

PRISON ISLAND

READ ONLY IF YOU ARE READY
FOR THE SOLUTION!

Nine long years you've been waiting for this moment. You have planned your escape in minute detail. You symbolically strike the first item of your getaway plan, and set your to-do list alight, using the lighter you took from the unconscious guard. The fire alarm sounds. Your escape has begun! Did you succeed in carrying out your plan, and have you escaped prison island ludicum? Or did you miss something? Here's what you should have done in order to escape.

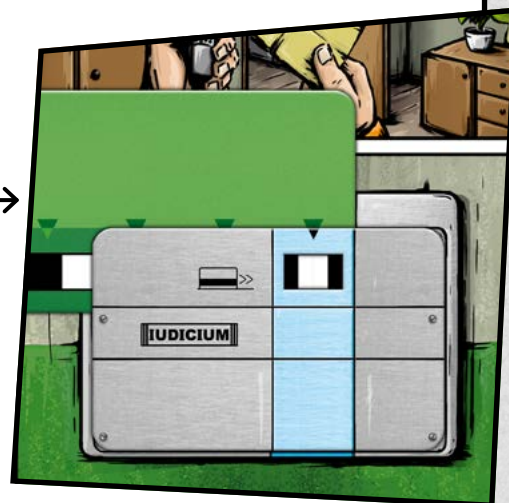
PART 1: THE FIRE - Access the ventilation system.

After you set off the fire alarm by setting fire to your getaway plan inside the warden's office, you directly proceed to stage two: Using the warden's access card to open the door to the ventilation system.

There's an electronic lock on the door to the ventilation system, requiring an access card to unlock it. You managed to find the warden's card in his office, according to plan. However, the fire has caused a blackout, rendering the lock inoperative. On the back of the access pass, it says that in the case of a power failure, you will need to enter the code manually.

Figure out the code, and enter it manually to open the door

Place the cover on the device, and swipe the access card from left to right in between. First, position the card so the first arrow on the card matches the arrow on the metal cover, and read out the barcode through the aperture: black, white, white, black. Repeat this three more times until you have four sets of barcodes. Now turn over the card with the aperture to reveal a note containing binary codes. **Black = 0, White = 1.**



- 1) Black, white, white, black is **0110 = key 6.**
- 2) Black, black, white, black is **0010 = key 2.**
- 3) Black, white, black, white is **0101 = key 5.**
- 4) Black, black, black, white is **0001 = key 1.**

HINT 1: Use the access card together with the electronic lock and the metal cover.

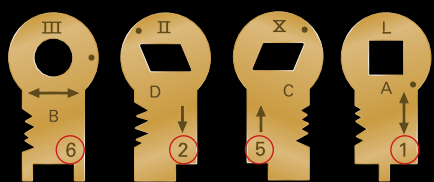
HINT 1 extra: The code is hidden on the magnetic stripe on the access card.

HINT 2: On the cover, it says exactly in what direction you should swipe the access card.

HINT 2 extra: Swipe the access card from left to right through the device, and read out the magnetic stripe.

The 4 keys are in binary.

Code 1:

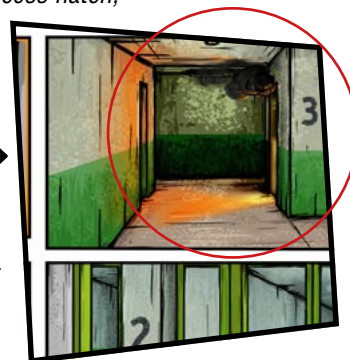


PART 2: THE VENTILATION SYSTEM - Crawl your way through 4 stories of ventilation shafts, and find your way out.

Great! You've successfully executed the second stage of your escape plan. You're now inside the maintenance room allowing access to the ventilation system on the third floor. Now crawl in through the access hatch, and find your way to the outside world.

Step 1: Which floor plan corresponds to each floor?

3rd floor: On the image representing the 3rd floor, you can see the orange glow of the flames and the black clouds of smoke emanating from the room. Take a look at the warden's computer (in part 1). It will indicate on the map where the fire is located. Recalling what one of the guards said ("Fire on the third floor!") you know that the floor plan with the purple border belongs to the 3rd floor.



2nd floor: You overhear the other guard saying: "The cellblock is located on the level below that", meaning the cells are on the 2nd floor. This is also apparent from the cell door depicted on the image of the 2nd floor. From the introduction, you know that there are a total of 12 inmates (you and 11 others). The floor plan with the blue border is the only one showing 12 almost identical rooms, so these must be the cells.

Floor 0: There's a boat down by the water on Floor 0. The floor with the orange border shows water represented by wavy lines. So this must be the ground floor.

1st floor: From this you deduce that the remaining floor plan - with the yellow border - must belong to the 1st floor



HINT 3: Determine the order of the floor plans, and arrange them from 4 to 1.

HINT 3 extra: Use the information you overheard from the guards. Cross-reference this with what you know about the floors.

Step 2: Which ventilation shafts correspond to each floor plan?

From reading the maintenance manual, you learned that every room has a ventilation grid. Compare the ventilation shafts with each of the floor plans. If you superimpose the diagram showing the ventilation shafts exactly over the correct floor plan, every room should have a dedicated ventilation grid. Alternatively, you could compare the number of grids per ventilation shaft to the number of rooms per floor to find out which diagram matches which floor plan.

There is a warning indicator on the computer screen (in part 2) marking an access hatch as a yellow square. On the diagram of the 3rd floor, there's a black square in exactly the same spot as the yellow square: This is the access point to the ventilation shafts.

