

TOMB ROBBERS

SOLUTION

READ ONLY IF YOU ARE READY FOR THE SOLUTION!

As soon as you step into the pyramid containing the tomb of Osiris, sand begins to pour in. Within one hour the exit will be completely blocked. Did you find the treasures in the tomb of Osiris and reach the exit within 60 minutes? Or did you miss something? See below to find out what you had to do to escape.

PART 1:

THE TRAP DOOR

As you search for the centre of the pyramid, a heavy trap door suddenly slides down and splits your team in 2. The trap door has 2 slides that can be operated from both sides. Find out how the slides work so you can be reunited with your friends soon and continue your journey towards the tomb of the pyramid of Osiris.

Preparation:

One of the players assembles the trap door including the 2 locking slides. Then hold the trap door in the middle of the teams in a way that the words are in upright position. 'Team inside' only sees the inside of the trap door and 'team outside' only sees the outside. You can hear each other, but you cannot see each other nor pass anything to each other, including the dictionary, until the 4 keys are found.

Step 1. Translate the hieroglyphs on the trap door using the dictionary

Team inside describes the hieroglyphs on top of the trap door and team outside looks them up in the dictionary.

The correct translation is: 'task for outside is tortoise, tortoise, tortoise, top'.

Also translate the hieroglyphs in the centre of the trap door: 'make equal'.

Note: the hieroglyphic dictionary contains correct symbols but with adapted translation to the game.

Step 2. Slide the 2 door slides to open the door

The 2 teams (inside and outside) take turns performing the following actions:

A Team outside: slides the top slide until only **3 tortoise** images are visible through the openings.

B Team inside: sees in the openings on top: **2x snake**, **1x tortoise** and **2x heron** and slides the bottom slide until the same animals become visible in the openings. The amount of animals must also be the same, but they do not have to be in the same place and several animals can be visible through one opening.

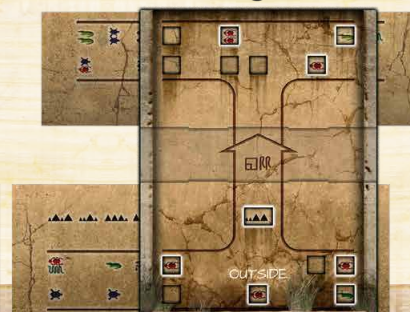
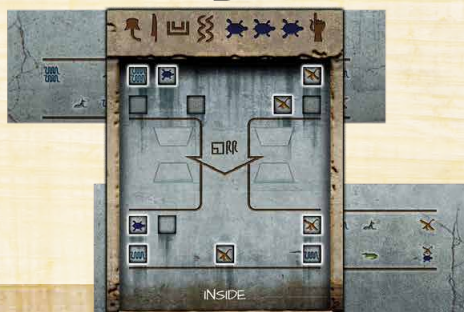
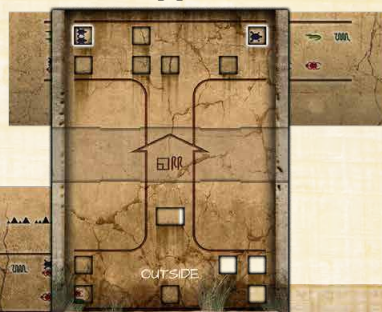
C Team outside: sees a mountainous pattern: small, small, large, large. This corresponds to the serrated pattern on key 4. **Key 1: 4**

You can also see the following animals through the openings at the bottom: **3x scarab beetle** and **1x crocodile**. Slide the top slide until you see the same animals through the openings.

A

B

C

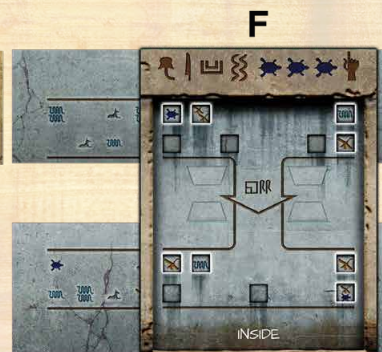
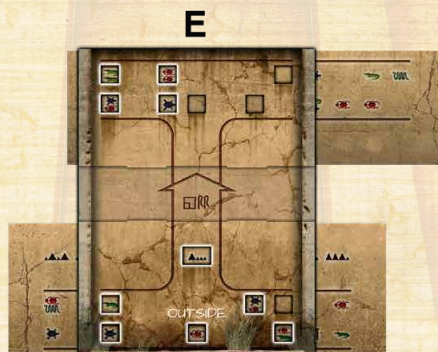
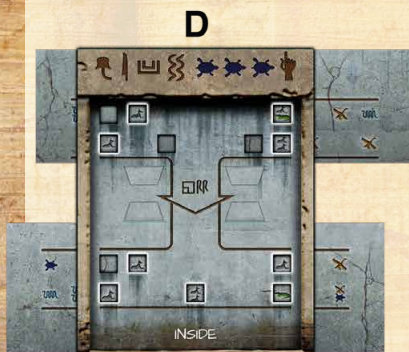


