



SOLUTION

READ ONLY IF YOU ARE READY FOR THE SOLUTION!

SUPERHEROES

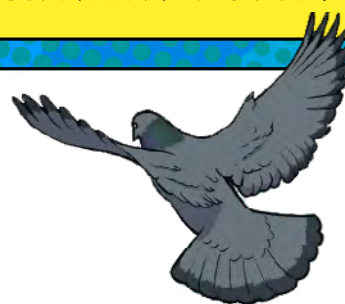
NEXT GENERATION

WHEN YOU WALK INTO THE ZOO, IT'S COMPLETE CHAOS THERE.
HOPEFULLY YOU'LL BE ABLE TO WORK OUT WHAT'S BEHIND SUPER TEAM X'S AGEING.

PART 1

WHO'S DONE THIS?

The game takes place inside a comic. You'll find the keys in chronological order.



1ST KEY: THE ZOO

You notice Zoë talking to all sorts of zoo animals to work out a characteristic of the perpetrator. This way, you, Super Team X Junior, are trying to get a better idea of which villain is behind your parents' ageing and the ruins in the city.

In order to be able to understand the animals, you need the animal dictionary. In the animal dictionary, you notice a diagram. The type of animal (reptile, bird or mammal) determines the column in which you need to look to find the correct translation. The number of sounds the animal makes determines the row in which to look. Next, you check out the translation in the green box if the animal is a herbivore, and the translation in the red box if the animal is a carnivore.

NUMBER OF SOUNDS	WHAT ARE THE ANIMALS SAYING?
1	But, it's way too cold here. The villain had a square helmet.
2	The villain had a 'P' on his coat. Watch out for the lionel!
3	I miss the zookeeper. The polar bear is very shy and only mentions half of each number.
4	I'm hungry. HOW IS IT POSSIBLE THAT I UNDERSTAND YOU!

HERBIVORE	CARNIVORE
ZOO The lion slept through everything so he doesn't know what he's talking about! The villain was missing 2 fingers. The villain has taken something from the museum. The room with the low ceiling. These machine plants have eaten my friend! I know it all, but he finally has no won't be saying anything! The villain took 5 of my eggs! The villain was limping.	MAMMAL The monkey is always exaggerating he multiplies all numbers by 3. Yes, he was holding a peculiar shape. Look over there, a SQUIRREL! The villain had 5 scars. Yes, the lion always tries to join in, even though he doesn't know. In my old age, I really had had enough of the zoo. The villain was missing 5 teeth.

The animals on page 1 of the comic are saying:

- LION (mammal, 4 sounds, carnivore): "The villain was missing 6 teeth."
- MONKEY (mammal, 3 sounds, herbivore): "The villain had 3 scars."
- GIRAFFE (mammal, no sound, herbivore): doesn't say anything (adult giraffes don't make any sound).
- PIGEON (bird, 1 sound, herbivore): "The lion slept through everything so he doesn't know what he's talking about!"
So now you know that the information given by the lion is not correct.
- POLAR BEAR (mammal, 3 sounds, carnivore): "Yes, the lion always tries to join in, even though he doesn't know."
This confirms what the pigeon is saying.
- DOG (mammal, 2 sounds, carnivore): "Look over there, a SQUIRREL!!!"
This is a hint indicating that a squirrel is hidden somewhere, who's saying something too.
Follow the dog's gaze and you'll find it in the bushes.
- SQUIRREL (mammal, 1 sound, herbivore): "The monkey is always exaggerating: he multiplies all numbers by 3."
So now you know that the villain doesn't have 3, but 1 scar.

In the last image of page 1, Percy says: "Thanks to these animals we now know that the villain has a defining feature. The number he has of this feature is the first key." The feature is the scar and the villain has 1 scar, so:

1ST KEY: 1

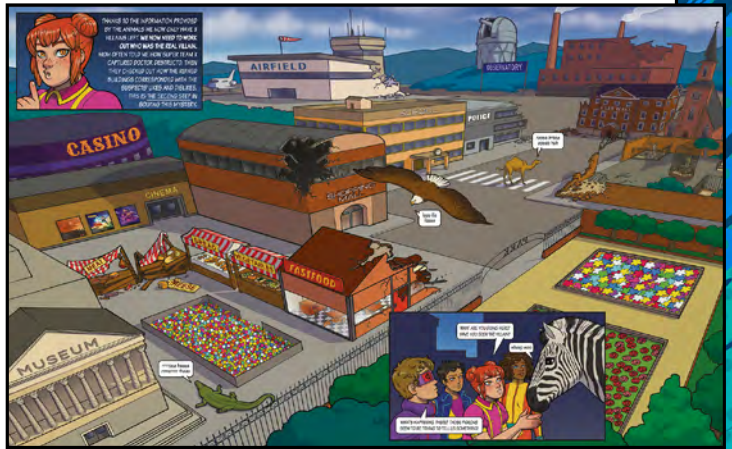


2ND KEY: THE RUINED CITY

From the information given by the animals, you know that 3 villains are left, whose profiles you have.

