

THE SWITCH

SOLUTION!

READ ONLY IF YOU ARE READY FOR THE SOLUTION!

You and your team had your eyes on Flora Galow's newest masterpiece: a sculpture named 'l'Ensemble'. Did you manage to replace the sculpture with a convincing replica and slip out of the museum unnoticed? Or did something go wrong? This is what you should have done to successfully complete your mission.

PART 1: THE DIRECTOR'S OFFICE

In order to open the door to the gallery you need to reconstruct the director's thumbprint by combining her partial thumbprints and scanning them with the fingerprint scanner. There are many partial thumbprints on the materials, but not all of these are the director's. Your first step is to figure out the name of the director and then to find out which prints do belong to her.

1. Who is the director?

At the top of the letter it says: 'OFFICIAL INFORMATION FROM THE DIRECTOR'. The letter is signed by Maria Theresia Rudolfina. She is the director.

2. Which thumbprints are the director's?

Figure out which materials with thumbprints have been touched by the director.

Letter

The letter has been written by Maria Theresia Rudolfina, the director, and must therefore have been touched by her.

Newspaper

The back of the newspaper features a to-do list. You can see that one of the to-do's has been ticked. Apparently, the person that wrote down this to-do list made sure the guards would take their new routes. In the letter, the director has briefed the guards on their new routes. The to-do list is hers, which means she must have touched the newspaper.

You may also have noticed that the handwriting of the to-do list is the same as that of the letter.

To-do list
☐ Check Certificate of Authenticity
☒ Make sure guards take the new routes

Certificate

The certificate has been signed by Flora Galow (the artist) and Lotte Lock (senior assistant), but not by the director. In addition, you can see from the director's to-do list at the back of the newspaper that she has not yet checked the certificate. Therefore, it's safe to assume the director has not yet touched the certificate and the thumbprint does not belong to her.

Cups

It seems the director had tea with someone, but which cup is hers?

Look closely at the fingerprints on the cup. Mimic holding a cup in your left and right hand and try to figure out which of the cups was held in someone's left hand and which one in someone's right hand.

Right-handed:



Left-handed:



Now you need to figure out whether the director is right- or left-handed. The newspaper article features 3 women: Lotte Lock, Flora Galow and the director. The article states that the director is looking forward to the 29th of May. On the calendar you can see why. On this date, a pacifier has been drawn as a symbol of the expected date of birth of the director's child. As you can see in the picture of the article, one of the 3 ladies is heavily pregnant. She must be the director. She is holding her glass, containing a non-alcoholic beverage, in her left hand. The teacup with the left-handed fingerprints must be hers.

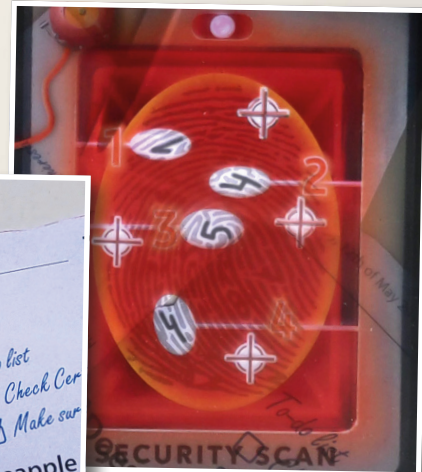


HINT 1:

3 ITEMS WERE TOUCHED BY THE DIRECTOR, INCLUDING ONE OF THE CUPS. CHECK THE PICTURE IN THE NEWSPAPER!

3. Activate the fingerprint scanner

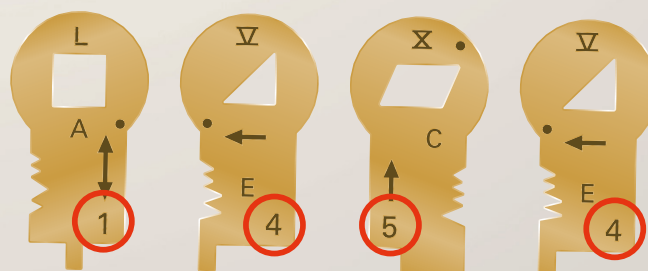
Fiddle around with the 3 thumbprints from the director - letter, newspaper, left-handed cup - to create a full thumbprint. Place the transparent scanner on top in such a way that the crosses on the scanner overlap those on the thumbprint. The white ovals will reveal hidden numbers. Read these in the order as indicated by the numbers on the scanner and you will get the code: 1-4-5-4



HINT 2:

OVERLAP 3 THUMBPRINTS TO GET THE WHOLE THUMB OF THE DOMINANT HAND. CHECK SCANNER FOR CORRECT SEQUENCE.

