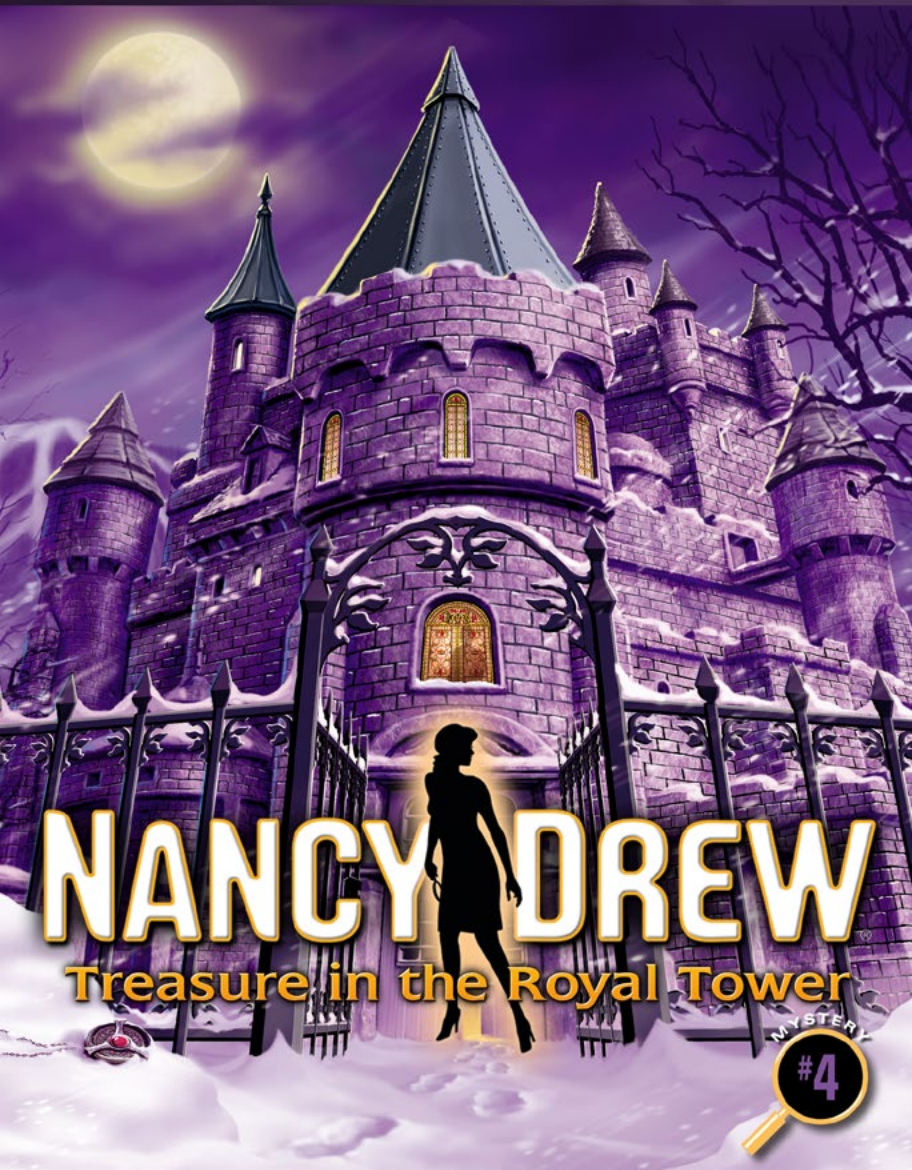


# Strategy Guide



# NANCY DREW

## Treasure in the Royal Tower

MYSTERY

#4



dare to play™

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# Your Case File

Last night you, as Nancy Drew, arrived at Wickford Castle ski resort for a much-needed vacation. A blizzard swept in and now the roads are closed, keeping you and the few other guests holed up in the castle, waiting for the storm to pass. Your dad's friend, the castle owner, Christi Lane, is currently away on business. The caretaker, Dexter Egan is in charge while she is out.

## This Guide is Your Trusty Sidekick!

Refer to this guide to help keep you on track. Its purpose is to take you step-by-step through the game, reveal puzzle solutions, and steer you away from wrong turns.

## Gameplay Tips and Tricks:

- Be sure to take notes often. Especially when Nancy says something out loud.
- Keep checking with your phone contacts throughout the game. They will be able to help you with figuring out what to do next and give tips on solving the mystery.
- Save your game often, like when you accomplish a hard puzzle or before entering a new room.
- Be thorough. Return to each environment, re-explore areas, re-read books and notes, and check back with characters when you are unsure of what to do next.



# Explore Your Room

The letter you have written to your friend George is ready to be mailed. Facing your desk, pick up the key card for your room, #205. Open up the desk drawer to find your locker card. Note that your locker is #310, and the combination is 5-1-7.



Close the desk drawer by clicking the knob handle. Back away from the desk and turn to locate the source of the odd sound you hear. Step closer to the radiator underneath the window. It sounds like the radiator is broken.



Back up and turn a few times to your left and approach the small table. Read the 'Sassy Detective' magazine. Read the instructions on fingerprinting to determine access codes.

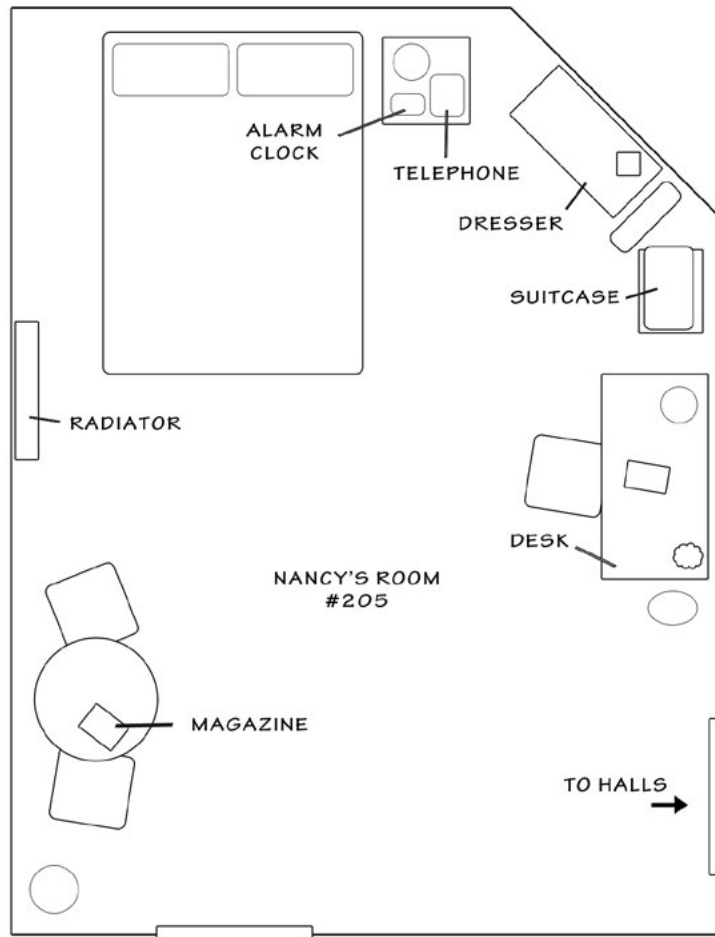


Close the magazine by clicking on the left hand page and exit the table view.

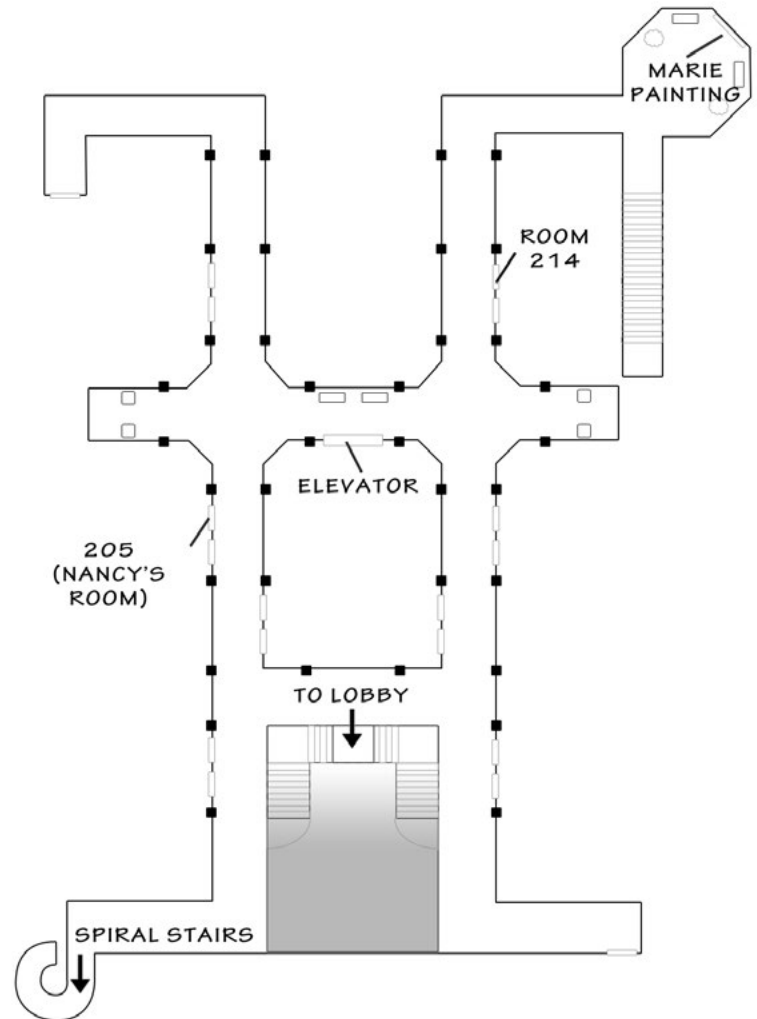
Turn around toward your bed and examine the side table. There is an alarm clock there. Try using it to set the alarm to 1:00pm. While the game progresses on its own time, you can return here to nap until a later hour. Open your pocket watch in the lower left of your screen to check the time.



