



NANCY DREW

The Captive Curse

dare to play™

Her Interactive, Inc.

Copyright Her Interactive, Inc., 2011

No part of this booklet may be reproduced, transmitted, or adapted
in any form without the written consent of Her Interactive Inc.

Copyright ©2011 Her Interactive, Inc. HER INTERACTIVE, the HER INTERACTIVE logo and DARE TO PLAY are trademarks of Her Interactive, Inc. NANCY DREW is a trademark of Simon & Schuster, Inc. and is used under license. Copyright in the NANCY DREW books and character is owned by Simon & Schuster, Inc. All rights reserved. Licensed by permission of Simon & Schuster, Inc. Other brands or product names are trademarks of their respective holders.

Written by: Terry Munson

Design by: Sonja Morris

Cover Design by: Mark Tolleshaug

Made in the USA

Her Interactive, Inc.

1150 - 114th Ave. S. E., Suite 200

Bellevue, WA 98004

www.HerInteractive.com

Table of Contents

Herzlich Willkommen?	3	Glass Shop	17
Halt! Don't Turn Zee Page Yet!.....	3	A Cautious Search.....	18
A Grim Tale	4	A Hidden Hexstone	18
She Played the Monster Match.....	4	Playing Along with Lukas	19
Foyer Finds.....	4	Rotor in a Box.....	19
Castle Finster	5	A Daring Double-Cross	20
Needy Ned.....	6	Phone Alerts and Power-Up Sequence ..	21
Herr Bürgermeister	6	Powering Up the Monitors.....	21
Karl Weschler	6	An Enigma Wrapped in a Riddle.....	21
Karl's Study	7	Cuckoo for Clocks	22
A Game Called Raid	7	Reading Between the Lines.....	22
Investigate Karl's Office	8	Torn to Shreds!	22
Everything in Balance	8	Security Breach!.....	22
Game Redesign.....	9	Trapped!.....	23
Ned the Needy, Part II	9	Stilts Make You Taller	24
A Glass Box	9	Search Karl's Study.....	24
The Solar Room.....	9	Shop Around.....	25
Solar Room	10	Changing Time.....	25
Roam Around Your Room.....	10	Food Coma	25
The Banquet Hall.....	10	Dig Through It.....	26
No Introductions Necessary	11	Hot Spots and Dungeons	26
Renate Stoller	11	Spelunking.....	27
Banquet Hall	11	Beneath Castle Finster	27
Impulse Buys.....	12	Secret Passages	27
Anja Mittelmeier	12	Eine Kleine Nacht Digging	28
Souvenir Shop	12	Decoded.....	28
Just Browsing	13	Digits in the Daily Plan	28
A Call from the Guy in Charge	13	Background Check	29
Chaos in the Courtyard!.....	13	Found in Translation.....	29
Four-Alarm Fire	14	Anja's Past	29
More Calls	14	A Monstrous Chase.....	29
The Bucket List.....	14	A-Peeling Postcards	29
Old Antiques and a New Clue.....	15	Narrow Down the Locations.....	30
Games with Lukas	15	A Convenient Key	30
Lukas Mittelmeier.....	15	The Crooked Tree.....	30
Play for Raid Cards	16	A Fair Maiden?	30
The Origin of the Burr	16	A Few Answers	30
Drenched!	16	Looking for Lukas	31
Trails in the Mist.....	16	Trapped Again?	31
Forest	17	The Rest of the Answers.....	31
Karl's Key	17	Sassy Detective Awards.....	32

Herzlich Willkommen?

According to legend, a monster stalks the shadowy forest surrounding Castle Finster in Germany. Storytellers insist that the monster only rests when he kidnaps a young girl. Even in modern times, the community inside Castle Finster lives in fear behind locked doors and closed shutters. That's why the castle owner asked you, as teenage Detective Nancy Drew, to uncover the truth behind the curse and solve the mystery before the monster drags another victim into legend.

Halt! Don't Turn Zee Page Yet!

You want to learn secrets, no? Well, there is something you should know about this Captive Curse strategy guide: Zee pages reveal the steps and solutions for solving the entire mystery on the Senior Detective difficulty level, but not a single tip, hint or instruction reveals the culprit behind this monstrous menace! Nein! If you want to find out who or what is behind the scary events at Castle Finster, you need to complete zee ENTIRE game! This step-by-step guide assumes that you already know about basic game functions, including stuff like how to move, interact with characters and use the features in the game tutorial. If you play Junior Detective level, some steps in this guide won't be necessary, but zee tips below can make zee game easier to play:

- Depending on what you do or which questions you ask, sometimes the instructions in this guide appear out of order—don't sweat it. You can skip ahead on a step or two, but if you're stuck and nothing seems to work, revisit suspects to see if you overlooked certain questions.
- Carefully select your questions and replies when interviewing suspects. Asking a blunt or rude question at the wrong time can abruptly end your conversations and slow your investigation.
- If you spot a sparkling object while exploring, move your cursor over the item and left-click your mouse button. It's probably a dropped Euro coin that you can use to buy items in the gift shop.
- After you find a German/English dictionary, use it to translate signs and documents in the castle. You learn more about your surroundings and avoid untimely accidents.
- If you can't open the hidden door to the security room and you're playing the correct notes on the glockenspiel bells (see page 20) you probably need to find all five letters in the decoded note. Even if you know the correct musical sequence, the door won't unlatch until Nancy finds the notes at the five locations.
- If Karl doesn't call you about Lukas near the end of the game (see page 30), verify that you have all five legend clues. These vital clues are on the four initialed book pages and the gift shop postcard. You must have all three messages decoded on the enigma machine, too. If you possess these items and you completed all the steps leading up to page 30 in this guide, walk around the castle until Karl calls.

A Grim Tale

Unlike previous Nancy Drew computer mysteries, this one begins with an unusual cinematic opening. Watch the old scene of the girl collecting mushrooms in a forest. While the footage is a little intense at times, there are a number of visual clues—or possible red herrings—in this vintage vignette. Note that the young girl is wearing a medallion necklace around her neck. Was this trinket valuable? Was the girl royalty? If you're paying close attention you'll notice a broken shackle on the monster's outstretched left arm. Was the monster captured or controlled by someone? What happened to the girl?



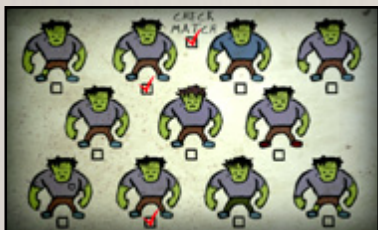
She Played the Monster Match...

Watch the introduction fade away to modern times. You're standing before Castle Finster's closed gate. Ring the doorbell button on the right. A small voice calls out from the window above your head. Wait for Lukas to lower a bucket and then remove the paper. You must check the two identical monster drawings. If you're stuck, eliminate some options by examining hair color, sleeve lengths and clothing colors. Now return the paper with the correctly checked boxes. Thankfully Bürgermeister Karl intervenes before this little monster gives you another test.

Jr.



Sr.

