

# WALKTHROUGH

DO NOT READ UNTIL YOU ARE READY FOR THE SOLUTION!



Not only do you find yourself in a strange jungle, it also appears that your friend Natalie has been bitten by a venomous snake. Were you able to bring the antidote to her in time? Or did you perhaps miss something? This is what you should have done in order to find and cure Natalie.

## PART 4 – THE SECRET CABIN

Upon looking around you find a note stuck to a tree. It was written by Roald Carter. According to the note Natalie was bitten by a snake at 10 PM and needs to receive an antidote as quickly as possible. Roald explains that he keeps the antidote in his secret cabin in the woods and that he has left clues to help us find the cabin. These clues are the exact order of the four keys to solve the first level.

### 1) Locate yourself on the map using the binoculars.

You see a river landscape through the binocular. Check all six viewpoints on the map and find out in which one you can see a river. This is viewpoint L.

#### Key 1: L

### 2) Find a letter hidden in Roald's letter.

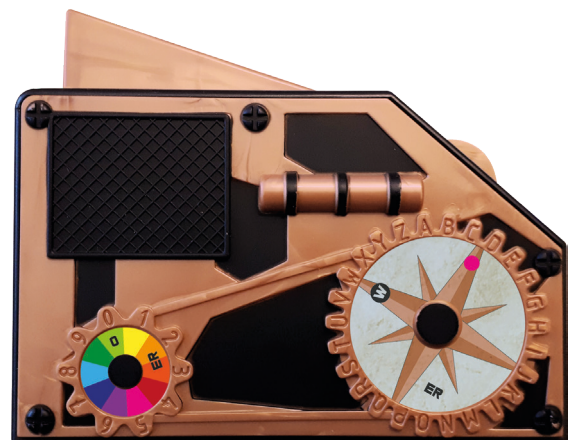
Read all the red letters in a sequence: "fold letter number on number than cut". When you fold the letter correctly, number 1 on number 1 and so on, you will find two red cutting lines (A). Cut the two red lines with scissors (B) and fold the letter open (C). You will find the shape of the letter E. This is the first hint from Roald to find the cabin on the map.



#### Key 2: E

### 3) Find a number with the 3 compass parts.

Take the three parts of the compass. You can find ER and hints on the backside of the two big pieces: "The sun always starts in the east.." and "...ends in the west." Place the compass with E (east) to the E in the big wheel on the right side of the Chrono Decoder. Place the second compass with W (west) on top of the first one on the W on the Chrono Decoder. You can see a pink color through the small hole. Place the smaller compass part in the small wheel on the right side of the Chrono Decoder with the 0 to the 0 and check which number correspond with the pink color. If you combine this number with the letter you found in the letter, you'll get the coordinates of the cabin.



#### Key 3: 5

**HINT 2: PLACE ALL 3 COMPASS PARTS ON THE CHRONO DECODER. PLACE THEM LETTER BY LETTER IN THIS ORDER: E ON E, W ON W AND THEN THE SMALLER ONE O ON O GIVES YOU THE NUMBER YOU NEED.**

#### 4) Find the direction on the last crossroad before you reach the cabin.

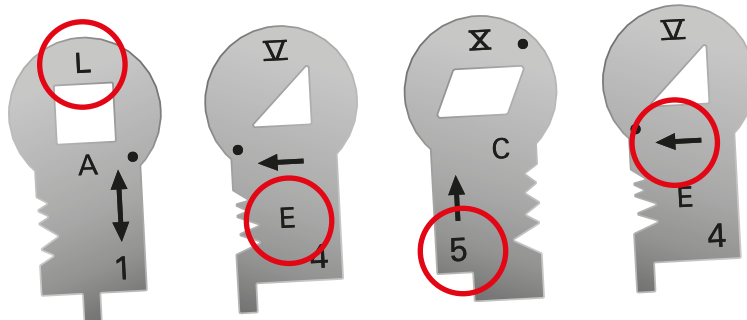
Circle all letters from word to word as on the example on the word seeker. If you read all letters in the open squares from left to right from top to bottom you'll get: "color these blank squares". If you color all open squares you will see an arrow to the left. This is the final direction on the crossroads to get to the cabin.



