

# ESCAPE ROOM™

## THE GAME

### PUZZLE ADVENTURES

# Solution

READ ONLY IF YOU ARE READY FOR THE SOLUTION!

## FALL OF THE DAWNSTAR

YOU LIVE IN THE YEAR 2281. HAVING JUST RECEIVED ORDERS FROM THE TERRESTRIAL COMMAND CENTER, YOU HEAD OUT IN SEARCH OF THE DAWNSTAR: AN EXPLORATION SHIP THAT HAS SENT OUT AN S.O.S. SIGNAL. YOUR ORDERS ARE TO FIGURE OUT WHAT HAS HAPPENED TO THE CREW AND BRING THE SHIP - ALONG WITH ITS VALUABLE CARGO - HOME SAFELY. DID YOU MANAGE TO SUCCESSFULLY FULFILL YOUR ORDERS?

### PART 1 The Bard

In order to prevent valuable information from leaking to the Ydari – an advanced alien race – you have been sent an encrypted map of the galaxy surrounding the Dawnstar. Your own ship – The Bard – is the only key to decipher the map and find the Dawnstar.



#### Goal: Draw the entire space map and locate the Dawnstar!

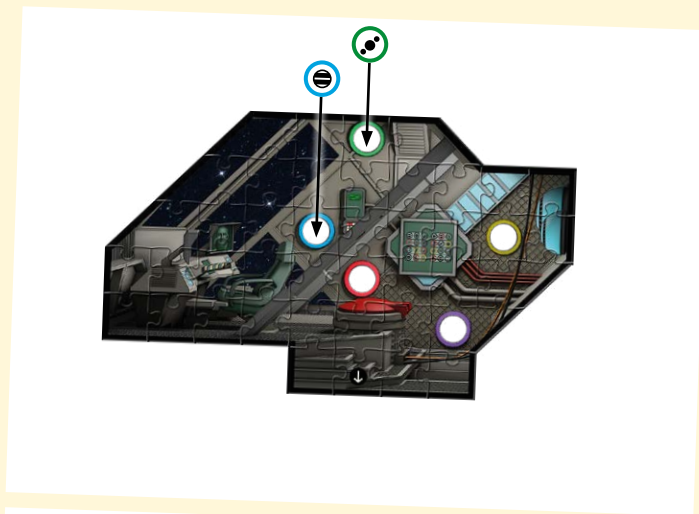
To draw the space map, you will need a sheet of paper (A4), a pencil and the code list.

0. Place the sheet of paper in landscape in front of you and place the puzzled ship in the center, on top of the sheet. Remove the round jigsaw pieces featuring the trashcan icons from the puzzle.

1. Start with the preparations as described in the manual:






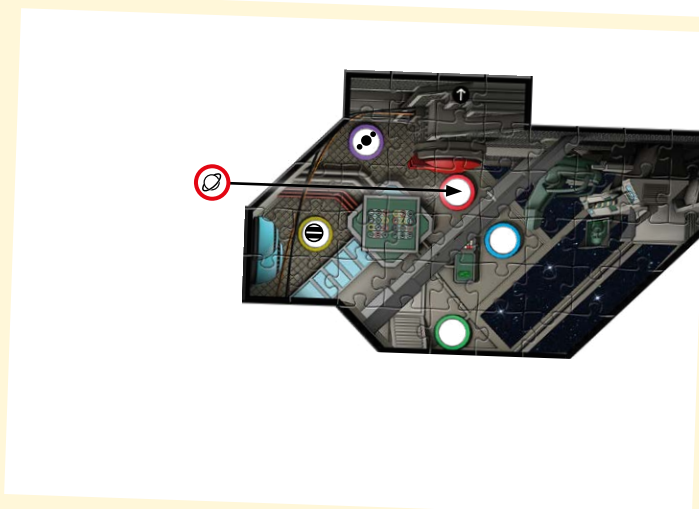
Draw  in the center of the **blue** window and draw  in the middle of the **green** window.



2. Now find a code in the code list that features the two planets you have already drawn:

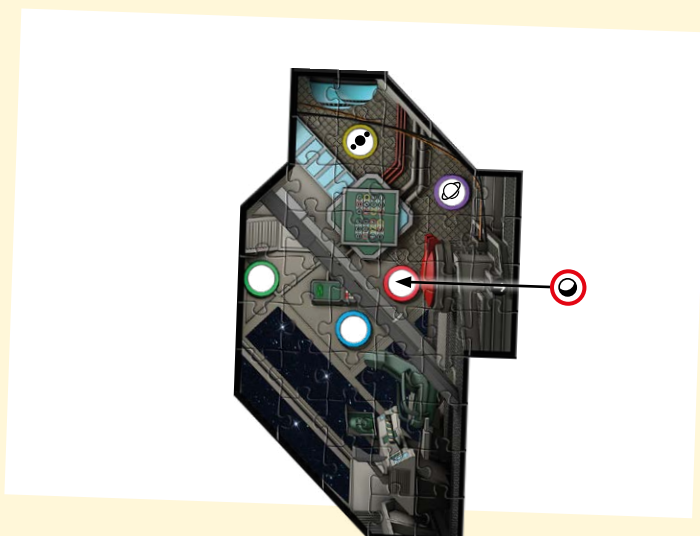


Rotate and move the ship so that this planet:  is visible through the **yellow** window, and this planet:  is visible through the purple window. Next draw:  in the **red** window.

