



WALKTHROUGH

It was probably not your smartest move entering Funland and visiting Happy Jack's show. Happy Jack has many faces, not only as a clown but also as a person. He and Sad Sam are one and the same and they have been trying to cancel each other out for some time now. Happy Jack loves evil and when he's in charge it always leads to trouble. When Sad Sam is in charge, he figures out ways to help the people Happy Jack wants to hurt. He leaves clues everywhere and even trains his pet monkey to help them.

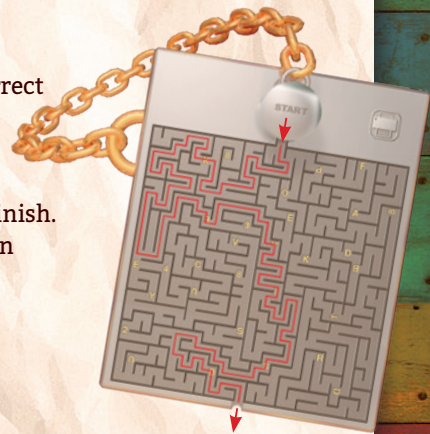
PART 1: OPEN THE 5 LOCKS ON THE CAGE TO ESCAPE

Find the correct keys for the 4 different locks on the cage. The big fifth lock is the key to correct sequence of the four keys in the Chrono Decoder.

Maze lock

You see a print icon so you can draw a line on the maze to find the right way from start to finish. When you have found the correct route and put together all of the letters you come across in succession, you will find "Key is B".

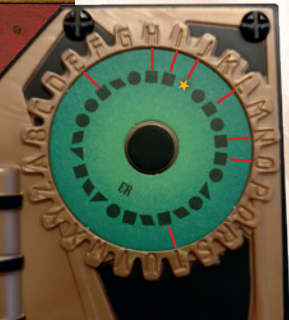
Key maze lock = B



Green bank safe combination lock

You find the green lock with the ER logo. But before you place it on the left side of the Chrono Decoder, you have to read the back: "Use the monkey's name!'. You can find the name of the monkey on the back of his shirt. 'nhoJ elttiL' The shirt was a funny gift from Sad Sam when the monkey became his pet, and now Happy Jack doesn't have to remember his name all the time. When you read this backwards, you will find 'Little John'. The star is above the letter J, which means you have to place the turntable with the star next to the J to find out that all letters from his name will have the same square symbol. The key you need is the one with the square.

Key = 



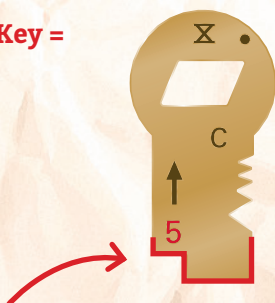
Key lock

You see that the monkey carries a keyring with 6 different keys that could fit into this lock. You cannot reach the monkey, so you have to lure him with something. It's your lucky day because Happy Jack leaves his completely filled lunchbox unattended. If you give the monkey his favorite food, he will hand you the right key. So you have to find out what his favorite food is. Little John loves his diet so he doesn't like what he cannot eat.

- You will find a reminder note on its back "No Sugar". He doesn't like candy and soda.
- There is a note on the wall saying "Warning! All animals are allergic to nuts & dairy". He doesn't like peanuts, cheese and pizza (with cheese).

So only the carrot is left. To find which key corresponds to the carrot, you have to check the back of the carrot and will find the image of the bottom of the key.

Key =



Colored lock

You will find the same balloon tag as you can see on one of the locks on the cage. If you count the different colored balloons in the dressing room, you will find 3 blue, 2 yellow and 1 red balloon. On the colored lock you see a purple number 4, a green 5 and an orange ?. You can find out how to mix colors on the make-up table:

- The mixing colors of purple are blue and red. There are 3 blue and 1 red balloon, so 4 to make purple. This can also be seen on the colored lock on the cage.
- The mixing colors of green are blue and yellow. There are 3 blue and 2 yellow balloons, so 5 to make green. This can also be seen on the colored lock on the cage.
- The mixing colors of orange are yellow and red. There are 2 yellow and 1 red balloon, so 3 to make orange.

Now you can solve the sum on the separate balloon tag to find the solution:
 $(3 \times 4) + 3 = ?$
 $(3 \times 4) + 3 = 15$

$(3 \times 4) + 3 = ?$
3

Key = 3

55 min - HINT 1

The monkey loves his diet. Give him his favorite food and find the key. Check out the food warning on the wall.

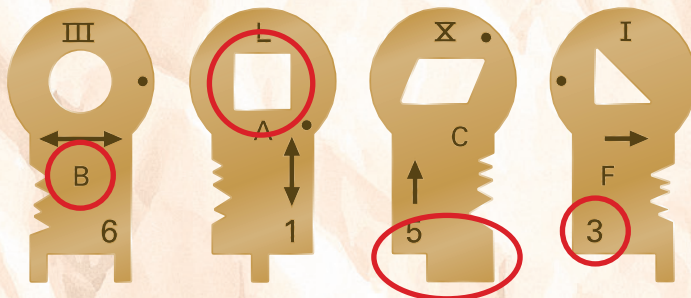
50 min - HINT 2

Count the balloons and mix the colors. Use the star on the monkey and the green lock to find the right position.