Key 4: ←

**HINT 1: FOLLOW THE NOTE FROM ROALD ON THE MAP. THIS IS THE ORDER OF THE CODE. COMBINE THE LETTERS OF THE FINISHED WORD SEEKER FOR A DIRECTION.**

Code 1: L, E, 5, ←



### PART 5 – THE ANTIDOTE

Once you reach the cabin, you start looking for the antidote for Natalie's venomous snakebite. Using the clues in the diary will help you find the right bottle. Roald also mentions you need one last thing to finish the antidote: the venom of a snake. The order of the keys can be found on the diary as well.

#### 1) and 2) Find out which potion you need.

In order to find out which potion you need, you will have to fold the origami animals. When you fold them correctly, clues are shown on the backside. These clues help you determine which potion you need.

**Step 1:** Fold all three animals following their instructions. First number 1, then number 2 and so on. All big dotted lines should be folded to the outside and the small dotted lines should be folded to the inside. No white should be visible on the front side of the finished animals. You will find animals that hold clues about the correct antidote on their backsides: "not square", "has a cork", "not red".



**Step 2:** Find the correct antidote bottle in the list by crossing out the red ones, the ones without cork and the square ones. The only one left over is the round yellow bottle with cork and handle.

**Step 3:** Look for the antidote you already found: 'Epiphyte Flavoring'. See that the chemical name contains two underlined letters for the code: E and F.

Key 1: E

Key 2: F

**HINT 3: FOLD THE 3 ANIMALS ON THE FOLDING LINES IN THE ORDER OF THE NUMBERS. YOU DON'T SEE ANY WHITE ON THE FRONT.**



### 3) Find the potion in the cabin.

You can see all the bottles from scattered around the cabin. Search for the antidote "Epiphyte Flavoring" in a yellow round bottle with cork and handle in the cabin. You see that this bottle can be found on the Carpet. The underlined letter is the solution and the third key.

## Key 3: C

**HINT 4: POTIONS AND LOCATIONS HAVE UNDERLINED LETTERS REFERRING TO LETTERS ON THE KEYS.**

### 4) Find a snake and add its venom to the potion.

On his diary page, Roald describes his observations in the jungle near the cabin. These observations contain clues about which eyes belong to the snakes. You see four different shapes: round, square, triangle and parallelogram. The size of the eyes determines whether the animal is an adult or a baby.

**Monkeys:** One monkey only has one eye. You can find the single separated round eye on the right side of the hut. Therefore round eyes belong to monkeys.

**Jaguars:** Jaguars have the most babies. The little ones have smaller eyes. If you count all the small eyes per shape, the triangle shape has the most small eyes. Therefore triangle eyes belong to jaguars.

**Elephants:** One of the elephants is banned from the herd. The square eyes in the left upper corner have the biggest distance to all other square eyes. Therefore the square shaped eyes must be the elephants'.

**Snakes:** They must have the parallelogram shaped eyes, which is the only option left.

The shape of the snake's eyes contain two different parallelograms in opposite directions. However, you only need one

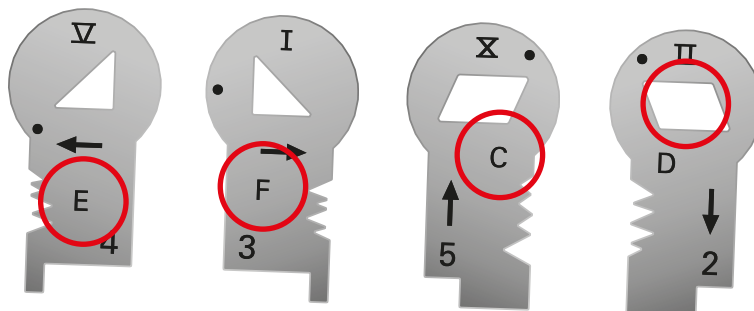


of these shapes. In the last sentence in the letter it's been said that "you have to look into the left eye that shines the brightest". This refers to the right key being the parallelogram on the left side.

