

Solution

Read only if you are ready for the solution!

You have managed to enter the Sultan's palace carrying a basket full of snakes. Having trained for years to become the best snake charmers, you have now finally been invited to perform for the Sultan and can execute your plan to steal back the Yassir dagger. Have you managed to find the dagger and escape from the palace? Or have you been apprehended by the guards? This is what you should have done to escape from the palace with the precious dagger.

Dagger Of The Sultan

PART 1 - THRONE ROOM

First you must perform the snake act in the Throne Room of the palace in front of a guard so he can determine whether it is safe for the Sultan.

Escape from the Throne Room, firstly by correctly arranging the mat pieces to depict the snake, secondly by attacking the guard using the correct score, thirdly by putting on the guard's uniform, and finally by selecting the correct key from the keyring.

SNAKE PRINT MAT



The guard tells you to put the mat in a 3 by 3 square; additional information is that the thickness of the snake needs to line up properly. Arrange the mat pieces so that the thicknesses of the snake line up properly. This only works in one way:

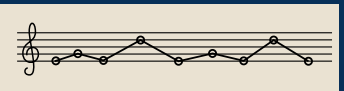


On the snake basket in the Throne Room, there is an overview of snakes with 9 red and yellow stripes. The snake on the mat also has a red and yellow-striped pattern. Compare the stripes of this snake with the snakes in the overview and notice that cobra Cosmasara has the same stripe pattern from top to tail: red-yellow-yellow-red-red-yellow-red-yellow-yellow. The name of the snake is written with a large red capital letter: this is the letter on the key you are looking for.

KEY 1: C

ATTACK AND SEDATE TUNE

As an experienced snake charmer, you can give the snakes instructions using the flute and the score sheet you have with you. To attack and sedate the guard, it makes sense to choose the 'Attack and Sedate' tune. Draw the notes of these sounds on the empty stave on the back of the score sheet and link up the notes. Observe the linked-up notes and notice the small-big-small-big mountain pattern of the correct key.



KEY 2: ▲▲▲▲

THE GUARD'S UNIFORM

Trek het uniform van de verdoofde bewaker aan om niet op te vallen als je door Put on the sedated guard's uniform so as not to draw any attention to yourself as you walk through the palace corridors. Note that each guard can also be recognized by the way their jacket has been done up. Thread the string through the holes of the guard's jacket in the order of his name: TANKUT. You see his name on the name tag on the guard's uniform in the Throne Room. Start from the back of the uniform and thread the string through the hole showing the letter 'T', go back through the hole showing the 'A', etc. Finish by threading the string a second time through the hole showing the 'T'. Now look at the front of the uniform and see that the string has the shape of an upward-pointing arrow. So, the correct key has an upward-pointing arrow.



KEY 3: ↑

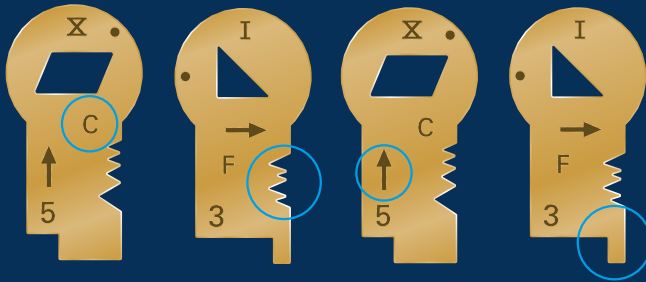
THE KEYRING

The only thing you have left to do in the Throne Room is to open the door to the corridor. This colorful door can be opened using one of the keys from the guard's keyring. The correct key is the one that matches the color pattern of the door. Compare the colored triangles of the keys with the colored triangles of the door and notice that only the color pattern of the third key corresponds with a pattern on the door. The shape of this key is the same as the shape of the bottom of the key you are looking for.