Step 3: Draw the fastest route through the ventilation shafts.

On the diagram of the ventilation shafts, you will see a print icon. Take a pencil, and draw the route you will take through all four stories of the ventilation system. Take care not to walk across the ventilation grids - as specified in the manual.

Starting at the access point to the ventilation system on the 3rd floor, draw a line to the vertical shaft. This is indicated by a white square on every diagram. This is your way of descending to a lower level. Go to the 2nd floor to see where it will take you, and begin drawing a line to the next vertical shaft. Repeat this process on the 1st and ground floor.

Pay attention to the shapes made by the four routes you have drawn. These correspond to the lower halves of four keys. From the 3rd floor to the ground floor, these are the following keys: **5, 2, 1 and 6**.

HINT 4: Determine which floor plan corresponds to each ventilation system.

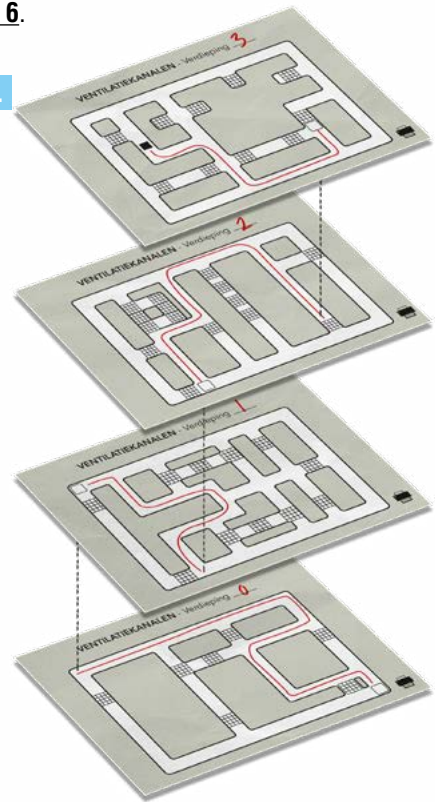
HINT 4 extra: The access hatch marked with a yellow square matches the black square in one of the ventilation shafts.

HINT 5: The access hatch is the entrance to the ventilation shafts.

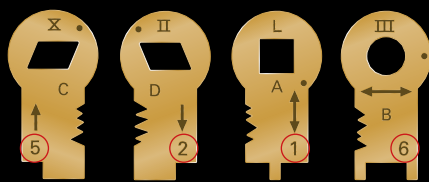
HINT 5 extra: The number of rooms on the floor plan needs to match the number of ventilation grids.

HINT 6: Every route through the ventilation system provides a key.

HINT 6 extra: Draw the fastest route through the ventilation shafts to the ground floor. The shape laid-out by each route corresponds to the bottom-half of a particular key.



Code 2:



PART 3: THE MOTORBOAT – steal the motorboat, and escape iudicium.

Once you're outside, you begin the final stage in your plan to escape: Stealing the warden's treasured boat! After all these years in jail, it looks like you will be able to finally set sail towards freedom.

Looking at the vessel's dashboard, you notice that apart from a key, you will need a three digit code to start the engine.

1) The key

You still have the key from the warden's office in your pocket. The indentations - or 'bitting' - indicate which key you'll need to insert into the Chrono Decoder.



Key 1: ▲▲▲▲

Clues on how to find the three digit code can be found on the label attached to the keychain. It can be found lying between the boards of the jetty. There's a memory aid scratched into the keychain: "months". This means the code consists of numbers corresponding to months.



Three digit code - ranking the initials on the keychain from old to young.

A photo on-board the boat depicts the warden's family. On the keychain, you find a reference to the three digit code needed to start the engines: "from old to young MW – BW – BW". You notice the warden's initials on his access card: J.W. It's safe to assume that the letters on the keychain are also the initials of the warden's family members. Because it says "from old to young", you know this refers to their birthdays.

Examining the family portrait, you see Warden Wilson has a wife and three children. Aboard the boat, you find the girl's teddy bear, with a tag which reads 'Anna'. The youngest and only girl is called Anna. Her initials (A.W) are not on the keychain.

2) Who is M.W.?

On the postcard, you will find the name of warden J. Wilson's wife: Maria Wilson. On the separate calendar, it says her birthday is January 17. January is month number 1. Obviously, Maria is the eldest, which makes the number of her month of birth the first digit of the boat's three digit activation code.

Key 2: 1

HINT 7: The keychain has initials written on it.

HINT 7 extra: The initials form the order in which to insert the keys.

3) Who is B.W.?

In part 2, Warden Wilson says: "Somebody knocked out my son?!" In the story, you learned that Brent is the name of the guard that was knocked out. Namely by you! That makes Brent one of the warden's sons, giving him the initials B.W. The calendar on the computer told you his birthday is May 22. May is month number 5. However, you still don't know whether he's the first or the second B.W.

4) Who is the other B.W.?

The photo shows the middle child - a boy - holding a paintbrush. While in the warden's office, you saw two paintings hanging there, both signed by 'Björn'. The youngest son's initials are B.W. The calendar on the computer told you that Björn's birthday is on June 29. June is month number 6. This is the third number of the three digit activation code.

This also means that Brent is the warden's oldest son, and that the number corresponding to the month of his birth (5) is the second number in the boat's activation code.

Key 3: 5

Key 4: 6

HINT 8: What are the names of the family members shown on the photo on-board the boat?

HINT 8 extra: Determine each family member's correct month of birth.

