

ESCAPE ROOM

THE GAME

PUZZLE ADVENTURES

Solution
READ ONLY IF YOU ARE READY FOR THE SOLUTION!

SECRET OF THE SCIENTIST

IT ALL STARTED WITH THE SIMPLE ORDER TO INVESTIGATE WHY AN ALARM IS RINGING INCESSANTLY AT AN OLD MANSION. NOW YOU'RE HERE INSIDE AN OBSCURE MANSION WITHOUT DOOR HANDLES, FULL OF TRIALS AND CORPSES. DID YOU SUCCEED IN WITHSTANDING THE TRIALS, MAKING YOUR WAY TO THE SECRET LAB AND CREATING THE CURE FOR THE KOPRANOV DISEASE?

PUZZLE 1 The Paintings

You step into a chic but cluttered living room. Several paintings are scattered across the floor... and so is the motionless body of an older woman. There is no trace of any door handle in the room. Then, your eyes are drawn to the paintings on the floor and the 4 places where they should be hanging. Is someone playing a game with you?

The 5 paintings each show a famous scientist who has contributed something to the field of medical science. There are 4 spots for hanging paintings inside the room: 2 empty spots on the wall and 2 easels right across from them. These 4 painting spots are labelled A, B, C and D. These letters indicate the key positions. Your task is to deduct which painting goes in which spot and, thus, which painting does not have a spot. Luckily you are in possession of a book filled with useful information.

Who is who?

First, it is helpful to know which painting features which scientist. The book provides descriptions of 4 out of 5 scientists.

- 1 **Joseph Lister** has long sideburns
- 2 **Wilhelm Röntgen** has a beard
- 3 **Marie Curie** is not described, but is the only woman
- 4 **Alexander Fleming** wears glasses
- 5 **Edward Jenner** must be featured in the remaining painting



Find the hidden clues

Next, it's time to deduce which painting belongs to which spot. The bookmark shows hidden messages in the book which give clues about the correct positions of the paintings. Place the bookmark on the book so the coffee stain on the bookmark connects seamlessly to the coffee stain in the book. The symbols on the bookmark refer to certain words inside the book. Each horizontal row on the bookmark consists of 6 symbols or X's. Each sentence in the book consists of exactly 6 words. This means that if there's a symbol (other than an X) on the 4th position of a row on the bookmark, you should read the 4th word of the same row inside the book. Read all words belonging to one symbol (the triangle, for example) and then move on to the next symbol until you've deciphered all the secret messages:

- ☼ Röntgen looks at Fleming
- △ Jenner has no spot

- ✂ Fleming looks at Curie
- ◇ Lister stands on an easel



Joseph Lister, Wilhelm Röntgen, Marie Curie, Edward Jenner and Alexander Fleming all made significant contributions to the medical world. Lister, featuring long sideburns, looks critically at hygiene in hospitals and has saved many lives as a result. Bearded Röntgen looks through bodies with the help of his newly discovered type of radiation. Marie Curie stands up for female scientists and discovers the hazards of radiation hands on. At the age of 49, Jenner developed an effective vaccine against smallpox. The bespectacled Fleming was no idiot either. He looked at an infection like a painting on an easel and discovered a fungus capable of killing bacteria. All these scientists deserve a spot in our hearts.

Who's hanging where?

Use the clues to hang the paintings in the right spots:



Röntgen looks at Fleming, which means Röntgen should hang to the right of Fleming. Therefore, Röntgen and Fleming should either both be hanging on the wall, or both be standing on an easel.

However, since one of the easels is already taken by Lister ('Lister stands on an easel'), it means Röntgen and Fleming should both be hanging on the wall: Röntgen in position A and Fleming in position D.



'Fleming looks at Curie': Fleming looks straight ahead, meaning Curie should be in position C. 'Jenner has no spot', so Lister should be in the remaining position: position B. The numbers on the back of the paintings refer to key pieces:



A = Röntgen = 5

B = Lister = 2

C = Curie = 4

D = Fleming = 1

CODE PUZZLE 1 = 5 2 4 1



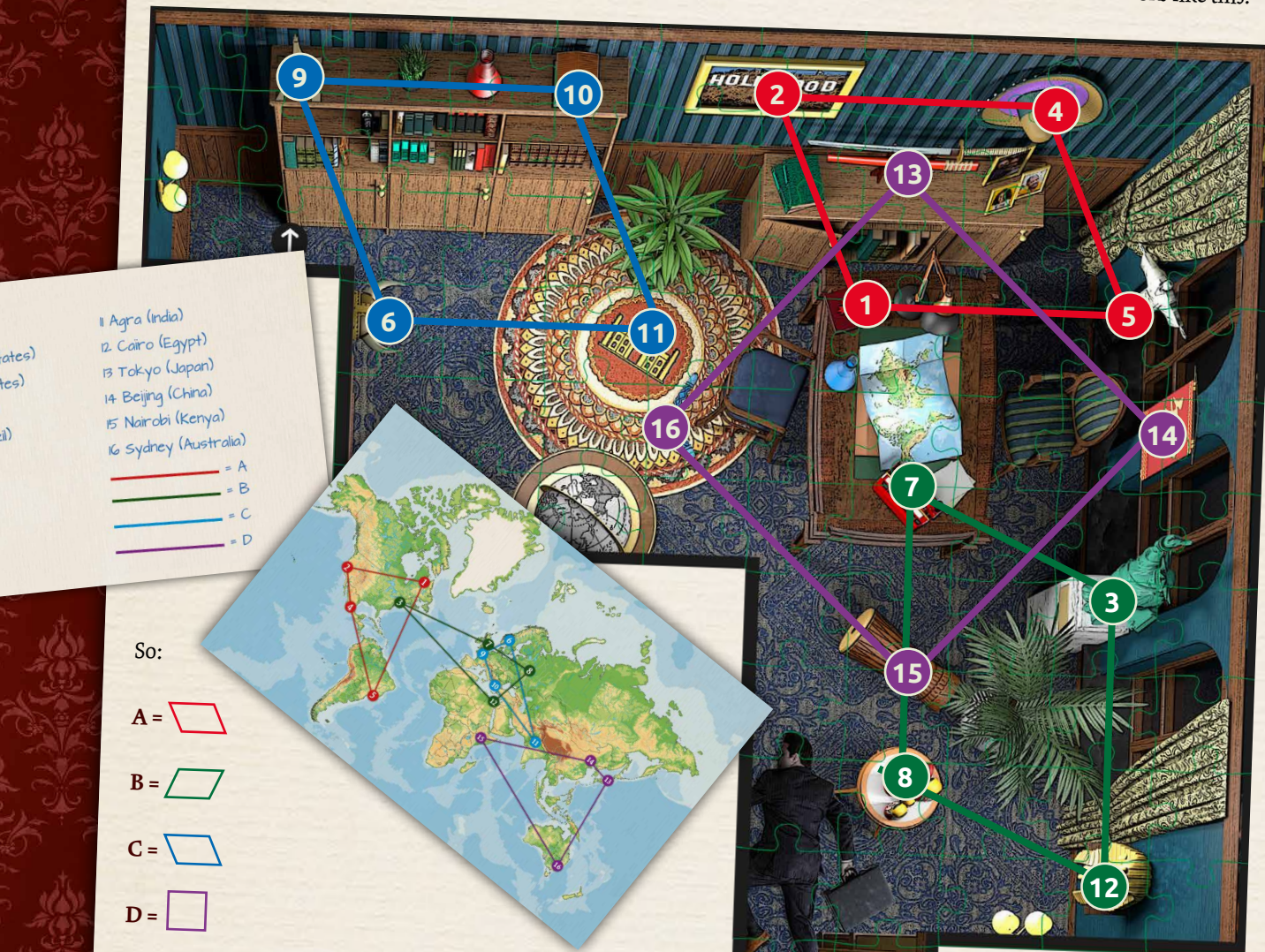
Convert the code of puzzle 1 using the Puzzle Decoder to find this symbol:



PUZZLE 2 Travels Around The Globe

The door at the other end of the room opens. Not the door you had hoped for... You have no choice but to continue this 'game'. You go through the door and end up in some sort of study, filled to the brim with all sorts of souvenirs from different countries. On the desk lies a map on which 4 journeys are indicated.

The journeys are lettered A, B, C and D and each consist of 4 destinations. For each journey, find the 4 souvenirs associated with those destinations. Mentally connect these souvenirs, in the travel order, to find a shape. The solution looks like this:



CODE PUZZLE 2 =



Convert the code of puzzle 2 using the Puzzle Decoder to find this symbol:



PUZZLE 3 The Balance

You enter a room which looks a little like a courtroom. In niches along the wall are 4 big weighing scales, each containing a differently shaped weight. On the wall is a message in Latin, which you successfully translate into: 'Bring balance. Use all small weights'.

The scales are marked by the letters A, B, C and D. Find out how many small weights each shape weighs to balance the scales. The Latin sentence indicates that all small weights need to be distributed over the 4 scales to bring balance to them all. The amount of weights per scale refers to the key pieces.



Look around the room to find 15 small weights.

This means: $\text{house} + \text{dog} + \text{person} + \text{sailboat} = 15 \times$.

