



Solution

READ ONLY IF YOU ARE READY FOR THE SOLUTION!

The Baron, the Witch & the Thief

THE BARON'S MEN HAVE TAKEN AWAY YOUR WIFE AND LOCKED HER UP IN THE CASTLE TOWER. TOMORROW SHE WILL BE EXECUTED ON SUSPICION OF WITCHCRAFT. HAVE YOU MANAGED TO ENTER THE CASTLE, FIND YOUR WAY TO THE TOWER, AND SAVE HER FROM BEING BURNED AT THE STAKE?

PART 1 The Archery Competition

Together with Gerald, you climb out of the well onto the castle courtyard and immediately start your search for the architect's directions. You find a note saying: "Find out where each archer stood. HL"

Goal: Find out where each archer stood!

The book – which was written by the architect Henricus Laurel (HL) – tells the tale of an archery competition between 4 lords: Alfred, Baldwin, Christopher, and Duncan. Each of the lords shot one arrow from a fixed position at each of the 3 targets in the courtyard. Find out at which fixed position each lord (archer) stood during the competition. The potential positions are indicated in the jigsaw by 6 numbered barrels.

Step 1: From which positions were 3 arrows shot?

In order to find out from which position (barrel) an arrow was shot, follow the trajectory the arrow took. To do so, place one of the rulers along an arrow. The barrel that is in line with the ruler is the position from where the arrow was shot. Do this for each arrow:



The 4 positions from where 3 arrows were shot are therefore: barrels 1, 3, 4 and 6.

Step 2: How many points is each color worth?

According to the book, each color of the target is worth the same number of points as the number of flags in that color in the courtyard. Each target has 3 colors: yellow, orange and red. Count the number of flags of each color in the courtyard and find the following values:

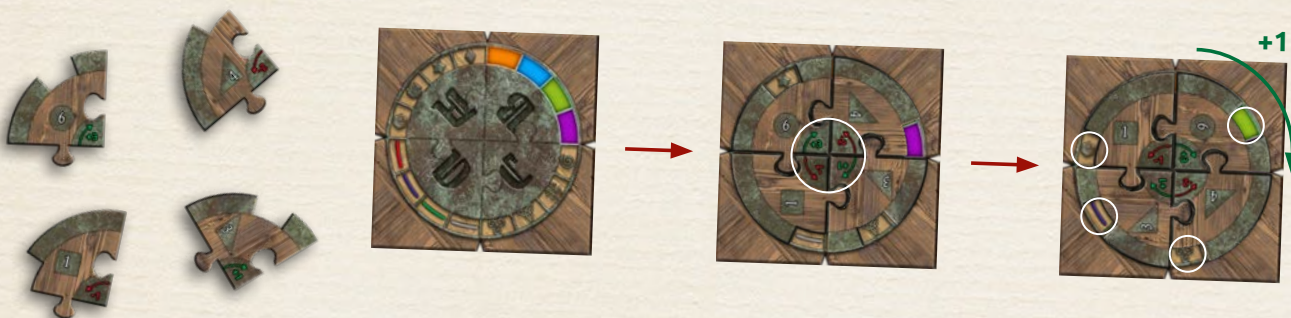
- Yellow: 2 points
- Orange: 5 points
- Red: 8 points

Step 3: How many points were scored from each position?

Check how many points were scored by the archers from barrels 1, 3, 4 and 6 by looking at the colors of the targets in which the arrows ended up.

- Barrel 1: Red + red + orange = $8 + 8 + 5 = 21$ points. According to the book, Duncan was the one who had scored 21 points. Therefore, he was stood by barrel 1: **D**(uncan) = **1**
- Barrel 3: Orange + yellow + yellow = $5 + 2 + 2 = 9$ points. Christopher was the one who had scored 9 points. Therefore, he was stood by barrel 3: **C**(hristopher) = **3**
- Barrel 4: From this position, green-feathered arrows were shot. According to the book, Baldwin was the one who had shot peacock-feathered arrows. Therefore, he was stood by barrel 4: **B**(aldwin) = **4**
- Barrel 6: Red + orange + yellow = $8 + 5 + 2 = 15$ points. Alfred was the one who had scored 15 points. Therefore, he was stood by barrel 6: **A**(lfred) = **6**