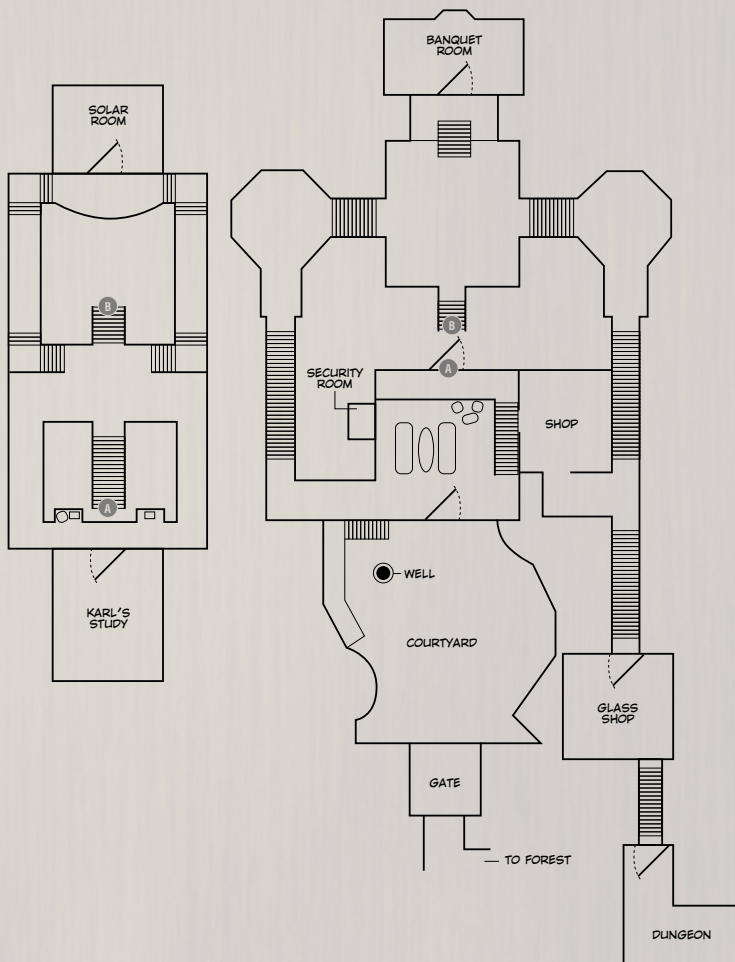


Foyer Finds

Glance around the deserted castle courtyard. Where are the guests and shopkeepers? Knock on a few doors and the residents tell you to go away. Are they tired of tourists or afraid of the monster? Open the large doors below the ornate "Burg Finster" sign. Inside the foyer you see a miniature clock with a cabinet containing a glockenspiel. Look on the table and examine the old biography about The Brothers Grimm. Peruse the pages and learn that the Grimm tales were based on German folklore—like Castle Finster's monster legend.

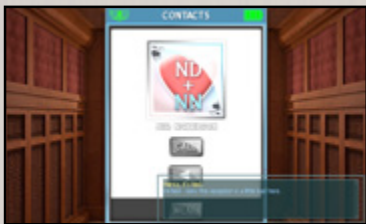


CASTLE FINSTER



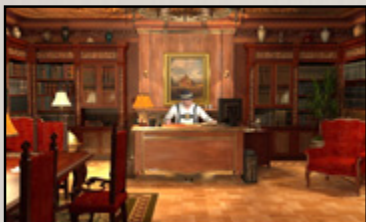
Needy Ned

It's tempting to explore the richly furnished spaces in this enormous building, but Bürgermeister Karl asked you to meet him upstairs. Climb the stairway and open the carved double doors. You spot a crystal chandelier just ahead, but you can barely give it a glance before your phone rings. It's your boyfriend, Ned Nickerson. While phone reception here isn't ideal, Ned explains that he made plans for a romantic getaway. That is so sweet of him, but you're in the middle of an important mystery. What you need from Ned is time, space and plenty of patience.



Herr Bürgermeister

Continue up the stairs and turn right. What are the housekeeping costs to clean this place? Don't go up the next flight of stairs yet! Follow the red carpeting and wood paneling around the corner until you see a carved door. Face the door and note the "Bürgermeister" nameplate. This must be the place. Push the door open and walk inside. It looks like you caught Karl playing with dolls... or injection-molded action figures. Ask him about the monster, his lederhosen, and the dolls he was playing with. Then listen as he tells you about his aspirations to be something other than a public servant.

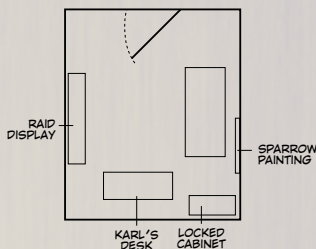


Karl Weschler

Bürgermeister Karl has a monstrous public relations problem and he's counting on you to solve the mystery of the marauding monster. While Herr Weschler seems eloquent and entertaining during your initial meeting, you'll probably start to wonder if he's flummoxed and confused about devising a plan for dispatching the monster. It's confusing because Karl seems like a creative person—especially when you consider how much time and energy he has spent designing his complex board game—but he has no ideas about how to deal with the scary turn of events. Is Karl intentionally focused on other projects to escape his insurmountable problems at work? Herr Weschler admits that he grew up in Castle Finster and that he's unhappy about Markus Boehm's efforts to transform the castle into a tourist town, but is he intentionally ignoring the monster to drive away business? What sort of game is Herr Bürgermeister playing?

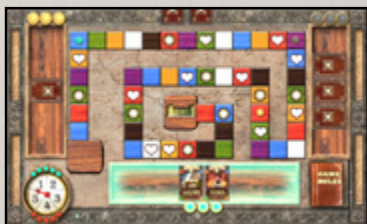


KARL'S STUDY



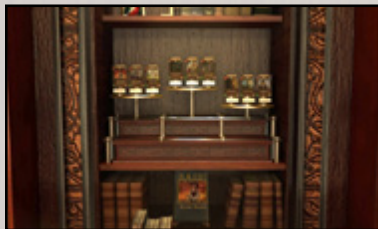
A Game Called Raid

Bürgermeister Karl is excited about the design elements in his board game, but he needs playtesters to offer feedback—and he's willing to pay you for your efforts. At a glance Raid looks complicated, but it's actually easy once you understand how the color combinations on the board relate to the color combinations on the cards in your hand. If you click on the Game Rules book in the lower right corner of the game board, you'll see a complete list of rules. It might seem complicated at first, but just remember that if you must play a card against an attacking opponent, choose a card with the highest number matched to the color that your opponent's playing piece is on. You can sort out the rest of the details (especially the symbols on the game board spaces) as you play the game. When choosing a player to attack, it's best to choose the opponent with the fewest cards. Whether you win or lose, Karl will pay you for your time and any suggestions you might offer about his creation.



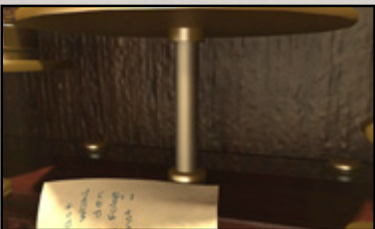
Investigate Karl's Office

Glance around Karl's ornate office after you're done playing the game. The Raid game is on the table and you can play again when you examine it, but there are other details you should check out first. Face Karl's desk and then look for a locked cabinet to the left. Even if you had a key, Karl might not let you look in here right now. Perhaps later you can find a way to get him out of his office. Turn around and examine the study wall on the right side of his desk. There is a bookcase with some sort of scale and a Raid Game Guide. Open the game guide and review the contents. Note that there are three game characters in the book that didn't appear in your Raid game—Fenarius Wolf, Robber, and Bonaparte. There is something unusual about the Professor Sparrow page, too. Just above the card description is a key icon. The Professor Sparrow illustration in the book appears to be a copy of the sparrow painting hanging on the wall in Karl's Study. Could the painting be a key or is there a key required to move the painting? What is behind the painting? Review the rest of the guide and pay close attention to the "Character Type" below each illustration. There are three character types used in Karl's Raid game: Hero, Monster and Magician. Below the Character Type is another category: "Based on Grimms Character". Apparently Karl based each game card on a story by the Brothers Grimm. At the end of the book is a formatted page for an unfinished character. This game is clearly a work in progress. Perhaps Karl is researching game mechanics to keep the pieces in balance. He is using a three-pan balance scale with game pieces on the bookshelf above the Raid Game Guide. What are those nine game pieces? After reviewing all the pages in the book, return the game guide to the shelf and examine Karl's cards... Oops! You knocked over the game pieces. Karl demands that you organize this mess right away.



