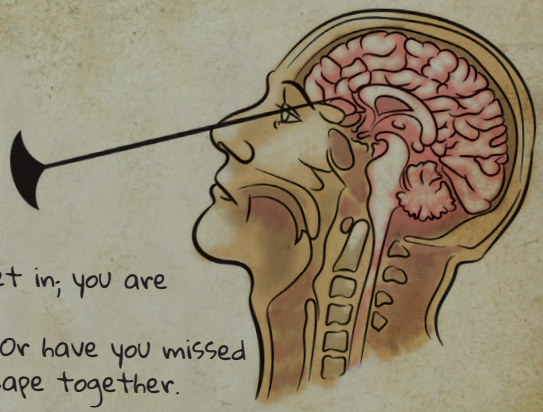
Asylum

Solution

Read only if you are ready for the solution!



Have they all gone completely crazy?! First they unjustly commit your girlfriend Diane to an insane asylum; now they want to perform some kind of gruesome lobotomy procedure on her? Without a second thought, you pack your belongings. On your way to the asylum you devise a ruse in order to get in; you are going to fake a nervous breakdown...
Did you succeed in rescuing Diane from the asylum? Or have you missed something? Here's what you should have done to escape together.

Part 1 - Isolation

Great, you got yourself committed to the madhouse. It's just that you played your part a bit too convincingly: You're taken straight to isolation! Upon arrival, they remove your straightjacket and the big padlock on the cell door clicks shut. Once the doctors have left, you panic... Now what?! In your anger and frustration you bang your fists against the wall. You discover you dislodged one of the tiles. As you manage to pry it from the wall, you find a small mirror in the hole behind it. Fortunately, you feel your pulse starting to slow, as you take a good look around... Open the lock in order to escape isolation.

Lock on the door and the order of the keys

Before entering the cell, you notice a strange, six-pointed lock on the door. Inside, you see red dotted lines across the walls. Hold up the mirror to the edge of the red dotted line next to the right-side wall of the cell and read: "Look at the bars". So the red dotted lines are mirror lines. There are more of those throughout the cell; for example next to the bars. Place your mirror exactly on the dotted line next to the bars and discover different numbers of notches on each bar:
|, ||, |||, and ||||, along with cryptic descriptions of 4 puzzles.
The notches point to the correct order in which to use the keys.

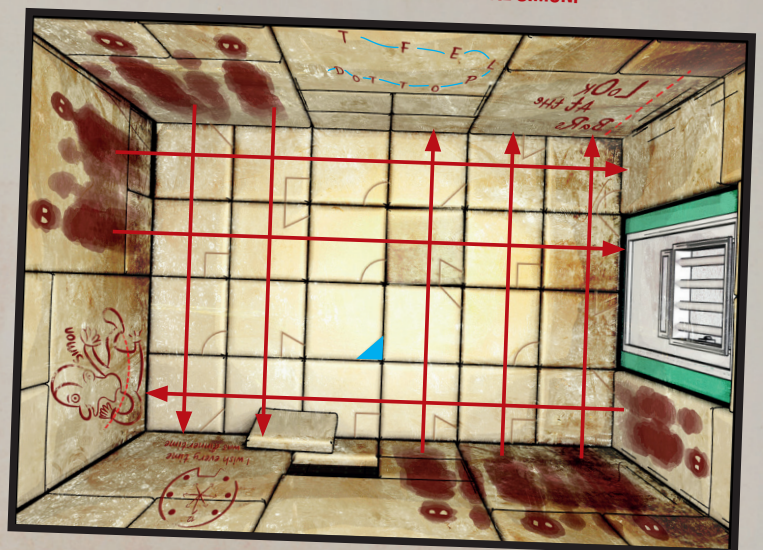
HINT 1: USE THE MIRROR ON THE BARS TO DISCOVER THE ORDER OF THE KEYS.

HINT 1 EXTRA: YOU WILL FIND: I = STAY OUT OF SIGHT, II = WORD SNAKE, III = CLOCK, AND IIII = CANNIBAL SIMON. THESE ARE THE PUZZLES FOR THE KEYS.

I Stay out of sight

There are shadow people along the walls of the cell; some of them have eyes, and they're looking at you. Every floor tile in your cell has a symbol on it. Interpreting the rows and columns of the floor tiles as lines of sight, you'll find that there's one tile where you can sit without any of the shadow people seeing you. The symbol of this tile is the first key.

KEY 1: 



II Word Snake

There are some letters on the right-side wall of the isolation cell. Together, these form two words. Starting at the word ‘dot’, connect the remaining letters. This will read: ‘dot upper left’.