D Team inside: sees the following animals on top: **5x jackal** and **1x crocodile** and slides the bottom slide until the same animals become visible in the openings.

E Team outside: sees a mountainous pattern: large, small, small, small. This corresponds to the serrated pattern on key 5. **Key 2: 5**

You can also see the following animals through the openings at the bottom: **3x scarab beetle**, **2x crocodile** and **2x tortoise**. Slide the top slide until you see the same animals through the openings.

F Team inside: sees in the openings on top: **3x heron**, **1x snake** and **1x tortoise**. Slide the bottom slide until you see the same animals through the openings.





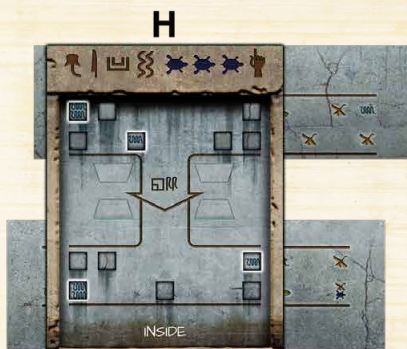
G Team outside: sees a mountainous pattern: large, large, small, large. This corresponds to the serrated pattern on key 6. **Key 3: 6**

You can also see the following animals through the openings at the bottom: **1x crocodile**, **1x scarab beetle**, **2x snake** and **1x tortoise**. Slide the top slide until you see the same animals through the openings.

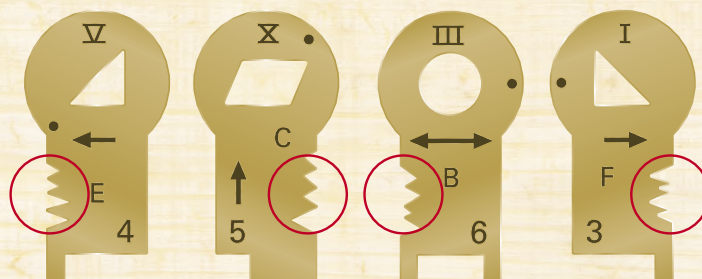
H Team inside: sees the following animals on top: **3x snake**. Slide the bottom slide until the same animals become visible in the openings.

I Team outside: sees a mountainous pattern: small, large, small, large. This corresponds to the serrated pattern on key 3. **Key 4: 3**

Also look at the following hieroglyphs through the openings at the bottom:  . Translate the hieroglyphs with the dictionary and find: 'code end'.



CODE PART 1: ▲▲▲▲ ▲▲▲▲ ▲▲▲▲ ▲▲▲▲



With a loud creak, the trap door slides back up and you are reunited. Continue your way towards the tomb.

PART 2:

THE BURIAL CHAMBER

Because many corridors are blocked, you arrive at the locked burial chamber in the heart of the pyramid much later than expected. Your eye catches something lying by the door. You pick it up and see that it is a scale model of the chamber. Next to it is a mysterious diary page of archaeologist Evelyn Sands, who disappeared years ago.

In 1922, English archaeologist Lady Evelyn Sands, along with her father Lord George Herbert and his associate Howard Carter, discovered the world-famous tomb of Tutankhamun during one of many expeditions in Egypt. Fourteen years after this discovery, Evelyn herself and a team of researchers set out on an expedition to the tomb of Osiris. Osiris was known as the Egyptian god of the underworld, but Evelyn believed Osiris once was a human king of Egypt. On this expedition in November 1936, Lady Evelyn and her entire team mysteriously disappeared. To this day, it is unclear what happened to them: all the expedition members have disappeared without a trace.

Step 1. Translate the hieroglyphs above the doors and assemble the room

Translate the hieroglyphs above the 4 doors using the hieroglyphic dictionary to correctly assemble the scale model of the room:



'1 continuous drawing inside': assemble the walls so that the mural is on the inside of the room and continues across all 4 walls.