CODE: 1 - 4 - 5 - 4



PART 2: THE *GALERIE DES NOUVEAUTÉS*

Your contractor has stated the 4 necessary steps for stealing and replacing the sculpture:

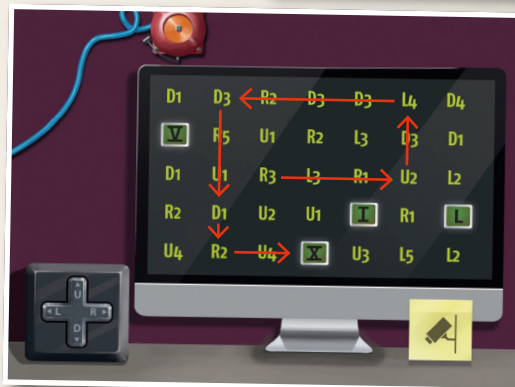
1. Shut down the cameras.
2. Deactivate the laser system.
3. Cut the wire that leads to the alarm bell on the sculpture. Make sure to cut **ONLY ONE** wire, or the alarm will go off.
4. See if you can use some of the stuff that's lying around the gallery to create a convincing replica.

1. Shut down the cameras

The cameras are controlled by a computer with a weird-looking interface. The directional buttons on the left of the screen show that the letters on the screen stand for directions: U = up, D = down, L = left, R = right. Luckily, a staff member has left a useful note for his colleague, explaining how the interface should be used in order to shut down the cameras. The letter tells you to 'start with the SUNRISE'. This is the name of one of the paintings in the gallery. Look closely at this painting and you'll see it features 'R3'.



Put your finger on R3 on the screen and 'follow the instructions'. Since R3 stands for 'right 3': move your finger 3 spaces to the right. Read the next instruction: 'U2'. This means you have to move your finger up 2 spaces to 'L4'. Continue doing this until you hit the green box featuring the roman numeral **X**



HINT 3: THE SUNRISE HIDES THE FIRST STEP TO SHUT DOWN THE CAMERAS.

KEY 1: X

2. Deactivate the laser system

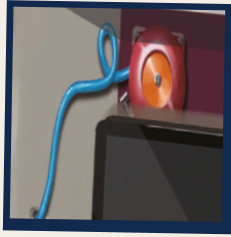
The cabinet in the gallery contains a row of buttons that can be used to deactivate the lasers. The note above the buttons indicates that, in order to 'turn off' the lasers, you need to solve the equation: $L - A - S - E + R = ?$. The 'ER' in the bottom right corner of the note indicates that you need to use the Chrono Decoder to do so. Convert the letters to numbers using the M=32 table and solve the equation: $31 - 11 - 43 - 15 + 42 = 4$



KEY 2: 4

3. Cut the wire that leads to the alarm bell on the sculpture

You can see 6 wires. One of these wires is connected to the alarm bell on the sculpture and needs to be cut. The problem is that you cannot see which wire that is. By process of elimination you can find the correct wire.



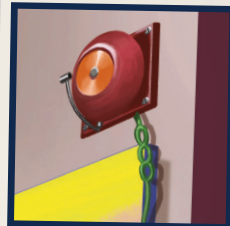
Blue: You can see that the blue wire is connected to the alarm bell next to the computer screen, so this is not the wire you're looking for.



White: The white wire leads to the alarm bell above the painting called 'SUNRISE'.



Yellow: When you follow the unplugged wire through the jumble of wires, you'll find out that it is connected to the yellow socket. Consequently, the yellow wire is already unplugged and does not need to be cut.



Green: You can see that the green wire is leading to the alarm bell above the painting called 'Calmness'. So this is not the wire you're looking for.



Red: The red wire leads to the alarm bell on the fingerprint scanner from part 1.

By process of elimination, the wire leading to the alarm bell on the sculpture can only be the purple one. The purple wire is wire number 6.

HINT 4: DIDN'T WE SEE AN ALARM BELL BEFORE ENTERING THE GALLERY?