KEY 4:

CODE PART 1: C



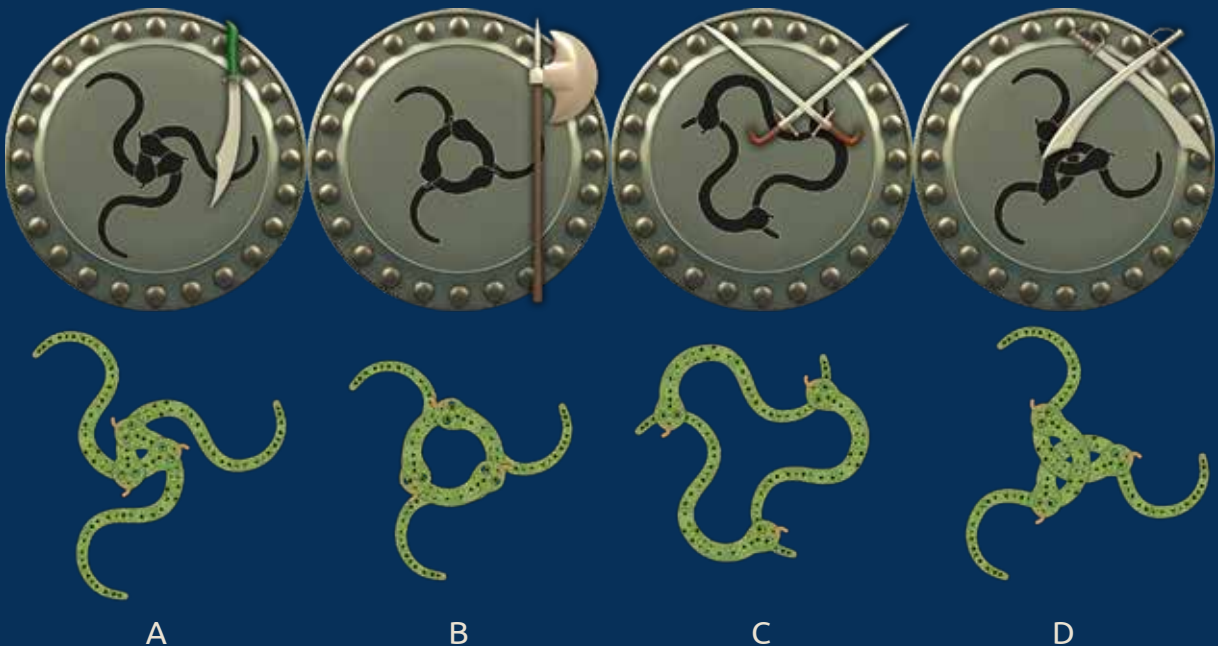
PART 2 – ARMOURY

Fortunately, you do not come across any other guards in the corridors of the castle and reach the Armory without any problems. The Yassir dagger must be here somewhere!

In the middle of the room is a chest with 12 snakes guarding the precious Yassir dagger. The quickest way to grab the dagger without being bitten by one of the snakes is by charming them in such a way that they get tied into a knot.

TYING THE SNAKES INTO A KNOT

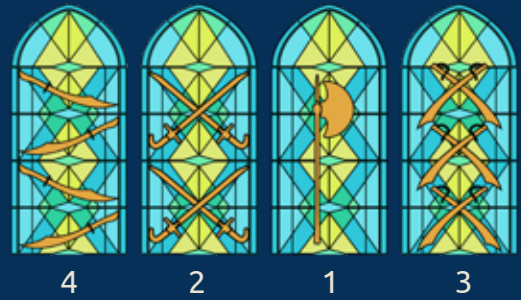
Both players get 3 identical snakes and position them exactly in each of the 4 formations shown in the shields, paying close attention to the location of the heads and the visibility of the tongues.



Once the 3 snakes have been accurately positioned in the correct formations, you see one and the same geometric symbol through the openings of the 6 eyes. These correspond with the geometric symbols showing on the keys. Each of the snake formations provides a key: formation A , formation B , formation C , formation D .