'feet sarcophagus direction here': place the floor with the feet of the sarcophagus pointing towards this wall.



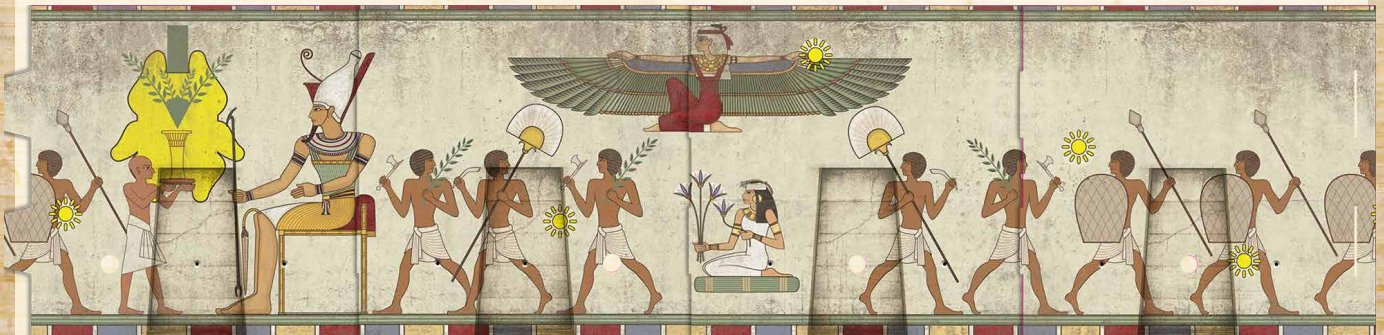
'gods guard holy spirit': this is no hint, but you need this later.



'key is not 3DXE6': the correct key doesn't contain digit 3, letter D, Roman numeral X, letter E nor digit 6. The only key remaining is the key with digit 1.



This is what the room looks like according to the instructions in the hieroglyphs:



Key 1: 1

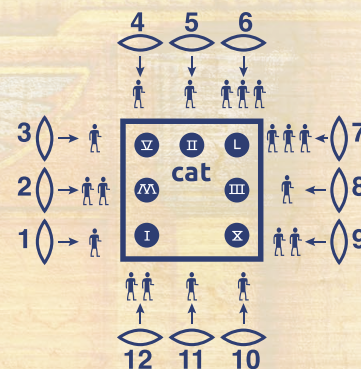
Step 2. Position the statues in the correct spot on the floor

Temporarily remove the walls for this puzzle so you can easily place and move the statues on the floor.

The sketch in Evelyn's journal shows how many statues you can see in each row through the 3 holes in each wall. Sometimes small statues cannot be seen from that spot because there is a large statue in front of it. Now place the statues in the correct spot:

- Put the cat in the white dress near the feet of the sarcophagus on spot II as the text in the sketch indicates.
- From hole 7 you can see 3 statues, which means that the statues L, II and V must be increasing in size. Thus, on L there must be a statue that is smaller than the cat. The 2 statues with the moon are the only ones smaller than the cat. Put one (no matter which) on position L.
- The largest statue can only be on location V. This statue blocks the view of all other statues in the row in which it is placed. According to the diagram, only the statue on spot V does that. Put the dog in the white skirt on spot V.
- Only 4 spots remain: I, M, III, and X. If you look through hole 10, you will see only one statue, which means that the statue in spot X must be bigger than the one in spot III. From hole 1 you can also see only one statue, which means that the statue on spot I is again bigger than the one on spot X. And when you look through viewing hole 12, you see 2 statues of which V (the biggest statue) is one. So, the statue on spot I is also bigger than the one on spot M. Conclusion: on spot I stands the biggest statue left: the lady in the blue dress.
- Following the same logic, you can conclude when looking through hole 8 that the statue on spot M is smaller than the statue on spot III. And we already know that the statue on spot X is larger than the statue on spot III. That means that in spots M, III and X there must be the following statues respectively: the smallest statue with moon, the lady in the green dress, the bird.

The 2 smallest statues are interchangeable and can therefore both be placed on spot L or M.



The journal says that you must find the 'right statue' and 'look closely at its location'. The right statue is the one with a clue to the key. The clue is literally the key in the hand of the lady in the blue dress. She is standing on the spot with a Roman numeral I.

