

# THE MAGICIAN

## SOLUTION

Read only if you are ready for the solution!

Flaubert Moudin has left pharaoh's hall and his magic tricks are ripe for the taking. Were you able to locate the secret magic tricks and steal them in time? Or did you perhaps miss something. This is what you should have done in order to complete the heist.

### PART I: GETTING INTO MOUDIN'S STORAGE ROOM

Find your way from the Red Velvet Lobby to the storage room behind the stage where Moudin's tricks are stored. The door to Moudin's room holds four locks. On your trip to the room, you can find clues what will help you find the correct order of the keys to open the storage room.

#### Note

Decipher the caretaker's note by scrambling the letters per word: "If you need a memory aid, look at the rugs". So, you need the rugs to find the correct keys for the four locks on the door in Moudin's room.

#### Map

Connect the dots from 1 to 2 to 3 and so on to complete the map of the Pharaoh Hall.

**HINT 1: PAY ATTENTION TO THE FLOOR AND HOW THE BOARDS HAVE BEEN LAID.**

#### Order of the keys

With aid of the map, you're able to assign the eight rooms in the right order and find Moudin's room behind the stage. The route through the Pharaoh Hall from Red Velvet Lobby to the storage room gives you the order of the keys. Connect each open door of a room to another open door. While doing this, pay attention to the orientation of the floorboards, which should be the same in each room. Also, make sure the angle of the lights shining on the floor of one room matches the positions of the lamps in the adjacent rooms. Notice that you can see a red rug through the doorframe of the room with the yellow rug, meaning this room and the one with the red rug in it must be adjacent. Use the map of the Pharaoh Hall for guidance.



**HINT 2: JOIN UP ALL OPEN DOORS. PAY ATTENTION TO WHERE THE LIGHT IS COMING FROM. THE LAST RUG SHOWS MORSE CODE.**

#### 1) Rug in the Red Velvet Lobby

The first rug you pass is the one in the entrance room. According to the storyline and the map, the entrance is called the Red Velvet Lobby. Logically this is the room with the red walls. In this room you see a red rug with a roman numeral 'X' on it.

**KEY 1: X**

#### 2) Purple rug

The second rug you encounter is the purple one with a letter F on it.

**KEY 2: F**

#### 3) Yellow rug

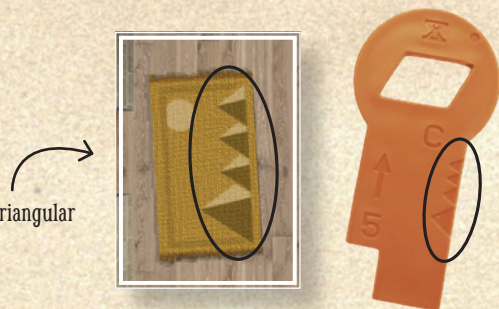
The third rug you pass is the rug with the mountains on it, which corresponds with the triangular pattern on key number 5.

**SLEUTEL 3: 5**

#### 4) Red rug

The red rug with dots and stripes before you enter the stage is the last rug you pass. The dots and stripes on the rug represent Morse code. If you translate the Morse code with the Chrono Decoder you get: "THREE"

**KEY 4: 3**



**CODE 1: X, F, 5, 3**



## PART 2: DISCOVER THE MAGIC TRICKS

You've found Moudin's room and opened the door with the right keys. While entering the room you look in full amazement to all the odd objects found within his chamber. You see a big poster with the announcement of the upcoming performance containing four new tricks. This is it!

### ORDER OF THE KEYS

If you execute each of the four tricks mentioned on the show poster correctly, you will find the four numbers needed for the code. The order of the keys is the order of the tricks as indicated on the show poster in reading direction.

### 1) VIRGIN SAW TRICK

Fold the saw trick paper according to the instructions on the note and folding lines. Use the image on the poster to see exactly what the box looks like. Just like Danielle points out to Flaubert, you can only start cutting when you're done folding the puzzle.



- Step 1: Close the box by folding the two heads of the lady together in a way that they can see through the small window.
- Step 2: Fold both ends of the saw into one piece.
- Step 3: Look at the poster and see the front of the chest is actually white. Fold the chest in the exact form shown on the poster. The back of the puzzle should be completely black.
- Step 4: After you've made sure you've folded correctly, you can cut the paper along the cutting lines.
- Step 5: Unfold the paper and you'll see the letter "E".

**KEY 1: E**

**HINT 4: MAKE SURE NOT TO CUT INTO THE FOLDING PUZZLE UNTIL YOU HAVE FINISHED FOLDING. FIRST FOLD THE HEAD ONTO THE HEAD SO THAT THE FLOWER DISAPPEARS.**

**HINT 5: FOLD THE SAW INTO ONE PIECE. MAKE SURE YOU FOLD TO CREATE THE SHAPE SHOWN IN THE POSTER. THE BACK NEEDS TO BE ENTIRELY BLACK BEFORE YOU CAN CUT.**

### 2) SHOOTING TRICK

Read Danielle's note and examine the picture of the shooting trick on the poster closely. You'll find that the cracks from the very first shot are the longest ones. Cracks from later shots stop as they run into previous cracks. If you analyse the picture according to this information, you'll figure out that the shot with the parallelogram shaped hole must have been first.