Everything in Balance

Most game designers rely on charts and formulas to calculate game balance, but Karl devised an unusual balance scale with game cards arranged on three pans. Look closely and you'll recognize three types of weights on each pan: Monster, Hero and Magic. The Raid Game Guide book classified the playing cards into these three categories. The correct order from left to right is Sailor Redbraid, Donkey King, Fairy Trigger, Fenarius Wolf, Professor Sparrow, Enchanted Mirror, Robber, Bonaparte and Golden Hunter. A handwritten note drops from a pan as the scale balances out. The note appears to be from Markus, but it's in German. Add this note to your inventory.



Game Redesign

After restoring balance to Karl's game card display, talk to him again and he'll tell you the exciting details surrounding his upcoming game review. He doesn't have much confidence in his design process, so he wants you to help him create a new card for his game. This is the beginning of an ongoing project and throughout your investigation you will help Karl determine character traits for this card. Give him your best opinion—don't sweat the details if you're unsure of your answer—and then leave Karl to his work. Now you can explore the rest of Castle Finster.

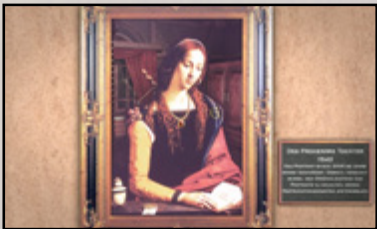


Ned the Needy, Part II

Your cellular phone rings as you depart Karl's study. It's Frank Hardy! Is the phone reception always this bad at Castle Finster? Frank is worried about Ned. Your boyfriend didn't put Frank up to calling, but both Hardy Boys are concerned about Ned's emotional well-being. Frank suggests that you call Ned—when you have a better connection. The hills around Castle Finster or the thick stone walls might be interfering with your cellular phone signal strength. It's probably nothing to worry about unless you need to call for help during your investigation.

A Glass Box

If you turn left as you leave Karl's study, you'll spot a small alcove on the right. Examine the glass box on the table between two upholstered chairs. It looks like a puzzle lock box! You must match the colored panels to the design in the upper right corner, but two of the panels are missing. Leave the box for now. Continue around the corner, go up the stairs on the left, and examine the old portrait. You need a dictionary to translate the plaque next to this painting.

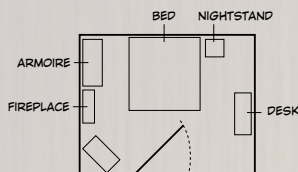


The Solar Room

From the portrait, turn right and walk toward the door on the left. Someone taped your name to the door, so this must be where you're staying. Unlike other adventures, you don't have to worry about sleeping in your room during your stay at Castle Finster. The most important fixture here is the telephone on your desk. It's connected to a land line so you don't have to endure the poor reception on your cellular phone. You can dial the phone numbers yourself (look at the note next to the phone), or left-click on each phone number on the list to quickly auto-dial.



SOLAR ROOM



Roam Around Your Room

Wow! This has to be the nicest room you've ever stayed in. It's certainly a big step up from the folksy furnishings at Shadow Ranch. Examine the festival brochure on top of the fireplace mantel. Walk over to the nightstand and add the German/English dictionary to your inventory. There is a note next to the charming cuckoo-clock phone on the desk. Left-click on the receiver and call Ned to listen to his voicemail. Now call Frank Hardy.



The Banquet Hall

After you finish talking to Frank, make your way to the banquet hall downstairs. It's straight down the middle stairs and through the double doors. An enormous stained glass window dominates one side of this room. Examine this window until you find a blue glass square. Does this belong in the glass box puzzle upstairs? Add it to your inventory. There is also a local newspaper next to the china display. Pick it up and read about the monster.



No Introductions Necessary

When you're done reading the Castle Crier, turn around and make your way over to the elderly woman sitting on a chair in the corner. She seems to be deep in thought about something. Her dress is a dirndl—a Bavarian dress—so there is a chance that she's a long-time resident of Castle Finster. You can skip introductions. Renate already knows who you are and she suspects that you're here to investigate the monster. As a professional storyteller, Renate sees your fate intertwined with the monster's return. Is she trying to scare you away from your investigation?

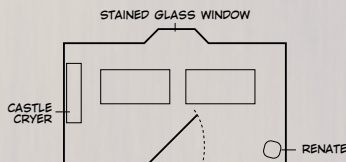


Renate Stoller

Renate Stoller is almost unsettlingly direct with you. She requests that you drop your dangerous monster investigation. Perhaps it's because Renate can't shout at you from behind a locked door—she's an outsider like you and she doesn't have a home inside this castle. Keep in mind that Renate makes her living entertaining others by telling stories. Years of practice and countless presentations allowed her to develop excellent narrative pacing and delivery—and an obvious flair for melodrama. While Renate is an excellent resource for monster lore, it's likely that Frau Stoller embellishes facts. Good storytellers know the importance of distorting ordinary tales into extraordinary legends. Renate could be doing this to deter you from snooping, or she might be doing what every storyteller secretly enjoys: scaring their audience just for the fun of it.



BANQUET HALL



Impulse Buys

As you wrap up your conversation with Renate, note that she doesn't mind talking about other people, but acts defensive whenever you question details in her monster stories. There is a bag near her feet, but you can't snoop through the contents while this storyteller is awake. Exit the banquet hall, turn left at the first landing, go downstairs, follow the red carpet then turn right and follow the carpet into the gift shop. Check out the shirts, trinkets and monster souvenirs, and then introduce yourself to the woman behind the counter.

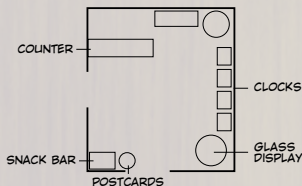


Anja Mittelmeier

As the castellan of Castle Finster, Anja is in charge of customer service—but her candid dialogue about monsters and petty gossip to guests hardly seems professional. A castellan takes care of a keep or a castle, especially while the owner is away. In modern times, part of that responsibility is making guests feel welcome. Anja's contempt for Bürgermeister Karl might hint at a political power struggle, but if Anja craves authority, her casual comments to you about the monster are far from hospitable. She also gossips about the bad fortune that follows the storyteller Renate Stoller. Is Anja trying to frighten you away with more scary tales? If so, what will this candid castellan gain by driving away potential profits? You don't have to have a business degree to figure out that the continued decline in tourism at Castle Finster will soon leave Frau Mittelmeier searching for a new employer.



SOUVENIR SHOP



Just Browsing

After you finish talking to Anja, take a moment to explore the rest of the store in detail. Despite the monster concerns, it looks like Castle Finster is cashing in on the scare with t-shirts and monster action figures. Check out the mugs, clocks, buttons and postcards. Any merchandise that you pick up can be purchased, but save your souvenir money for later in your case. There are some elegant art pieces, too. Examine the glass display in the corner. At the top of this display are two books. Pick up the copy of *The Art of Glass* and examine the pages. There is a piece of paper inside! Someone wrote a coded message of some sort. Add the note to your inventory. Read *The Art of Glass* to learn more about the process. Ask Anja about the glass display. This is an important step because you probably remember that locked glass box puzzle on the table upstairs. Now take a moment to check out the animated cuckoo-clock vending machine against the wall. You can turn the dial to select one of four meals: Bratwurst, Black Forest cake, strudel and pretzel. Turn the dial so it points at the delicious Black Forest cake picture and then use your money to buy the cake. If you don't have enough money, return to Karl and play his Raid game to earn additional funds. After you deposit your coins watch the animated pieces move about, and then add the cake to your inventory—you will need this yummy dessert later in your investigation.