KEY 3: 6

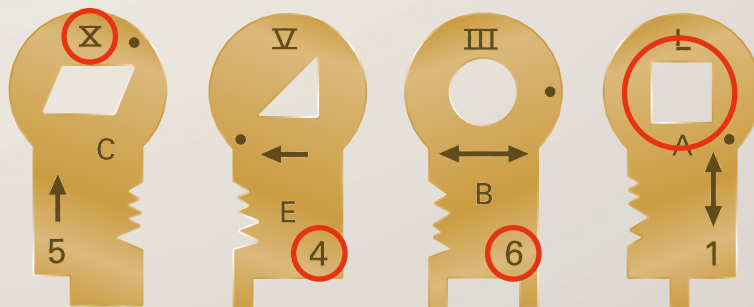
4. Create a convincing replica

Look closely at the sculpture and notice that it consists of 4 different parts. If you look around the gallery, you can spot 4 things lying around that look exactly like these 4 parts: The white floating cube matches the upper left corner of the sculpture, the black lamp matches the shape of the upper right corner of the sculpture, the blue bucket matches the lower left corner and the planter matches the lower right corner. Fold the game board on the folding lines that are already there to bring the four shapes together. They now form a perfect replica of the sculpture, that only needs to be painted with the can of spray paint that's lying on the floor. The lasers in front of the replica form a perfect square.



HINT 5: THE PIECES FOR THE REPLICA ARE IN THE GALLERY. BUT HOW CAN WE BRING THEM TOGETHER?

KEY 4: ☐



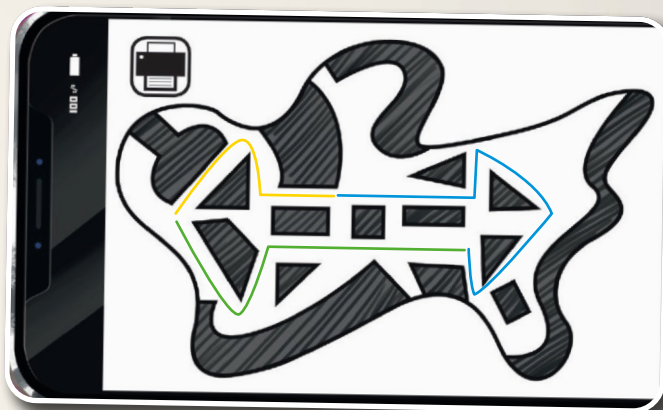
CODE: X - 4 - 6 - □

PART 3: THE ESCAPE

To escape with the stolen sculpture, you need to make your way down 4 floors and get out of the museum. Each floor contains a puzzle. The order of the keys is the order in which you come across the floors on your way down, starting on the 4th floor (where the gallery is).

4th floor

In order to be able to dodge the security guards on the 4th floor you need to map their routes. In the letter from part 1 it says that on the night before the grand opening (which is now) 3 guards will be on duty on the 4th floor. One following the green route, one following the yellow route and one following the blue route. These routes are indicated in the brochure as routes for self-guided tours. Draw all 3 routes on the screenshot of the 4th floor, that can be recognized by its shape.



Notice that the 3 routes combined form a double-sided arrow.

KEY 1: ↔

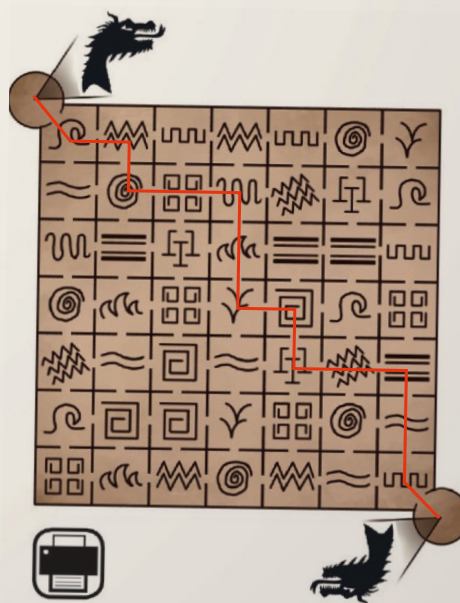
HINT 6: MAP THE ROUTES OF THE GUARDS ON THE TOP TWO FLOORS.

3rd floor

The letter from the director (part 1) also states that a guard will be present on the 3rd floor on the night before the grand opening (now). This guard's designated route is the Vermillion Path. The brochure explains that the vermilion path is the route that connects the 2 Hydra Heads without ever repeating a symbol. Furthermore, the brochure refers to finding this path as 'a zig-zag'. The kids advertisement in the brochure suggests that you need to draw the path.