ORDER OF THE KEYS

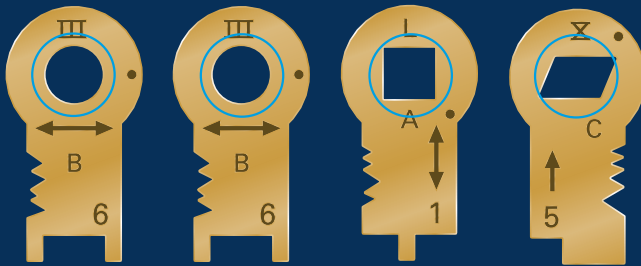
Next to each of the 4 shields is a weapon. These weapons can be retraced in the leaded windows in various numbers. To determine the order of the keys, you count the weapons in the leaded windows; 4 swords, 2 sets of rapiers, 1 axe and 3 sets of curved sabers. Location 1 is therefore the snake formation that goes with the axe, location 2 is the formation that goes with the rapiers, location 3 is the formation that goes with the sabers, and the last one is the snake formation that goes with the swords.



1. Axe (goes with formation B)
2. Rapiers (go with formation C)
3. Curved sabers (go with formation D)
4. Swords (go with formation A)

The order of the keys is therefore: circle, circle, square, parallelogram pointing to the right.

CODE 2: ● ● ■ ▱



PART 3 – ESCAPE FROM THE PALACE

Once you have managed to secure the precious dagger in the Armory, you now need to find your escape route from the Sultan's palace. You exit the Armory and pass through the labyrinth of corridors to one of the gates in the garden. En route you kidnap the Sultan's favorite harem lady, sabotage the hot and cold-water pipes, and poison his food.

ESCAPE ROUTE (ORDER)

Find the only possible route through the labyrinth of corridors and rooms in the palace. You start from the door of the Armory from where you have just stolen back the dagger. The Armory can be recognized by the leaded windows in the tower; two floors down, you find the open door which you recognize from the weapons and shields at each side. You end up outside the palace walls, i.e. by one of the 6 gates in the garden.



En route you pass the locations where you carry out the acts of sabotage. This is also the order of the keys:

1. Kitchen (can be recognized by the large round table and the smoke coming from the chimney)
2. Harem ladies (can be recognized by the dancing women)
3. Bathroom (can be recognized by the red and blue water barrels and the pipes)
4. Garden (can be recognized by the large light-blue gate)

SABOTAGE - POISON THE PLATE OF FOOD

Using the statements shown in the security protocol, you can work out which of these plates is for the Sultan and poison this plate. There are 6 plates with various dishes on the table and by following a process of elimination, you will find the Sultan's plate.

Statement 1: "The 5 food tasters always eat from their plates before the Sultan starts eating."

This means that there are 5 plates for the food tasters and 1 plate for the Sultan.

Statement 2: "Each dish given to the Sultan must be eaten by at least 1 food taster."

Dishes must therefore be present on at least 2 plates.

As the stuffed pepper is only present on one plate, this plate can be eliminated.

Statement 3: "Of the dishes on his plate, the Sultan must never get the smallest portion."

So, the Sultan never gets a plate with the smallest portion. So, you can eliminate 3 plates: the plate with the least balls of rice, the plate with the least dolmas and the least round bagels, and the plate with the least köfte skewers.

Statement 4: "Each dish must never be given to all food tasters."


This leaves the two plates on the left. One of the plates is the only one not to contain rice. So, this plate cannot be the Sultan's, or all food tasters would have had rice.

So, the plate for the Sultan is the top left one. The associated key can be found by looking at the motive on the rims of the plates. The Sultan's plate has a rim showing parallelograms pointing to the left.