On pages 2 and 3 of the comic book, you see a city with buildings in ruins, but also a number of ruins that have stayed intact. In the story, Zoë tells that Super Team X once found a villain by comparing the ruined buildings against what the villains liked and disliked in the city. In the villains' profiles, you can see what each villain **likes** or **dislikes**:

BUILDING	Ann Archy	Sir Charles Gourmand	Florian Sprout	Damaged?
Airfield				YES
Observatory				NO
Factory				YES
Casino				NO
Shopping Mall				YES
School				NO
Police				YES
City Hall				YES
Church				YES
Cinema				NO
Zoo				YES
Park				NO
Meat Stall				YES
Cheese Stall				YES
Bread Stall				NO
Vegetable Stall				NO
Fastfood Stall				YES
Museum				NO



The villain has **ruined** everything he **dislikes** and has **left intact** everything he **likes**.

The diagram shows that the ruined buildings correspond exactly with what **Florian Sprout** dislikes.

The animals on this page 2 and 3 of the comic are saying:

- CROCODILE (reptile, 4 sounds, carnivore): "HOW IS IT POSSIBLE THAT I UNDERSTAND YOU?!"
- EAGLE (bird, 3 sounds, carnivore): "I saw it all, but I'm finally free so won't be saying anything!"
- DROMEDARY (mammal, 4 sounds, herbivore): "In my old age, I really had had enough of the zoo."
- ZEBRA (mammal, 2 sounds, herbivore): "Yes, he was holding a peculiar shape."

Most of the animals are not particularly helpful, but from what the zebra is saying you know you must look for what the perpetrator is holding. You know that the perpetrator is Florian Sprout and he's holding a square shape. In Zoë's story, you read that this is the second step, which means that this is the 2nd key.

2ND KEY: ☐

3RD KEY: THE MUSEUM

- The PIGEONS (bird, 2 sounds, herbivore) on this page are saying: "The villain has taken something from the museum!"

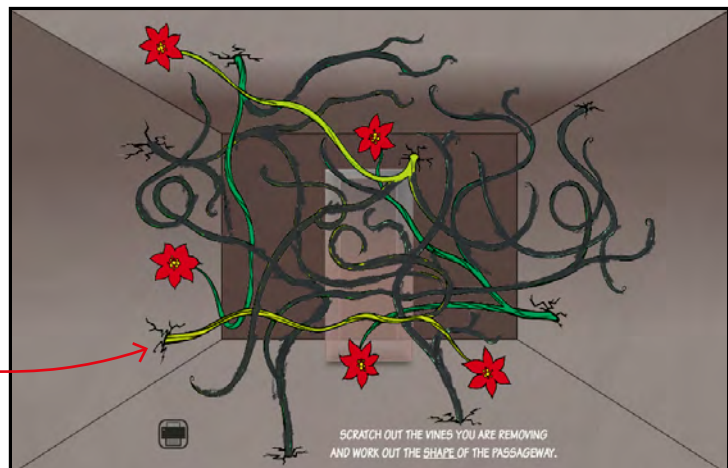
As you enter the museum, plants are obstructing your way. Victor wants to burn them away using his electricity, but finds out that the flowers are explosive.

When removing the vines, you must leave the flowers.

Scratch away the vines without flowers in the frame.

You can also safely remove the side branches without flowers. When you remove these, you are left with this.

This clearly shows a triangular shape.