You know that: $\text{sailboat} + \text{dog} = 6 \times$, so:

$$\text{house} + \text{person} = 9 \times$$

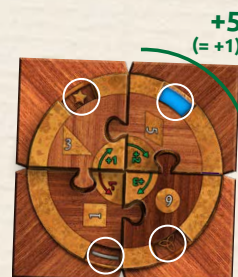
$$2 \times \text{house} = \text{person}, \text{ so } \text{house} + \text{person} = \text{house} + (2 \times \text{house}) = 3 \times \text{house} = 9 \times, \text{ so: } \boxed{\text{house} = 3 \times}$$

$$\text{person} = 2 \times \text{house}, \text{ so: } \boxed{\text{person} = 6 \times}$$

$$\text{house} \text{ is heavier than } 2 \times \text{sailboat}, \text{ so: } 2 \times \text{sailboat} \text{ weigh less than } 3 \times. \text{ So: } \boxed{\text{sailboat} = 1 \times}$$

$$\text{sailboat} + \text{dog} = 1 + \text{dog} = 6. \text{ So: } \boxed{\text{dog} = 5 \times}. \text{ This makes the code (dog person sailboat house): } 5, 6, 1, 3$$

CODE PUZZLE 3 = 5 6 1 3



Convert the code of puzzle 3 using the Puzzle Decoder to find this symbol:



PUZZLE 4 The Ape

After balancing all 4 scales, the door swings open, revealing a jungle-themed room. In the corner there is a cage with a living chimpanzee inside. As soon as the ape has spotted you, it starts jumping up and down, screaming, and reaches its hand through the bars of its cage, almost begging. Poor thing!

You're having a moral dilemma. Are you opening the ape's cage first, or the door leading to the next room? Both feature locks with similar symbols on them. Only the order of the symbols differs. The right move is to release the ape (according to the person who designed these tests, dr. Asalia). Its owner is dead and if you won't help it, the poor creature will probably starve to death.

To free the ape, you need to solve the 4 puzzles in the order that is indicated on the lock on the cage: Block, Bowl, Ape, Cup.

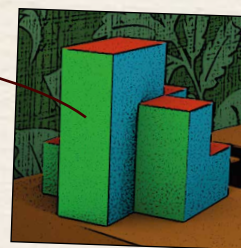
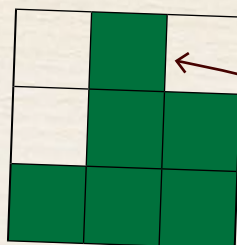
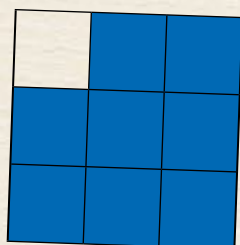
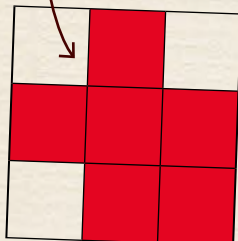


Block

Inside the room, there's a big box with 3 numbered holes in it. A little block lies on the box. Through which of the 3 holes does the block fit?

Draw 3 views (red, blue and green) of the block.

Use the top view from the room and the view on the back of the peanut dispenser to do so:



The green view fits through **hole 1**.

Key piece A: 1

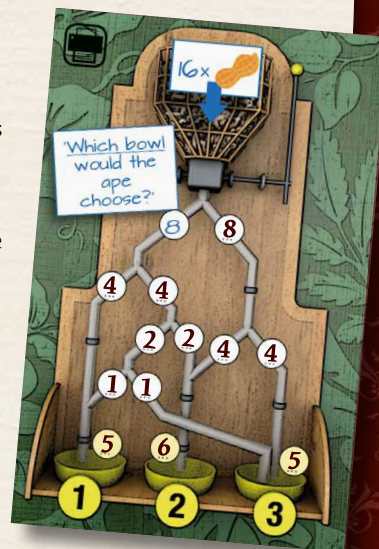
Bowl

In a funnel on the wall are 16 peanuts. Underneath the funnel is a system of tubes that connects the funnel to 3 bowls.

Your goal is to figure out which of the bowls receives the most peanuts. At each junction the amount of peanuts is split exactly in half. Note down how many peanuts pass through each tube after each junction. Continue until you know how much peanuts end up in each bowl.

As you can see, **bowl 2** receives the largest amount of peanuts.

Key piece B: 2



Ape

On the bulletin board are 7 illustrations of ape heads, portraying a certain pattern.