KEY 2:

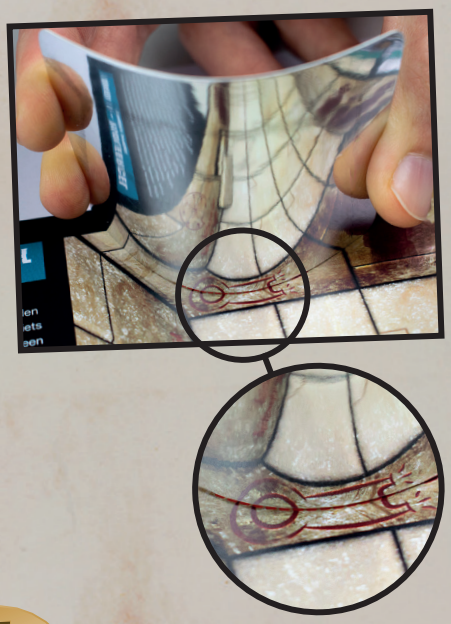
III Clock

Somebody has drawn an odd six-pointed clock on the cell’s walls. It resembles the lock, with the hour hand resting at twelve o’clock as well as six smaller hands. Beneath the clock, it says something about dinnertime. On the surface of the cell door, you notice the daily schedule. You learn that dinner is placed in the isolation cell at 17:00 hours. At 17:00 hours, the small hand on the clock face would point towards the dot in the lower-right area.

KEY 3:

IIII Cannibal Simon

Patient Simon’s self-portrait shows a curved mirror line. Carefully bend the mirror exactly along the line and look at the curvature of the mirror. You will clearly see the shape of the key with number 6.

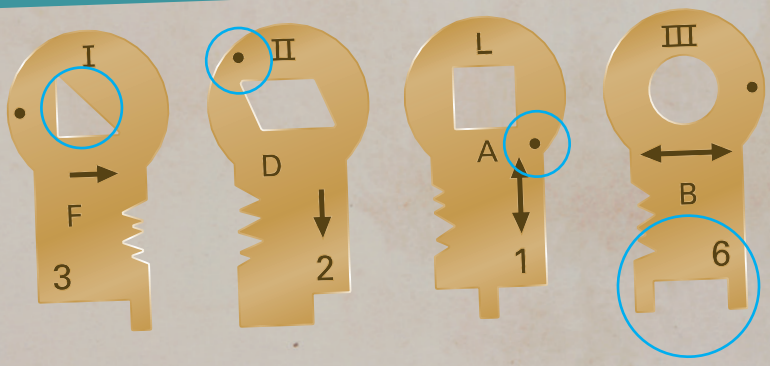


KEY 4:

HINT 2: YOU WILL FIND 2 SEPARATE DOTS AND 2 SHAPES INVOLVING THE KEYS.

HINT 2 EXTRA:THE SOLUTION TO PUZZLE I IS A SHAPE. BOTH PUZZLES II AND III INVOLVE A DOT ON THE LOCK. PUZZLE IIII REVEALS THE SHAPE OF THE BOTTOM-HALF OF A KEY.

CODE 1:



PART 2 - NURSING WARD

You managed to break out of isolation. But arriving at the nursing ward, you find Diane’s bed empty. You ask around among the patients there to learn where she is, but their only response is gibberish. As you move to investigate, you discover the patients’ files. Within you’ll find clues to decipher their babbling, so you can start to understand what the patients are trying to tell you.

Patients' Files

You find five patients lying in their beds, each saying something about your missing girlfriend. But each patient speaks in his or her own confused way. In order for you to understand them, you will need to figure out what disorder they’re suffering from. Put the six files together with their respective owners:

Dave Paine: suffers from MCDD, resulting in a heightened sense of hearing. He can hear things others cannot.

Simon Paine: is twin brother to Dave, and suffers from autophagia as well as mirroring syndrome. As one look at him will tell, he has only one leg, because he ate the other.

Ferron Felsman: suffers from clinical lycanthropy; He is under the delusion that he's actually a wolf. This is evident from his facial features, as well as the fact that he doesn't talk, but growls.

Jesse Jones: experiences synaesthesia, and confuses her senses when she talks. e.g. She sees letters in color.

Tara Teller: suffers from Stendhal Syndrome. Those afflicted become manic if overwhelmed by the beauty of art. As noted on the doctor's clipboard on the Rorschach test, Patient 23796 experienced a manic episode when confronted with the beautiful image. Tara's patient number has been obscured, but the number is still visible on her shirt.