3RD KEY:

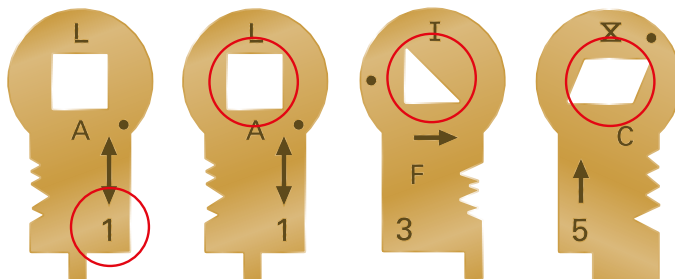
4TH KEY: THE VILLAIN'S LOCATION

You work out that Florian has stolen 'the Diamond of the Years'. Your last step (for the last key) is to find out his hiding place. Percy says he has seen the hiding place using his infra-red vision. Florian's profile states that he was last seen in the park.

When you look through the red filter, you notice a parallelogram shape in the flowerbed in the park.

4TH KEY: 

CODE PART 1: 1   



PART 2

FIND THE AGEING RAY MACHINE

You pass through the hidden door in the flower field and end up in a corridor with all sorts of security measures. Again, you'll work out the keys in chronological order of the story.

1ST KEY: ROCK TRAP

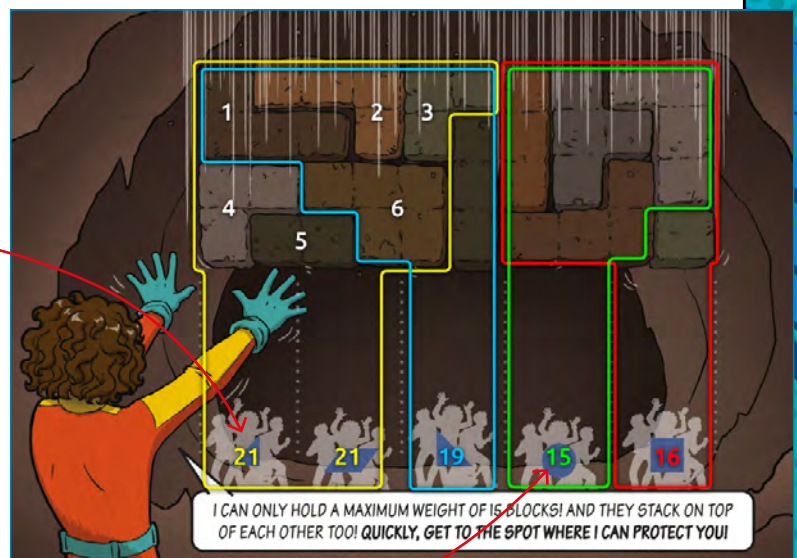
The first security measure is a trap whereby rocks come crashing down from the ceiling. The rocks remain one on top of the other and Mindy comments that she can carry a maximum weight of 15 blocks. Check out for each of the 5 spots where you are featured how many blocks you need to stop to protect that spot.

Take spot 1 as an example, on the left below the rocks.

In order to protect this spot, you'll need to stop rocks 4 and 5. But rock 1 is leaning on rock 4, and rock 2 is leaning on rock 1. And rock 6 is leaning on rock 5, and rocks 1, 2 and 3 are leaning on rock 6. So to stop rocks 4 and 5, you'll need to carry rocks 1, 2, 3, 4, 5 and 6! Together, these 6 rocks consist of 21 blocks – and Mindy can only carry 15.

Use the same method to check out for each of the other spots how many blocks you'll need to stop to protect those spots too.

Only the spot with a circle is the weight of 15 blocks; all the others weigh more.




1ST KEY: 

2ND KEY: THE LASER LABYRINTH

You continue on your way and come across a CHAMELEON who warns you.
Use Part 1 (the animal dictionary and the sign indicating the chameleons' feeding time for their diet) to work out that the animal (reptile, 2 sounds, carnivore) says:
"Watch out for the lasers!"

You split into two groups. One group gets to see the walls in the space and the other group will see - through Percy's eyes - the lasers in the space. The group seeing the lasers will tell the other group where the lasers are. This group draws the lasers and the route they're walking on a notepad, without the other group being allowed to see this. This way, you'll work out together a safe route towards the exit.

This makes  the only exit that can be reached safely.

2ND KEY: 

3RD KEY: THE MACHINE PLANTS

Once you've safely made your way through the labyrinth, you're warned by a COCKATOO. Use Part 1 (the animal dictionary and the sign indicating the cockatoos' feeding time for their diet) to work out that the animal (bird, 3 sounds, herbivore) says: "These machine plants have eaten my friend!"