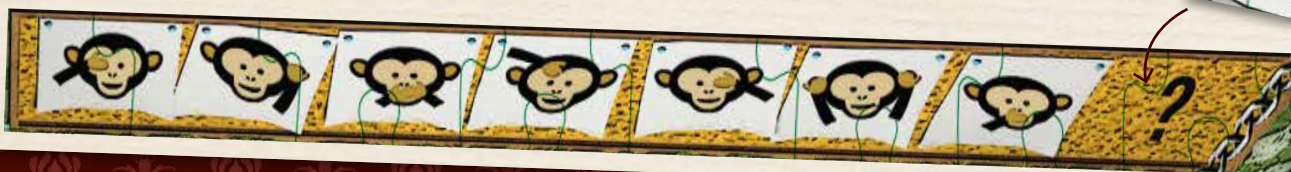
Your goal is to figure out which of the 3 illustrations that are lying on the ground would fit on the spot with the question mark.

Carefully watch the row of illustrations to find 2 patterns:

- There is a pattern in what the ape touches or covers: eyes, ears, mouth, forehead, eyes, ears, mouth, ...
- There is a pattern in which hand(s) the ape uses to do so: right, left, both, right, left, both, right, ...

The illustration on the spot with the question mark should be an ape that touches its forehead with its left hand. This is **illustration 3**.

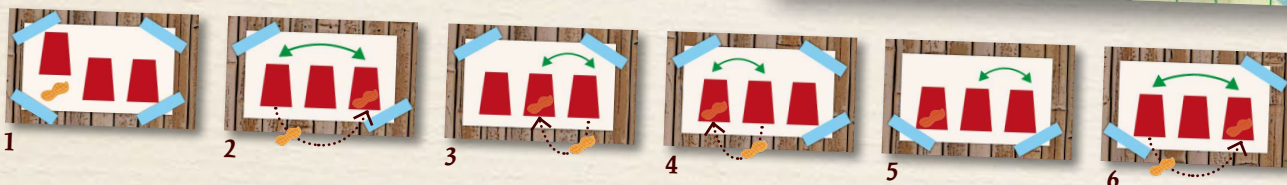
Key piece C: 3



Cup

On a box there are 3 cups. One of these cups contains a peanut. One section of the wall once held 6 posters, attached with tape. These posters indicated the way in which the cups were shuffled after a peanut was placed underneath the left cup. Your goal is to hang the posters back in their correct positions to figure out which cup currently holds the peanut.

Look carefully at the positions of the pieces of tape on each poster to figure out where it must have hung. The colouration of each spot shows which corners of the poster that used to hang there had a piece of tape on it.



The correct order of the posters shows that the peanut is currently underneath cup 3.

Key piece D: 3

Therefore, the code to free the ape is: 1233

CODE PUZZLE 4 = 1 2 3 3



Convert the code of puzzle 4 using the Puzzle Decoder to find this symbol:



PUZZLE 5 The Lab

You walk through the open door and enter a high-tech lab. Located in the middle of the lab is a large container for mixing chemicals. On the desk in the corner of the room, you find a note listing instructions for the preparation of some mixture.

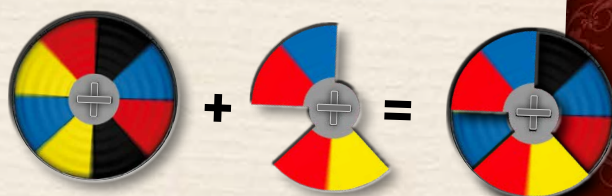
The note contains the 4 steps necessary to create this mixture:

Step 1: Find all the ingredients

Upon careful inspection of the entire house you will find 8 Erlenmeyers flasks containing different coloured liquids: 3 red, 3 blue, 1 black and 1 yellow. These indicate the ratio in which you need to mix the colours.

Step 2: Add together in the ratios found

Assemble the spinner according to the illustrations on the instructions. Use the 2 parts of the axle included in the carton frame that also held the Puzzle Decoder. Place the spinner-sheet on the spinner in the correct way to reveal the correct ratio of colours: 3 parts red, 3 parts blue, 1 part black and 1 part yellow.



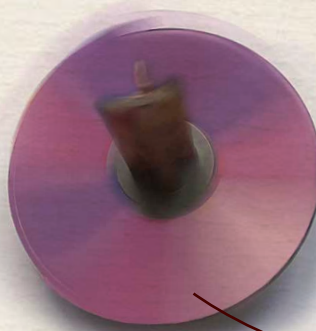
Step 3: Mix

Mix the colours by spinning the spinner at a high speed.

Step 4: Check the colour

Check the colour that arises on the spinner. Compare these colours to the colours on the back of the instructions.

The matching colour indicates the code:
4534



CODE PUZZLE 5 = 4 5 3 4



Convert the code of puzzle 5 using the Puzzle Decoder to find this symbol:



NOW OPEN THIS LAST COMPARTMENT AND READ THE LETTER!