CODE PART 1: A = 6, B = 4, C = 3, D = 1



Use the Puzzle Decoder to convert the code from part 1 and obtain the symbol:



PART 2 The 4 Legendary Creatures

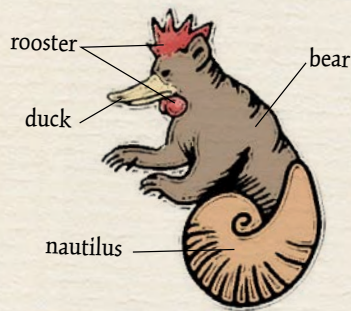
Via a hidden passage next to the well, you end up in Baron Richard's private quarters. Baron Richard hunts anything that moves and has hung his quarters full of hunting trophies. It is his dream to hunt the 4 legendary creatures, but he does not realize that each creature is a cross between 4 animals that he has already hunted.

Goal: Find the cross between the correct 4 trophies for each creature.

Step 1: Work out which 4 animals each legendary creature consists of

Look carefully at the images of the legendary creatures and find out which 4 animals are combined in each of the creatures.

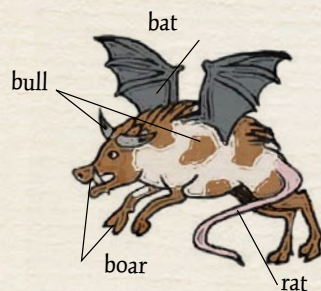
Anursilus



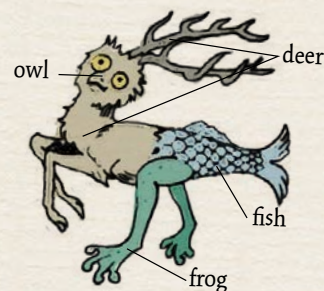
Barachnaries



Chirobosus



Daenuraces



Step 2: Find and link up the trophies

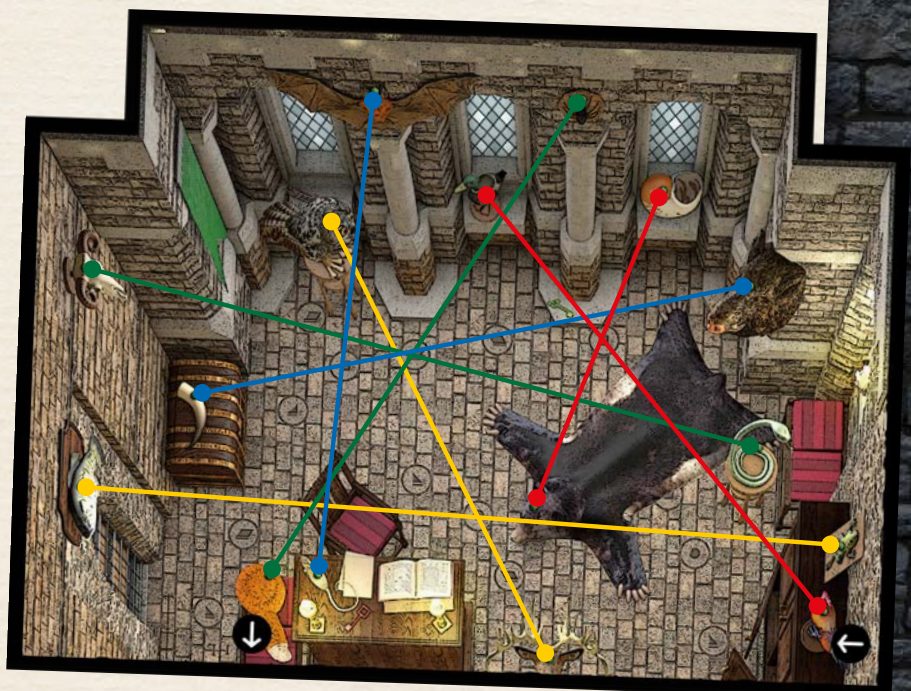
For each of the legendary creatures, look up the 4 hunting trophies in the jigsaw originating from the animals making up the creatures together. The goal indicates that you are looking for a cross. Therefore, link these trophies in such a way that the 2 rulers cross each other. The key can be found at the crossing of the rulers.