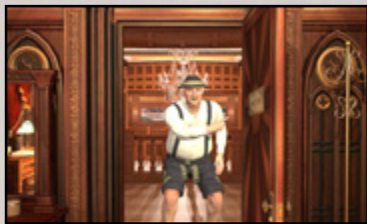


A Call from the Guy in Charge

After meeting Anja, return to the hallway, your cellular phone will ring once you leave the gift shop. It's Markus—the castle owner. The static on your phone is intolerable, so do what he says and return his call on the land line phone in your room upstairs. You might receive another call from Ned, but don't worry about it now. Return to your room and call Markus on the desk phone. Ask him about Anja, Karl, Renate and the monster. Markus has potential buyers visiting the castle tomorrow. He's counting on you to help him complete a deal worth millions.

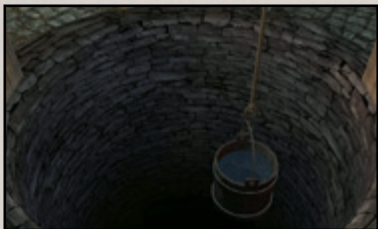
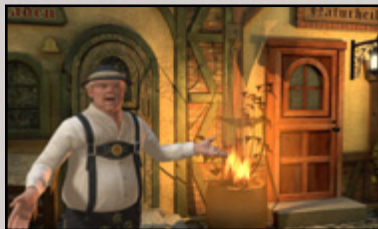
Chaos in the Courtyard!

Hang up the phone and turn around. Someone is knocking on your door. Why don't these doors have peepholes? Open the door. It's Karl and he's out of breath from running up the stairs leading to your room. Between gasps he explains that the monster attacked the castle courtyard while you were on the phone! This is the sort of incident that Markus wanted you to avert. It's up to you to find a way to clean up this costly mess before the potential buyers arrive. Watch the scene fade to black as you follow Karl into the fiery courtyard chaos.



Four-Alarm Fire

A bush burns in the courtyard and if the blaze spreads, it could ruin the castle! Karl isn't any help. He warns you that he won't be held responsible if you stay. Is he scared for you or trying to frighten you off? Turn around and grab a bucket of water from the well. The bucket appears in your inventory. Return to the fire, remove the bucket from your backpack and dump the contents on the flames. Investigate the rest of the damage after the fire is out. Take the burr seed wedged in the cracked front door. Was this spiny burr attached to the monster? Add it to your inventory. Search the rest of the area and grab the dull shears at the top of the courtyard stairway.



More Calls

Markus calls again while you're investigating the courtyard. He asks you to call him from the phone in your room. The last time you did that, the monster attacked. Could Markus be helping someone coordinate the monster attacks? You should also receive a phone call from Ned. He promises that he'll try to be more interesting—and respectful of your time spent investigating mysteries in the future. He'd better. You have enough drama in your life already.

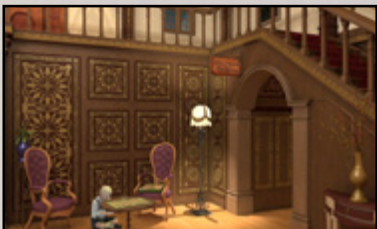
The Bucket List

Take a few moments to check out the courtyard surroundings before you leave and return calls. Someone named Gretel dropped her music homework on the steps. Review her work because you need to know these notes when you solve a puzzle in the near future. There's a plaque near the castle portcullis that seems to be some sort of warning. Play it safe and use your German/English dictionary on the plaque before you pull the gate lever. Finally, try using the bucket in the courtyard well to pull out random items. If you're persistent, you'll earn extra Euros!



Old Antiques and a New Clue

Return to the main foyer inside the Burg Finster building. Lukas is playing a game in the corner, but first stroll over to the old polished table with the vase and the Brothers Grimm book. If you look closely on the table you'll see a three-pronged electrical device next to the book. Did Lukas or someone else drop this? What does it do? Add the unusual gadget to your inventory. Now go talk to Lukas.



Games with Lukas

Introduce yourself to Lukas. Note that he doesn't confirm or deny that he was the one who locked you out when you arrived at Castle Finster. Like most experienced troublemakers, Lukas is adept at avoiding direct answers. He asks if you want to join him in a game of Monster. What is up with castle residents and their board games? With potential buyers on the way, you need more information to track down the monster. Playing games with Lukas is probably time well spent.



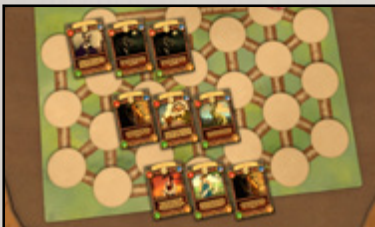
Lukas Mittelmeier

Considering his age and size, Lukas is an unlikely suspect in your monster investigation, but keep in mind that his father is head of security. This bored boy probably has access to secret spaces that other castle residents never knew existed. Ask Lukas about the other suspects. Apparently Anja also plays games with Lukas, and that's why he considers her his favorite person in Castle Finster. When asked about tourists, Lukas openly shows contempt for visitors—he finds them boring because they always say the same things and he must be on his best behavior around paying guests. This public relations guise has to be tough on a bright and creative kid who wants to play and do the stuff that other kids his age probably take for granted. It might seem like a stretch, but if Lukas had access to security equipment, could he pull off staging fake monster attacks?



Play for Raid Cards

Win or lose, you have plenty to gain by playing Monster matches with Lukas. Choose the Easy difficulty and don't worry if you're trounced in your first couple of matches. Winning gains you extra Raid cards that you can use to play against Karl during your game tests. Keep playing to win additional cards for your playing deck.



The Origin of the Burr

After you play Monster, ask Lukas about the castle and its inhabitants, then leave the foyer and head upstairs to Karl's office. Show Herr Bürgermeister the burr that you found stuck in the crack of the shattered shop door. Karl is a lifelong resident, so it's not surprising that he recognizes the burr and describes a similar plant growing somewhere in the forest surrounding the castle. You can explore the woods after you return from the phone call from Markus. Ask Karl about Renate and then offer to help him with his game card design. Return to your room when you're finished.



Drenched!

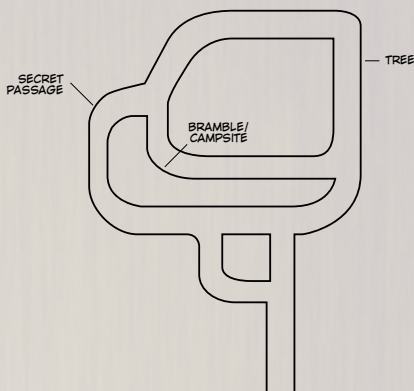
A concealed bucket of water tumbles onto your head as you open the door to your room! Lukas must have snuck up here. Your clothes are soaked! There is no way you can explore a cold forest in damp clothing—you'll catch hypothermia just like you almost did at the Icicle Creek Lodge in Canada. Examine your room. Someone left a Bavarian-style dirndl dress on your bed. That's strange—the handwriting on the note doesn't look like something Lukas could write. No matter who wrote this, you need to change out of your wet clothes. Now call Markus on the desk phone.



