

# WILD WEST EXPRESS

**SOLUTION!**

**READ ONLY  
IF YOU ARE READY  
FOR THE SOLUTION!**

Your goal was to get to the front of the Wild West Express and stop the train from plummeting into the ravine at Hodale Mountain. Did you manage to do so? Or are you now lying in the ravine, wondering what went wrong? Here is what you should have done to stop the train.

## PART 1: THE PRISON WAGON

To escape from the prison wagon you need to find the 4 digit code of the combination lock. Rich, the guard, mumbles a hint in his sleep: "...the letters after the underlined...". Write down the letters that are behind the underlined ones on the note that's in the typewriter to find the following words:

1. TYPEWRITER
2. CLOSED CELL
3. PLAYING CARD
4. HANDCUFFS

Each of these words or combination of words hints at one digit of the code, already in the correct order.

### 1. Typewriter

Look closely at the keys of the typewriter and notice it's missing 4 keys: R, U, O and F. Mix up the letters to get the word 'FOUR'.

Key 1: 4

**HINT 1: THE LETTER WILL TELL YOU WHAT THE KEYS ARE. THE LETTERS AFTER THE UNDERLINED ONES ARE IMPORTANT. WHICH LETTERS ARE MISSING FROM THE TYPEWRITER?**

### 2. Closed Cell

On the photo you see 2 men standing in front of an open prison cell. On the back wall of the prison cell some words are visible: "El Paso Train Fed Dakota Roux". Part of the same text is visible on the back wall of the prison wagon. The photo was taken inside this wagon. The hint says 'closed cell'. Visualize the cell door on the photo being closed. The bars would cover up most of the letters, leaving only the vertical letters: S-I-X. This is what Rich sees from his perspective.

Key 2: 6



### 3. Playing Card

There are 12 playing cards of one suit lying around the prison wagon, while a suit in a standard deck of cards has 13 cards. Check both sides of the prison wagon and notice that the card with number 5 on it is missing.

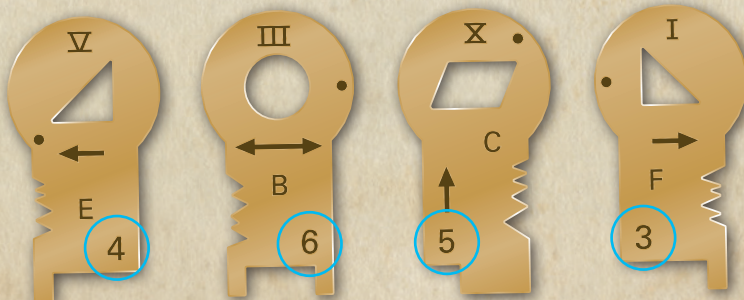
Key 3: 5

### 4. Handcuffs

Look closely at the handcuffs that are hanging on the rack behind Rich. These handcuffs have the shape of a 3.

Key 4: 3

**HINT 2: KEY 1 = TYPEWRITER, KEY 2 = CLOSED CELL, KEY 3 = PLAYING CARD, KEY 4 = HANDCUFFS. WHAT WOULD THE GUARD SEE IF THE CELL DOOR WAS CLOSED? WHICH PLAYING CARD IS MISSING?**



**CODE: 4653**



## PART 2: THE 4 WAGONS

You've managed to escape from the prison wagon. Now you need to make your way through 4 wagons. You can find the order in which you come across these wagons by puzzling the wagons together. Pay special attention to the clouds and make sure the same types of couplings are connected to each other.



**HINT 3: THE TRAIN WAGONS CAN ONLY BE PUT TOGETHER IN ONE WAY. THIS IS THE CORRECT ORDER OF THE KEYS.**

### Wagon 1: Pete's Wagon

The second speech bubble indicates you're looking for a word of 6 letters to say that Pete wants to hear in order for him to let you pass. First of all, notice that Pete commented on your forceful order to let you through as being quite rude. Secondly, two men on the roof (on the other side of the sheet) talk about Pete being a 'softy', with his silly opinions about people in the Wild West being rude and impolite. The polite way of asking Pete to let you through would be to simply add the word 'PLEASE'. Fill in the word please in the speech bubble and see that the 'E' would be underlined.