## Key 4:

**HINT 5: FIND THE SEPERATE EYE (MONKEY). COUNT THE MOST SMALL EYES PER SHAPE (JAGUAR), CHECK THE BIGGEST DISTANCE BETWEEN THE SAME SHAPE OF EYES (ELEPHANT). SNAKES ARE THE LEFTOVER SHAPES.**

**Code 2: E, F, C,** 



## PART 6 – THE TUNNELS

*The diary of Raald describes the tunnels being the coolest place nearby. This could be the location where Natalie went to slow down the snake venom. Make your way through the tunnels to reach and cure Natalie as soon as possible.*

Find your way through the tunnels.

Place the chambers and corridors in the correct order using the colors of the corridors and the doors in the chambers. There is only one possible solution to this. Start with chamber 1 with the ladder (the entrance). Connect the two purple doors of chamber 1 and 3 with the purple corridor. Then use the blue corridors to connect chamber 2 to chamber 1 and 3. Now you can see the red corridors fit exactly between the red doors of chamber 1 and 2. Connect chamber 4 with the green and orange corridors to finalize the tunnels.



**HINT 6: READ THE DIARY CAREFULLY AND MAKE THE MAP OF THE TUNNELS FIRST. START BY CONNECTING THE PURPLE DOORS WITH THE PURPLE CORRIDOR.**

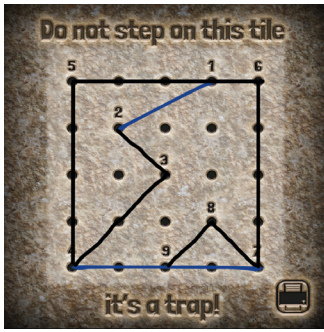
**HINT 7: MAP FORMATION**

### Chamber 1 with the ladder

Lowering yourself into the tunnels with the ladder, you start your search for Natalie as you enter the first chamber. To know which door you need to open, follow exactly the instructions on the back of the chamber with your own hands and arms: "left hand pinch nose, right arm goes through, what animal are you?". The right answer is an elephant. Looking inside the chamber you can find the red door with the elephant print on it. That door contains a lock with the circle shape.

**Key 1:** 





### Chamber 2 with tile trap

Following the red corridor, you enter the second chamber. On the back of the chamber you'll find an incomplete picture. Start drawing a line between the dots in a numerical order. After finishing the drawing, you can see a tile that has been broken in a specific pattern. This is what the trap tile looks like. Find the same tile in the chamber. On this tile in the chamber you'll find a triangle shape. This is the second key you'll need.

Key 2: 




### Chamber 3 with the tangram

The blue corridor leads you to the third chamber. On the back of the chamber you'll find a jaguar shape. Make this exact image with the tangram pieces using the lines of the wood to position the pieces. The text "I only need 7 parts!" indicates that one piece is unnecessary to finish the tangram: a square. Therefore, The square is the shape of the third key.

Key 3: 

### Chamber 4 – follow the torches

Solve the rebus and find the sentence: "connect all torches".

 Coin: Coin (i = n) + ect = connect

 Ball: ~~X~~all = all

 Tree: ~~Tre~~(r = h) = the

 Chess: tor + ches~~s~~ = torches

Keep all tunnel chambers and corridors connected in the correct way and turn the chambers front side up again. Now you see a torch in every chamber. Connect the four torches together to find a shape.



Key 4: 

**HINT 8: TRAP: CONNECT THE NUMBERS TO FIND THE TILE'S CRACK PATTERN. THE SOLUTION IS A SHAPE.**  
**REBUS: LEAVE THE TUNNEL PARTS IN PLACE AND CONNECT THE TORCHES TO FIND A PARALLELOGRAM SHAPE.**

**Code 3:** ●, ▲, ■, ▱

