

THE LEGEND OF REDBEARD'S GOLD

Solution!
Read only if you are ready for the solution!

While searching through Redbeard's ship you come closer and closer to your goal: the 300,000 golden doubloon treasure. Were you able to unlock Redbeard's cabin and find the location of the treasure? Or did you perhaps miss something? This is what you should have done in order to complete your search for Redbeard's gold.

PART 1: FIND THE CODE TO OPEN THE DOOR TO REDBEARD'S CABIN.

You are in front of Redbeard's cabin's door and hear the parrots screeching, it is now or never! The 300,000 golden Doubloons are practically yours. All you need is the code to the door... perhaps Captain Redbeard's parrot can help you. But which parrot is Redbeard's?

Wanted Posters

Use the fifteen poster snippets to make up the four Wanted posters and find out which parrot belongs to which pirate. To do so, carefully check out the descriptions and images on the posters and five different parrots:

- 1) **Loopy Leo:** is a cannoneer and lights the cannons. His parrot has a burnt tail.
- 2) **Vicious Veronica:** is a messenger. Her parrot has a little note in its claws.
- 3) **Hairy Harry:** is a chef, rather rounded and, as his name suggests, very hairy too. His parrot is fat too (there is lots to eat in the kitchen) and is covered in his owner's hair.
- 4) **Brute Boris:** has a tattoo on his arm showing a heart with the name 'Quiff' in it. Quiff is obviously the name of his parrot due to his large yellow quiff.

The remaining blue parrot is Redbeard's parrot by process of elimination..



HINT 1: EVERY PIRATE HAS THEIR OWN PARROT. THE PARROT THAT IS LEFT OVER IS REDBEARD'S.

Parrots

When you sing out loud what the parrots are singing, you can hear that they sing in Morse code, using long and short tones. You can also see 'ER' near the parrot. Translate the song that is sung by Captain Redbeard's parrot using the Morse code list on the right-hand side of the Chrono Decoder. You see four types of tones in long and short variants:

- "YO" = 1x short = letter E
- "HO HO HOOO HO" = 2x short, 1x long, 1x short = letter F
- "LA LA LA AA LA" = 2x short, 1x long, 1x short = letter F
- "HOOO HO HO" = 1x long en 2x short = letter D

EFFD is the code to open the lock on the door.

HINT 2: PARROTS SING IN MORSE CODE LANGUAGE.

Code 1: E, F, F, D

PART 2: FIND THE CROSS THAT INDICATES THE LOCATION OF REDBEARD'S TREASURE ON THE MAP

In Captain Redbeard's cabin, you find the map ready on the table and check it out carefully. All numbers, but no cross?! Search the Captain's cabin to find out where the cross should be on the map and where the treasure is hidden.

Pirates Portraits

You find eight name plates. These belong to the portraits on the wall! Place each name plate, showing the name of the pirate, below the correct portrait. In terms of size, the name plates fit exactly in the slots below (and above) the paintings. From left to right, these are:

- 1) **Bartholomew Sharp** is the longest name and therefore takes up the spot for the longest name plate.
- 2) **Anne Bonny** and **Charles Vane** take up name plates of equal length. However, Anne being a woman's name, is obviously meant for the female portrait. Name plate 4 is left for Charles Vane.
- 3) **Jack Rackham**. The rear of Anne Bonny's name plate states that she is married to Jack aka 'Scar Face', a nickname that refers to Jack's large scar. Portrait 3 is the only one that features a pirate with a scar on its face, so this should be Jack..
- 4) **Charles Vane** (see portrait 2)
- 5) In addition to being a pirate, **Edward Tepps** is a painter too and has signed his self-portrait with his initials 'ET'.
- 6) **Rene Every's** name plate is exactly the same length as **Rene Read's**. Yet, you still know that Every takes up place 6 as there is a scratch in the wood on the wall that can also be found on the name plate. Rene Read's will then take up place 7 by process of elimination.
- 7) **Rene Read** (see portrait 6)
- 8) The last remaining portrait is of **Henry Morgan's** which will take up place 8.

When all the names are matched with the correct paintings, you will see which letters appear above the four red dashes. Bartholomew Sharp, Jack Rackham, Rene Read and Henry Morgan. From left to right, these are: **PRDG**.

HINT 3: THE NAME PLATES FIT EXACTLY IN THE SPOTS WHERE THEY BELONG.
NOTE: THERE ARE SEVERAL NAME PLATES WITH THE SAME DIMENSIONS...

Logbook of captured ships

Place the captured ships in order of dates. Secondly, work out which name belongs to which ship by checking which country matches each ship. This can be deduced from the name of the ship and the type of load.

1689 French - Remarque - Red Wine = **R**

1690 Portugese - Guerra - Port = **G**

1690 Dutch - Paladijn - Jenever = **P**

1691 English - Dreadnought - Beer = **D**

The first letters of the names of the ships will give you the solution. From top to bottom, you will now see **RGPD**.