Next, you enter a space full of dangerous machine plants. Mindy tells you to switch off all the plants at the same time, and Victor adds that you'll need to hit all the plants at the same time and that the lightning bolts will need to be interconnected. Place the lightning bolts so that together they touch all the plants and that they also touch each other. There's only one way to do so.
When you've placed all the lightning bolts correctly, you'll notice a yellow 2.

3RD KEY: 2

4TH KEY: TURNING THE AGEING BEAM ROUND

After you've passed all the flesh-eating machine plants, you reach the lab. And look, there's the ageing beam! All there's left for you to do is quickly turn it round to rejuvenating using the instructions shown in the blueprints. Assemble the cogs and put them in the correct place in the holes of the little box.
The fact that they need to be fitted into the box is clear from Percy's hint: "These look like cogs on a little box".
Place the cogs on the little box with the turquoise squares together, as can be seen in the blueprints too.

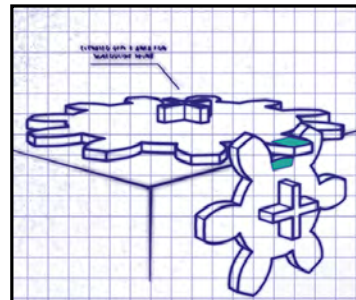
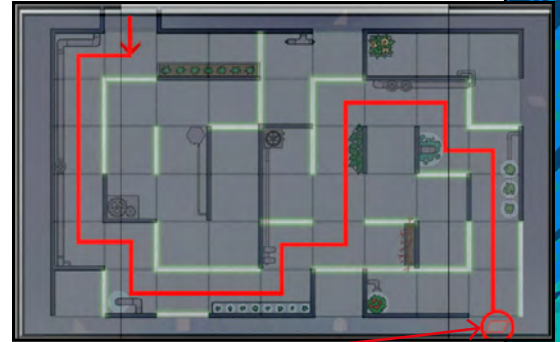
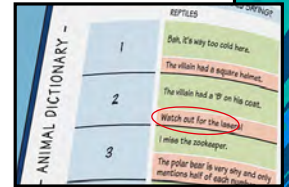
Next, follow the instructions to turn the cogs:

STEP 1: 1.   A FULL CIRCLE, CHECK OUT 

Move the small cog a full turn to the left.
Then look next to the purple tooth of the large cog. Here you'll notice an F.

STEP 2: 2.   TO  CHECK OUT 

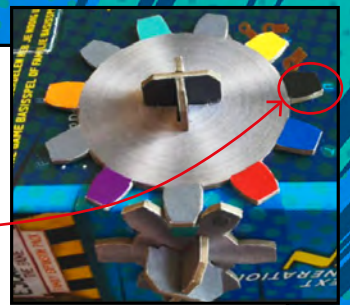
Turn the small cog to the left until the yellow tooth falls between 2 teeth of the small cog.
Then look next to the star on the small cog. Here you'll notice an O.



STEP 3:



Turn the large cog to the left until the turquoise square of the small cog lines up with a gray tooth of the large cog. Then look next to the black tooth of the large cog. Here you'll notice a U.



STEP 4:



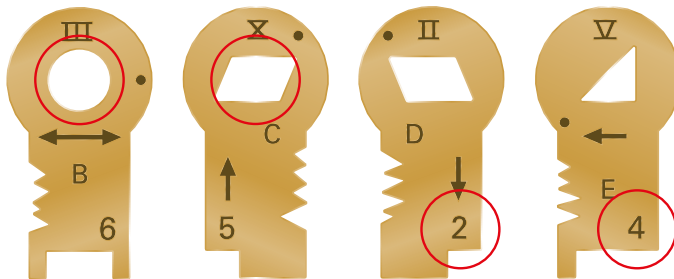
Turn the small cog to the right until the hexagon on the small cog lines up with the one on the little box. Then look next to the red tooth of the large cog. Here you'll notice an R.



Together these letters form the word 'FOUR'.

4TH KEY: 4

CODE PART 2: ○ □ 2 4



PART 3

ESCAPE PROFESSOR SPROUT

In this part, you'll need to puzzle the comic pieces in chronological order into a logical story. Most images contain hints as to what happened before or after.

THE FIRST IMAGE IS:



This can be seen from the lab that is still intact and the robot having the same posture as the robot shown on the envelope of part 3. In addition, professor Sprout says you'll never escape.

IMAGE 2:



Professor Sprout says: "The first hit is for you", from which you can derive that this is the start of the fight.