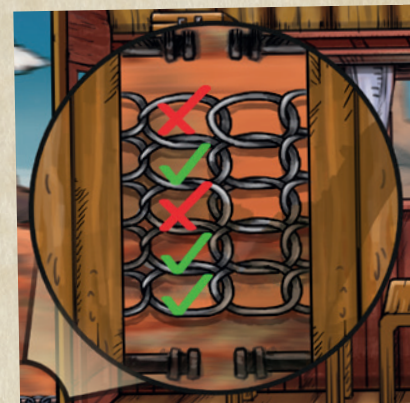
**Key 1: E**

**HINT 5: YOU DON'T KNOW WHAT TO TELL PETE? SOMETIMES IT'S ENOUGH TO BE NICE... WHERE HAVE YOU SEEN THE GUY FROM THE WANTED POSTERS BEFORE?**

### Wagon 2: The Coupling Rings

Upon escaping Pete's wagon, your plan is to unhook the carts to the back (the prison wagon and Pete's wagon) to separate the bandits they hold from the rest of the train. The two wagons are connected by interwoven rings. How many rings do you need to cut in order to unhook the two wagons? If you look closely, you'll find that not all the rings are actually connected. Of the middle two columns, only 3 pairs of rings connect. So you have to cut 3 rings.

**Key 2: 3**



**HINT 4: LOOK CLOSELY AT THE COUPLING RINGS. NOT ALL OF THE RINGS ARE CONNECTED. ALL THREE WANTED POSTERS SHOW THE SAME GUY.**

### Wagon 3: The Mexican Stand-Off

According to the marshal, one of the people in the wagon is collaborating with the bandits and must be lying. But who is it? Since only one person is lying and both women agree with one another, the women can't possibly be the liars: they are either both speaking the truth or they are both lying. The man in blue claims one of the woman is collaborating with the robbers, which must be a lie. This man is the liar and consequently the person collaborating with the bandits. Follow the cable of the lamp that's hanging above this man's head. It leads to position C, which means that the marshal will need to cut rope C to take out the collaborator.

**Key 3: C**

### Wagon 4: The Dining Car

The journalist inside the dining car is trying to figure out who the boss of the bandits actually is. He's done his research, which you can find on the note. If you look closely at the 3 wanted posters, you can see that they all feature the same man in some sort of disguise. Use the note to figure out which part of each wanted poster is without a disguise.

- Doc Weekend: cannot grow a beard or a moustache, so these are fakes. The upper half of his face is visible.





- Dude: has fake hair and fake glasses, which means only the bottom part of the face is without disguise.
- Young Gun: has covered the top and lower part of his face. Only the middle part is visible.

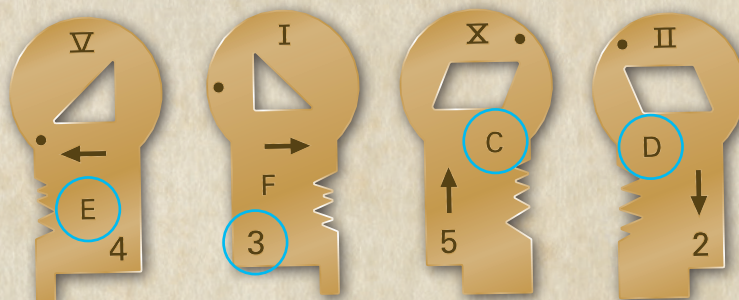
Fold the wanted posters and put the part without disguises of each face together to reveal the true face of the boss:



The face of the boss matches that of one of the men on the photo from part 1. On the back of the photo it says these men are train marshal Abraham Anderson and mayor Dudley Durkings II. You've already run into the man on the left in wagon 3 and identified him as the train marshal. The man on the right must be mayor Dudley Durkings II, aka the boss. Both his first name and surname start with a D, hinting towards key D. Besides, the roman numeral 'II' is on this key.

Key 4: D (II)

CODE: E 3 C D



### PART 3: THE LOCOMOTIVE

You've managed to make your way to the locomotive at the front of the train. The bandits have abandoned the train, but you're still far from safe. The train is still storming ahead at top speed in the middle of the desert, without a train driver, while the boiler is about to explode and the break handle has been sabotaged. The order in which to solve the problems is explained on the envelope:

1. Make sure the boiler doesn't explode
2. Find a safe train station
3. Slow down the train
4. Stop the train

#### 1. Make sure the boiler doesn't explode

Look around the interior of the locomotive and spot 3 gauges. In order to prevent the explosion of the boiler, the pointers in each of the gauges must point towards the green area. This means the pointer of the purple gauge has to move 5 steps clockwise, the pointer of the orange gauge has to move 3 steps counterclockwise and the pointer on the green gauge has to move 2 steps clockwise.