Treasures and treasure troves

In the cabin, you see the values of the treasures written on the lids of the treasure troves. This allows you to calculate per treasure trove how much each type of treasure is worth. Calculate the value of the treasures in the following order:

 + 16 =  = 4
 + 4 = 25 →  × 3 = 21 →  = 7
 + 2 gold coins = 24 →  × 2 = 10 →  = 5
 + 4 +  = 22 →  = 8

Put them in ascending order of value, as indicated on the back of the treasures: Pearl, Gold, Diamond and Ruby. **PGDR**.

Buttons and table cloth

The table cloth contains an optical illusion. When you look carefully BETWEEN the squares, you will see circles matching the exact dimensions and dash patterns of the buttons. Check out the row of 4 circles which are fully visible from left to right and compare these with the dashes on the buttons. From left to right you will see buttons **GDRP**.



HINT 4: COMPARE THE BUTTONS WITH THE OPTICAL ILLUSION OF THE CIRCLES ON THE TABLE CLOTH AND FIND THE CORRECT SEQUENCE FOR THE 4 LETTERS.

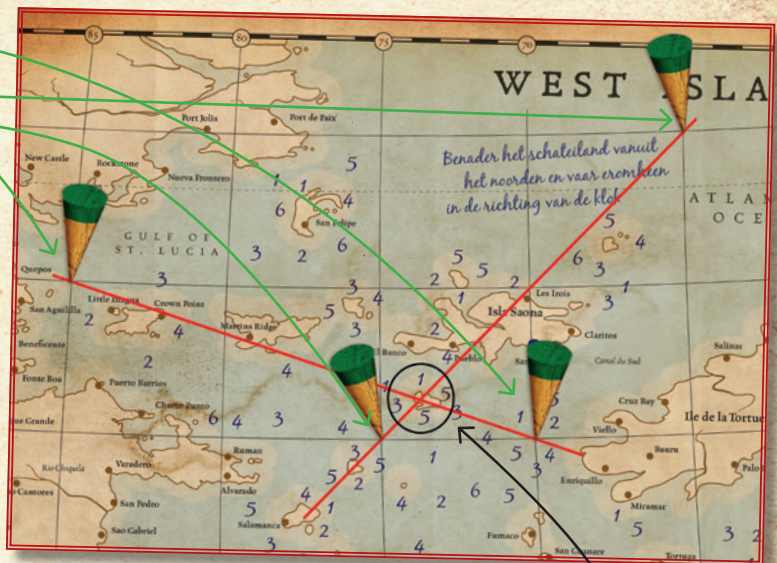
Coordinates list

Each of the four puzzles reveals a combination of the letters D, G, P and R. Read the four matching coordinates:

- Portraits: **PRDG 70-15**
- Logbook: **RGPD 85-20**
- Treasure troves: **PGDR 65-25**
- Buttons: **GDRP 75-15**

HINT 5: FIND THE CORRECT 4 COORDINATES IN THE LIST USING NAME PLATES, BUTTONS, TREASURES AND SHIPS. MARK THESE USING THE 4 GREEN INDICATORS.

Find these coordinates on the treasure map (place a green indicator on each coordinate to obtain an overview) and place the two rulers exactly over them so they form a cross together. The centre of the cross is the exact location of the treasure! Around the cross, you will see four numbers. Read the hint on the treasure map: "Approach the treasure island from the north and sail around it clockwise".



Find the correct code by reading the numbers in a clockwise direction starting from the north: **1553**.

HINT 6: ONCE YOU HAVE FOUND THE 4 COORDINATES, USE THE RULERS TO CONNECT THEM ON THE TREASURE MAP AND FIND THE 4-DIGIT CODE. FINALLY, USE THE HINT STATED ON THE TREASURE MAP.

Code 2: 1, 5, 5, 3



PART 3: ESCAPE FROM THE CABIN BY CRACKING THE CODE TO THE DOOR.

You have found the location of the treasure! It is located on a small island below Isla Saona. As soon as you wish to leave Captain Redbeard's cabin, you notice that the door has locked itself. You try using the code that allowed you to enter, but to no avail... The code is bound to be linked to the route taken as mentioned in the logbook.

Route taken

In order to retrace the route, find the place names described in the logbook on the large treasure map. Next, draw the route on the small map showing the print symbol.



HINT 7: PLACE THE STEERING WHEEL ON THE WIND DIRECTION PANEL. FOR EACH STAGE, TURN THE STEERING WHEEL IN THE CORRECT DIRECTION OF TRAVEL.

Steering wheel and wind directions

Place the steering wheel on the wind direction panel. For each stage, turn the steering wheel pointing the arrow in the direction you have taken. Next, find the opening showing the number of this stage and colour it in.

HINT 8: FOR EACH STAGE, DRAW IN THE CORRECT OPENING.

As soon as you have drawn all 9 directions, take the steering wheel from the panel and you will see that code **FDDB** has emerged.

Code 3: F, D, D, B

The door swings open and you step outside into the fresh sea-breeze. You can really smell the treasure now!