IMAGE 3:



In the background, you notice Victor who has just got hit by professor Sprout, which happened in the previous image. Zoë asks the rats to distract professor Sprout.

IMAGE 4:



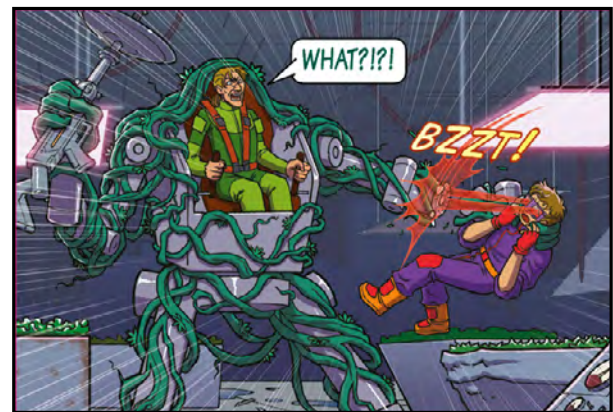
In this image, the rats distract professor Sprout as Zoë asked in the previous image.

IMAGE 5:



In this image, professor Sprout says: "And now this little rat!" and you notice another rat dangling from his arm, so you know this is after the rat attack.

IMAGE 6:



In this image you notice that Percy, who was grabbed in the previous image, is still being held. Percy fires a laser beam from his eyes to free himself.

IMAGE 7:



In this image you notice that professor Sprout's robot misses a hand and in the background you notice Percy who's surprised about his ability to fire laser beams and has therefore discovered a new power. After this, the hand is missing in all the images!

IMAGE 8:



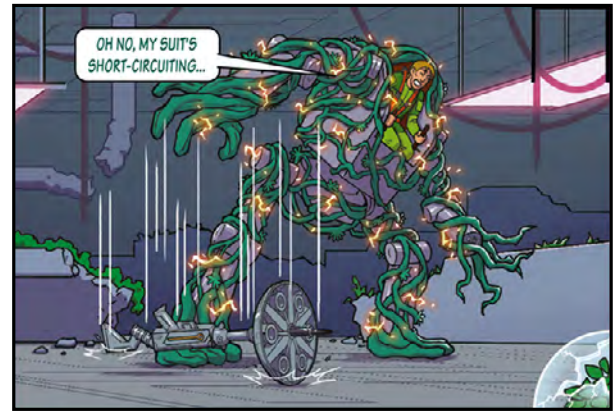
Mindy says "Well done, Percy!" because he's chopped off the robot's hand. Next she tells Victor that she's going to push the robot into a puddle.

IMAGE 9:



Here the robot is stood in a puddle, being electrocuted by Victor.

IMAGE 10:



In this image, the robot suit short-circuits because it's live. Professor Sprout drops the ray machine.

IMAGE 11:



In this image you notice that Mindy uses her powers to pick up the ray machine that professor Sprout dropped in the previous image.

IMAGE 12:



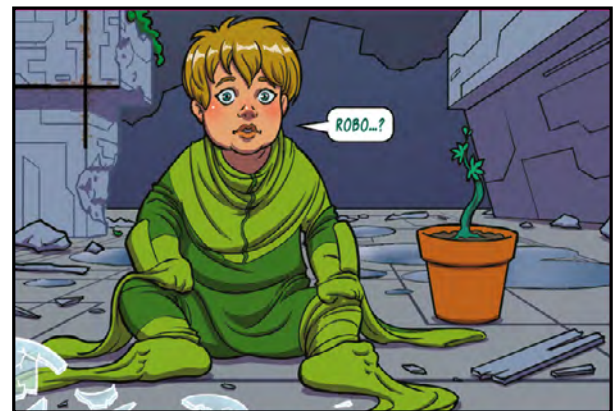
Here professor Sprout wants to have the ray machine back, which was stolen in the previous image.

IMAGE 13:



Here professor Sprout charges towards Mindy, who hits him with the rejuvenating ray.

IMAGE 14:



Here professor Sprout has been rejuvenated and the robot has turned into a pot plant.

IMAGE 15:



In this image, the kids are back at head quarters with rejuvenated professor Sprout and the aged heroes.

IMAGE 16:



Here the aged heroes of Super Team X are changed back and the kids are thanked.

The images have now been placed in the correct order. Envelope 3 states that the images need to be placed in the form of 2 comic pages. The last image states that you need to look at the cross-overs of the images. When you do so, you notice:



CODE PART 3: ○ □ LC