At the **crossing** between the trophies which together form the Anursilus is a square: **A** = ■

At the **crossing** between the trophies which together form the Barachnaries is a parallelogram (pointing to the right): **B** = ▱

At the **crossing** between the trophies which together form the Chirobosus is a square: **C** = ■

At the **crossing** between the trophies which together form the Daenuraces is a circle: **D** = ●



CODE PART 2: A = ■, B = ▤, C = ■, D = ●

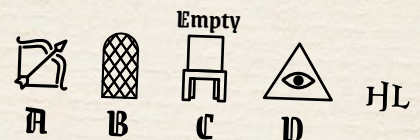


Use the Puzzle Decoder to convert the code from part 2 and obtain the symbol:



PART 3 The Throne Room

You crawl out of the fireplace into the Throne Room. Apart from the throne itself, a table set with a silver dinner service dominates the Throne Room. You search the room and underneath a loose tile showing the architect's symbol, you come across a note showing 4 icons:



Goal: Solve the puzzle for each icon and find the 4 books with the correct answers on their cover.

A. The Bow

On the Throne Room floor, find the same bow and arrow icon as shown in the note. Use your finger to trace the direction indicated by the arrow until the path crosses another arrow. Then follow this arrow in the same manner until the path crosses the following arrow, etc. The path continues uninterrupted underneath rugs and other objects. Finally, the path ends at a tile showing a tulip.

The covers of some of the books in the bookcase feature flowers. The book featuring the tulip on its cover has a square at the bottom.



A = ■




B. The Window

On the back of the bookcase, there is a colorless stained-glass window with the following message engraved in its frame: 'Color the differences between each window and a book symbol will show.'

The 2 windows can be found in the Throne Room. At first glance, the stained-glass windows look the same, but some diamonds differ in color.



On the back of the bookcase, color the diamonds that differ in color. The diamonds that are colored in form a symbol together:  This symbol corresponds with the symbol featured on one of the books:



This book shows a circle.

B = ●

C. The Empty Chair

Chapter 2 of the book entitled 'The Chronicles of the Four Lords' tells the tale of a dinner where the table arrangement turned into a disaster, because each person had special demands. Use the table in the jigsaw and the individual name plates to work out how the table ultimately got arranged so that all demands were met. The icon of the chair stating 'Empty' above it indicates that you are looking for the chair that remained empty.

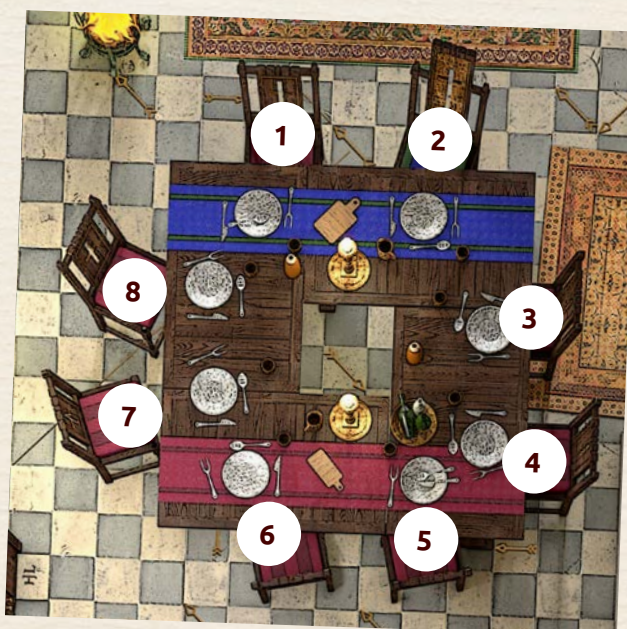
- Baron Richard insisted on having his own special seat. There is only one chair that is different from the others, which is chair 2. This chair has the same colors as the throne where Baron Richard often sits: **2 = Richard**

- Gertrude, the Baron's wife, wanted to be able to hold her husband's right hand.