Key 2: Roman numeral I

Step 3. Shine the torch into the room

Check if the orientation of the statues is the same as the line of the circles on the floor. Now place the walls back on the floor correctly in order to be able to shine through the hole in the wall onto the statues. Follow Evelyn's notes exactly. Shine the flashlight through the larger hole in the door inscribed 'gods guard holy spirit'. To do this, hold your torch as close to the hole as possible. You will then see shadows of the statues on the opposite wall. Now look at the icon of the sun on the wall. You'll see the shadow of the cat statue there. Look closely at which spot in the shadow the sun is located. This corresponds to the dot on the key.

Key 3: dot right



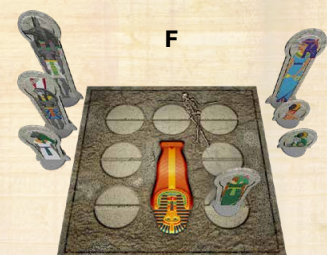
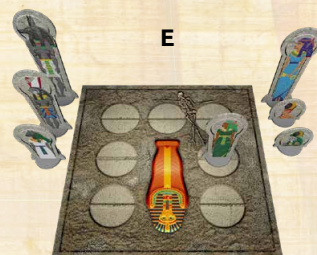
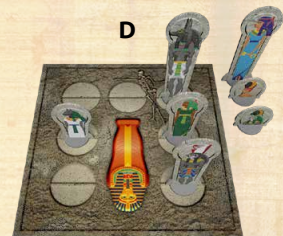
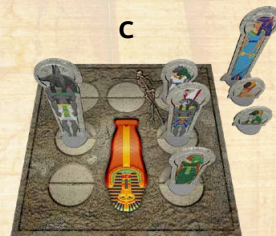
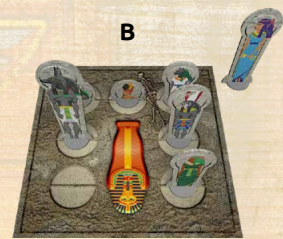
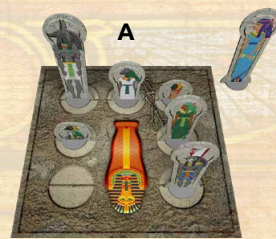
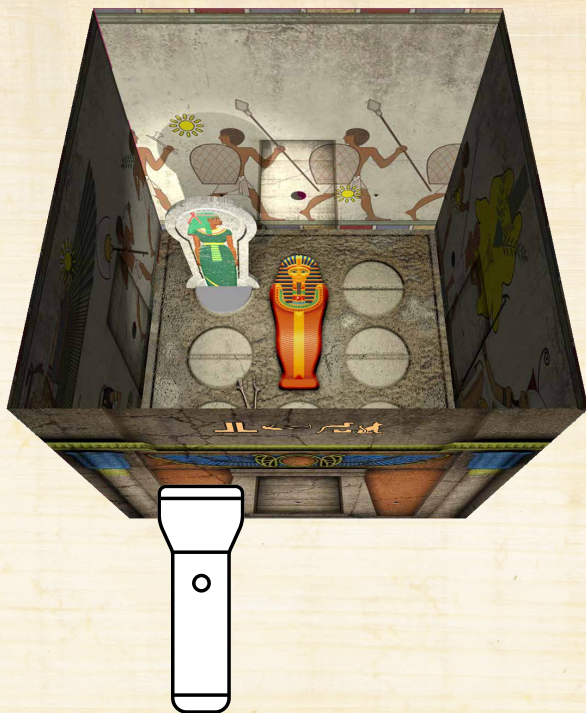
Step 4. Move and remove the statues and shine the torch again

Follow the directions from the diary for moving and removing the statues from the room:

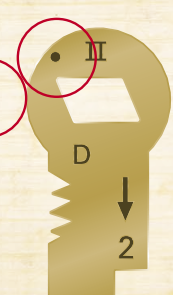
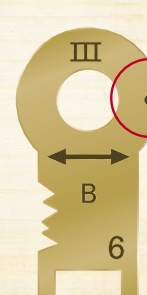
- A** Remove the statue of the lady in the blue dress.
- B** Swap all the statues once with the nearest neighbour.
- C** Remove the 2 small statues with moon.
- D** Swap the longest and shortest statue and swap the middle 2 as well.
- E** Remove the 3 statues with animal heads.
- F** Move the remaining statue 1 step towards the head of the sarcophagus.

