



INTRO GAME



WALKTHROUGH

Read only if you are ready for the solution!

You still haven't got a clue what neighbour Jack van der Vee is doing in his cellar at night. You had expected to find out by taking a look in his cellar. But because of that stupid heavy cellar door, you have wasted all 15 precious minutes to crack the code of the cabinet. Instead of finding out what he has been up to during all those nightly hours...

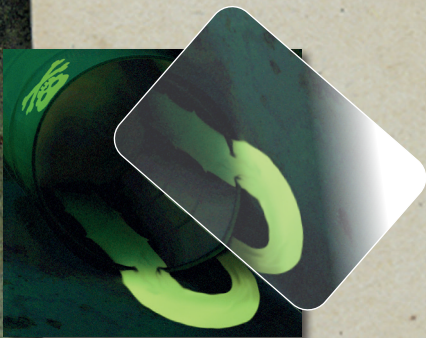
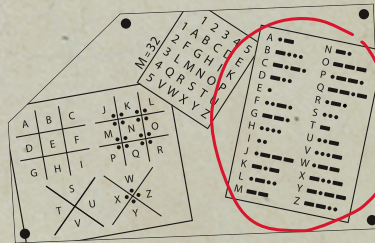
FIND THE 4 DIGITS TO OPEN THE LOCKED CABINET THAT HOLDS THE SPARE KEY!

You have a look round in the cellar and spot a cabinet holding a spare key on the rear wall near the storage rack. The cabinet opens by entering a 4-figure code. Since Jack needs to remember a lot of different codes, fortunately he has left clues in his cellar. It will not be the first time that he forgets his keys and that stupid door is slammed shut with a loud *BANG*.

First, decipher the Morse code on the shelves in the storage rack, using the Morse decoder on the right side of the Chrono Decoder.

- 1 DRUM
- 2 HOSE
- 3 QUESTION MARK
- 4 CANDLE

This means that a digit can be found in these four places in the illustration.



1 DRUM

In order to find the first key, place the mirror against the 'wall', exactly on the welding seam of the large drum that has fallen over. If you look at the radioactive materials seeping from the drum, you can see the figure 3 appear. If you have properly examined the keys, you can see the number three on one of the keys. Put this key with the number three facing forward in the far left slot in the Chrono Decoder. This is the first digit of the code.



2 HOSE

The garden hose is hanging at the rear wall, in the shape of the figure 6. Put the key with the number 6 in the second slot of the Chrono Decoder. This is the second digit of the code.

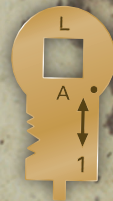


3 QUESTION MARK

You can find the question mark on the poster on the left wall, straight underneath the fly catcher. It shows a spray can with the words 'FLY AWAY'. If you follow all the spray cans in the direction they are pointing to, starting with the spray can on the far left, it spells the following word: SQUARE.



Have another proper look at the keys and you will find that one of the keys, at the top, has a hole in the shape of a square. This is the key with number 1. Put the key with the number 1 in the third slot of the Chrono Decoder. This is the third digit of the code.



4 CANDLE

It is very dark in the cellar. In order to see better, you need to lit the candle. Place the card with the lit candle exactly over the lantern on the illustration and the figure 5 will appear on top of the lantern. The last key you need is thus the key with the number 5. Put this final key in the last slot of the Chrono Decoder and you will hear the 'winning' signal!



You found the code of the cabinet! You take the key from the cabinet and make your way out of the cellar. Hopefully you did it within 15 minutes, otherwise you have a lot of explaining to do to Jack...

Correct code: 3615