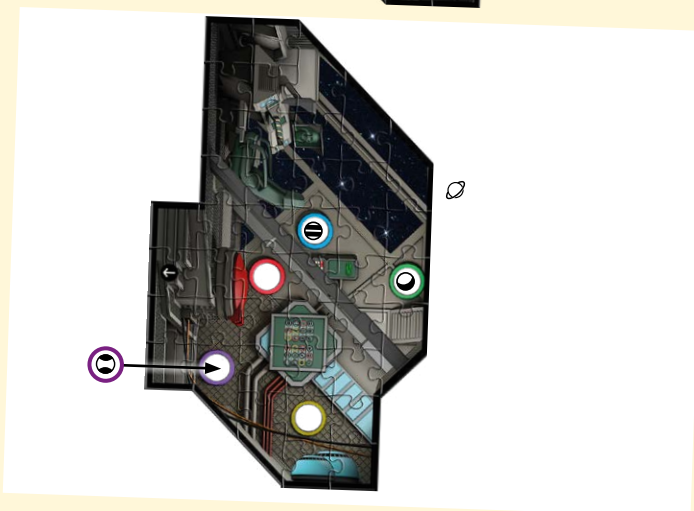


Now draw the remaining planets in the same way: find a code in the code list, consisting of 2 planets you have already drawn. Position the ship so that the 2 drawn planets appear in the correct colored windows and draw the third planet in the correct colored window.

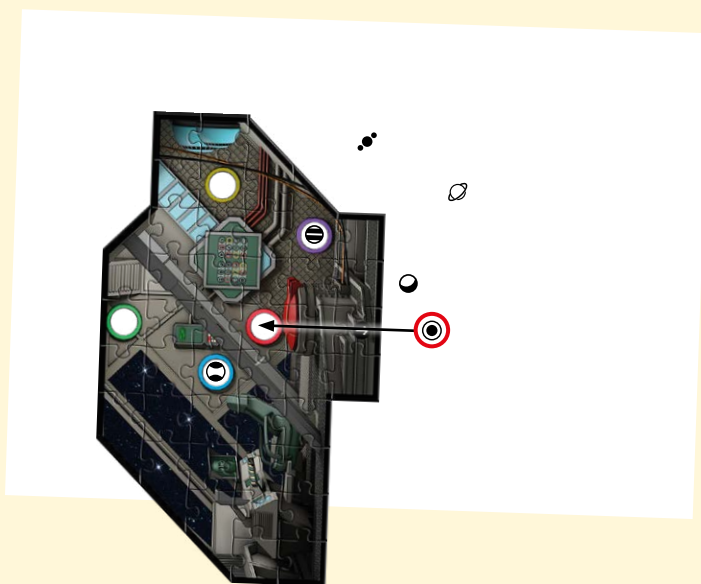
3. 



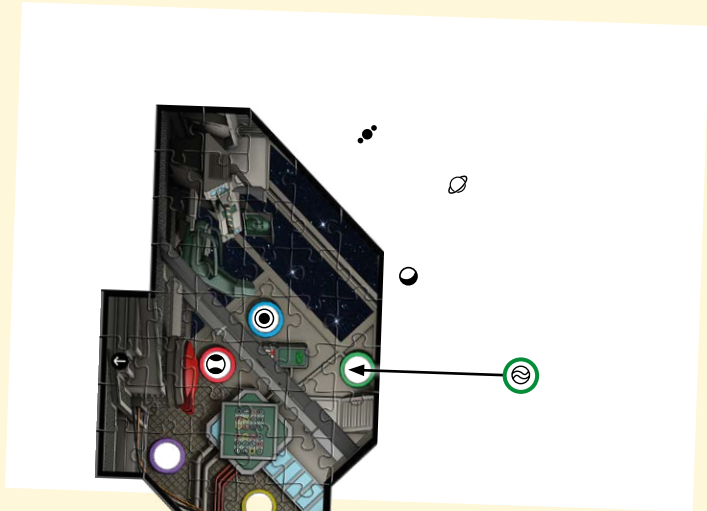
4. 



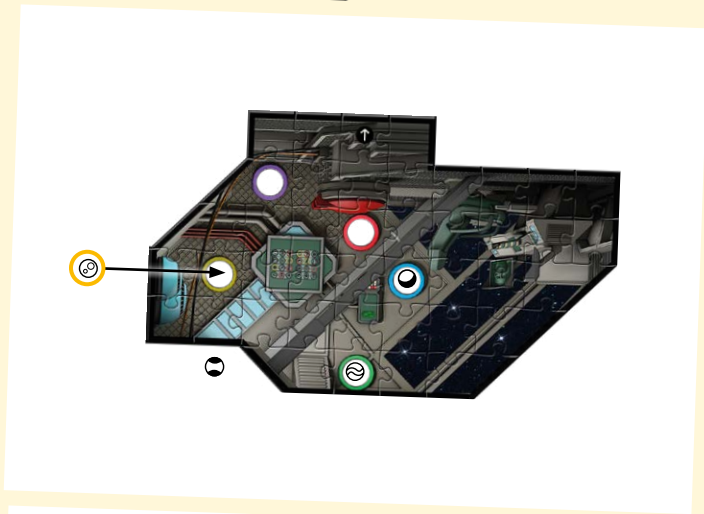
5. 