Now shine the flashlight again, but this time through the hole in the door near the feet of the sarcophagus. Again, look on the opposite wall at which spot the sun is located in the shadow: this time it is in the shadow of the lady in green. Find the corresponding dot on the key.

Solution: dot left top



CODE PART 2: 1 I ☉ ☽



You are startled when the latch shifts with a loud squeak and one of the doors to Osiris' burial chamber slowly opens. You try not to look at the skeleton. Cautiously you enter the burial chamber, with the stories about the mysterious tomb of Osiris still fresh in your minds. According to these stories, if you got too close to the sarcophagus, you would be invaded by curses, poison gases and booby traps. Of course you all know that curses can't be real, but poisonous gases and booby traps can be a real danger!

PART 3:

THE SARCOPHAGUS

Now comes the most exciting part... You carefully open the sarcophagus and hold your breath. It remains silent and nothing happens. Fortunately, poisonous gases and booby traps do not appear. You quickly but carefully remove the mummy's wrappings. You find only a golden scarab and not the treasures you were looking for. Then a curious thing happens: the pyramid starts to vibrate, and the mummy begins to speak without you being able to understand what he is saying. You don't wait a second longer: you quickly wrap the mummy back up and hurry to the exit.



Mummy wrapping

Fold the 3 strips out over the dotted lines. Then wrap the strips around the mummy so that all the symbols connect. Translate the symbols by colour to find the cryptic description of the corresponding key:



means 'double spear horizontal' and refers to the key with the **double horizontal arrow**.



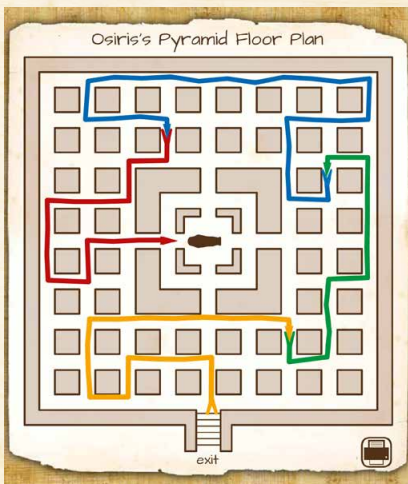
means 'first letter freedom'; the first letter of the word 'freedom' is 'F' and refers to the key with **letter F**.



means 'not angled shape' which refers to the key with the **round hole**.



means 'scarab beetle on wall'. The text on the envelope says that you have seen this shape before. Grab the room again and place the golden yellow scarab on the yellow silhouette on the wall near the feet of the sarcophagus. A green downward arrow appears; this is the **downward arrow from the key**.






Key sequence

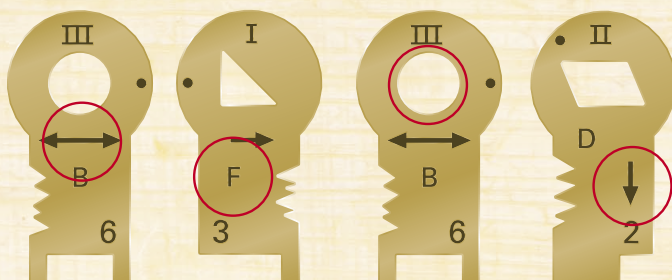
Hold the note with the 4 coloured routes behind the map and hold both up to the light. You can now see the lines shining through the paper.

On the map there is a red arrow pointing into the tomb. Position the note so the red arrow of the map will overlap the red arrow at the end of the red route.

Trace the red route on the floor plan. Now try to connect the 3 remaining arrows to the red one. There is only one coloured line that stays inside the pyramid plan: the blue one. Draw this route on the floor plan as well.

Repeat until you have drawn all 4 arrows in succession from sarcophagus to exit. The sequence of the coloured routes you have to walk to exit the pyramid is: red, blue, green, yellow. This is also the sequence of the 4 keys you found.

CODE PART 3:  **F**  



Once you have reached the exit of the pyramid of Osiris, you see that the sand has already risen to a great height. You can only just see a small patch of sky through the opening, but the hole is too small to crawl through. You quickly drop to your knees and start digging away at the sand as fast as you can, until the hole is big enough to squirm through. Once outside you suck your lungs full of fresh air. What an adventure! You slap each other on the shoulder in relief. That you did not find the valuable treasures you were looking for no longer matters. Everyone is unharmed, you have found the missing Evelyn Sands and you even have a beautiful golden scarab as proof that you have been deep inside the pyramid!