In order for Gertrude to be able to hold Richard's right hand, Gertrude must have chair 1: **1 = Gertrude**

- Their daughter, Lady Matilda, did not want to sit next to her parents, but rather between 2 of her 4 admirers.
- Duncan wanted to sit straight across from Matilda, hoping for intimate eye contact.

Matilda and Duncan sit opposite each other. As chairs 1 and 2 have already been taken, they cannot both have chairs 5 or 6.



In addition, Matilda cannot have chairs 3 or 8 either, as she did not want to sit next to her parents. Matilda and Duncan are therefore opposite each other in chairs 4 and 7. It is not yet known who of them is in which chair.

- *Heavy drinker Baldwin wanted to sit as close as possible to the tray with wine.*

The tray with wine is closest to chairs 4 and 5. Chair 4 is already taken, so: **5 = Baldwin**

- *Alfred did not want to sit next to a man.*

In any case, men occupy chairs 2 and 5. So vacant chairs 3 and 6 are not suitable for Alfred. If Duncan had chair 7, chair 8 would not work either and Alfred would have nowhere to sit. So:

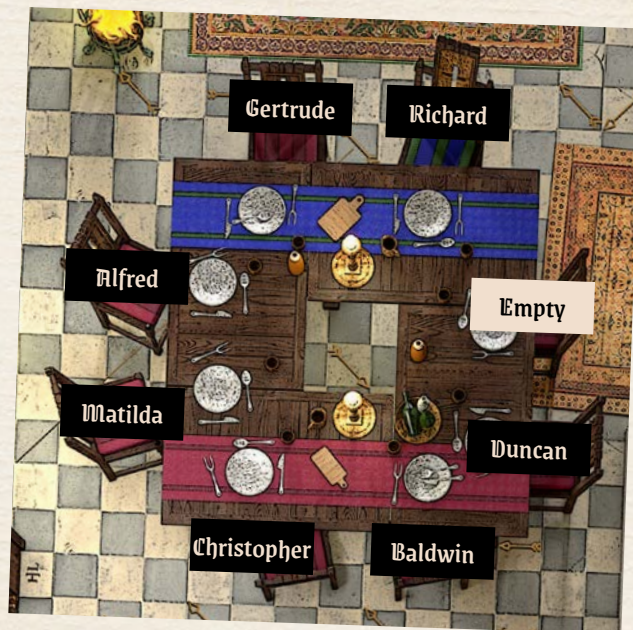
4 = Duncan, 7 = Matilda. Chair 8 is the only chair for Alfred to sit on without sitting next to a man: **8 = Alfred.**

This just leaves Christopher. He did not have any specific demands himself, but Matilda wanted to sit between 2 of her admirers. This is only possible if Christopher takes chair 6:

6 = Christopher.

This means that chair 3 remained empty. A number of book covers feature a symbol that looks like the table with the chairs around it, plus the throne. The white square represents the empty chair.

This is the book whereby the white square is in the correct position:



The book features a triangle.

C = ▲

D. The Riddle

The book on the back of the bookcase states the following riddle:

'Reading can be fun and to knowledge it may lead, but no matter how you look at it, this book you do not need.'

When you carefully assess the book titles in the bookcase, you notice that there are 2 copies of the book 'Germanic' in the bookcase. So, one of the copies is not needed. Both books have the same triangle on their cover.



The book features a triangle.

D = ▲

CODE PART 3: A = ■, B = ●, C = ▲, D = ▲



Use the Puzzle Decoder to convert the code from part 3 and obtain the symbol:



PART 4 The Melee

One by one, you pull on the 4 books in the bookcase. A satisfying click can be heard and the bookcase swings aside to show a passage. You step through it and enter a room filled with treasures, tapestries, paintings and 4 suits of armor: the Treasure Chamber.

Goal: Find out for each of the lords (Alfred, Baldwin, Christopher, and Duncan) which suit of armor they were wearing, and which weapon they were holding.