The two remaining patients who are absent from the dormitory right now must be the escapee, Charles, and your girlfriend Diane.
Diane van Dyk: epilepsy.
Charles Castle: epilepsy.

HINT 3: FIND OUT WHICH PATIENT FILE BELONGS TO WHICH PATIENT.
HINT 3 EXTRA: DAVE CHARLES SIMON – JESSE FERRON – TARA DIANE.

THE PATIENTS' MESSAGES

Decipher what the patients are saying about Diane using the information provided in their files:

Dave Paine: Talks of hearing Diane's footsteps. The gate refers to the entrance. So the message is: As seen from the nursing ward, the room Diane has been taken to lies somewhere further than the entrance.

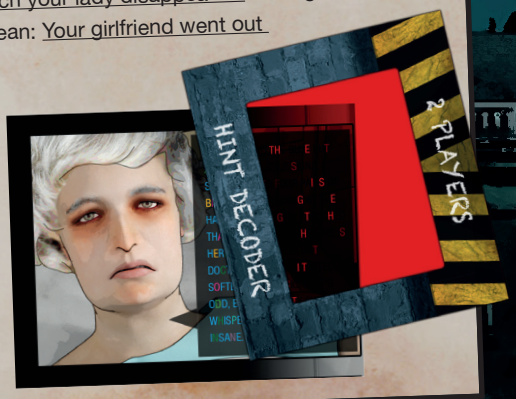
Ferron Felsman: Decipher the growling using the diagram on the back of his file. You can convert groups of the same letter to other letters. 'GGGG' can be translated to signify the letter 'd'. However, it can also be the case that Ferron means 2 groups of 2 G's each, resulting in the translation 'bb'. After experimenting a bit, you will end up with the following message: Diane is inside looking out. This points to her being in a room with a window offering a view of the gardens.

Tara Teller: Tara talks ambiguous. Her stammering reveals an additional sentence. Putting the redundant letters together, you will end up with the message: The room has more than two doors.

Simon Paine: Looks at you through a mirror; use the mirror to read the writing. You will notice that he switches left and right, because he asks for the glass standing to the right of him, while the glass is actually standing to his left. He offers the following clue: I'm now looking in the direction in which your lady disappeared. Seeing as he's looking to his left, he means 'right'. So you have to take his clue to mean: Your girlfriend went out the door and immediately turned right.

Jesse Jones: Talks in colors. Her file says that you should always 'see' her ramblings through a filter. Place the Hint Decoder's red film over the words: The room is bigger than the visitor center.

Diane van Dyk: Absent, so she can't say anything
Charles Castle: Has escaped, so he can't say anything.