Trails in the Mist

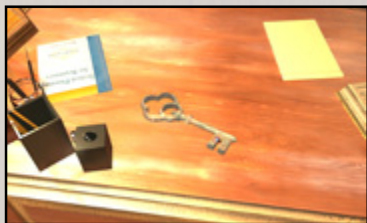
Markus doesn't care about who gave you the traditional costume—he tells you to wear it. Perhaps this folksy Bavarian outfit will help you blend in with the castle residents when potential buyers arrive. Exit the castle and turn left at the gate. Follow the misty forest trail until you spot the plant with burrs identical to the one in your backpack inventory. Is there a trail through here? Use the shears that you found on the courtyard balcony to prune a path. The blades are dull! You need to sharpen these shears before you blaze a trail. Return to the castle.

FOREST

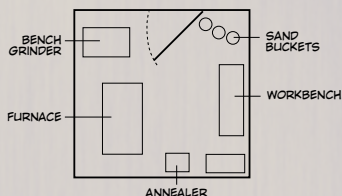


Karl's Key

After you played a game of Monster with Lukas, he mentioned that Karl and Anja always fought about things. It might be a long shot, but perhaps the Bürgermeister and the castellan do not share the same opinions about which places in the castle you can access. Return to Karl's office and ask him about the locked glass shop that Anja declared off limits. Karl gives you a key to the room. That was easy! Keep in mind that Karl told you not to mess with the glass furnace—it sounds dangerous. The last thing you want to do is ignite another fire inside the castle.



GLASS SHOP



A Cautious Search

Walk downstairs inside the Burg Finster building and locate the large metal door with a warning sign. If you use your German/English dictionary on the door, you'll discover that the sign says: "Danger. Fire Hazards." Use Karl's key on the door and then step inside. There is a glow emanating from behind the warm furnace door, so don't mess with it. There is a cabinet next to the furnace. It's called an annealer—an oven where glass objects anneal. Open it and take out the green glass square. Does it fit the glass box puzzle upstairs? Plug in the grinder in the corner. Once the wheel is spinning, take the shears from your inventory and use the grinding wheel to sharpen the blades.



A Hidden Hexstone

Before you leave the glass shop, examine the workbench and add the tongs, small spade and prybar to your inventory. Then search through the sand buckets by the door, Lukas has left a surprise. Now return to the forest and locate the burred bramble. Use your freshly sharpened shears to blaze a new trail. It looks like there is a campsite here! Take the red flashlight and the strange old stone on the ground. This stone has unusual markings. If it's not a clue, it could be a key to something somewhere in the castle.



Playing Along with Lukas

Return to the castle and enter the foyer. Talk to Lukas in the corner and he'll ask you to help him pull a prank on Karl. Initially this might not sound like a wise idea, but consider that Lukas might trust you more than he trusts Anja—and Anja probably wouldn't have anything to do with pranks on Karl. If Lukas can count on you for pranks, he might confide in you more than the castellan. Walk upstairs, but stop at the alcove with the glass box puzzle next to Karl's office. You probably have enough glass plates to assemble and solve the puzzle!



Rotor in a Box

Go to the alcove with the glass box on the table you found in the hallway outside Karl's office door. If you already found the missing glass pieces—one was in the stained glass window in the banquet hall and the other was inside the glass shop annealer cabinet—then you're ready to complete this puzzle. Luckily for you, these missing pieces were automatically transferred from your inventory to the glass box. The object is to arrange the glass squares and rectangles to recreate the pattern of colorful panels in the upper right corner of the box.

The trick is to place the glass pieces in the correct order so the shades of colors overlap in the exact same shapes shown in the pattern in upper right corner.

When you select a piece, you can right-click your mouse button to rotate the glass. This is important because several pieces must be rotated to properly fit inside the puzzle box. If you're playing at the Senior Detective difficulty level, you'll probably need to make a few revisions to your puzzle solution before everything looks just right. Pay close attention to proportions and where the squares overlap. It's not uncommon to place the final two or three pieces in the wrong order. If you're not sure how to put everything together, we've diagrammed the exacted puzzle solutions for both Junior and Senior Detective levels in the pictures on the right. The numbers on each glass piece represent the order that you need to place each glass panel. After some careful checking, you should be able to open the box. Inside you'll find a strange geared rotor with a roll of letters. Is this a part to a printing press? It must be an important piece if someone went to the trouble of locking it up inside a box! It's time to distract Karl and help Lukas pull off his prank—but maybe you want to set up Lukas instead. The little monster deserves it after dumping the bucket of water on your head.

Jr.

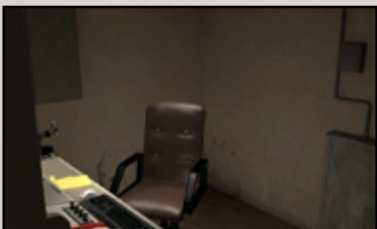
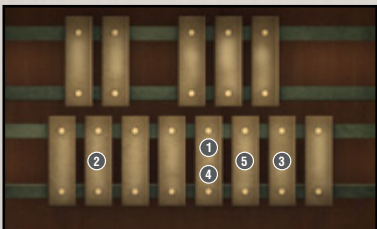
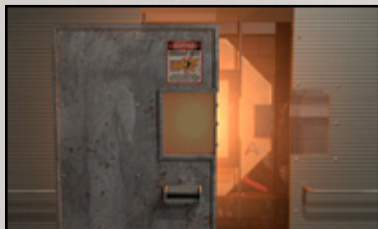


Sr.



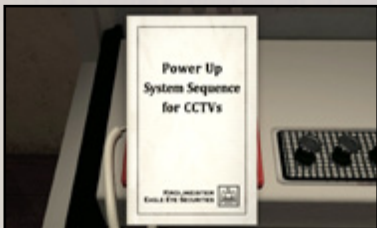
A Daring Double-Cross

Add the rotor to your inventory and step inside Karl's office. Ask the Bürgermeister to stay here while Lukas prepares his prank. Apparently Karl has never caught Lukas, so he is exceptionally cooperative. Why should you want to double-cross Lukas? If Lukas is running around preparing his prank, you can snoop around his belongings without being pestered or pranked. Return downstairs and tell Lukas that Karl is distracted in his office. Pick up the paper beneath the chair after Lukas leaves. The paper is written in code. Add it to your inventory and then take it out of your backpack to examine it. The letters appear in a grid. You might be able to rearrange the letters vertically to make a message appear. Each time you correctly decode a word, the squares around the word disappear. It's a process of elimination, but if you're stuck, here's the correct phrase: **To open the security booth, play the glockenspiel. Notes are hidden around the castle. Find them and then play them in the order of the list. The hidden locations are listed below.** The locations listed below the coded message are where you find the notes that are essential for playing on the glockenspiel beneath the clock. Just remember that you must find the notes before playing the melody or you won't solve this musical puzzle. The trickiest locations are the florist's initial and the glass furnace. You'll find the florist's initial where the bush was burning in the courtyard. To safely view the note in the glass furnace, you must use the heat shield door (see photo). If you arrange the notes in order of location, the sequence is G, D, B, G, A. Play these on the glockenspiel beneath the clock in the main foyer. If you don't know your notes, look at the numbered bars in the photo below. Correctly tap out the tune and a hidden door appears!



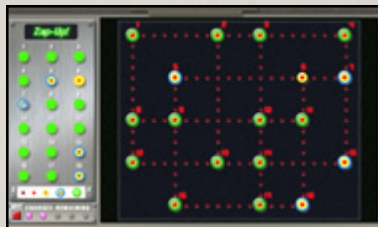
Phone Alerts and Power-Up Sequence

Turn the knob on the hidden door to enter the hidden security room. There is a phone on the left side of the console. Use your German/English dictionary to translate the instructions. Now left-click your cursor over the cellular phone docking bay to the right of the security phone receiver. Your cellular phone is now updated for instant security alert messages. Don't forget to examine the power-up instruction pamphlet behind this phone, too.