Chapter 3 of the book 'The Chronicles of the Four Lords' tells the tale of a melee between the 4 lords. Each of the lords was wearing a suit of armor and was holding a different weapon in their hand. This chapter very specifically describes who struck which lord with their weapon, without mentioning the weapon they used or the suit of armor they were wearing.

Step 1: Which type of damage was caused by which weapon?

The 4 separate suits of armor worn by the lords show damage sustained during the melee. Four types of damage can be seen. From the shape of the damage can be derived by which of the 4 weapons they had been caused:



Step 2: Which suit of armor was worn and which weapon was held by which lord?

Combine the information from the book with the damage to both the front and back of the 4 suits of armor to find out which suit of armor was worn and which weapon was held by which lord. There are several ways to determine this. One is described here:

1. Baldwin was struck exactly once by each opponent. This means that Baldwin's suit of armor must show 3 different types of damage (as he had 3 opponents), one of each type. There is only one suit of armor this applies to: the blue suit of armor: **Baldwin was wearing the blue suit of armor.**
2. Baldwin only managed to strike one opponent once. There is only one type of damage that occurs only once on all 4 suits of armor: the one caused by the spear: **Baldwin therefore had the spear.**
3. Alfred rammed Duncan on his helmet. In addition to Baldwin's blue suit of armor, there is only one other suit of armor that is damaged on the helmet: the green suit of armor: **Duncan was wearing the green suit of armor.**

4. The damage to the helmet of Duncan's green suit of armor was caused by the battle flail: **Alfred was therefore holding the battle flail.**
5. Christopher struck Alfred 3 times. There is only one suit of armor showing 3 instances of damage of the same type: the yellow suit of armor: **Alfred was wearing the yellow suit of armor.**
6. The 3 identical instances of damage on Alfred's yellow suit of armor were caused by the battle hammer: Christopher was therefore holding the battle hammer.
7. Duncan struck Christopher on both his front and his back using his weapon. There is only one suit of armor that has the same type of damage on both the front and the back: the red suit of armor: **Christopher was wearing the red suit of armor.**
8. The damage showing on both the front and the back of Christopher's red suit of armor was caused by a sword: **Duncan was therefore holding the sword.**



Alfred



Baldwin



Christopher



Duncan

Step 3: Find the combinations on the tapestry

Now the correct combinations of lords, suits of armor and weapons are yet to produce keys. Find the correct combinations of suit of armor color and weapon on the large tapestry in the Treasure Chamber. For example, for Alfred, find a yellow knight holding a battle flail.



Alfred



A =

Baldwin



B =

Christopher



C =

Duncan



D =

CODE PART 3: A = , B = , C = , D =



Use the Puzzle Decoder to convert the code from part 4 and obtain the symbol:



PART 5 The Cannon Tower

With a click you push the final suit of armor into the correct position. A sliding sound can be heard and suddenly, the tapestry on the convex wall starts to flap slightly. Carefully, you push the tapestry aside and reveal a round chamber: the first floor of the tower.

Goal: Stack the 4 floors one by one in the correct order. With each floor you place, point the cannon in the direction indicated, open the trapdoor, and look down to find a number. Lastly, search the whole castle to find the key to your wife's shackles. She is on the top floor of the tower.

Step 1: Work out the correct order of the 4 floors

- **Floor 1:** The story describes that you enter the tower via a tapestry. The floor with the stone flooring is the only one with a tapestry. If you look at the rest of the jigsaw, you notice that the tower is accessed from the same level as the courtyard: the ground floor. For ease of reference, we call this floor 1.
- **Floor 4:** The goal describes that your wife is on the top floor of the tower. So, the floor with the woman in shackles must be floor 4.
- **Floor 2:** One of the other floors has a door with red and white stripes. This is the same color as the one that can be seen in the jigsaw of the courtyard. This door is level with floor 2.
- **Floor 3:** The floor with the wine carafes is the only one left and so must be floor 3.