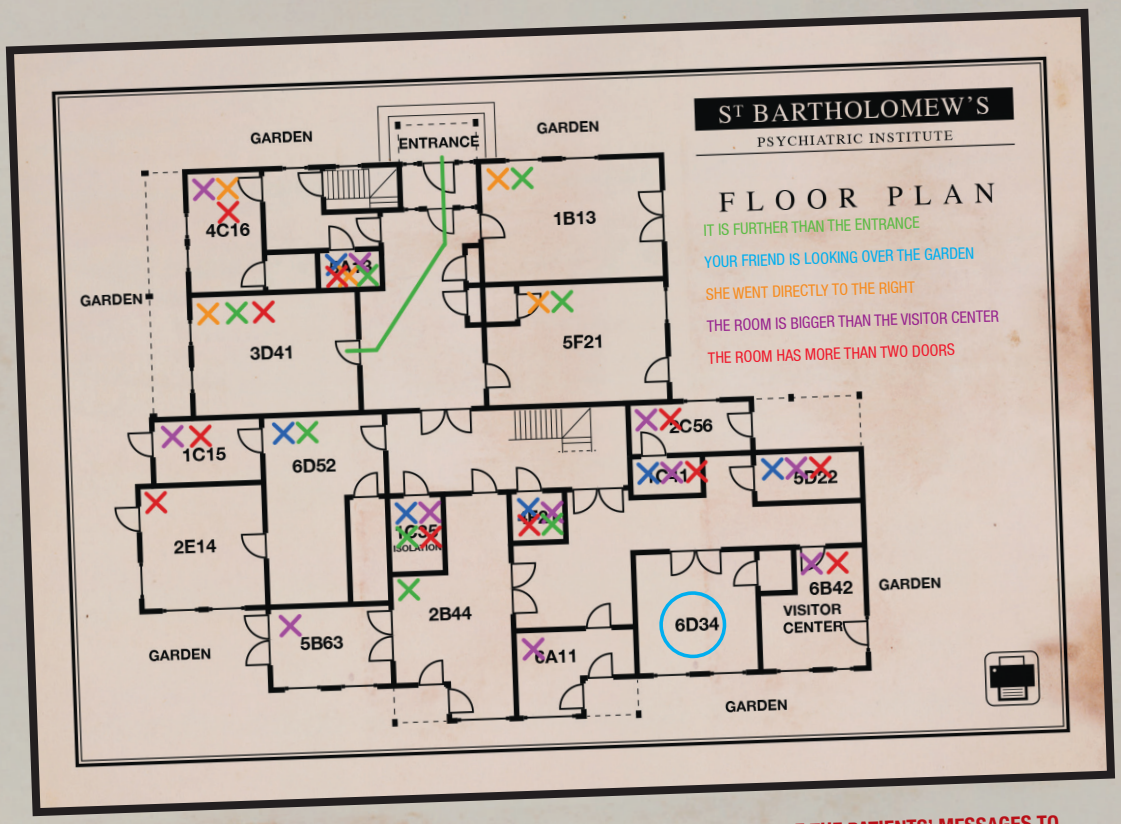


HINT 4: DECIPHER THE MESSAGE OF EACH PATIENT HERE TO DISCOVER DIANE'S WHEREABOUTS.
HINT 4 EXTRA: THE PATIENTS' FILES CONTAIN CLUES TO HELP YOU UNDERSTAND THEM.

HINT 5: EXAMINE THE BACK OF THE FILES. USE THE HINT DECODER TO BETTER UNDERSTAND ONE OF THE PATIENTS.
HINT 5 EXTRA: TARA'S STAMMERED LETTERS COMBINE TO FORM A SENTENCE. SOME OF THE SOUNDS PRODUCED BY FERRON CORRESPOND TO MORE THAN 1 LETTER.

ELIMINATING ROOMS

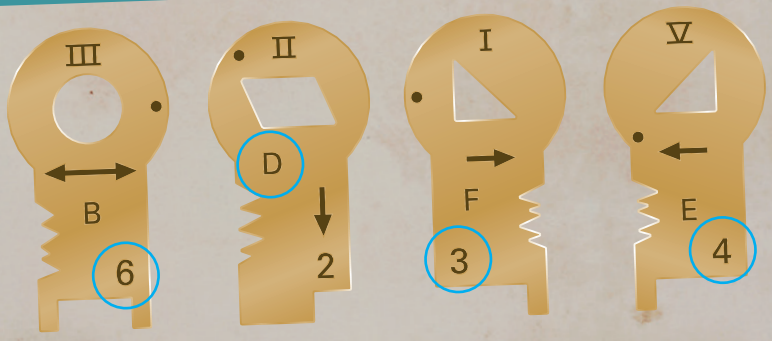
The print icon tells you you're allowed to draw on the image. Use the patients' deciphered messages to eliminate the rooms where Diane CAN'T be. This leaves the room hiding Diane: room 6D34. The room number corresponds to the four keys.



HINT 6: COMPARE THE ROOM IN WHICH YOU ARE NOW TO A ROOM ON THE FLOOR PLAN. USE THE PATIENTS' MESSAGES TO ELIMINATE ROOMS. ONLY ONE ROOM WILL REMAIN.

HINT 6 EXTRA: COMBINED MESSAGE FROM THE PATIENTS: IT'S FURTHER AWAY THAN THE ENTRANCE, SHE'S LOOKING OUT ONTO THE GARDENS, SHE IMMEDIATELY TURNED RIGHT, THE ROOM IS BIGGER THAN THE VISITOR CENTER, AND THE ROOM HAS MORE THAN TWO DOORS.

CODE 2: 6D34



PART 3 - OPERATING ROOM

While you're out searching for Diane, the doctors have discovered your escape from isolation and have sounded the alarm. The entire staff has converged on the empty cell, and are requested to join the search party.

ANTIDOTE TO REVERSE THE SEDATIVE

You find an index of sedatives, as well as the respective antidote needed to reverse their effects on a patient. To find out which antidote you'll need to reverse the effects of Diane's sedation, you must first learn the name of the sedative they injected her with.