Map of Nancy's Room (#205)



Map of 2nd Floor Halls

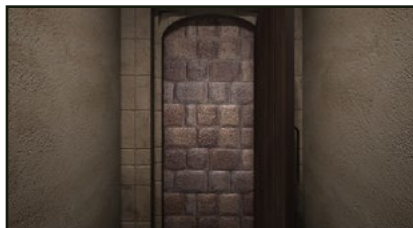


## Explore the Halls

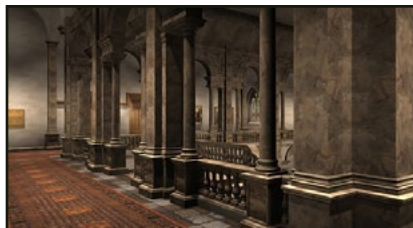
Back up and turn towards the door. Time to explore the castle! Open the door to your room and exit to the left.



Follow the hallway, pass the alcove to the left and continue through the hall until it wraps around to a door. Behind the door is a stone wall – dead end! Turn around head back the direction you had come.



Walk past your room and turn to the left. Pillars on the open balcony lead to a dual-sided staircase. Take either side of the staircase and step down to the foyer.

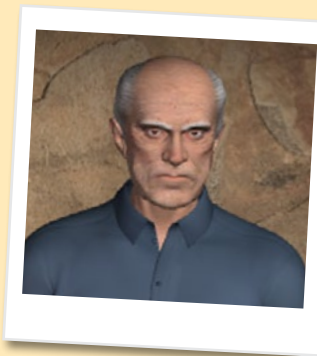


Rotate around to find the front desk and a man behind the counter. Meet Dexter Egan.



## Meet Dexter Egan

Adopted by the castle's creator when he was just a child, Dexter is now the caretaker. Are there secrets about the castle that he's trying to hide?



Tell Mr. Egan that you need a stamp for your letter and he will take it. The mail won't be going anywhere for a while due to the blizzard, he says. He encourages you to take a tour around the castle, but not to see the library, which is off-limits. Apparently the historic library was vandalized and a hole was hacked into the wall. The police were called, but no one will be able to make it out to the castle until after the storm subsides.

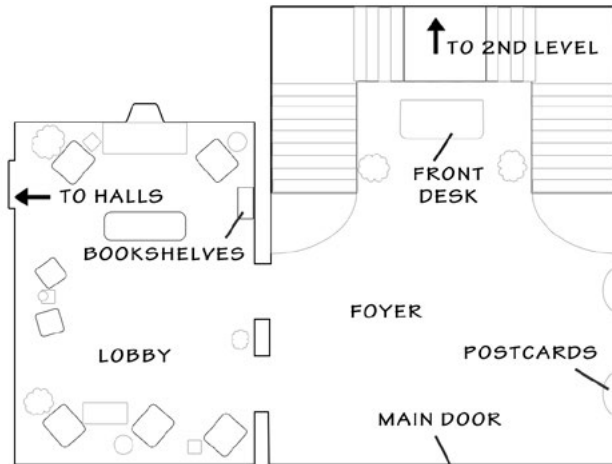
Another guest, Professor Hotchkiss, claimed that her room was robbed, but wouldn't tell Mr. Egan what went missing. You wonder aloud if Hotchkiss would talk to you instead, so Mr. Egan suggests fetching her ski boots from the French Ski Instructor and bring them up to her room.



Leave Mr. Egan. Turn to your left and step forward to enter the lobby. To the right is the fireplace and in the chair nearby is a woman reading a magazine.



## Map of the Foyer and Lobby



## Meet Lisa Ostrum

Lisa is a photojournalist interested in historical castles with storied pasts, but she knows more than she's letting on. Could she have an ulterior motive for picking this castle for her story?



## Guests in the Lobby

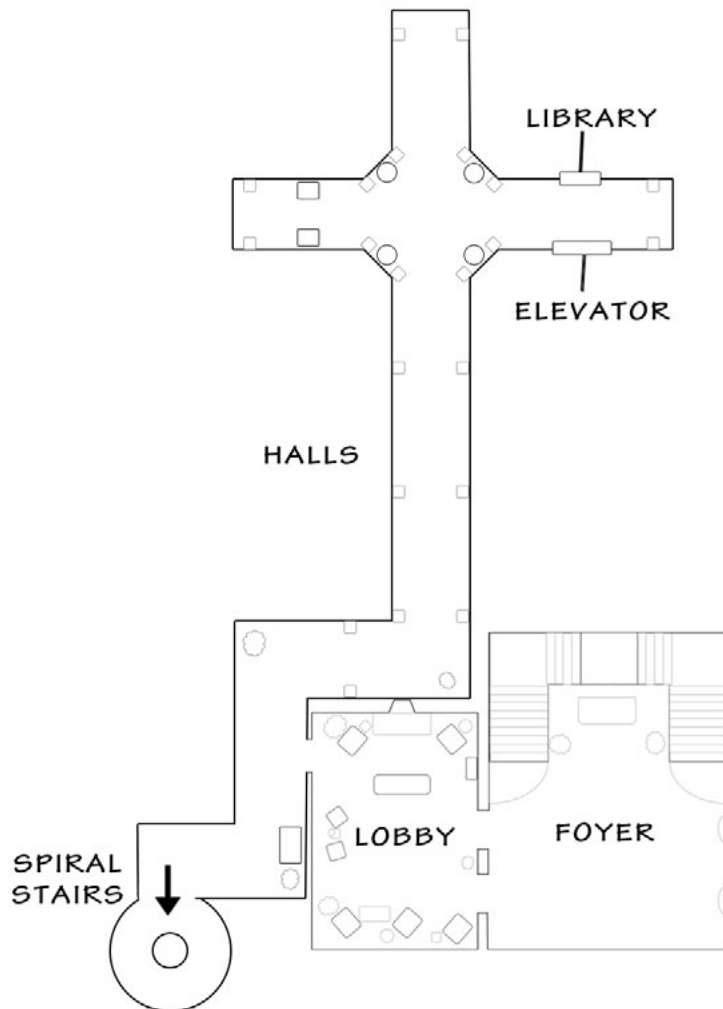
Lisa retells you the gossip about the library, and says that Dexter thinks one of the people in castle is the vandal. She also suspects that Dexter keeps an extra key to the library in his desk. Ask her about Jacques Brunais and she says he choked in the last winter Olympics. Inquire about the Professor and Lisa shares that she heard a few French words from her as she walked past her door. Lisa claims that she herself barely knows Spanish.

Lisa is a photojournalist currently covering weird old mansions and castles in the Midwest. She divulges that the original owner of the castle, Ezra Wickford, locked himself up in the castle for 50 years. He even sealed up the tower that was imported from France. Could it really be Ezra's ghost that makes weird noises at night?



Let Lisa get back to her magazine and step into the hallway to her left.

## Map of the First Floor

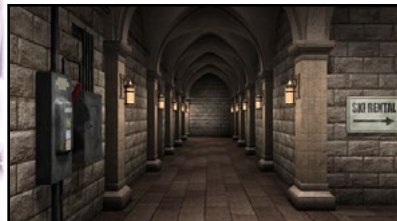


## Exploring the Basement

Turn to the left and around the corner to reach the corner spiral staircase. The stairs leading up have no lighting. Choose to take the stairs downwards.



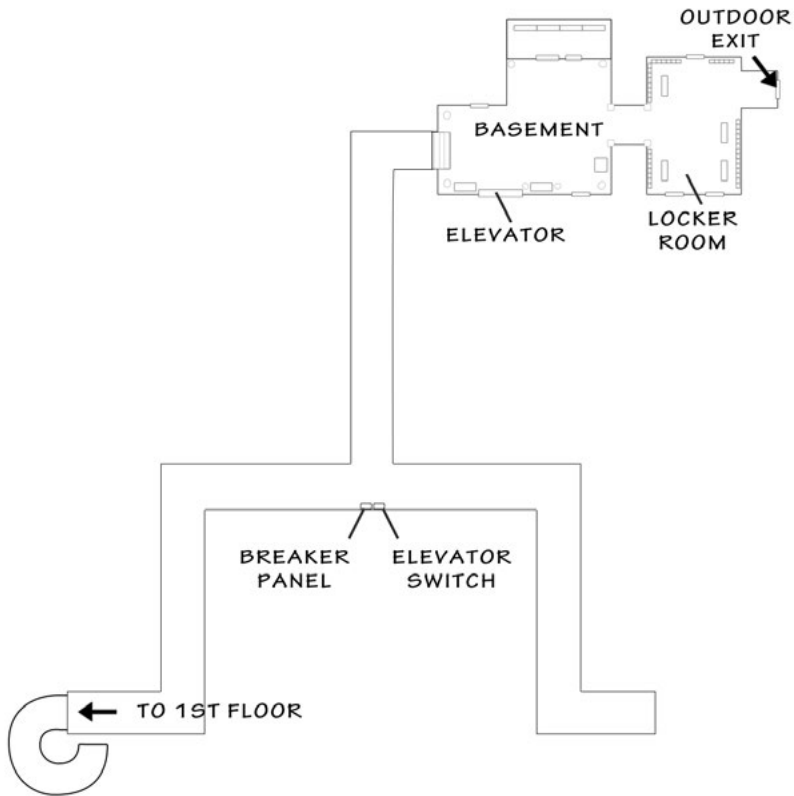
At the basement level, follow the halls all the way to the end, walking past the signs for "Ski Rental." There is another dead end wall!



Return to the hallway with the "Ski Rentals" sign. Follow the sign to the rentals.



## Map of the Basement Halls



## Ski Rental Office

Turn left at the wall display of ski boots. Notice the sign by the door that states the hours the shop is open (9-12 and 2-5). Step up to the man behind the door. Meet Jacques Brunais.



## Meet Jacques Brunais

A former Olympic skier who has now retired as a ski instructor, Jacques is in charge of the ski equipment. His father helped move the castle to Wickford, so perhaps his ties to the castle run deeper than meets the eye?