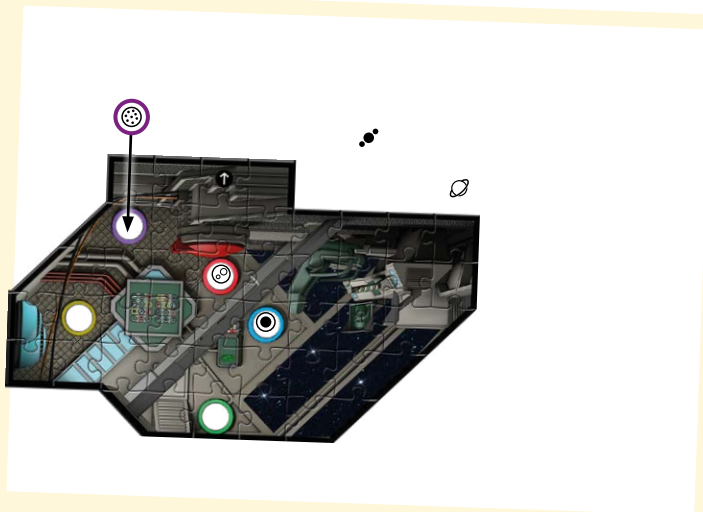
6. 



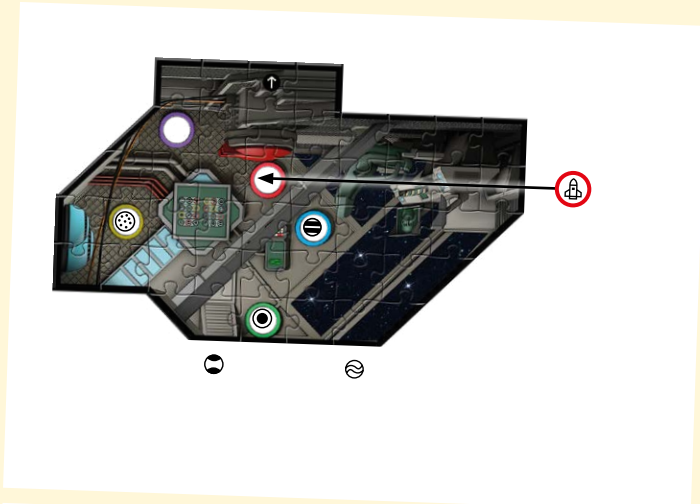
7. 



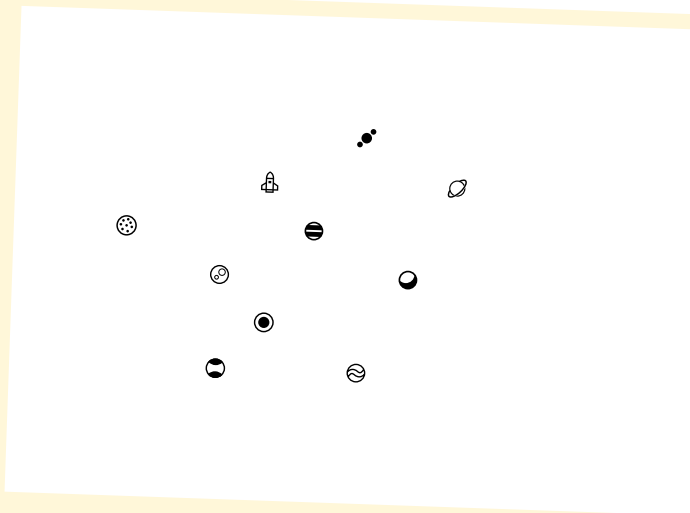
8. 



9. 



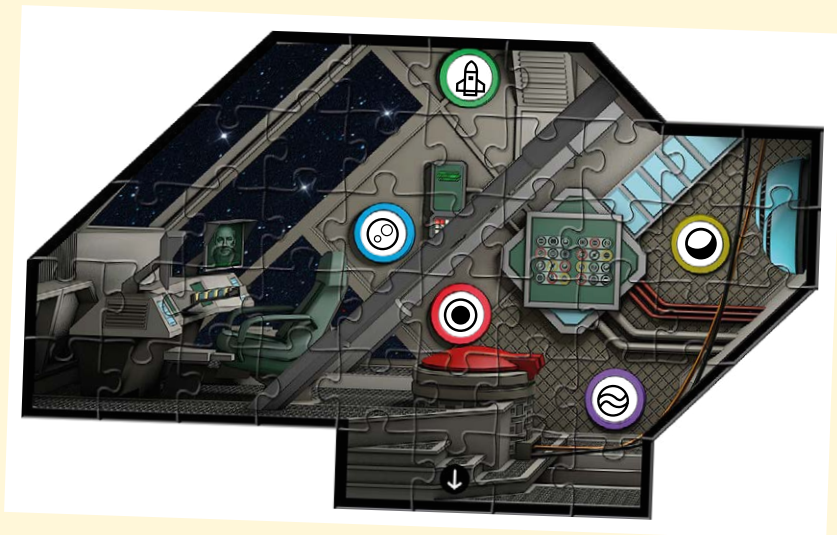
Now the space map is finished:







All that is left to do is to find the coordinates of the Dawnstar.



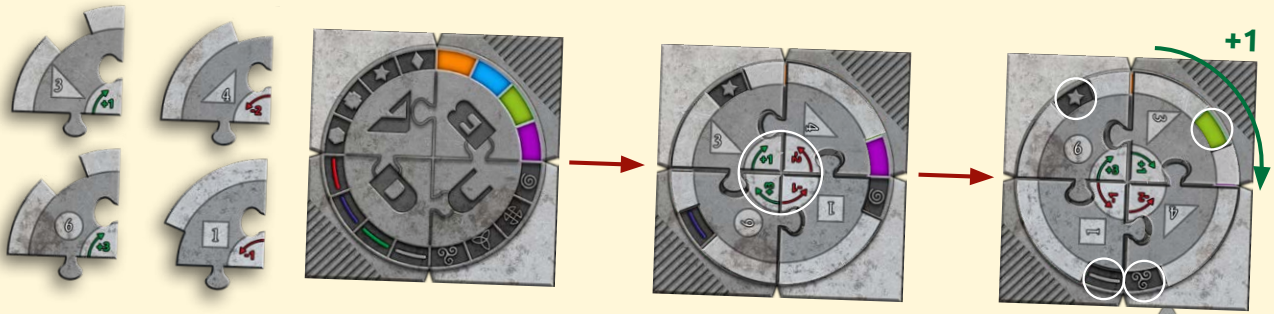
This part of the code list indicates that in order to find the codes for A, B, C, D, you need to place the ship with the **green** window onto the Dawnstar. Now rotate the ship so that a planet appears in each of the other windows:



Look up the names of the planets in the legend. The numbers that are part of the names are the keys:

- A =  = Kormaz-3. **A = 3**
- B =  = Ulanaz-4. **B = 4**
- C =  = Jarex-1. **C = 1**
- D =  = Ranlas-6. **D = 6**

**CODE PART 1: A = 3, B = 4, C = 1, D = 6**



**Use the Puzzle Decoder to convert the code from part 1 and obtain the symbol:**



## **PART 2 The Cockpit**


*After entering the Dawnstar, you stumble upon a disheartening sight: the bodies of two dead crew members are lying inside the cockpit, the asteroid shield of the ship is down and a big hole inside the hull is leaking oxygen. Before you can continue your investigation, you will quickly need to fix the emergency state of the ship.*

**Goal: Reseal the oxygen leak and get the asteroid shield back online.**

This part consists of 4 puzzles which need to be solved using the Emergency Instructions.

### **A. Hole in the hull**

Use 4 of the 5 metal plates to completely cover up the hole. The plates may overlap. Only one configuration completely seals off the hole:

The plate with the  shape is left over. The sentence 'Pay attention to what you are left with.' hints that the plate that is left over is the key.

**A = **



### **B. The main power has failed**

In the cockpit you find a fuse box with 6 power groups. The power groups are connected to 5 lights. These lights indicate in a complex manner whether the connected power groups are working or not. There are three types of lights: square, round and triangular. Each type lights up when a specific condition is met.

#### *Power groups 4 & 6*

The best way to check for each power group whether it works or not is by starting with power groups 4 and 6. They are connected by an illuminated square light, which indicates that all connected power groups work.

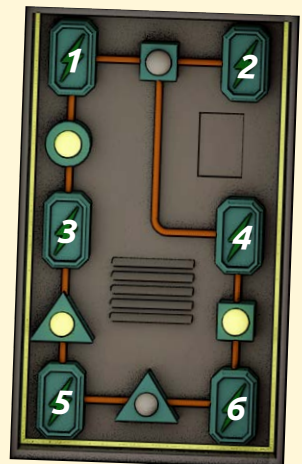
**Power groups 4 and 6 work!**

Now check on the other power groups in a clockwise order.

#### *Power group 5*

Power group 5 is connected to 6 via an unilluminated triangular light. An illuminated triangular light indicates that exactly 1 connected power group works. An unilluminated triangular light indicates that this is not the case, which means either both power groups work (2 work), or neither work (0 work). Since power group 6 works, this means power group 5 works too (2 work).

**Power group 5 works!**



### Power group 3

Power group 3 is connected to 5 via an illuminated triangular light. This means that exactly 1 of the connected power groups works. Since power group 5 works, this means that power group 3 does not work.

**Power group 3 doesn't work.**

### Power group 1

Power group 1 is connected to power group 3 via an illuminated round light. This means that at least 1 connected power group works. Since power group 3 does not work, power group 1 works.

**Power group 1 works!**

### Power group 2

Power group 2 is connected to power groups 1 and 4 via an unilluminated square light. When the square light is illuminated, it means that all connected power groups work. As this is not the case, this means that at least 1 connected power group does not work. We know that power groups 1 and 4 work, so power group 2 must be the one that does not work.

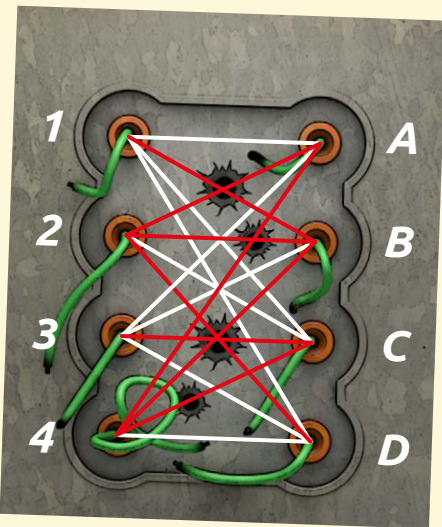
**Power group 2 doesn't work.**

**Conclusion: 2 power groups do not work.**

**B = 2**

## C. The wire panel of the asteroid shield has become damaged

When you look at the wire panel, you can see that all the wires have been cut by 4 asteroid fragments. The 4 holes in the metal plate behind the wires show where the asteroid fragments have hit. In order for the four wires to have been cut by the asteroid fragments, they must have spanned one of the hole positions. The red lines represent wire positions that span holes.



**Wire 1:** In order to have been cut by an asteroid piece, this wire can only have been connected to wire B. **1-B**

**Wire 2:** This wire could have been connected to A, B or D (there is no hole between 2 and C). Since 1 is already connected to B, only A and D are left.