1) Name of antidote to reverse the sedative

Diane keeps drifting in and out of consciousness, but she's able to provide you with clues about the sedative they administered (speech balloon Diane 'first'). Look for a small transparent jar with a lid. It's transparent because she could see it was almost empty. On the table lies a half-emptied syringe containing a blue liquid; they must have been using it when the alarm was sounded! So you're looking for a similarly blue liquid. Now there's only one small, almost empty, transparent jar with a lid containing a blue liquid in the storage cabinet: $C_4H_4N_2O_3$ Barbituric acid (mixed with a blue dye). From the index, you learn that the antidote required to reverse the effects of $C_4H_4N_2O_3$ (Barbituric acid) is $C_9H_{13}NO_3$ (Epinephrine). Look for the jar or bottle labelled Epinephrine $C_9H_{13}NO_3$ somewhere in the storage cabinet. The shape of the label is the first key.

KEY 1: ◣

2) The antidotes correct dosage in milliliters

You can calculate the correct dosage in milliliters (mL) by using the formula found next to the sedative $C_4H_4N_2O_3$ (Barbituric acid) with counteragent $C_9H_{13}NO_3$ (Epinephrine): dosage (mL) = WP (weight patient) / 9. Find Diane's weight in her patient file: 54 kg. 54/9 = 6. So you will need 6 mL of the counteragent Epinephrine to revive her.

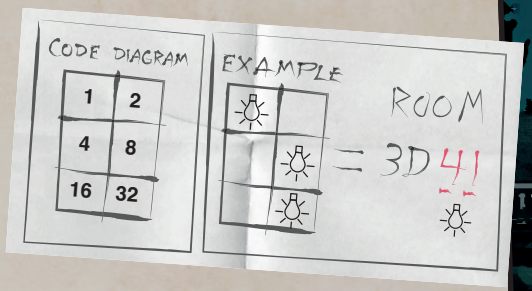
KEY 2: 6

HINT 7: LOOK FOR THE CORRECT SEDATIVE IN THE STORAGE CABINET USING BOTH DIANE'S DESCRIPTION AND THE SYRINGE LEFT ON THE TABLE.

HINT 7 EXTRA: CROSS-REFERENCE THE NAME OF THE ANTIDOTE WITH THE CORRECT SEDATIVE IN THE INDEX. LOOK FOR IT IN THE STORAGE CABINET, AND YOU WILL FIND THE FIRST KEY. CALCULATE THE CORRECT DOSAGE IN MILLILITERS USING DIANE'S WEIGHT.

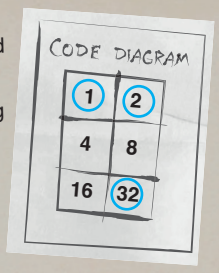
THE ROOM FROM WHICH TO ESCAPE

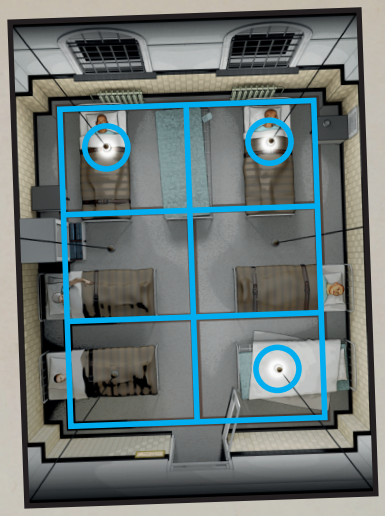
As soon as you've administered the antidote, Diane comes to. She tells you that she and Charles devised a secret code to communicate room numbers, using the lights. She still has the diagram on her. You need to add up the numbers shown on the squares with the lights switched on, to discover the right room number. In the example, this is: 1 + 8 + 32 = 41. Now find room 3D41 on the floor plan. It's the nursing ward.



Back in the nursing ward

Charles has left a note lying on his bed. He has unscrewed three light bulbs, leaving the other three untouched. Refer to the code diagram to determine the corresponding numbers of the burning light bulbs, and add them up: 1 + 2 + 32 = 35. These are the numbers of the last two keys.





KEY 3: 3

KEY 4: 5

HINT 8: FIGURE OUT HOW THE CODE IN THE EXAMPLE WAS CRACKED USING THE CODE DIAGRAM. THEN APPLY THIS METHOD TO DECIPHER THE SECRET MESSAGE IN THE NURSING WARD.

HINT 8 EXTRA: FIND OUT WHICH LIGHTS ARE ON IN THE NURSING WARD. DETERMINE THE CORRESPONDING NUMBERS IN THE CODE DIAGRAM. NEXT, ADD UP THE NUMBERS TO DISCOVER THE ROOM NUMBER.

CODE 3: ◣635