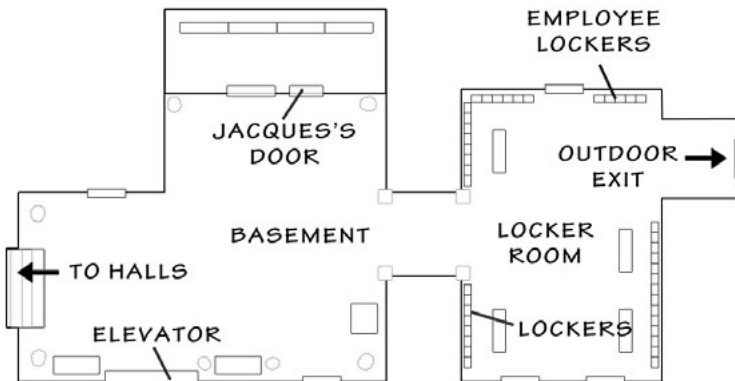
### Fetching the Boots

Tell Jacques that you are here to pick up Professor Hotchkiss's boots and he gives them to you. Ask him what he is here in America for, and he will explain that he is here because he asked Isabelle, a student at the university in Madison, to marry him.

Ask Jacques about the French art and he will tell you that the Queen's tower came from the Chateau Rochemont in a town near where he grew up. He also warns you about snooping around the castle, since Dexter is protective over it.

Leave Jacques to his painting. Explore the locker room nearby.

### Map of the Basement



### Locker Room

To the right of the rentals is the locker room. Step inside and examine the lockers until you find locker 310.



### Your Locker Combination

Try using your combination of 5-1-7. Hover your cursor over the dial so that you get a rotational arrow. Click enough times to rotate to the number 5. Press the upside-down triangle above the dial to enter that number. Rotate the dial to the 1 and press the arrow again. Do this for the 7. If you mess up, press the round button in the center of the dial to tumble the lock and re-set it.





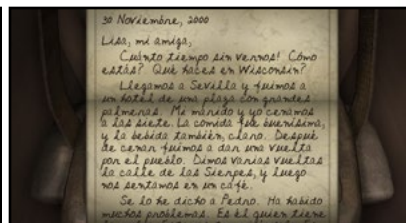
## The Right Locker

After entering the correct combination, the padlock does not open. Return to Jacques and tell him about this. He tells you that the combination you have is for locker 311. Ask Jacques about the hope boxes and the winter Olympics. Then request the Professor's boots.



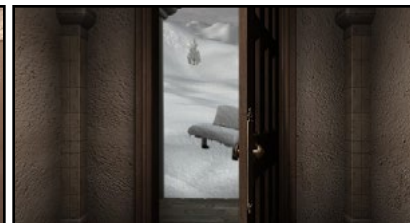
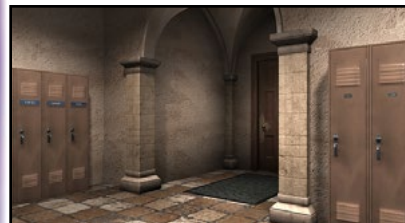
## Locker 311

Go back to the locker room and locate locker 311 next to yours. Use the combination on it. It opens! Inside is someone's belongings. Open up the camera case. Look at the letter written in Spanish to Lisa. She was not being truthful about knowing Spanish! Examine the passports. They have pictures of Lisa as herself as well as disguises, but the name reads Helen Carp on one of the passports and Tanya Lee Gooding on the other! She even has several drivers' licenses including one for Alina Boyd. Why does she have several identities? Close the camera bag and back away from the locker.

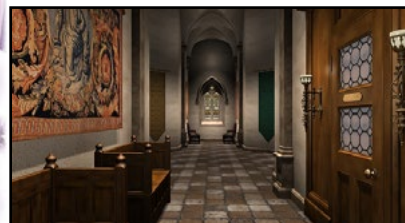
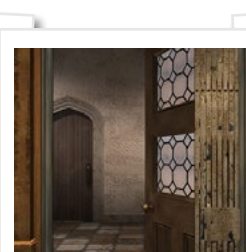


## Basement Exploring

Turn around and try opening the wooden door to go outside. The blizzard is still raging. Can't go outside!



Leave the locker room and locate the elevator to the left. Press the call button. When the elevator arrives, open the door and step inside. Turn around to examine the buttons. Press the button next to the 2 for the second floor. After riding the elevator up, slide the grate over and open the door.



Step out of the elevator and turn to your right. You suddenly hear the sound of a typewriter. Follow the sound to the left hallway and locate the door it is coming from. Step up to the room 214 and knock.



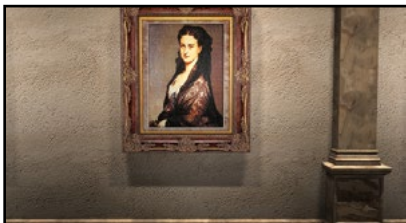
## Meet Prof. Hotchkiss

Chatty and knowledgeable, Professor Hotchkiss is the person to ask for all things related to Marie Antoinette. Is she trying to keep the treasure hidden by the doomed queen for herself?



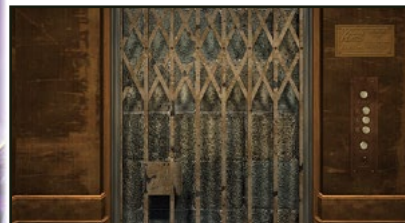
### Boots for Hotchkiss

The Professor replies to your knock. Introduce yourself and tell Prof. Hotchkiss that you have her boots. She opens the door to peak out and tells you to leave them at the door. Offer to help her and ask for more information about the theft from her room. She insists everything is fine, but quickly shuts the door. Look down at the floor and place the ski boots against the door. Look back up and walk back to the elevator. As you move away from room 214, you hear the quick movement of the door open then close, as Hotchkiss takes her boots.



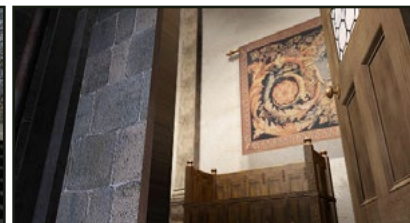
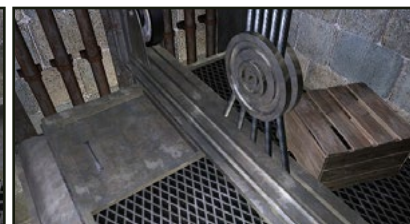
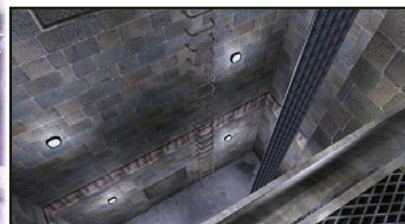
## Returning to Dexter

Enter the elevator to return to the first floor where Dexter is. Press the button next to the 1. The elevator descends but abruptly stops in between floors! Try sliding the grate. It won't open! Try pressing the alarm button, then the other buttons. They don't work. Turn around and look up to find your escape. Move the hatch in the ceiling and climb up.



### Stuck in the Elevator

On the wall across from you is a wall with ladder rungs. Look down and turn around. Step onto the wooden crate and reach for the door handle. Climb out of the elevator shaft and onto the 2nd floor.



## Report to Dexter

Step forward and turn to the left hallway. Walk to the main staircase and climb down to the foyer. Turn to talk to Dexter.

Tell Dexter about your broken radiator. He will fix it when he has time. Dexter heard that Hotchkiss received her boots, and he now has a new chore for you. The staircase lights are off and he wants you to check the circuit breaker.

Let Dexter know about the elevator and how you had to climb out into the shaft to get out. He doubts it is broken, and advises you to be careful because it is dangerous. Did Dexter hesitate saying this?

Ask Dexter how long he has been working at the castle, and he will be short with you, saying "A while." Obviously he doesn't want to talk about it.

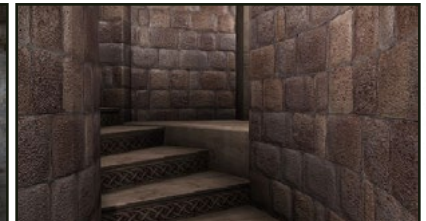
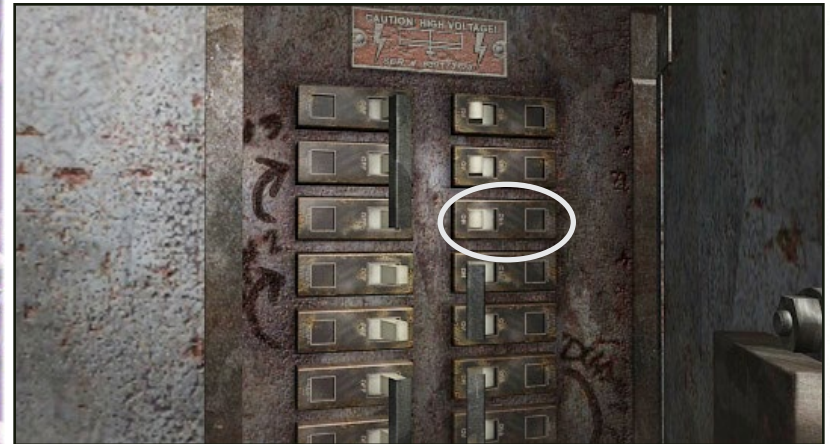


## Lighting the Stairwell

Leave the foyer and pass through the lobby to the staircase. Follow the stairs down and walk through the halls to reach the circuit breaker.



To the left is the red-colored elevator reset switch. Pull that, then open the circuit breaker door. Flip the switch on the right, third from the top. Return to the spiral staircase to check if the lights are on for the upper steps.





## Ordering Dinner

The stairway is lit well enough to climb. Return to Dexter on the first floor and talk to him. Mention the radiator again.