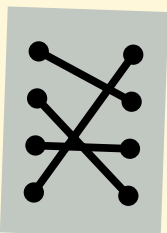
**Wire 3:** This wire could only have been connected to C. **3-C**

**Wire 4:** This wire could have been connected to A, B or C. B and C are already connected, which means it was connected to A. **4-A**

This means 2 was connected to D. **2-D**

The panel that matches these wire positions (1-B, 2-D, 3-C and 4-A) is number 4.

**C = 4**



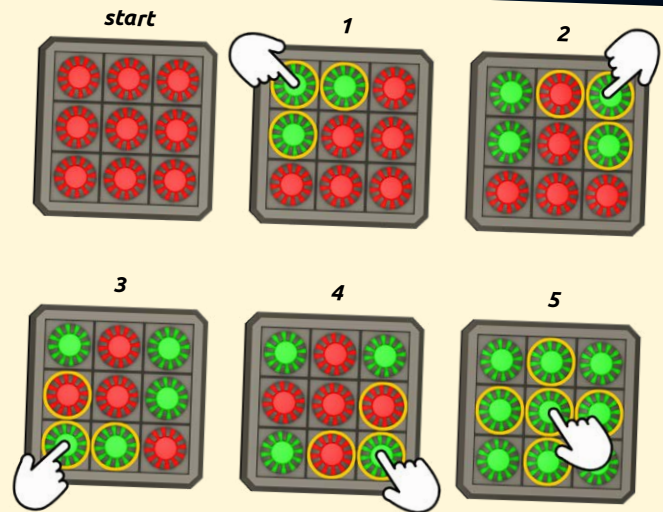
### D. The asteroid shield has been disabled

Use 9 of the double-sided (red/green) hint coins to simulate the button panel. Place the coins in a 3 by 3 matrix with the red sides up.

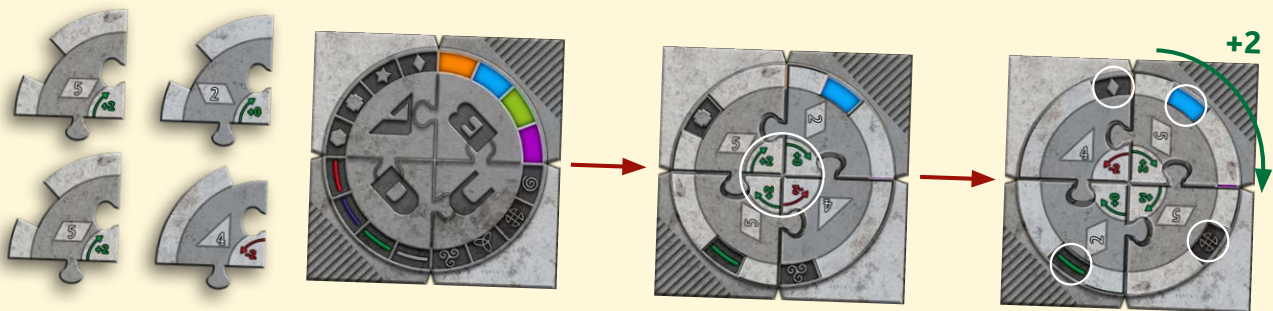
The fastest way to get all the buttons to turn green - following the rules in the manual - is this:

You need to press 5 buttons to turn all the buttons to green.

**D = 5**



**CODE PART 2: A = , B = 2, C = 4, D = 5**



**Use the Puzzle Decoder to convert the code from part 2 and obtain the symbol:**



### PART 3: The Lab

Inside the lab, you stumble upon the precious research of the Dawnstar's crew: 3 small greenhouses filled with plants from Orinix-4. The plants receive nutrients from three vats of chemicals through a complex system of pipelines. However, the four connectors that direct the flows of the chemicals have been misplaced.

**Goal: Place the 4 connectors so that each plant receives the correct nutrition!**

*Determine which vat contains which chemical*

The nutrition installation logbook describes the 3 chemicals.

**Familfide:** is described as 'a greenish sticky substance that easily reacts with other materials.' You can see traces of a green sticky substance leaking out of the right vat. The right vat contains Familfide.

**Pirolex:** is described as 'a highly flammable red liquid which is normally used as fuel.' Only the left vat has been fitted with a chemical warning indicating a highly flammable substance. The left vat contains Pirolex.

**Tarolane:** This substance must be in the remaining vat. The middle vat contains Tarolane.

*Determine which greenhouse needs which chemicals*

The plant nutrition logbook contains a list of rules for the nutrition of plants based on their characteristics. Look closely at the plants in the three greenhouses to determine their characteristics and figure out which chemicals they need.

**The left greenhouse** contains plants with the characteristics:

- Red flowers: Tarolane is needed
- Straight stems: Familfide is needed
- Fruit bearing: Pirolex is harmful