There are 7 handles on the boiler, each one influencing each of the 3 gauges when pulled. The colored plus and minus signs below the handles indicate how many steps each gauge of the same color will move clockwise (+) or counterclockwise (-) when the handle is pulled. For instance, 2 green plus signs indicate that the green gauge will move 2 steps clockwise. On the back of the lever panel it says you need to figure out how many of the handles you need to pull in order to move all the gauges to their correct positions. There's only one combination of pulled handles that will do the trick:

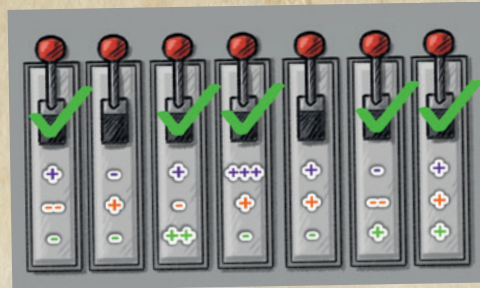
- Purple gauge:  $1 + 1 + 3 - 1 + 1 = +5$  (gauge moves 5 steps clockwise)
- Orange gauge:  $-2 -1 +1 -2 +1 = -3$  (gauge moves 3 steps counterclockwise)



- Green gauge:  $-1 + 2 - 1 + 1 + 1 = +2$  (gauge moves 2 steps clockwise)  
This means you had to pull 5 handles.

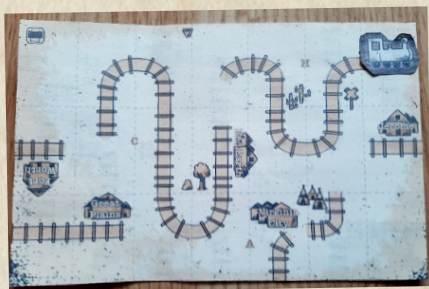
Key 1: 5

**HINT 6: HAVE YOU SEEN THE GAUGES IN THE LOCOMOTIVE?**  
**FLIP THE LEVERS SO THEIR ARROWS END UP IN THE GREEN ZONES.**

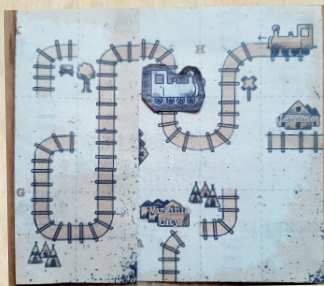
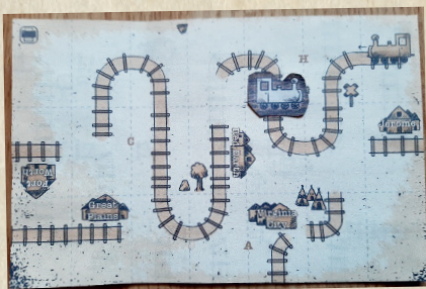


## 2. Find a safe train station

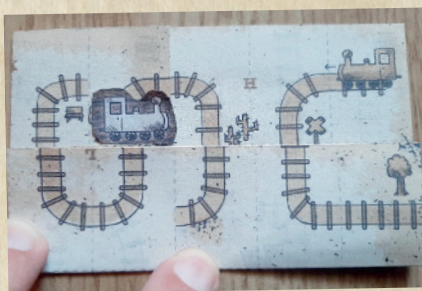
To find the safe train station you need to follow the instructions on the instruction sheet and see where you end up on the map. The train starts in the upper right corner of the map.



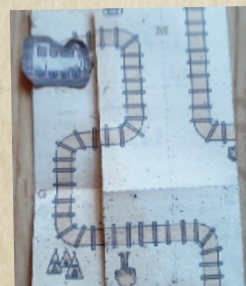
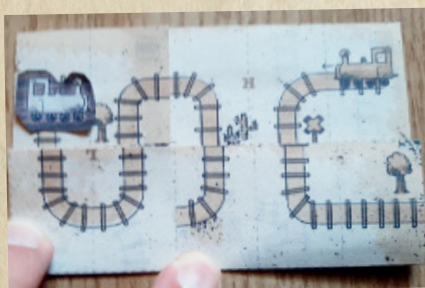
TO THEN FOLD C