Draw a path between the Hydra Heads on the second screenshot. Keep in mind you can only cross each symbol once.

Deduct the path one tile at a time. For instance: Notice that, in order to get to the last symbol in the down right corner, you must cross one of the adjacent ≡ symbols. This means that, after crossing the ∩ symbol in the top left corner, you cannot move to the ≡ and have to move right instead.



There's only one way to draw this path. The resulting path resembles the zig-zag pattern on key number 3.

KEY 2:

2nd floor

One of the items features a security guard shining his flashlight on a statue of a hippo. In the brochure you can see that this statue is called 'l'Hippo Fatal' and that it can be found on the 2nd floor. Your contractor has told you (on the envelope of part 3) that when you do meet a guard, you need to hide. Hide behind the hippo statue by fitting your group of 5 burglars + the stolen sculpture inside the shape of the statue.



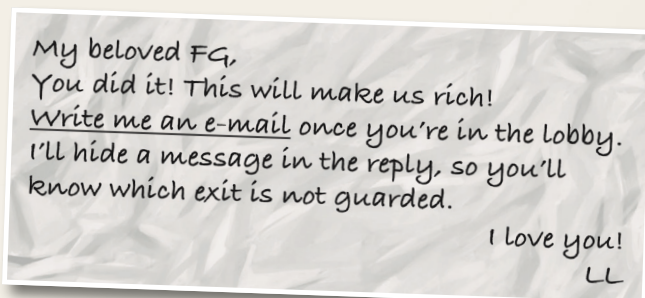
There's only one way in which all the burglars plus the sculpture fit behind the statue. When you place them in this manner, all the symbols on the statue will be covered, except for the circle.

KEY 3:

HINT 7: IF WE MEET A GUARD, WE SHOULD ALL HIDE BEHIND SOMETHING BIG.

1st floor

You've made it to the first floor! There are 6 exits here, of which only one is unguarded. The note that dropped out of the stolen sculpture can help you figure out which exit this is.



The note is written by Lotte Lock (LL), the senior assistant to the director, and is addressed to her secret lover Flora Galow (FG), the artist of the sculpture. The two of them have been conspiring together to steal the sculpture. The certificate from part 1 shows that in case the work of art would be lost or damaged, Flora Galow would be reimbursed by the museum for the amount of 400,000 dollar, making Flora and her lover rich. Send an actual email to Lotte Lock. Her email address is on the brochure: lock@lhmuseum.com. It doesn't matter what you type in the text or subject of the mail. You will receive the following auto-reply message:

Thank you for your message.

I am currently out of office and will answer your message when I get back.


Best regards,

*Lotte Lock
Senior Assistant Lockholm Museum*

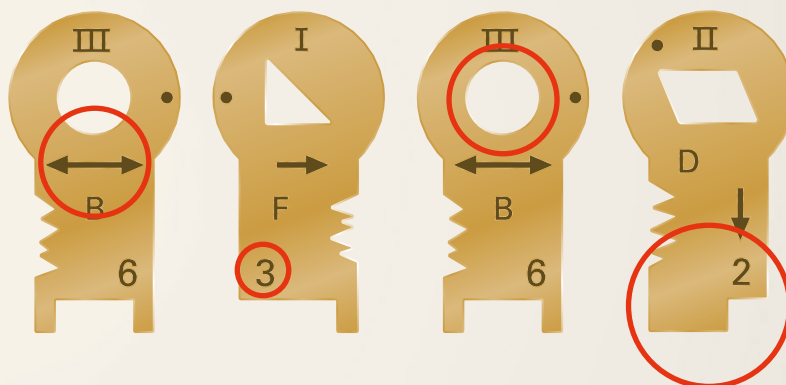
Do you want to become a friend of Lockholm Museum? Ask for your subscription at the GIFT SHOP.

The hidden clue, contained within this message, is 'gift shop'. Find the gift shop on the map inside the brochure. The legend shows the gift shop is indicated by a shopping cart icon. The exit at the back of the gift shop has the same shape as the bottom of the key with number 2.

HINT 8: DO WHAT SHE ASKS, FOR REAL! NO INTERNET?: THE HIDDEN MESSAGE IS THE SAME AS THE LAST TWO WORDS OF THE KIDS ADVERTISEMENT.

KEY 4: 

CODE:  - 3 -  - 



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