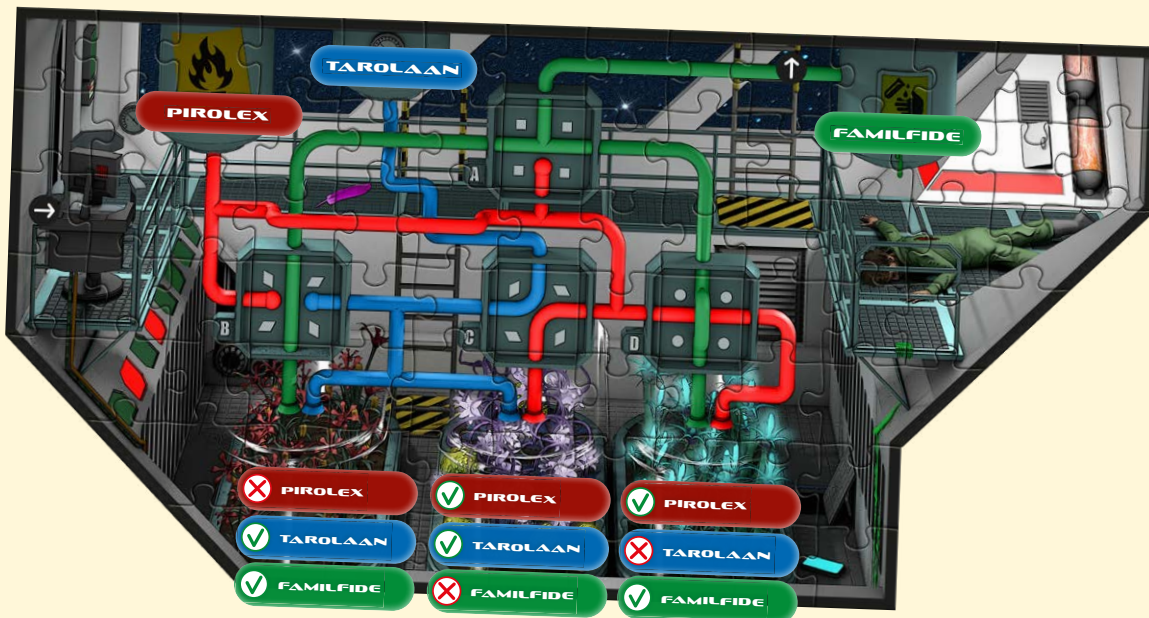
**The middle greenhouse** contains plants with the characteristics:

- Purple flowers: Tarolane is needed
- Luminous: Pirolex is needed
- Mushrooms: Familfide is harmful

**The right greenhouse** contains a plant with the characteristics:

- Blue flowers: Tarolane is harmful
- Straight stems: Familfide is needed
- Luminous: Pirolex is needed

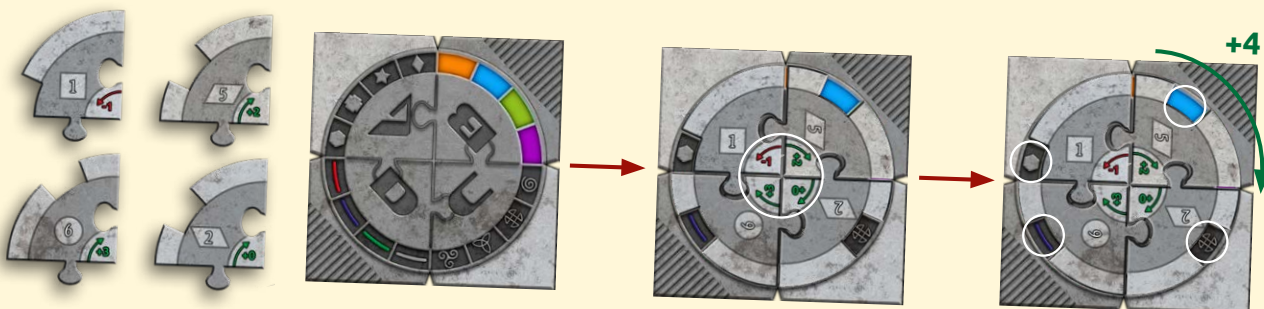
Place the connectors so that all the greenhouses receive the correct chemicals



Only this set-up leads to each greenhouse receiving the correct chemicals:

Each connector position features a letter (A, B, C or D) and every connector has a key shape.

**CODE PART 3: A = ■, B = ▽, C = ▹, D = ●**



Use the Puzzle Decoder to convert the code from part 3 and obtain the symbol:





## PART 4: The Living Quarters

On the large door to the loading area, there is a radio activity warning. Not trusting the warning – nor the entire situation on the Dawnstar, for that matter – you decide to try and open the door. Colonel Bennett explains that each digit or shape of the access code is kept by one of the Dawnstar's crew members.

**Goal:** Find the access code for the loading area door!

### Code order

Colonel Bennett did not know the order of the access code, but it can be found in the sleeping area of the living quarters. Each of the 4 beds features one of the letters for the order (A, B, C and D). You need to figure out which crew member sleeps in which bed, using the information in the diary.

**Thomas:** wears a Tigers logo on his overall. He is probably a fan of the Tigers – whatever they are. A poster with the same logo can be found above bed B. Bed B is Thomas's.

**Samir:** has a pet named Laika. The diary states that Laika always scratches the top end of Samir's bed in the morning, begging for food. Bed D is the only one with claw marks on it. Bed D is Samir's.

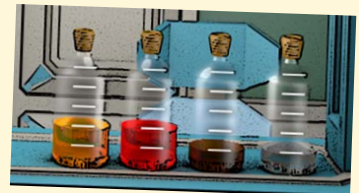
**Zoe:** is described in the diary as extremely tidy. Beds B and D have already been allocated. Looking at the remaining beds – A and C – you see that bed A is very messy, while C is very tidy. Bed C is Zoe's.

**Sibel:** must be the one who sleeps in the remaining bed. Bed A is Sibel's.

### A. Sibel

Sibel is the owner of the diary. Her code is related to the cocktail she made at the last Cocktail Night. However, which type of cocktail this was, is still unknown. By calculating how much of each type of liquor was used to create the known cocktails and comparing this to the current levels in the liquor bottles (as can be seen in the living quarters), the unknown cocktail can be determined.

The diary shows the required ingredients for each of the four types of cocktails. Bear in mind that Sibel made a cocktail for everyone. So, each Cocktail Night, 4 cocktails were made. Sibel also wrote that she bought four 1-liter (= 1000ml) bottles of each type of liquor. What is left over in these bottles after 7 Cocktail Nights can be seen in the living quarters.