Dexter asks you to return to the Professor to ask what she would like for dinner. Leave the lobby and walk upstairs to room 214. Knock on Professor Hotchkiss's door and ask her what she would like to eat. She replies "couscous." Remember this and report to Dexter.

Relate the order to Dexter and he will tell you to have her order something off of the hotel menu instead.

Knock on the Professor's door and tell her about the menu. She does not have one, so you will need to fetch a copy. Locate and enter your own bedroom using your key card, and open the dresser drawer. Pick up the copy of the hotel menu and take it to Hotchkiss.



## Delivering the Menu

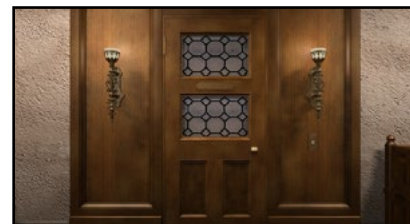
Continue to the Professor's room. Knock on her door once again and tell her you have the menu. She will only take it if you slip it underneath her door. Look down at the floor and place the menu. The Professor reads it, and decides on having 50 chicken drumsticks. Report this order to Dexter.

Dexter requests you tell Jacques to take the chicken out of the freezer to defrost. He then tells you that the radiator has been fixed!

Exit the lobby and head down to the basement.

Speak to Jacques about the chicken legs, then back away.

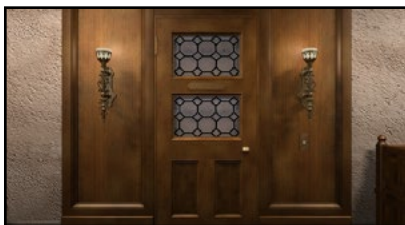
Approach the elevator and press the call button. Take the elevator to the second level and enter your room (205) with your key card.





### A Fixed Radiator

Step up to the radiator and take the oil can. Check the clock to be sure the hour is a time when Jacques is gone. Change the time to 6:00pm or later if it already isn't. Leave your room and take the elevator back to the basement.



On your way back to the elevator, you may hear crashing and banging noises. Mysterious!

### Exploring the Shaft

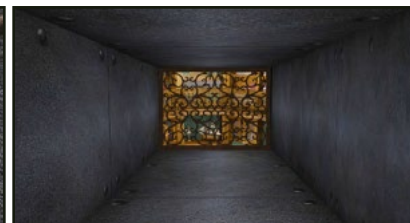
Step up to Jacques's closed door and pick up the paintbrush.



Re-enter the elevator. Instead of riding it, exit through the overhead hatch and explore the elevator shaft. Look down and notice that something is behind the elevator.



Look back up and approach the wall ladder rungs. Climb the rungs upwards until you notice an open air duct to your left. Climb into it and crawl through to the other end.



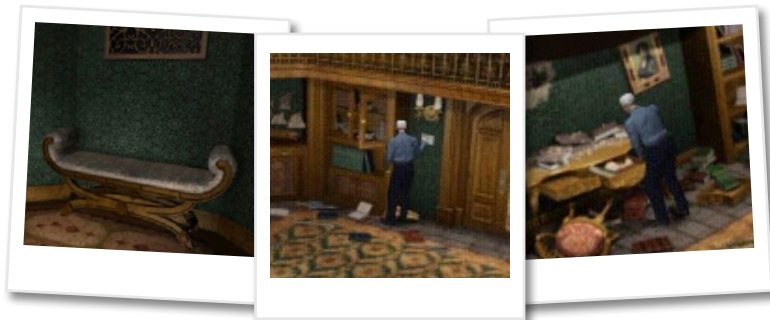
### Finding the Library

Open the grating. It will swing shut behind you. Climb down into the library and reach the spiral stairs. Before you climb down, you hear someone unlocking the main doors!



## Spying on Dexter

Turn around and open the air duct grating. Climb inside to hide. Look through the grating and watch Dexter enter the library. The door alarm has been set off and is beeping loudly. Dexter presses the code into the alarm box and chastises himself.

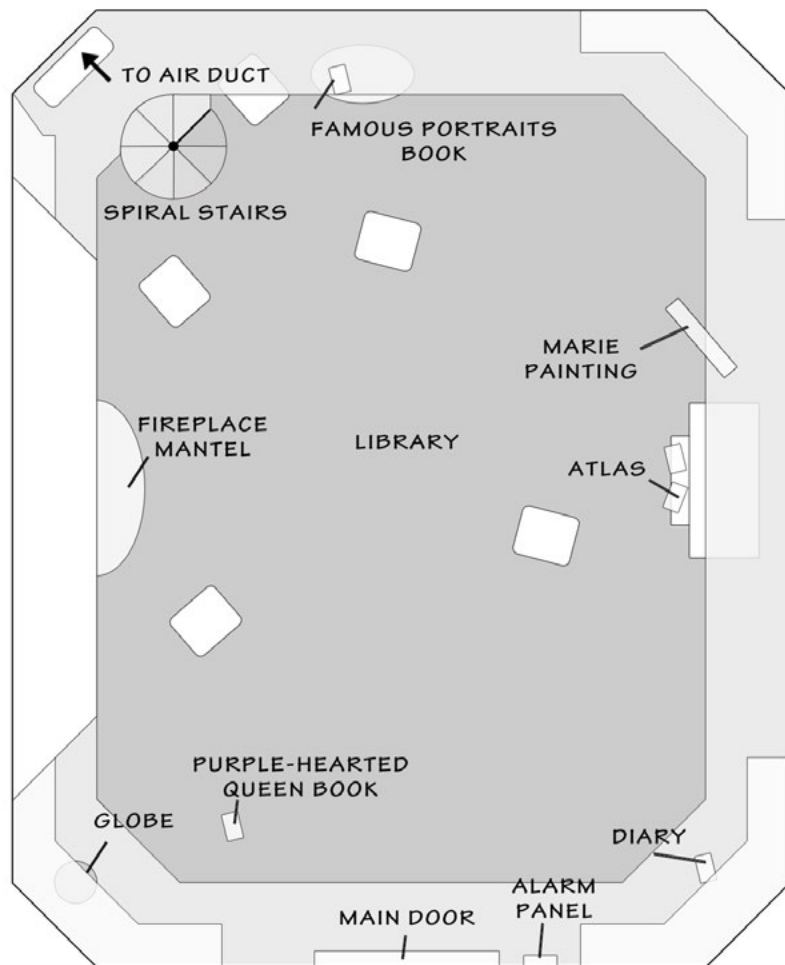


He walks over to a desk and shuffles through papers, looking for something. Apparently no hint was left for him to find whatever it is he is looking for. Dexter exits the library.

Leave your hiding place and explore the library. Climb down the stairs and walk to the middle of the room.



## Map of the Library





## Exploring the Library

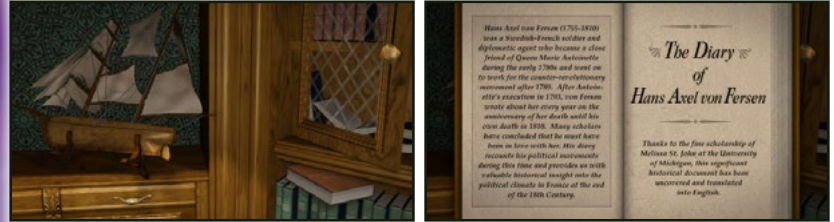
Step up to the writing desk that Dexter was shuffling through. Notice the dust and remember from the Sassy Detective magazine in your room that you can dust for fingerprints. Use the paintbrush to gather some dust.



Examine the atlas inside the desk drawer, noting that Wisconsin is 45 degrees North by 90 degrees West, then back up and notice the hole in the wall.



Back up and rotate to the bookcases to the left of the main doors where the ship model is shelved. Read “The Diary of Hans Axel von Fersen” and how the Queen’s jewels ended up in the hands of Commander Le Boeuf.



## Dusting for Prints

Approach the keypad by the door. Use your dusty paintbrush and coat each button with dust. According to the Sassy Detective magazine, the first buttons Dexter would have pressed would be the darkest fingerprint. The last button would be the lightest. The door code is therefore 3\*72. Back up.





Turn to your right and step up to the disrupted plant and books strewn about on the floor. One book was written by Professor Hotchkiss!



### Opening the Globe

Examine the globe in the corner bookshelves and see that the needle above is pointing to coordinates. Set the needle to Wisconsin: 90 degrees longitude. Pull the wooden knob at the top. The globe opens! Examine the paper inside. It is a diagram of a sextant. Note the numbers written on the paper. Close the globe back up.

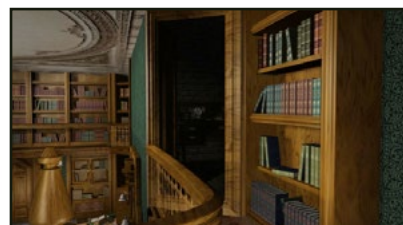


### Fireplace Sextant

Rotate to examine the fireplace mantel. Examine the poem: "A sly rabbit will have three openings to its den." Click on the poem to slide the panel open.



Hover your cursor on the left to create an arrow. Move the hand to -15 degrees. Press the green button to enter the number. (The red button resets the puzzle.) Move the hand to 10 degrees. Press the green button. Using the backward arrow on the right, move the hand to -5 degrees. Press the green button. You will hear the sound of a door opening somewhere nearby! The sextant panel will close.



Turn around and climb up the spiral stairs. At the top of the level, turn left.

### Ezra's Secret Study

Enter the dark, hidden room. Approach the desk and pick up the lighter to the right. Look closer at the candle and use the lighter to light it. The wax will melt down, revealing a key. Take the key and back away from the candle.



Pick up the paper and read the poem Ezra Wickford had written for his son. Ezra had hidden a good luck charm out in the garden, in "the back of his troubled head." Turn around to find another desk.



Read through the scrapbooks on Dexter Egan. You learn that Ezra was Dexter's adopted father. However, because of Dexter's criminal activities, Dexter had been written out of his father's will.



### Stairs to the Elevator Base

Leave the study and climb back into the air duct above the bench. Return to the elevator shaft and climb down the ladder.