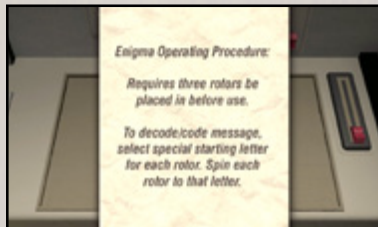
Powering Up the Monitors

Thankfully the instructions for powering up the security system are in English. Apparently that three-pronged device that you found on the table is a power key. Plug it in, turn it on and open the panel on the left. If you press the buttons in a specific order, you can power-up all the security cameras on the grid. There are two correct sequences depending on which difficulty level you're playing. For Junior Detective level, press 10, 8, 2, 7 and finally 6. Senior Detective level requires fewer steps: Press 9 and then 15. What is Renate hiding in the gift shop?



An Enigma Wrapped in a Riddle

Open the Enigma machine on the right side of the security console. Review the instructions on the yellowed paper and then open the cover above the keyboard. There are two rotors missing. Well, actually one because the other is in your inventory. You found one rotor when you opened the glass box upstairs. Where is the other missing rotor?



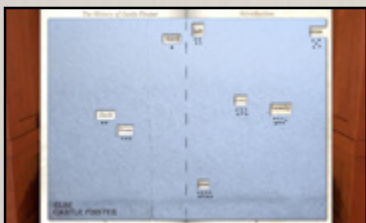
Cuckoo for Clocks

Before you leave the security room, press the 16 buttons beneath the monitors and check out all the locations covered by the cameras. Walk to the gift shop. What did Renate hide among the cuckoo clocks? Look at the mugs below the clocks and take the blue slip of paper. Now find the book about Castle Finster on the table outside Karl's office.



Reading Between the Lines

Look for the book entitled "A Brief History of Castle Finster." You find it on the table where you found the "B" note for the glockenspiel puzzle. Open the book and then take the blue sheet of paper out of your inventory and place it over the pages. A message appears when you follow the numbered dots beneath the holes in sequential order: "Third clock from left, nineteen twenty-one." Germans tell time on a 24-hour clock, so nineteen twenty-one would be 7:21 PM. What would happen if you reset the third clock from the left in the gift shop to this time?



Torn to Shreds!

Return to the banquet hall to speak to Renate. She seems shocked at your appearance. What's wrong with your festive Bavarian dirndl? Renate won't discuss anything until you change out of your costume. Fine. Besides, your clothes have probably dried after Lukas' bucket prank. Return upstairs to your room. You left your damp clothes on the bed. What happened? Would Lukas shred your clothes? There isn't a key to your room, so practically anyone could walk through the unlocked door. Whoever it was, the person apparently dropped a page from a book next to the armoire.



Security Breach!

There is a chance that your phone rang during the trip up to your room. It's an automated message from the castle security system. The monster is on the castle grounds! Does it really exist? Forget about the shredded clothes—pocket the page from the book and run back down to the hidden security room. A courtyard camera spotted the monster! Run outside and see if you can follow it!



Trapped!

You followed the monster out of the castle but the portcullis dropped! The monster might be gone, but you're trapped between the two portcullis barriers. Look for the padlocked door in the wall. There is a loose brick above it. Remove the brick and take the hidden key. Now use this key on the padlock. You need to slide the colored blocks beneath the gate release to raise the portcullis. There are two sets of puzzles depending on whether you're playing Junior or Senior Detective level and the puzzle solutions are outlined with numbered blocks in the pictures below. Junior Panel 1: #1 block up 3 spaces, #4 left 1, #6 left 1, #6 left 1, #7 up and slide the blue block right. Junior Panel 2: #3 up 1 space, green block right 1 space, #1 down 4 spaces, #2 left 2 spaces, #3 up 1 space, #5 left 3 spaces, #4 down 2 spaces, #3 down 1, #6 left 3 spaces, #4 up 1 space, #7 up 1 space, #8 up 2 spaces and slide green block right. Junior Panel 3: #8 left 2 spaces, #7 left 3 spaces, #4 down 2 spaces, red block right 4 spaces, #1 down 1, #2 left 1, #3 up 1, #6 left 2 spaces, #5 down 1, #9 left 1, #10 up 1 and slide red right. Senior Panel 1: #2 right 1 space, #5 up 1, #8 left 2 spaces, #4 down 1, #5 down 3 spaces, #7 left 3 spaces, #5 up 1, #9 up 1, #10 up 1, #11 up 1, slide blue block right. Senior Panel 2: #8 right 1 space, #6 right 1 space, #5 right 2 spaces, #2 left 1 space, #4 up 3 spaces, #2 right 1, green block right 1 space, #3 right one space, #1 down 3 spaces, #2 left 1 space, #4 down 1 space, #6 left 3 spaces, #4 up 2 spaces, #7 down 1 space, #9 left 4 spaces, #7 up 2 spaces, #10 up 2 spaces, #11 up two spaces, slide green block right. Senior Panel 3: #4 right 1 space, #5 up 2 spaces, #6 left 2 spaces, #7 up 2 spaces, #11 down 1 space, #9 left 1 space, #10 left 1 space, #12 up 3 spaces, slide red block right.

Jr.



Sr.



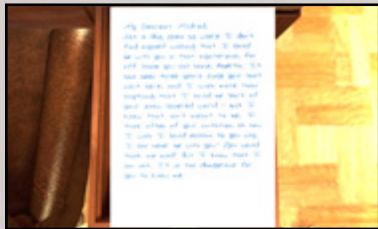
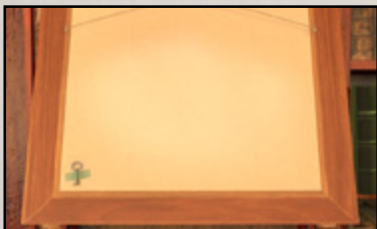
Stilts Make You Taller

Make your way back to the security room. On the way there you spot a pair of stilts lying on the floor next to the glockenspiel. Examine them, do these belong to Lukas? Enter the hidden security room and flip through the cameras on the monitors by pressing buttons 1 through 16. Camera 6 shows Anja working. Karl is still playing with dolls on camera 13. What is up with the dungeon on camera 16? Maybe you have to find a secret passage to access that place. Press button 13 and then press Karl's button on the security phone. Karl stood up and left his office!



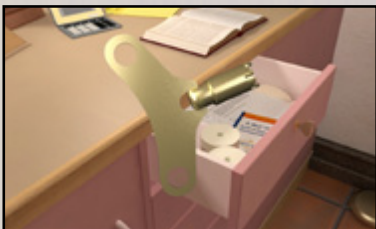
Search Karl's Study

You have to act fast because Karl will return to his office as soon as he finds out that the security alert was false. Start by searching behind his desk. The desk drawer is locked! Examine the sparrow painting and look behind it. There is a key here! Use the key on the locked desk drawer and quickly review the letter. His appointment book is here but it has a four-digit combination lock. Don't worry about it right now. Move the pencil holder inside the desk drawer and find the key with Anja's name behind it. Is this key for the gift shop? Take the key and put everything back exactly the way that you found it. Now get out of the study before Karl returns!



Shop Around

Perhaps the security phone trick that you used on Karl will work on Anja. Return to the security room and press the Camera 6 button. Now press Anja's button next to the security phone. Watch the monitor and wait for Anja to leave, and then run over to the gift shop. Use the key that you found inside Karl's desk on the counter drawer. Quickly review the printed e-mails and take the clock key. You need to work fast so Anja doesn't catch you snooping!