	Orange liquor	Red liquor	Brown liquor	Blue liquor
1× Supernova	200 ml (4 × 50 ml)	-	-	200 ml (4 × 50 ml)
2× Blood Moon	200 ml (4 × 2 × 25 ml)	400 ml (4 × 2 × 50 ml)	-	200 ml (4 × 2 × 25 ml)
1× Cosmosopolitan	-	100 ml (4 × 25 ml)	100 ml (4 × 25 ml)	200 ml (4 × 50 ml)
2× Stargaze	200 ml (4 × 2 × 25 ml)	-	600 ml (4 × 2 × 75 ml)	-
<b>Total used</b> (after 6 Cocktail Nights):	<b>600 ml</b>	<b>500 ml</b>	<b>700 ml</b>	<b>600 ml</b>
<b>Total left</b> (after 6 Cocktail Nights):	<b>400 ml</b> (1000 - 600)	<b>500 ml</b> (1000 - 500)	<b>300 ml</b> (1000 - 700)	<b>400 ml</b> (1000 - 600)
<b>Left in the bottles</b> (after 7 Cocktail Nights):	<b>400 ml</b>	<b>400 ml</b>	<b>200 ml</b>	<b>200 ml</b>
<b>Difference:</b>	<b>0 ml</b>	<b>100 ml</b>	<b>100 ml</b>	<b>200 ml</b>

The difference between what is left after the 6(×4) known cocktails and what is left after the 7th (×4) unknown cocktail is: 100ml red, 0ml orange, 100ml brown and 200ml blue liquor. This means that the 7th unknown cocktail must have been a Cosmosopolitan: 100ml (4 × 25ml) red, 100ml (4 × 25ml) brown and 200ml (4 × 0ml) blue.

The number in front of the Cosmosopolitan is '3'.

**A = 3**

## B. Thomas

The diary explains that Thomas is the engineer of the ship. His toolbox can be found in the upper floor (the engine room) of the living quarters.

On the toolbox are 4 planet pictograms. Using the legend of the manual (part 1), you can figure out that the planets are: Farrix-2, Orinix-4, Ulanaz-4 and Ranlas-6.

The diary hints that Thomas 'knows every planet by name, to the letter!' This hints that you must look at the first letter of each planet. Put the first letters of the featured planets together and you will get: FOUR.




**B = 4**

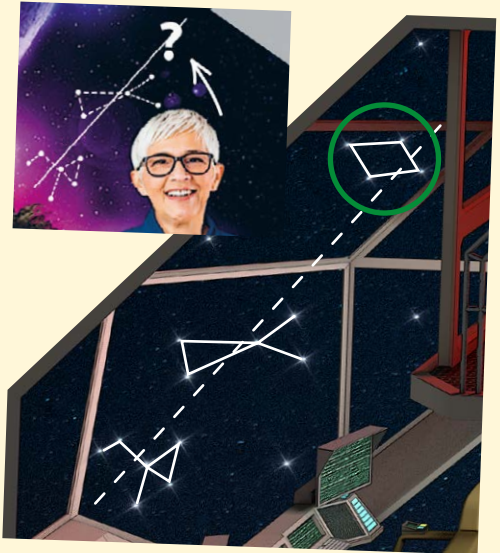
## C. Zoe

Above Zoe in the picture on the front cover of the diary, an image of 2 constellations and a question mark are visible:

The diary states that Zoe likes to dreamily gaze out of the cockpit window. Find the two constellations from the image in the cockpit window. Draw an imaginary line through these constellations to find the constellation that is represented by the question mark.

The constellation that is represented by the question mark has a  shape.

**C = **



## D. Samir

According to the diary, Samir's code must be related to his alien pet 'Laika'. Samir has drawn 4 alien creatures he has encountered on his journeys - one of these is Laika. To find his code, find out which of the 4 creatures is Laika. To do so, search for clues about Laika's characteristics in the diary and throughout the ship.

### Clue 1: Scratch marks

The diary states that Laika scratches Samir's bed in the morning. When you look at Samir's bed in the living quarters, you notice scratch marks at the top end.

The scratch marks cannot have been made by a plarbastris, since it has no claws.

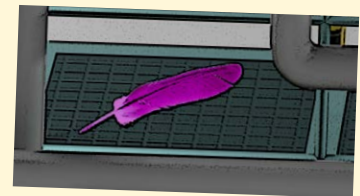
**Laika is not a plarbastris.**



### Clue 2: Feather

The diary states that Laika follows Samir around in the lab. When you look carefully in the lab you can spot a pink feather. This means Laika must have pink feathers. The only creature without feathers is the narzicus.

**Laika is not a narzicus.**



### Clue 3: Bite mark

The diary states that Laika recently bit Thomas. When you look at the picture in the front of the diary, you see that Thomas's right arm has bite marks in it. A beaked hornacrax could not have left those marks.