Big combination lock

If you managed to open all 4 locks on the hatch of the cage, then you can start opening the big combination lock on the chain. The lock will give you the order of the keys you need to insert into the Chrono Decoder. First the maze key, second the green bank safe key, third the key lock key and fourth the key of the colored lock.

Code 1:



PART 2 – COLOR IN THE KEY TO OPEN THE DRESSING ROOM DOOR

You have successfully opened the cage! Now find your way out of the dressing room. Start filling in parts of the Key Card to open the dressing room door.

Key Card

You see several shapes on the key card and you have to find out which ones you have to color. Find the answers of: the mirror with lamps, the doormat, the clothes rack, the house of cards and the sum with the card symbols and color the corresponding boxes. When you place the door lock over the key card, white (digital) numbers will appear. This is the code you have to put into the Chrono Decoder.

Mirror with lamps

Follow the electrical cord from the mirror on the table to the socket and then follow it to the lamps on the wall. You see a red bulb, a green one, purple, yellow, blue, red, etc. If you fold the string around the mirror in this sequence you will find the letter A. Color the shape with A on the key card.



Clothes rack

You find the cloakroom receipt with ??. If you check the dressing room you will see the numbers 26, 16, 06, 68, 88, "empty", 98 on the clothes rack. If you look at the rack upside down, you will see different numbers: 26, 16, 06, 68, 88, "empty", 98. You see that the missing number is 87. Color the shape with number 87 on the key card.



Doormat

On the doormat you find the text: "Always smile when a clown laughs at you!" There are some letters in italics: *l i e s*. So color the shape with the word "lies" on the key card.

Card symbols

Find the 4 rows with card symbols. Find on three different points on the wall: spade, spade, spade, diamond = 17, diamond, heart, heart, club = 12 and diamond, diamond, diamond, club = 10. On the note you find: heart, heart, club, club, club, spade. If you try some numbers you will find out:

Diamond = 2, Heart = 3, Club = 4, Spade = 5

If you fill in, you find $3+3+4+4+4+5 = ?$.

So result of the sum is the number 23. Now also color the shape with number 23 on the key card.

House of cards

On the table next to the chair you can see a house of cards. Rebuild the house of cards with the 7 cards with the image of the pins on the outside. Use the juggler poster to see in which sequence the cards should be placed. If you build it correctly you can find 3 images:



It is almost impossible to build a card house with these cards all by yourself. If all players hold some cards it is a lot easier... Or use tape, a rough surface or find some other creative solution!

45 min - HINT 3

Color in 7 correct solutions on the key card (such as the square) and place it under the door lock card.

40 min - HINT 4

Follow the sequence of the lights on the wall with the string on the mirror card (use both sides) and find a letter.

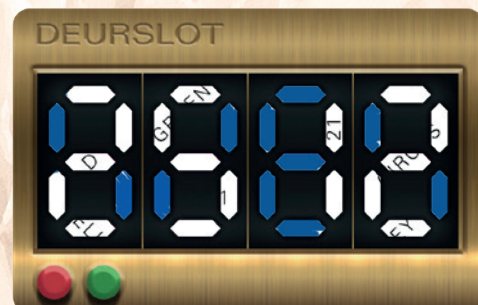
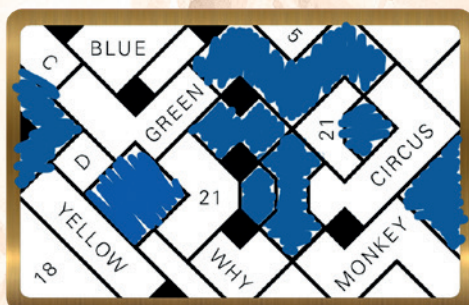
30 min - HINT 5

Check the doormat. Check all the card symbols. Check the clothes rack from all angles.

20 min - HINT 6

Build a house of cards like the pins on the poster and find the 3 shapes.

Code 2: 2512





A diamond-shaped road intersection with four cars (two red, two blue) and three yellow arrows indicating possible paths for a car entering from the top.

B I N G O												
65	78	58	02	87	59	83	44	25	64			
13	26	75	43	90	15	95	73	07	47			
23	84		06	66	77	24		93	63			
45			71	11	62	86			49			
80			50	85	03	51			37			
46			81	22	55	32		57	82			
60	38	09	53	27	35	17	41	91	04			
29	52	69	19	79	39	89	33	21	67			

Instead of finding the solution this way, you could also have looked at the signs, the answer is literally there!