At the base of the ladder you hear strange sounds coming from below. Look behind you to find a grated cover and a stuck handle. Use your oil can to lubricate the metal handle. Open the grate and step down the stairs. The elevator is blocking the path.



Return upstairs and enter the elevator through the hatch. Press the button for level 2 and ride the elevator to the second level. Exit to the halls and navigate to Professor Hotchkiss's room. Knock on her door.

### The Professor's Theory

The Professor is focused on her theory and needs your help to retrieve some facts. Agree to help her and she will ask you a question. Leave her door and locate the answer she seeks. Depending on the question, you can find answers in the elevator, and in the books in the first floor lounge's bookshelf.





## The Professor's Questions

"How old was Marie Antoinette when she married King Louis?"

Answer = 15

"Not counting the towers, how many windows are there on the faces of the castle?"

Answer = Trick question, the answer is unknown. Ask the Professor for another question.

"On what date was the Bastille prison destroyed during the French Revolution?"

Answer = July 14, 1789

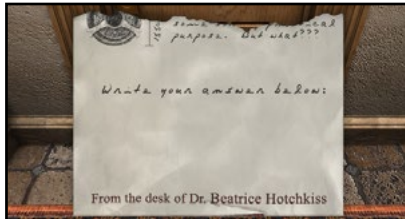
"How many days before her 38th birthday was Marie Antoinette executed?"

Answer = 17

"What is the model number on the elevator?"

Answer = 50964

Return to the Professor's door and knock when you have an answer for her. She slips a sheet of stationery under the door for you to write your answer on. Type in the answer and return the paper under the door. If the answer is incorrect, you may ask for another question.



When she receives the correct answer, the Professor will tell you that you may meet with her in the lounge between 3 and 6 am.



## Snooping Dexter's Desk

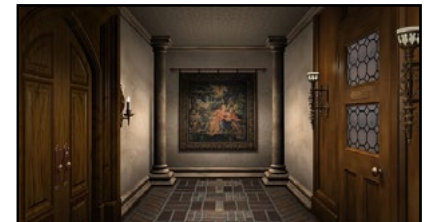
Check your clock. If it is before midnight, return to your room and set the alarm for midnight. When it is midnight, or after midnight, walk down the hall and to the front desk in the foyer. Snoop through Dexter's things.



Read Dexter's 'to do' list and notice the "keep searching" notation. There is a small drawer in the desk; open it and take the library door key.



Step away from the desk and walk through the lobby into the halls of the first floor. Make your way to the end of the halls to where the elevator and library door can be found on the right. Save your game.





## Breaking into the Library

Face the double doors that lead to the library and use the key you picked up from Dexter's desk. Enter the library and you hear the alarm sound. Step forward twice and rotate. Step up to the alarm by the main door. Enter the code 3\*72. The alarm resets before Dexter hears it.



Walk across to the spiral staircase and climb up. Climb into the air ducts above the bench and crawl to the elevator shaft. Climb down the ladder rungs and enter through the floor grate. Climb down the stairs and step underneath the elevator.



The steel counterweights are blocking something. Press the red button to move the weights and approach the locked door.

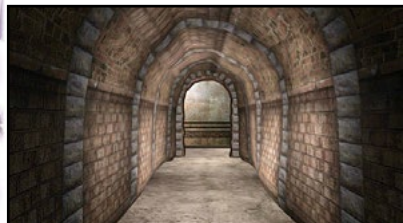
## Steel Bar Door

The steel bars that are keeping the door locked are randomly set. You must find the order of unlocking them before the elevator reaches ground level. To keep them unlocked, find the first bar that stays open. Continue to find the next bar that unlocks until all six bars stay open.

If you fail to unlock all the bars in time, you may use a second chance. The bars will be randomly set again.



When the door is completely unlocked, step into the tunnel. The cross tunnel gives you the option to turn right to a staircase, or left to where the sawing noises are coming from. Follow the sounds to the left and enter the next room.



### Finding a Vandal

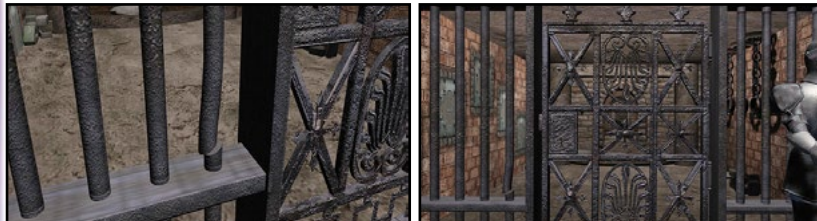
You catch Jacques in the act of sawing through a locked gate, flanked by a suit of armor. Jacques is surprised to see you and drops the saw. He explains that his great-grandfather was the master carpenter in charge of dismantling the tower at the Chateau Rochement in France. As he was getting the tower ready to ship to the U.S. he found a secret compartment with documents and a medallion. The master carpenter kept the medallion, but returned the documents to the compartment, intending to retrieve it later. Unfortunately, the tower was shipped before he had the chance.



Jacques learned about this when his grandfather was on his deathbed. It is believed that the document was a journal that belonged to Marie Antoinette and may prove her innocence or guilt. By finding this journal, Jacques may be able to carry out his great-grandfather's dying wish and bring honor to his family. He needs your help and wants to show you the medallion he was given, which is in his locker. The combination is 2-6-6-5 and Jacques asks you to meet him there.

### Exploring the Dungeon

Jacques leaves. Take a look around the dungeon and notice the sawed-through bar. The gate is locked. Take a closer look at the suit of armor and take the spearhead.



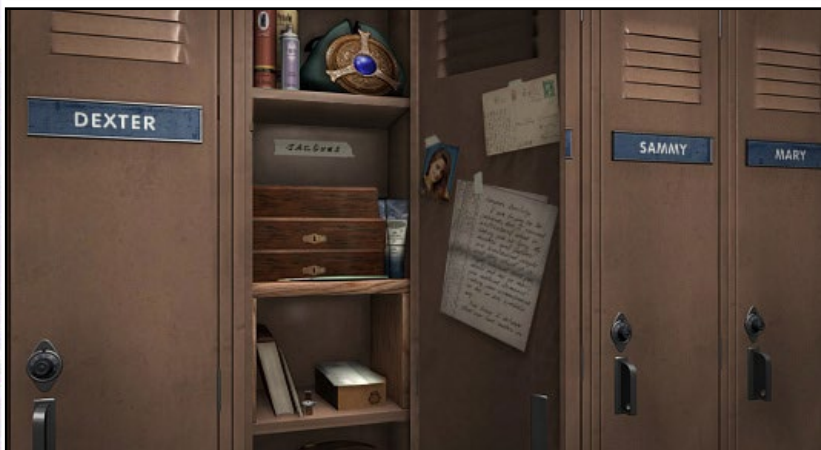
Leave the dungeon and follow the tunnel down to the staircase. (The way you came is blocked.) Climb the stairs and exit the tunnels. You arrive on the first floor of the castle. Make your way to the elevator around the hall on the left and ride it to the basement.





## Jacques's Locker

Step out and walk to the locker room. Jacques locker is over to the left with the other employees'. Turn the dial and enter in the combination 2-6-6-5 to open it.

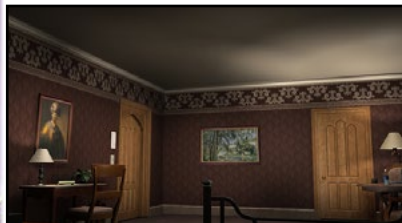


Take a closer look at the papers taped to the door and the booklet by the watch. Jacques has been reading up on diamonds! He also has only one more month to stay in America and his fiancée is getting impatient. Could Jacques be desperate enough to commit a crime?

Reach for the medallion with the blue stone on the top shelf. Something hits your head from behind and you go unconscious!

## Headache Headquarters

The sound of the phone ringing awakens you. Get out of bed and answer it. Jacques frantically asks you what happened. Tell him that you were knocked out and no longer have the medallion. He is very upset about it and hangs up. Check your voicemail. Dexter wants to talk to you.



## Confessing to Dexter

Exit your room and walk downstairs to the lobby. Talk to Dexter. He inquires about the red dirt on your shoes when he carried you to your room.



You can choose to not tell him anything, but then he wouldn't share more information with you. Choose to confess that you found your way into the corridor to the tower. Dexter is proud and says you've earned the right to explore it. It's locked, but there is a key for the gate in the maintenance shed outside. Since the storm is over, you can venture out there, but be careful – it is still really cold.

Be sure to ask Dexter about Ezra's thinking place, and then the secret garden. He tells you that it is located around the left side of the shed, hidden by some vines.

### Gossiping with Lisa

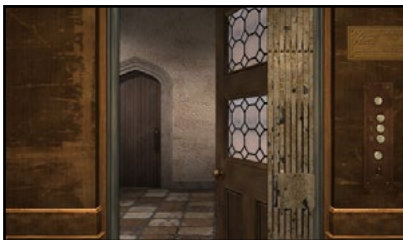
Enter the lounge and talk to Lisa. She asks you about library. You can choose to confess everything that you found, or keep quiet about it.



Ask Lisa about what it's like being a photojournalist. She is bitter about the low pay. Could she be desperate for money? Tell her about your locker mix up and that you looked in hers. Her explanation for the various identities is that "photojournalists don't always play by the rules."

### Angry Jacques

Leave Lisa to her magazine and enter the hallways nearby. Choose to take the spiral stairs on the left, or walk down the halls to the right to ride the elevator down to the basement.



During his business hours, talk to Jacques and question why he wasn't there to meet you. You can accuse him of it being a set up or ask why he wasn't there to meet you. Either way, you leave angry at each other.



### After the Blizzard

Make your way to the locker room. Find the door and exit outside. Walk forward three steps, and then turn towards the "No Trespassing" sign to the left. Walk around the wall and approach the overgrown vines. Examine the vines to reveal a hidden wrought iron gate. Turn the wheel three times to align the letters to EW for Ezra Wickford.



