killer uses the Roman numeral 'X' to sign his victims.

KEY 3: 

4) Keypad

The kidnapper has encircled three adjoining numbers on the keypad, which add up to 11. Continue doing that until you're left with just a single number. It is clear from the already encircled numbers that all three numbers you need to combine must be found in the same column or row. Furthermore, every number may be used several times. You'll end up with the number 3, which is the number for the last remaining key.

KEY 4: 



HINT 2: THE SIGN MUST BE HERE SOMEWHERE: YOU REMEMBER SOMETHING YOU NOTICED IN THE CAR.

HINT 2 EXTRA: EVERY 3 ENCIRCLED NUMBERS ON THE KEYPAD ADD UP TO 11. ENCIRCLE ALL THE AVAILABLE COMBINATIONS OF 3 NUMBERS UNTIL YOU'RE LEFT WITH JUST A SINGLE NUMBER.

CODE:    3