TO THEN FOLD G

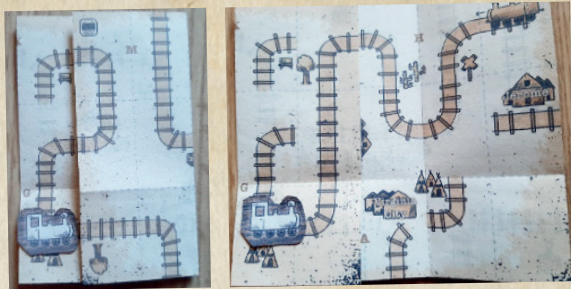


TO THEN UNFOLD ONCE, THEN FOLD H

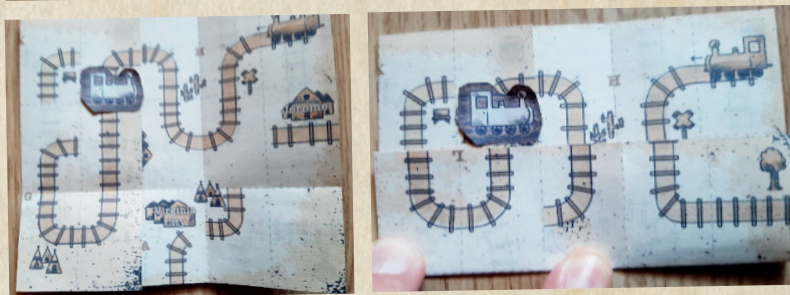






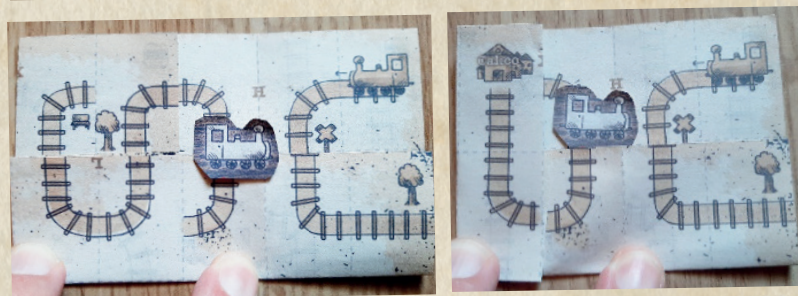
 TO  THEN UNFOLD ONCE




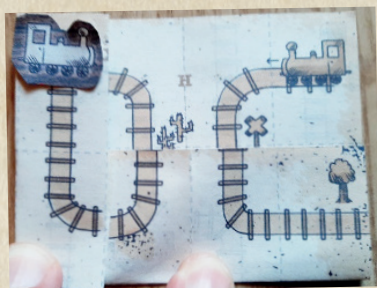
 TO  THEN FOLD G



 TO  THEN FOLD L



 TO FINAL DESTINATION



Finally, you'll arrive at train station Calico. On the instruction sheet Calico is numbered city 5.

Key 2: 5

**HINT 8: FOLD THE MAP ACCORDING TO THE INSTRUCTIONS. READ CAREFULLY AND DON'T FORGET TO MOVE THE TINY TRAIN.**




### 3. Slow down the train

In the top right corner of the interior of the locomotive there are 3 valves with the words 'slowdown valves' written above them. You need to figure out which valve can slow down the train. Luckily, the train driver has been able to send you the answer just before he died using the steam whistle. If you look at the sky above the locomotive, next to the chimney, you can spot an ER-symbol written in smoke, which means you need the Chrono Decoder to decode something. Also, the smoke seems to form special patterns. Connect all the train parts to see the whole pattern, then use the Chrono Decoder's Morse alphabet to decipher the train driver's last message.



The center valve has a  shape in the middle.

Key 3: 


**HINT 7: PUT ALL PARTS OF THE TRAIN TOGETHER – THE TRAIN DRIVER LEFT A MESSAGE IN THE SMOKE FOR YOU. TRANSLATE IT WITH THE HELP OF THE CHRONO DECODER.**

### 4. Stop the train

In order to be able to stop the train, you'll first need to reassemble the brake arm, which the bandits demolished. The back of the instruction sheet shows the correct form of the brake arm, along with the instruction not to leave any screws loose. Recreate the correct brake arm shape with the pieces by overlapping screws with matching shapes. There is only one possible outcome:

The red paint on the brake arm has the shape of a 4.

Key 4: 4

CODE: 5 5  4