Changing Time

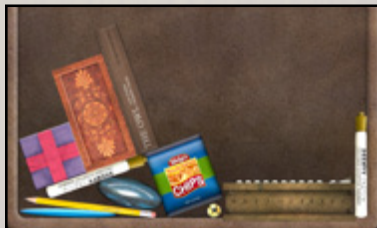
Take the clock key out of your inventory and use it on the third cuckoo clock from the left. To change the time, place the key on the clock and move the key cursor over the clock dial face. Now change the time to 7:21. A small compartment inside the clock opens. It's the other rotor to the Enigma code machine! Add the rotor to your inventory and leave the gift shop—don't even pause to buy a snack at the vending machine. If you still have that Black Forest cake in your inventory, you probably guessed that it's time to revisit Renate in the banquet room.



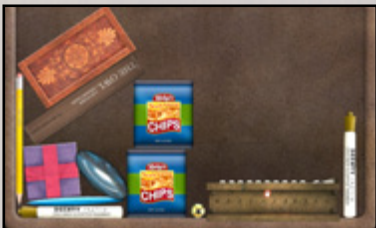
Food Coma

Lukas mentioned that Renate has a habit of falling asleep right after eating. Talk to Renate about your torn clothing and then offer her something to eat. Remember the Black Forest cake that you bought at the gift shop? Give her the food and snoop inside her handbag when she falls asleep. Carefully—and quietly—rearrange the items in her bag so you can reach the Krolmeister box at the bottom. Rotate items with your right mouse button.

Jr.

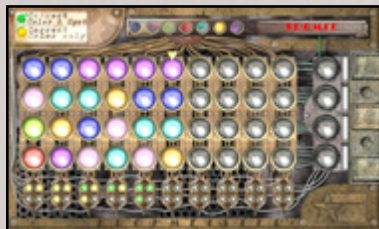


Sr.



Dig Through It

Renate's Krolmeister puzzle features randomly generated combinations, so do your best to solve the combinations as quickly as possible before she wakes. Inside the puzzle box is a map of the castle and underground tunnels. Are these tunnels connected to the dungeon? Why would Renate conduct a monster investigation? Take the torn and initialed page tucked inside her storybook before you leave. Now let Renate sleep off the remainder of her nap.



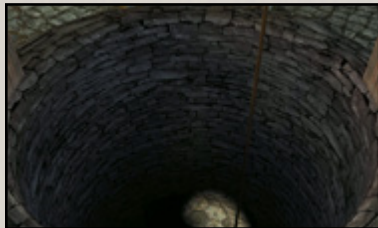
Hot Spots and Dungeons

Return to the glass shop. Pull the heat shield in front of the furnace door to avoid exposing yourself to the extreme heat. Open the furnace door and look for the red lever directly beneath the letter A that you found while solving the glockenspiel puzzle. Use the tongs from your backpack (you found the tongs on the workbench in this room) and pull the hot lever. A secret passage opened! Follow the stairway and pick up the torn page beneath the cell door. Walk to the end of the dungeon and examine the strange disk on the wall. Could a key of some sort fit inside it? Look on the ground near the disk and examine the trap door. There isn't a way to open it... yet.



Spelunking

Walk out to the castle courtyard and look down inside the well. It's too dark to see much until you attach the handle of your flashlight to the hook on the well rope. The additional light reveals an unusual puzzle on the stone wall. Lower yourself into the well and switch or rotate the hexagonal tiles so all symbols align. The photo below shows the correct combination. A hidden door inside the well opens when the symbols are correctly in place.

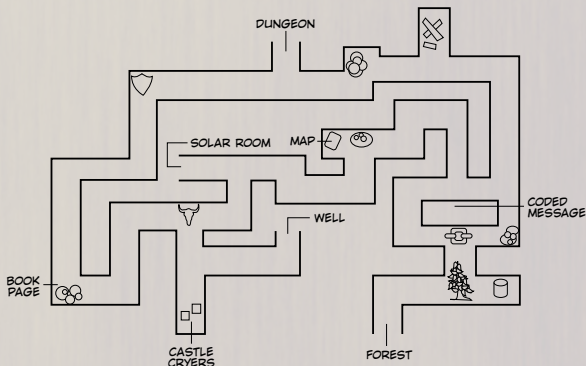


Beneath Castle Finster

Take the hexagonal puzzle piece with you so no one follows you into this hidden well passage. As you wander the dark passages beneath Castle Finster, you find evidence that modern day visitors were here recently: Another torn book page, a paper on the wall containing a strange coded message, and stacks of old editions of the Castle Cryer. Keep searching until you find a large rock with a map beneath it. Now locate the wall with the tree painting and the nearby barrel. Use the prybar that you picked up from the glass shop workbench to open the barrel.



SECRET PASSAGES



Eine Kleine Nacht Digging

Inside the barrel was a scrap of familiar rough fabric. Is this the same material that the monster wore in the castle courtyard? Look around and locate the white door in this section of the maze. Exit through this old door. You find yourself back in the forest near the campsite. Go to the campsite and use the small spade that you found on the glass shop workbench to dig through the dirt beneath the boulder. You found a necklace! It looks valuable—that large red gem certainly doesn't look like a fake or a forgery. Why would someone bury it all the way out here?



Decoded

Return to the castle by retracing your steps along the hidden passages or by following the woodland trails to the gate. Enter the security room. Make sure that both rotors are inserted into the Enigma code machine. The first code to crack is the one with the drawings of the sun, moon and comet. If you remembered your Castle Cryer vocabulary lessons, these words are Sonne, Mond and Komet. Enter "S" "M" and "K" into the three dials on the Enigma machine. Now type the coded message on the keyboard. You can tap the keys with your mouse or use your computer keyboard to speed up the process. The decoded message reads: "Karl's Dayplanner: Eight Two Six One." Is this the combination to Karl's appointment book? Now enter the code from the other note with the bat, castle and knight drawings. The Castle Cryer also covered these vocabulary words: (F)ledermaus, (B)urg and (R)itter. Enter "F" "B" and "R" into the three dials on the code machine. Type or tap the code letters into the machine using your mouse or your computer keyboard. The message reads: "The Freiherr's daughter is step one."



Digits in the Daily Plan

Remove the decoded messages and close the Enigma Code Machine cover. If you press button 13 below the monitors, you'll find that Karl is back in his study, but you remember how to distract him—press the Karl button next to the phone. Wait for Karl to get up from his desk and then make your way to his vacant study. Use the key on his desk drawer and then enter the combination into his appointment book: 8-2-6-1. Karl wrote everything in German, so use your German/English dictionary to translate his notes. Why are the game card names in different colors?



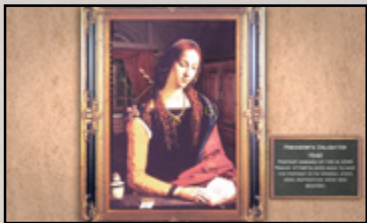
Background Check

Use the Raid Game Guide illustrations and colored card names to find the combination to the locked cabinet behind Karl's desk: 5-13-15-11-9. Open the cabinet and read Anja's file. Is Karl investigating Anja? Is he using her file as blackmail or protecting her from Markus? The number for Castle Cast is now next to the phone in your room. Call Castle Cast. Now call Markus for background clearance. Call Castle Cast again and learn about Anja's past.

Found in Translation

Leave your room and turn right. Turn left to go up the stairs but turn around instead. You should be standing in front of the portrait of the Freiherr's Daughter.

Although this was painted in 1542, the girl is wearing a necklace identical to the one you found in the forest. Use your German/English dictionary to translate the plaque. In 2006 this portrait was damaged in a fire and later repaired. Were any important details painted over during the restoration process? Would a photo of the original portrait—perhaps a gift shop postcard—reveal hidden clues?