Step 2: Stack the floors and direct the cannons

Correctly stack the floors once they have been puzzled together. Not just the order is relevant, but the orientation of each floor is too. All cannons must face 'the directions indicated'.

The insignias on the ends of the cannons indicate the directions the cannons must face. The map on the back of the 'Legendary Creatures' shows the same insignias for various towns and villages. Exactly in the center of the map, you will recognize the castle itself.

Look at the orientation of the castle in the center of the map and notice that the tower is at the north side of the castle. Turn the note so that the castle has the same orientation as the castle in the solved jigsaw.



1. Connect **floor 1** to the castle jigsaw and look at the insignia on the cannon. Look for the town on the map that shows the same insignia featuring the horizontal stripes. Turn the floor so that the cannon faces this town. The cannon is now pointing north-east.



2. Place **floor 2** onto floor 1, find the correct town on the map and point the cannon to the north-east.

3. Open up the jigsaw piece featuring the trapdoor and count the cannon balls. There are 3. The trapdoor shows the letter 'A': **A = 3**



4. Place **floor 3** onto floor 2, find the correct town on the map and point the cannon to the south.

5. Open up the jigsaw piece featuring the trapdoor and count the cannon balls. There are 2. The trapdoor shows the letter 'B': **B = 2**



6. Place floor 4 onto floor 3, find the correct town on the map and point the cannon to the west.

7. Open up the jigsaw piece featuring the trapdoor and count the cannon balls. There are 4. The trapdoor shows the letter 'C': **C = 4**

Step 3: Find the key to your wife's shackles


Look carefully at the lock that is keeping your wife tied in the top floor of the tower. This lock is purple.



Spread throughout the castle are 6 colored keys. The purple key that opens the purple lock is in the Treasure Chamber.

The end of the key is shaped like a parallelogram. Next to the lock is the letter 'D':

D =

CODE PART 5: A = 3, B = 2, C = 4, D = 



Use the Puzzle Decoder to convert the code from part 5 and obtain the symbol:



PART 6 The Dilemma

"Help!" you suddenly hear from behind the castle gate. Through the gate, you see a panic-stricken Gerald running towards you. "They have closed off the well!" Your eyes are drawn to large well-filled bags, which Gerald is holding in his hands. One of the bags has a large golden platter sticking out which you recognize from the Baron's Treasure Chamber. "You! It was you!", your wife exclaims suddenly. "You planted these witches' things in my house and sent the Baron's men to come after me!"

In this part you were presented with a choice:

- If you chose not to help Gerald: take the inner box out of the box, flip it over and read 'Ending A'
- If you chose to help Gerald: continue reading.

Goal: Use Gerald's note to find the code to the gate.

The code to the gate is spread throughout the castle and is guarded by:

- | | |
|----------------------------------|--------------------------------|
| A A knight holding a flag | C Baron Richard himself |
| B A snake | D An ex-prisoner |

HL

Carefully look at the castle in the entire jigsaw to find the 4 described 'guards'.

A. The knight holding a flag



The knight's shield shows a parallelogram. This is the part of the code he is guarding.

A = 

B. A snake



In the Trophy Chamber, there is a stuffed snake.

B = 6

C. Baron Richard himself



In the Treasure Chamber, there is a portrait of a man. Part 4 of the story mentions that the man in the portrait is Baron Richard.

The baron raises 3 fingers:

C = 3

D. An ex-prisoner

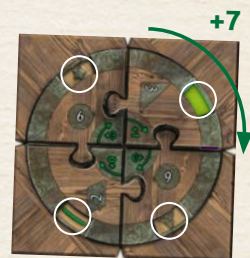


The top chamber of the tower, where your wife had been locked up, is used as the castle's prison. On the wall opposite the spot where the woman had been tied up, another set of shackles can be seen. A prisoner that was tied up there once, carved one notch in the floor for each day they were held captive.

The ex-prisoner carved 6 notches into the floor:

D = 6

CODE PART 5: A = , B = 6, C = 3, D = 6



Use the Puzzle Decoder to convert the code from part 6 and obtain the symbol:



Now take the inner box out of the box, flip it over and read 'Ending B'.