### Ezra's Garden

Open the gate and enter the garden. Go forward twice. Turn left and approach the arrow statue. Click on it twice. This will rotate the stone head statue revealing a lever at the back of the head.





### Ezra's Lucky Charm

Approach the stone head statue. Pull the lever to reveal a secret compartment. Examine the compartment to reveal a box. Look at the box and use the ornate key (found in Ezra's secret room) to open it. Inside is a red medallion similar to Jacques' blue medallion. Take it and close the box. Back up and turn around.



Take a look at the plaque on the left as you exit.

After you exit the garden, go forward twice, turn around and approach the maintenance building ahead. Go inside.



### Maintenance Building

Step downstairs three times, and then turn left. Approach the worktable behind the ladder on the left and the telescope on the right. On the shelf is a newspaper clipping. Read about Dexter being freed from prison nearly the same time as the castle was re-opening. On the right side of the table is a grey key. Take it.



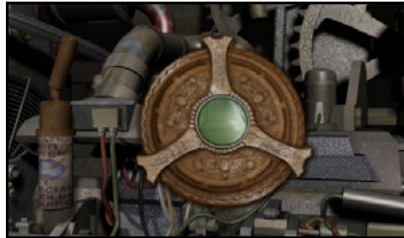
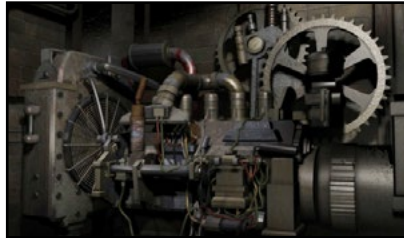
Back up, turn around and exit the building. Return to the castle. Go to the elevator and select the first floor to return to the lounge.

Talk to Lisa. She says that she watched Dexter walk out to the maintenance building with a green ornament in his hand, and suggest for you to go check it out.



### The Green Medallion

Return to the basement, walk through the locker room and step outside. Walk over to the maintenance building and enter it. Step downstairs and walk forward to the machine on the right wall. As you approach the machine, you spy a mouse crawling around. After it scurries away, look closer at where the mouse was, and pick up the green medallion. Leave the building and head back to the castle.



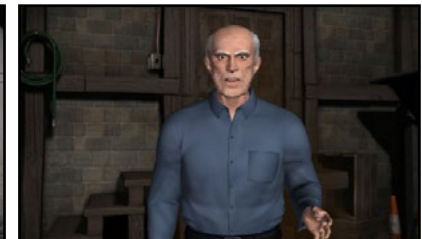
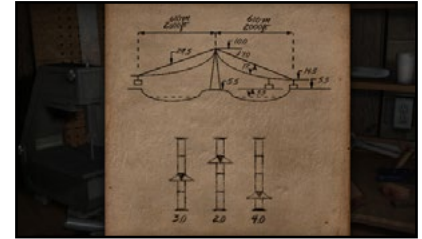
### Locked Out!

The door is locked! Knocking on the door does nothing in bringing someone to open it, so return to the maintenance building. Approach the work table on the left and look at the paper with the plans on them. Take note of the lever positions of the machine sketched on it and then turn around.



### The Ski Lift

To the left is the ski lift machine. Walk up to it and pull the levers each down to the levels indicated in the plans you just studied. Press the right lever twice. Press the middle lever once. The ski machine becomes active, sending the lift chairs up to the ski hill.



This attracts Dexter's attention and brings him out to investigate. He demands to know what's going on and you explain you were locked out. Together you return to the castle. Finish talking to him, then enter the lounge.



### Gossip Results

Talk to Lisa. She heard you were locked out. Keep your medallion a secret - tell her you didn't see anything. Lisa remains suspicious of Dexter.



### Night Meeting

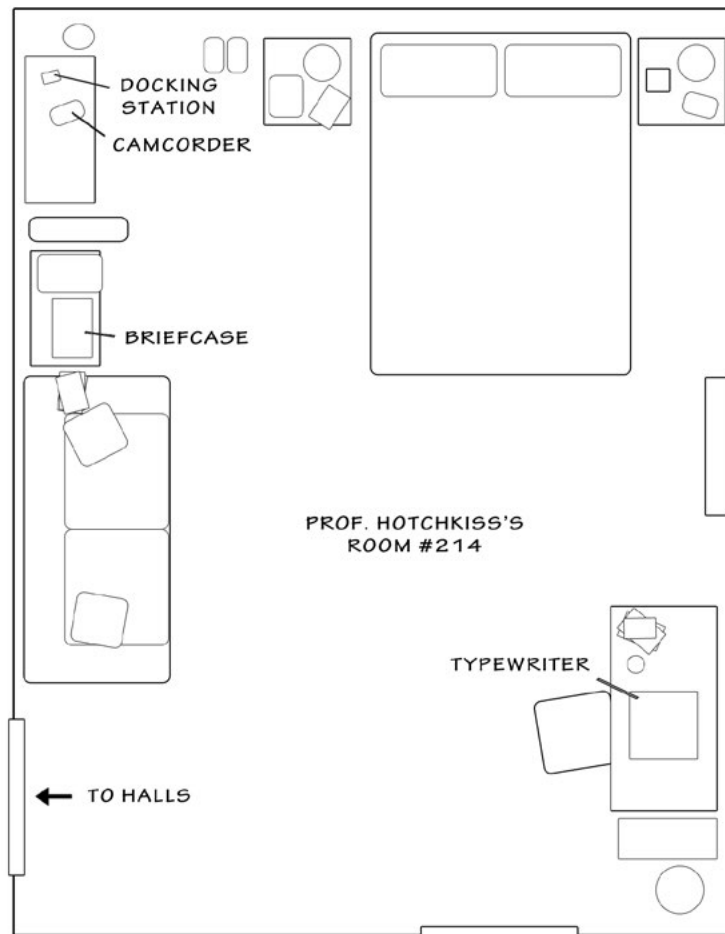
Make your way to your bedroom and change your alarm clock to 3:00am. This is when the Professor said she would be up.



Leave your room and go down to the lobby. Find Professor Hotchkiss in a chair to your left and speak to her. Talk about the robbery and she will share that a precious object belonging to a friend of hers has been stolen from her room. The Professor's theory is that Marie is innocent of the crimes that she was historically charged with. Ask her what she means by Marie being misunderstood.

Walk upstairs to room 214 and use the key card Professor Hotchkiss gave you. Enter her room and look around.

### Map of Hotchkiss's Room



## The Professor's Room

Approach the typewriter and read the notes. Then turn around to find the briefcase by the couch. Open it to find a letter from a Baroness. She refers to a medallion and a stained glass window.



- Dear November - a surprise to me! What a coincidence! He wonders she was so pale and sick!

- And now she's gone! Maria Antonia, married off at 18 and she had to change her name, too! She must have been frightened...

- Her parents' color was purple-like mine! I wonder if she shared chicken dreams like me!

- Despite the obvious symptoms that were the fashion of the day, Maria preferred to wear her hair loose, unpowdered, and natural. Most evidence that she was independent...

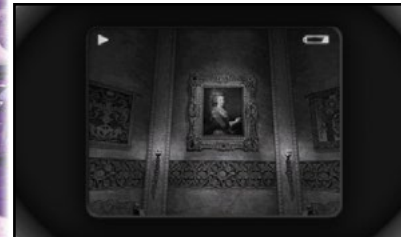
- There is no concrete evidence that she was the one who could be described "but there was a note" in response to the note that her people were sharing. Maria was committed, but not sure!



Search the couch cushions. Move the pillow to reveal a medallion with a blue ornament! Take it and replace the pillow.

## Video Tape, Part One

Go over to the dresser and examine the movie camera. Press the play button and watch the recording. Hotchkiss is narrating a tour of the halls and suddenly gasps. The battery dies and the camera turns off before the video finishes. Take the battery pack from the camera and place it on the charging dock to the right. Notice the fine print reads that it takes 24 hours to charge.



Back up and leave the room. Return downstairs to the Professor in the lobby.

Ask the Professor about her friend's letter that mentions the medallion. She replies that the medallion was green, even though the one you found in her room was blue. Ask for her opinion on Lisa. Hotchkiss mentions that she told Dexter that she won't be needing "Leslie's" maid service. Was Lisa snooping in the Professor's room?



## Return to the Gate

Make your way back to the tower. Walk through the halls and approach the elevator on the first floor, and press the button to call it, but don't go inside. Instead, turn around to face the double doors and use your key to open the library.

Step forward a couple times and turn around to walk up to the sounding alarm. Enter the alarm code 3\*72 to disarm it.



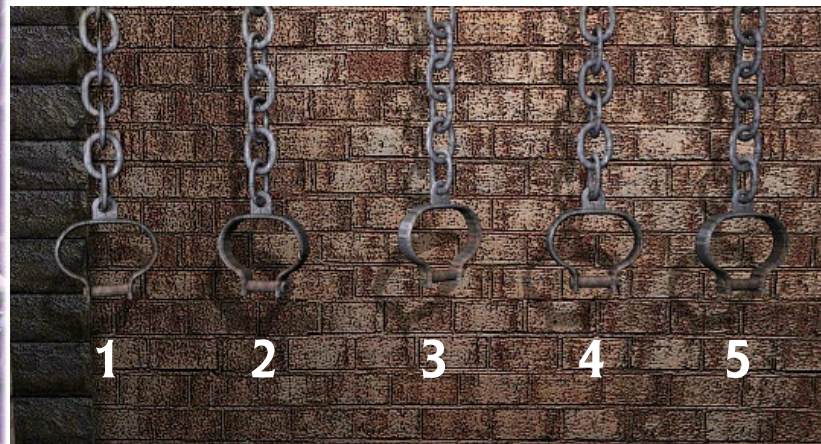
Climb the spiral stairs and crawl into the air ducts to the elevator shaft. Climb down the ladder, then take the small staircase to get below the elevator. Unlatch the steel bars until they are all released from the lock, and continue through the tunnel.