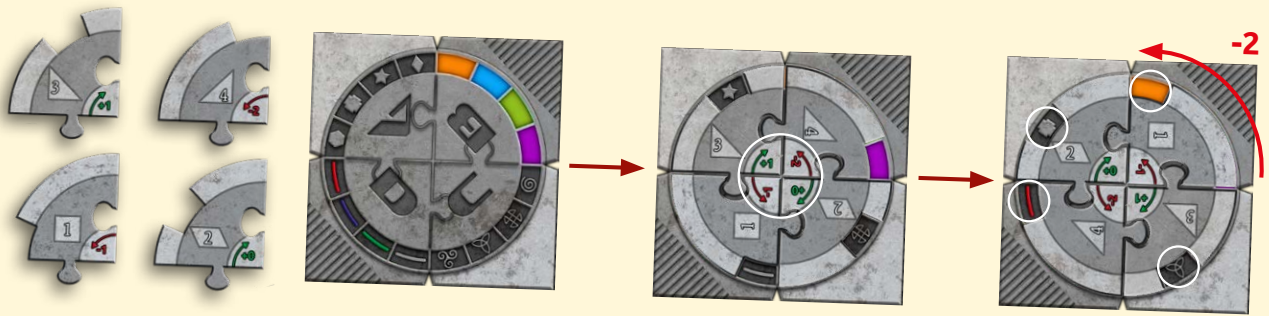
**Laika is not a hornacrax.**



By process of elimination, Laika can only be a vroxion. The vroxion is creature number 1.

**D = 1**

CODE PART 4: A = 3, B = 4, C = , D = 1



Use the Puzzle Decoder to convert the code from part 4 and obtain the symbol:

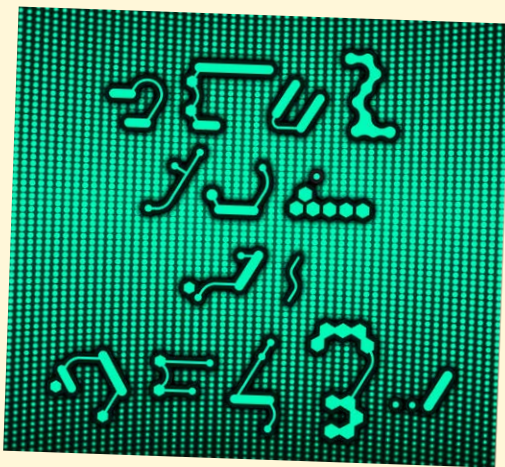


### PART 5: The Loading Area

In the loading area of the ship you discover an Ydari bomb. Colonel Bennett suspects that the bomb has the power to destroy a planet. He supplies you with a bomb manual, seemingly written in an alien language and begs you to defuse the bomb.

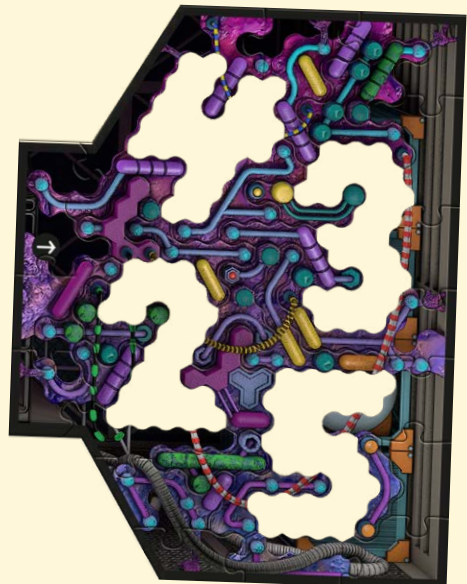
**Goal: Defuse the Ydari bomb!**

The bomb defusal instructions are actually not written in an alien language. Instead, the strange symbols each depict a part of the bomb. Remove the puzzle pieces featuring these parts from the completed jigsaw puzzle. The order in which the puzzle pieces are removed does not matter.

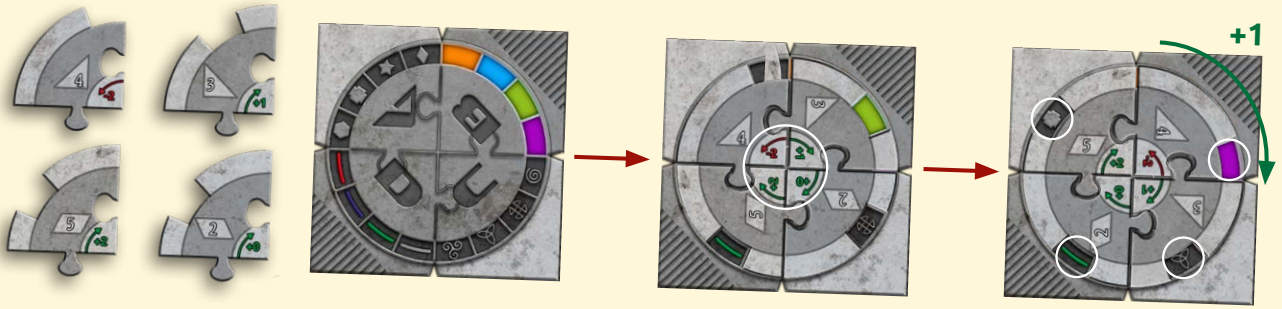


When all the correct pieces have been removed, the puzzle should look like this:

These numbers are visible from top to bottom: 4, 3, 2 and 5.



**CODE PART 5: A = 4, B = 3, C = 2, D = 5**



**Use the Puzzle Decoder to convert the code from part 5 and obtain the symbol:**



## **PART 6: The Conclusion**

*The asteroid impact, the deaths of the crew members, the bomb – everything has turned out to be a scheme of the Ydari to destroy planet Earth. Fortunately, you have managed to discover the truth and obstruct their devious plan.*

The Ydari tried to make it look like the Dawnstar had been hit by an asteroid, thanks to a broken asteroid shield, resulting in the suffocation of the 4 crew members. However, they made careless mistakes while planting the evidence and left traces of their murders. Can you find all 10 mistakes they made in their deception?

When you cannot find any further clues, remove the inner box from the game box and flip it over. The back of the inner box reveals and explains the 10 clues.

Subtract 3 points from your score for each clue you found!