Anja's Past

Return to the gift shop and ask Anja all available questions—but don't reveal your call to Castle Cast until she tells you everything else. Isn't it unusual that she raises her voice whenever she talks about Markus but insists that he doesn't mean anything to her anymore? Now tell her about calling Castle Cast. Anja speaks with the same elevated tone of voice. Examine the postcards and buy the one that shows the portrait. You receive a phone alert as you leave the gift shop. The monster is back inside the castle! See if you can track it on the security cameras!

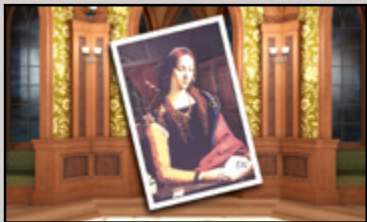
A Monstrous Chase

Camera 15 in the security room picked up the monster inside the glass shop! Before you run off chasing the monster, check out the other cameras—both Karl and Anja are away from their desks! Exit to the foyer and take the quickest route to the glass shop. Lukas is no longer playing his game! Where did everyone go? The monster is gone when you reach the glass shop, but it spilled sand everywhere. Follow the sandy footprints! You catch Lukas impersonating the monster, but then the REAL monster walks by the window! Lukas won't be pulling this prank ever again!



A-Peeling Postcards

It's impossible to follow the monster, so don't waste your time. Remove the postcard of the Freiherr's Daughter from your inventory and peel back the price tag. Apparently the original painting had two letters in the corner—similar to the other letters you found throughout the castle. Why? Return to Karl's study and tell him the big news about finding Lukas and spotting the real monster outside. Karl is eager to pin the blame on Lukas, so you need to prove to him that there is a real monster still roaming near the castle. Can you produce photographic evidence?

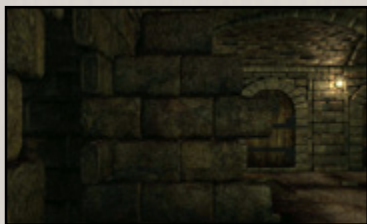


Narrow Down the Locations

Take Renate's monster-hunting map out of your backpack. The storyteller marked all the monster sighting locations in green. When you think about it, there are only two places where he hasn't been recently spotted—one of those places is inside the dungeon. Make your way to the dungeon through the glass shop entrance. Use the blast door and the tongs to flip the lever in the furnace and then climb through the hidden door.

A Convenient Key

No monster here in the dungeon. Stand in front of the strange circular device in the dungeon wall and remove the necklace from your backpack. Insert the necklace into the wall relief. There are two arrows around the circular switch. A potentially-lethal trap door opens when you turn the necklace key, but you find another secret door if you turn the necklace the opposite way. Climb through the secret door. Follow it back into the hidden passages where you explored earlier in your investigation. There is one other monster sighting spot on Renate's map...



The Crooked Tree

Renate's map shows another green monster sighting spot next to the crooked tree in the forest. Exit the secret passages via the white door and find the tree with a cluster of thick roots at the base—you might even find some Euros here. Hide among the tree roots and pick up the coded message. Take a picture of the monster as he passes—don't worry, he can't see you here—and then return to the white door. Explore the passages until you spot a red and yellow scarf on a pile of broken boards. It's the scarf that Renate mentioned during one of your conversations.



A Fair Maiden?

You need to use the Enigma machine to decode the message that you found by the crooked tree, so make your way back to the security room. Lukas is in the foyer corner playing his game. Good. Check the security monitors. Anja strolled off beyond the castle gate. Why would she go out there? Take the coded paper from your backpack. It features drawings of a mouse, a dragon and a unicorn. According to the Castle Cryer, those translate to "(M)aus, (D)rache and (E)inhorn. Enter M-D-E on the Enigma dials and decode the message. "Legend Ending: Find young woman to cast as the victim?"

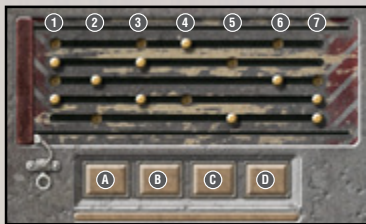


A Few Answers

Visit Karl and show him your photo. He wants you to leave Castle Finster right away. He suspects that someone—possibly Markus—assigned you to this dangerous case with the intentions of causing you harm. Now walk down to the banquet hall. Give the scarf that you found in the passages to Renate. The storyteller reveals the true ending to one of her tales: Long ago she was the girl who was lost and it was her sister who disappeared trying to save her.

Looking for Lukas

If you have all five of the legend clues in your backpack, Karl should call you soon. Go see him in his study. Lukas is missing! Return to the foyer and study the trail of sand prints. Go downstairs into the glass shop. There is a Monster game piece here. Open the secret passage and find Lukas inside a dungeon cell. You can unlock the tumbler on your own, or use the photo on the right and enter the following sequence as the bar moves past these numbered points on the lock: 1-c, 2-d, 3-b, 4-a, 6-b, 7-b and then c. Lukas escapes, but you're locked in the dungeon!

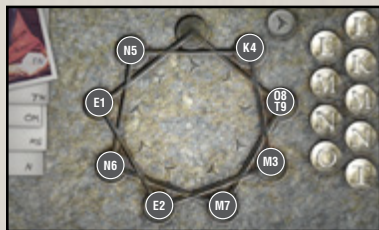


Trapped Again?

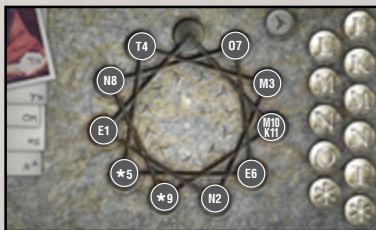
Turn around and head back ... whoa! Monster! You wake up in a dark cell. Good thing you still have your flashlight. There are carvings on the wall. Match the wall images with the postcard (the necklace) and then the initialed pages in order: 11 (rocks), 17 (well), 19 (shield) and 25 (trap door). Now press the cell stones in that order. You moved the wall! Now using the sliding stones, spell out "ENTKOMMEN." (Or "ENTKOMMEN" on Senior Detective difficulty.) If you're stuck, the solutions are in the pictures below.



Jr.



Sr.



The Rest of the Answers

You're out of the trap door room and back in the secret passages. Is the monster still back in the dungeon? At least this time you'll be ready for him. Make your way through the passages to the dungeon stairs. You find a bag containing a portion of a monster costume! Look through the rest of the contents and then climb the stairs. It's the monster! Call out the name of the person who you suspect is behind this plot. If you guess correctly, the monster will remove his mask. Can you catch the culprit? Remove the necklace from your inventory and turn it the same direction you did earlier to open the trap door. If you're quick enough, the trap door opens beneath the unsuspecting monster's feet. You did it! Mystery solved!

Auf Wiedersehen!

Sassy Detective Awards

Zo... how many stars are on your detective badge? Finding zee rest is easy if you know where to look and vat to do. Although zee Easter Egg star is always a surprise, here are some hints:

Beta Tester	Win or lose, you played Karl's Raid game at least ten times.
Card Collector	You own a full deck of Raid cards, including the custom card Karl made for you.
Easter Egg	You found an egg somewhere during your investigation.
Fearless Forester	You visited the forest at least 15 times throughout your stay.
Historic Preservationist	You returned the scarf that you found underground to Renate.
Keepsake Kitsch	You bought one of every souvenir available.
Security Guard	You changed the channels on the security cameras at least 60 times.
Subterranean Dweller	You explored everywhere and found everything that you could find underground.
Take Away Deliverer	You gave Renate at least eight helpings of food.
Treasure Hunter	You collected at least 30 Euros during your investigation.
Wishing Well	You dropped the bucket (not your flashlight) into the well at least ten times.
Wolf Cryer	You pressed the security alarm button at least 13 times.