KEY 1:

SABOTAGE - SET THE FAVORITE HAREM LADY FREE

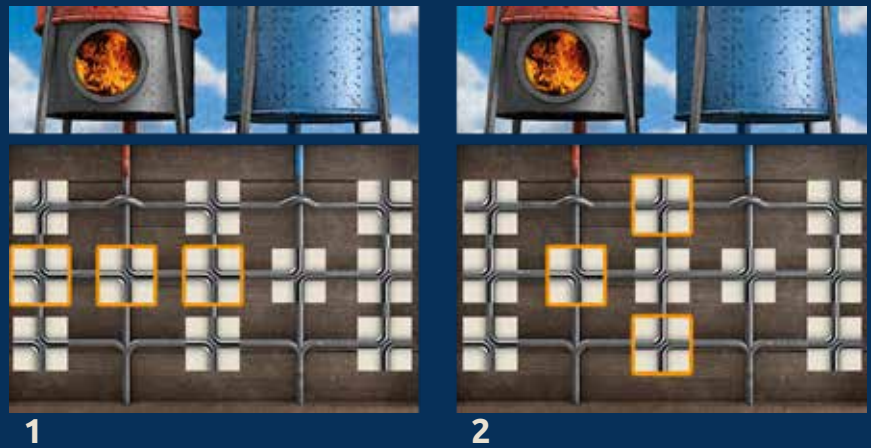
While you pass the harem ladies, you select the Sultan's favorite and take her with you to escape. As you can see in the top right corner, there are 6 ladies. One of the ladies you recognize from a portrait you saw in the Armory. In this portrait, you notice that she is wearing a wedding ring and has blue eyes. The only lady that meets this description is wearing a jewel with a  symbol on her head. This is the key you need.

KEY 2:



SABOTAGE - SWITCH THE HOT AND COLD-WATER TAPS

In the Sultan's Bath House, you get the opportunity to play a good prank on him. Switch the hot and cold water by sabotaging the pipes in the bathroom. Place a separate piece of pipe on each part of the pipes you wish to change. Find the way in which you can do this by making the least adaptations to the pipes. Work this out by trial and error and find out that this can be done by turning 3 pipes by 90 degrees. Two solutions are possible:



KEY 3: 3

ESCAPE VIA THE GARDEN

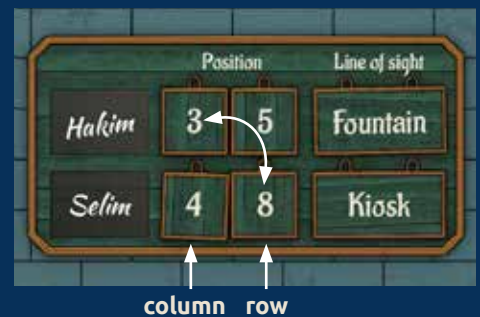
Once you have reached the large gate, all that is left for you to do is to find the route through the garden and find your way out unnoticed through one of the gates. The instruction board indicates the locations which the guards Hakim and Selim must adopt and the directions in which they must look. By switching the signs, the guards will have to move to a different location and look in a different direction. Once you have switched the signs, there is only one way in which you can escape unnoticed.

The only signs you can use are numbers 3, 4, 5, 8 and the directions are the fountain and kiosk.

You know that one guard will need to look at the fountain and the other at the kiosk. The fountain is in location: row 5 - column 5. The kiosk is in location: row 4 - column 1. The guard who is looking at the kiosk must be in row 4 as there is no sign available showing '1' for column 1. The guard who is looking at the fountain must be in column 5 because in row 5, the bushes obstruct the view of the fountain.

This means that the guard who is looking at the kiosk in row 4 can do so from column 3 or column 8. As it will not be possible for you to go down the steps unnoticed if the guard is in location: row 4 - column 8, it must be column 3. So, the first guard is in location: row 4 - column 3 and looks at the kiosk. The other guard must therefore be in location: row 8 - column 5 and look at the fountain.

Draw the locations of the guards in the garden and see that you can reach gate A without being noticed.



KEY 4: A

CODE 3:  3 A