Turn left towards the suit of armor and the gate. Use your skeleton key that you found in the garden to unlock it.



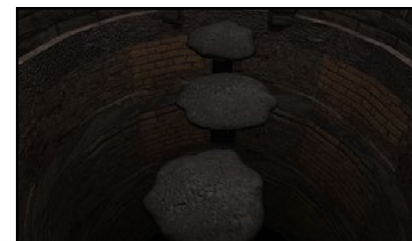
## Bridge Chains

There is a chasm keeping you from moving forward. The stone bridge needs to be rotated. On one wall are chains. On the opposite wall are square designs. Match the chains to the same height as the squares so they mirror each other.



Number the chains 1-5, shown above. Pull the chains in the following order: 5-1-3-2-2-4-4-5

The bridge swings around, allowing you to walk across the hole. Follow the path until you reach the base of the tower.



## Tower Base

Looking at the wooden door, Nancy remarks that it looks like some kind of prison. Take a look at the stone table. If you climb the stairs to the right, you will discover that some stairs are retracted into the wall and you cannot proceed upwards. Return to the stone table below.

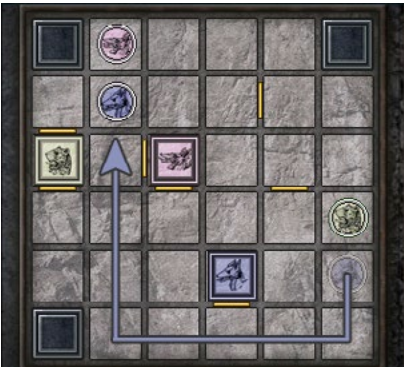
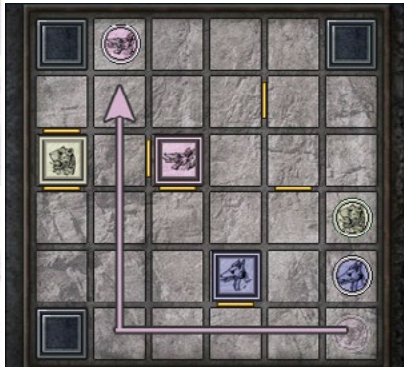


## Stone Sliders - Jr

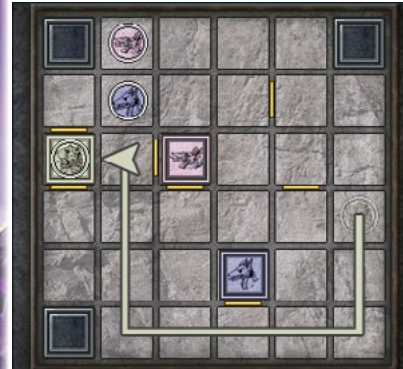
To solve the stone slider grid puzzle, slide each disc to its matching colored home. Be aware of the walls and pillars that can block your path. If you mess up, back up from the table then return to it. It will reset and you can start again.

1. Move pink bird left, then up.

2. Move blue jackal down, left, then up.



3. Move yellow leopard down, left, up, then left into its home.



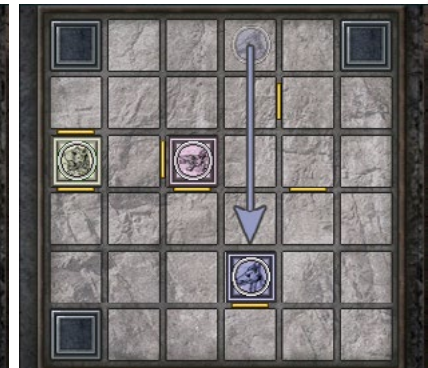
4. Move blue jackal right, then up.



5. Move pink bird right, then down to its home.



6. Move blue jackal down to its home.

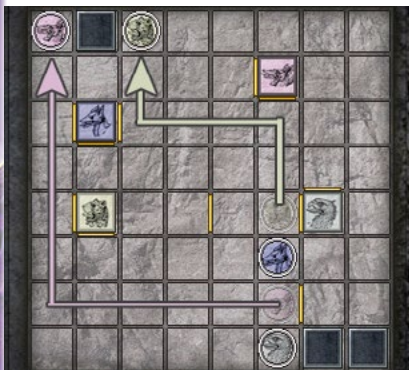




## Stone Sliders - Sr

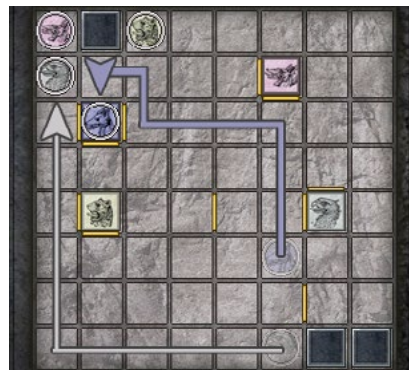
1. Move yellow leopard up, left, then up.

2. Move pink bird left, then up.

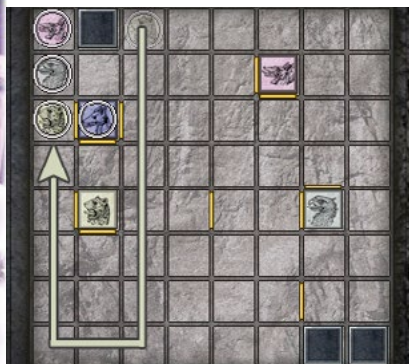


3. Move white griffon left, then up.

4. Move blue jackal up, left, up, left, then down.



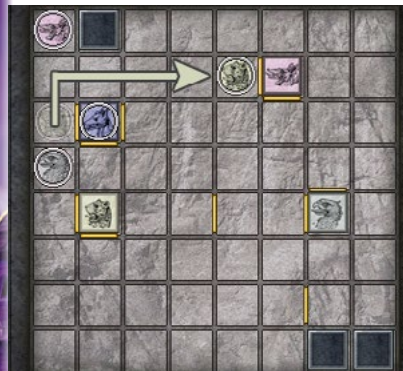
5. Move yellow leopard down, left, then up.



6. Move white griffon right, down, left, then up.



7. Move yellow leopard up, then right.

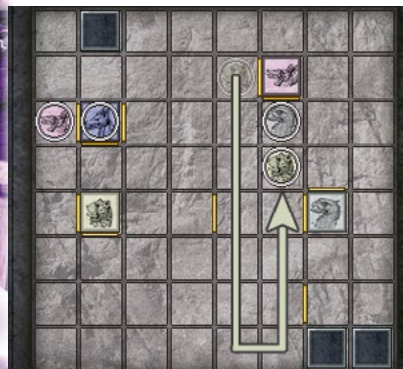


8. Move pink bird down.

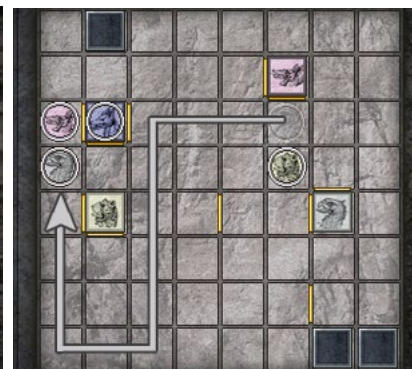
9. Move white griffon down, right, then up.



10. Move yellow leopard down, right, then up.

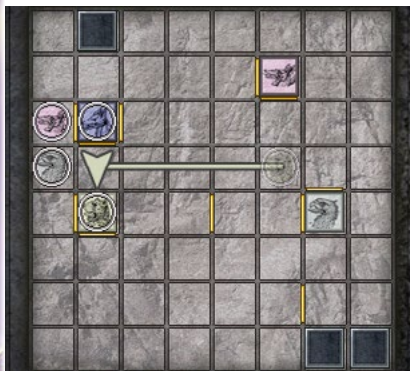


11. Move white griffon left, down, left, then up.

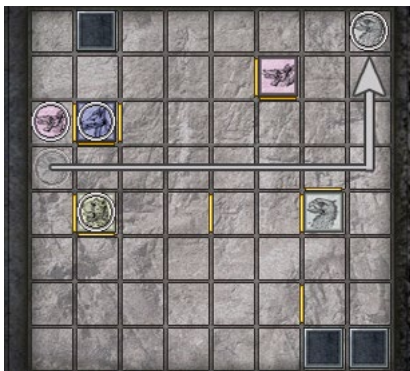




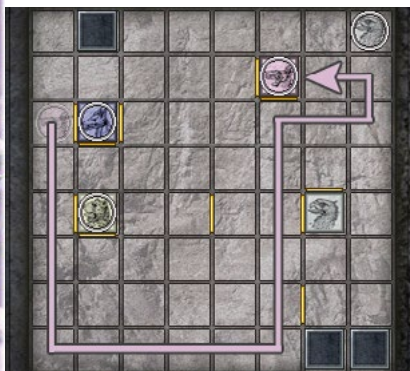
12. Move yellow leopard left, then down.



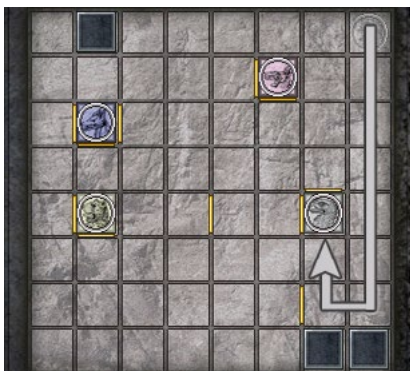
13. Move white griffon right, then up.



14. Move pink bird down, right, up, right, up, then left.



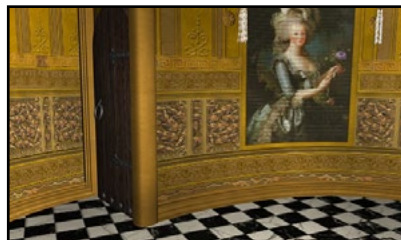
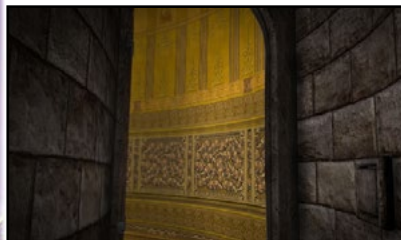
15. Move white griffon down, left, then up.