**KEY 2: ▽**

**HINT 3: LOOK AT THE CRACKS IN THE WALL OF THE SECOND TRICK, WHICH CRACKS WERE THERE FIRST?**

### 3) MIND READING TRICK

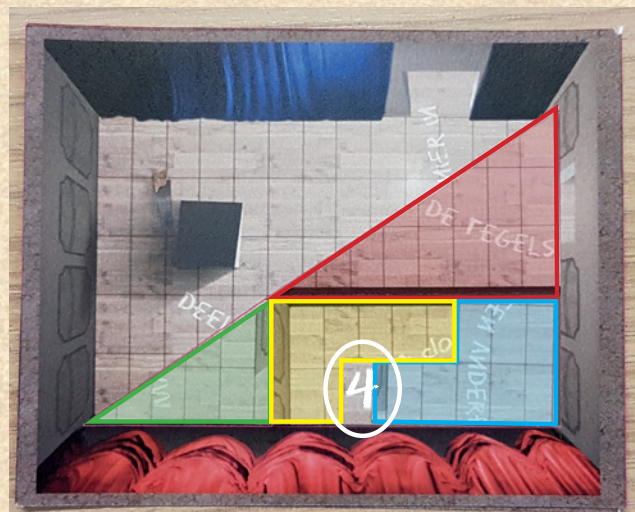
No matter which number between 5 and 10 you pick, as long as you do the calculations as instructed on Flaubert's note, it will always lead you to number "5".

**KEY 3: 5**

### 4) DISAPPEARANCE TRICK

To find the secret trap door in the podium floor, you have to place the stage piece on top of the stage room (from part 1). Place the tiles so you can read the text: "rearrange these tiles in another way." This means you have to rearrange the puzzle tiles differently. There is one way to arrange the tiles which leaves a small space above the runes open and thus reveal number "4".

**KEY 4: 4**



**HINT 6: PLACE THE STAGE PUZZLE ONTO THE STAGE CARD OF PART 1. WHEN YOU REARRANGE ALL THE PUZZLE PIECES ON THE STAGE, A KEY WILL APPEAR IN THE OPEN AREA.**

**CODE 2: E, ▽, 5, 4**



### PART 3: SAVING TIMMY AND OURSELVES

Timmy has fallen through the trap door and directly into the water tank. He's entangled himself in the rope and the lid closed shut. As the tank is filling with water, you first need to help Timmy figure out how to untangle the knot around his ankle, then open the tank. Afterwards, find the correct door and key to escape. The actions above, told in speech balloons, are being told in a specific order. This is also the order of the keys used for the solution.

#### 1) IRON BALL

Use the string to exactly copy the string from the image. Try pushing the end of the rope through one of the three holes. You will find out that only hole E will untie the rope.

KEY 1: E

**HINT 7: WHEN YOU PASS THE BALL THROUGH THE CORRECT LETTER, THE KNOT WILL DISAPPEAR. HOLD THE PAPER SHOWING TIMMY UP TO THE LIGHT TO SEE THAT THE COGS LINE UP.**

#### 2) WATER TANK

In order to open the tank, you must know which way to pull the red lever on the back of the water tank illustration. Hold the water tank illustration up against a light source to see the complete arrangement of cogs. If you follow the realistic movement of the cogs starting with the "open" direction at the top, it will lead you to the red lever pushing to the left

KEY 2: ←

#### 3) CORRECT EXIT DOOR

Now you need to find out which door you need to open to find the exit. The frame with twenty-five square grids, on the wall next to the middle door, contains a method to decipher the message above the doors. It suggests that you should draw the grid, place the first group of letters in the first column, the second group of letters in the second column and so forth. When you do so, you'll get:

R	I	G	H	T
D	O	O	R	I
S	T	H	E	C
O	R	R	E	C
T	E	X	I	T

If you read the text from left to right, you'll find: "Right door is the correct exit". You see the letter "F" on the side of the rightmost door.

KEY 3: F

**HINT 8: START READING ALL THE FIRST LETTERS, THEN THE SECOND... ONLY ONE KEY FITS FULLY INTO THE KEYHOLE.**

#### 4) KEY THAT FITS THE LOCK

At last, all you need to do is figure out which of the three keys fits into that door. If you look at the teeth of the three keys, only one fits the keyhole. The silver and gold key have teeth on both sides of the central part. That makes it impossible to put them inside the hole. The brass key also has teeth on both sides, but one of the teeth is so far at the back that you can insert the key partially, then turn it 180° and then insert the opposite teeth. On the brass key you can find the circle.

KEY 4: ●

CODE 3: E ← F ●