When all the discs are in the right places, you'll hear the sound of grinding stones from above. The missing steps have filled the gap, and you can now climb the spiral stairs to the top of the tower.

## The Queen's Tower

Enter into the gold room with a tile painting of Marie on the wall. Step forward to examine the wall for the secret compartment that Jacques's Grandfather had discovered long ago. A section of the wall has a leaf puzzle on it that needs to be arranged.



## Leaf Puzzle

Pick up each tile and move the piece to the correct location. Here is the solution:

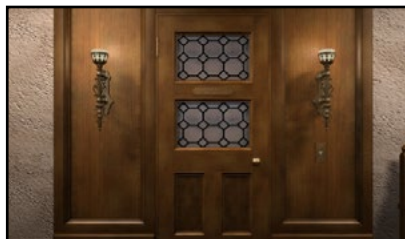
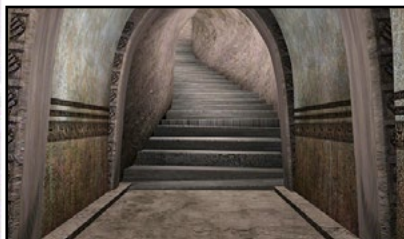




When all the pieces are arranged correctly, a secret panel will swing open to reveal the missing journal. Take the journal and back up. Look at the coat of arms on the floor before leaving the tower. Nancy remarks that it looks like a keyhole.



Step downstairs make your way through the tunnels. Cross the stone bridge, pass through the gate and into the next tunnel. Instead of coming the way you came, follow the path straight ahead to the long staircase and take it to the top. Exit into the first floor halls. Turn left towards the elevator and enter it. Ride the elevator to the second floor and step to the left hall to reach your room.



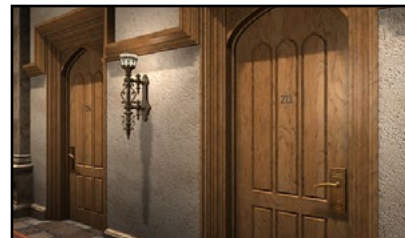
### Journal Delivery

Change the time to 3:00am when the Professor is in the lobby. Visit her and offer her the journal. She says she will translate it for you by tomorrow at the same time. The Professor returns to her room, as it is now 6:00 a.m.



### Journal Translation

Return to your own room and set the clock to 3:00am for the next morning. Head downstairs and talk to the Professor again. She states that she completed translating the entire journal and found Marie's decoder. Leave her and revisit her room, using the key card for room 214 to enter.



### Video Tape, Part Two

By now, the camera battery should be fully charged. Go over to the dresser and pick up the battery from the charging dock. Place the battery in the camera and press play to watch the rest of the video.



The Professor spies a peephole in the wall below the painting of Marie Antoinette. You overhear her rifle through her back for her medallion and she places it in the ornate peephole, which fits perfectly! She starts to translate the words "the diamond...!" but the video cuts out.

Step over to the typewriter. To the left is the decoder with symbols. To the right is the journal with Hotchkiss's typed entries.

But it will take an extraordinary person...and I don't believe it will happen until the wounds of this revolution have healed and history has wrought a new, more rational French order of some kind. Finally, when the people's wealth is returned to them, this diamond of misery will be restored to its magnificent beauty.

27 December, 1788

Tomorrow I will have my portrait painted by the great Marcel Bonnet. I have announced that I will not wear the tiara. Louis is furious. He does not even know that the wretched crown no longer exists. I have sent the emerald medallion to Vienna, to my dear cousin, the Baroness Helga von Kausiedorf, as a token of my affection. The ruby and the sapphire remain in my secret compartment where I keep this journal, but soon I will decide where to send them.

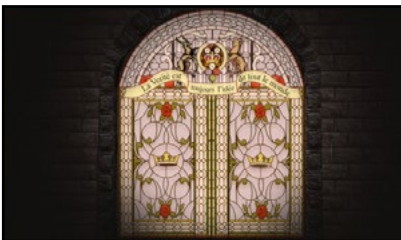
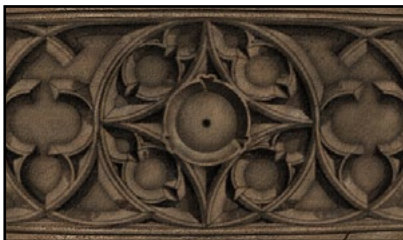
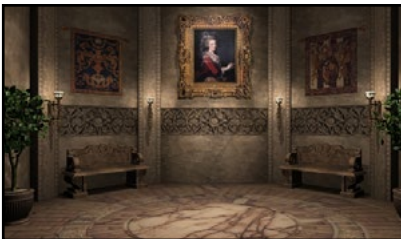
7 January, 1789

My own court speaks viciously of me and I feel terribly alone. I only hope that someday, years from now, my actions will be better understood. If you are reading this, know that my **BONOR** shall be **ROSE**, our **COUSIN** shall be **AND** and your **LOYALTY** shall be **QUEEN**. I wish you well, weary traveler.



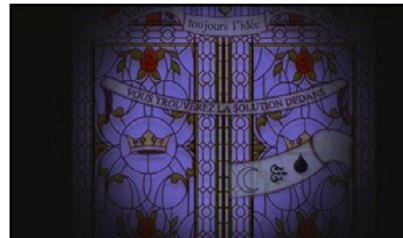
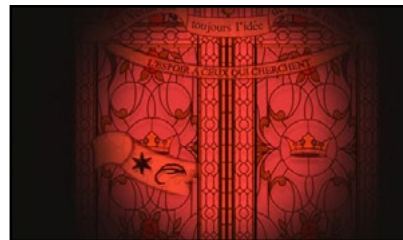
## Peepholes

Leave the room and turn right to go down the halls. Follow the path to the painting where the peephole is located and look through it.



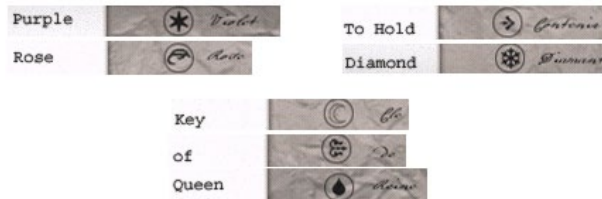
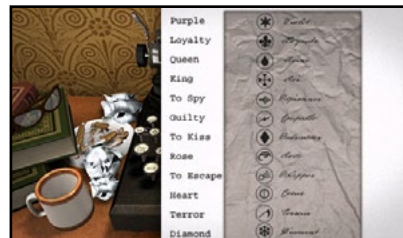
You see the stained glass window with some French words. Take note of this phrase, then try placing each medallion into the insert.

Look through each medallion and read each phrase. Be sure to note the unique pattern of symbols for each color.



## Symbol Decoding

Return to room 214 and step up to the typewriter again. Pick up the decoder on the left and Nancy will match the window's symbols to read the message "Purple rose, to hold diamond, key of queen."



Leave the halls and make your way back to the lobby downstairs.



## French Phrases

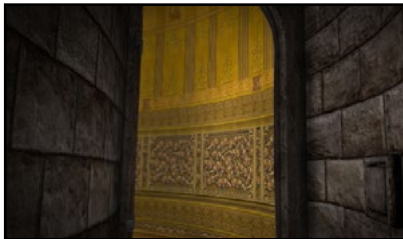
Find the Professor and talk to her. Have her to translate each of the French phrases you read on the stained-glass window. (Red) Hope to those who search, (green) the diamond of misery in my journal, (blue) the solution is found within.



## Trinkets to the Tower

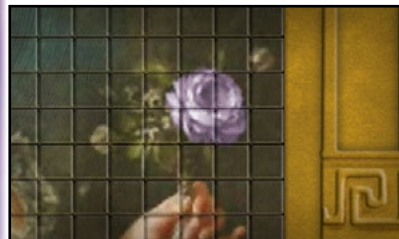
Enter the hallways on the first floor and walk down to the elevator. Press the call button to summon the elevator, but do not enter it. Return to the tower room. Turn to enter library with your key and disable the alarm. Crawl through the air ducts, climb down the elevator shaft, and journey through the tunnels.

When you reach the gate, look at the knight's armor. Take the spearhead from his weapon if you hadn't done so earlier. Enter the gate (you may have to solve the chains puzzle again) and climb up to the tower.



## The Purple Rose

Approach the picture of Marie Antoinette. Examine the purple rose. Use the spearhead to pry the tiles up beneath the rose. Take the diamond key out of the compartment. Exit the view twice.



## Tower Room Floor Puzzle

Examine the coat of arms on the floor. Place the medallions in accordance to the symbols in Marie's decoder. In the Professor's translation of part of the journal, Marie mentions what each color represents: courage is red, honor is blue, loyalty is green.

Place the diamond key in the center.



### Revealing the Diamond

A cut-out circle in the center of the coat of arms will lower. A pedestal will rise, neatly replacing the circle. At the center of the pedestal is Marie's famous diamond!



Just at that moment, the culprit arrives and pepper sprays you, taking the opportunity to snatch the diamond! Your eyes need some time to clear, so ask as many questions as you can to delay the culprit from escaping.

You learn that you were set up to solve the mystery so that the culprit could benefit in the end. Apparently, the culprit was the one responsible for all the accidents that have befallen you, such as knocking you on the head and locking you outside, and vandalizing the library to hunt for the treasure.

### Trapping the Culprit

As soon as the conversation is over, quickly run through the door to the top of the stairway. Press the square button to retract the stairs and trap the culprit in the prison cell.





## Mystery Solved!

Congratulations, detective! You nabbed a vandal, discovered a treasure, and revealed Marie Antoinette's secrets. As for Nancy, well, there is time still to enjoy the snow. Before the next case that is...



# Congrats! You've exposed the vandal!