

# Strategy Guide



# NANCY DREW<sup>®</sup>

## *Mystery of the Seven Keys<sup>™</sup>*



MYSTERY

34

A black silhouette of a woman in a trench coat, standing and looking to the right. A bright yellow starburst effect is positioned behind her right leg.

# NANCY DREW

## *Mystery of the Seven Keys*

# dare to play™

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# YOUR CASE FILE

Get ready for a thrilling blend of adventure, mystery, and history in the latest installment of the award-winning Nancy Drew game series - Nancy Drew®: Mystery of the Seven Keys™!

This all-new 3D game experience transports players to the heart of the historic city of Prague as they assume the role of famous detective Nancy Drew. Tasked with uncovering the truth behind the theft of a client's heirloom necklace, players will navigate and sleuth through the beautiful city's mysterious old-world environments. Encounter challenging puzzles, decode riddles, and discover clues entwined with medieval legends, alchemy, and lore.

As the investigation deepens, Nancy uncovers a sinister web of cybercrime. Players must outwit devious suspects and use their detective skills to unravel a mystery threatening the city's Bohemian heritage.

Danger and intrigue at every turn add to the suspense as the criminals stop at nothing to prevent you from bringing the truth to light. Your investigative and critical thinking skills are crucial to solving the case and discovering the real mystery behind the legend of the seven keys!



## This Guide is your trusty Sidekick!

Among these pages, you'll find all of the tips and solutions you need for completing *Mystery of the Seven Keys* on both difficulty levels — Amateur and Master Sleuth!

You can refer to this guide whenever you are confused, stuck, or if you're not sure what to do next. Its purpose is to walk you step-by-step through the game, reveal puzzle solutions, and steer you away from wrong turns.

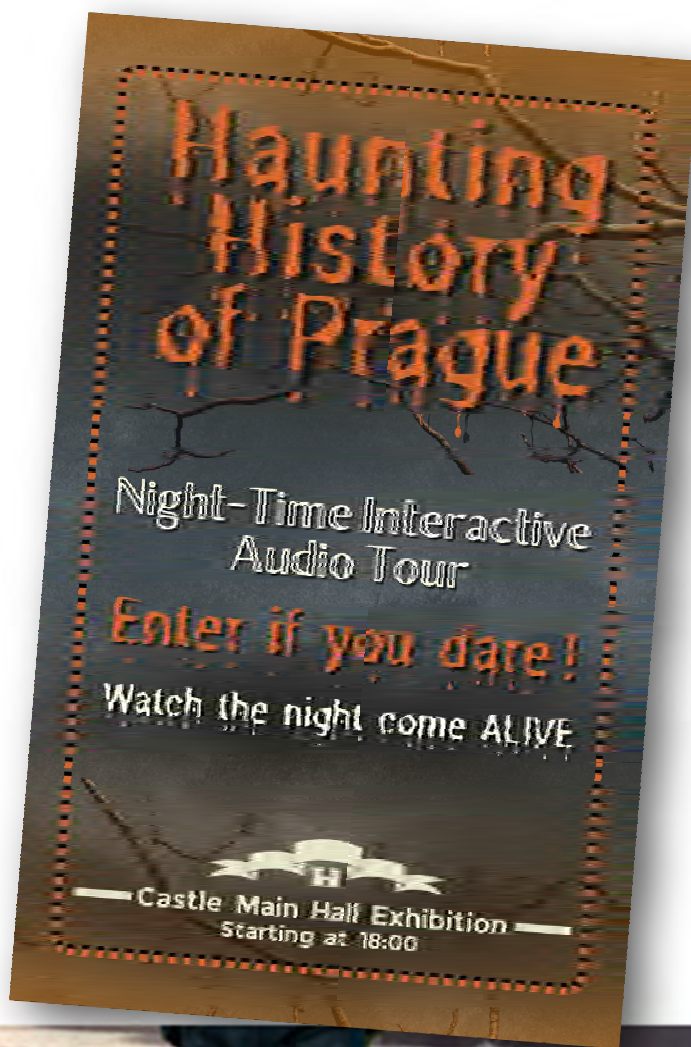
Don't worry, it won't spoil the ending! These instructions will guide you through the game without ever directly revealing the culprit(s).

## Changing your Game Settings

Before you dive into the case, please note that you can change many audio and graphic settings of the game by clicking the "Settings" button in the Main Menu. The Settings menu is divided into the sections "Audio & Language," "Graphics," and "Controls." You can switch settings in "Controls" once you've loaded a game.

When you first start "*Mystery of the Seven Keys*," you will need to calibrate your screen's brightness. On the Main Menu, you'll see a button for Settings. Due to the many variations of player devices, there are plenty of Settings to optimize your experience.

In case of any issues, don't be afraid to play around with the settings here and try out different configurations. You can always go back to the standard set-up by clicking "Default." See next pages for descriptions of all the settings that can be adjusted!





## Game Settings: Audio

Master Volume

5

Change the overall volume of all three audio tracks (music, voice, SFX) at once.

Music Volume

5

Change only the volume of the music score.

Voice Over Volume

5

Change only the volume of any spoken text.

SFX Volume

5

Change only the volume of the sound effects.

## Game Settings: Graphics

Preset

High

When you start the game for the first time, it will check your system and select an optimal default setting for the graphics display. Click the arrows to adjust that preset from “Ultra Low” to “High.” Please note that changing this setting will automatically affect many of the other settings that follow. If you select a higher setting than the default, this may have an effect on the performance of the game.

Resolution

3840 x 2160

This setting normally matches your monitor’s resolution automatically. However, you can change it if you wish.

Window Mode

FullScreen

Here you can switch between full screen view and window mode.

VSync

On

When turned ON, VSync synchronizes the frame rate of the game with the refresh rate of your monitor. This eliminates potential visual artifacts known as screen tearing. However, it can also have an impact on the performance of the game. If you encounter a decreased frame rate you may want to turn it OFF.

Brightness

5

You can adjust the game’s brightness here if it is too bright or too dark.

#### Level of Detail

Ultra

Increasing the level of detail (LOD) adjusts the complexity of displayed objects as your distance from them changes. Higher LOD settings may affect the game's performance.

#### Render Scale

Ultra

With this setting you can change the in-game resolution without changing the screen resolution. Decreasing this setting will improve the game's performance and frame rate, but will increase blurriness.

#### HDR

On

Stands for High Dynamic Range. Usually, it's best if your OS setting (Windows, Mac) match the in-game settings (so have both either set to SDR or HDR).

#### Texture Quality

Ultra

Texture Quality adjusts the surface detail of objects and characters. Higher Texture Quality may affect the game's performance.

#### Anisotropic Filtering

On

Anisotropic filtering generally makes distant objects look sharper. Having this set to ON may affect the game's performance.

#### Post Processing

Ultra

Improves the visual quality and makes the game look more vivid and authentic. Increasing this setting may impact the overall performance.

#### Anti-Aliasing

8x

The lower this value, the more pixelated the edges of an object appear, commonly known as "jaggies." Increasing this setting will smooth the edges.

#### Shadows

Ultra

Here you can adjust the quality of shadows. As with the previous settings, it is important to find a good balance between visual quality and smooth performance for the best overall game experience.

#### Crowd Size

Full

In some areas, you will encounter larger crowds. This setting allows you to adjust how many of these "NPCs" (Non-Playable Characters) are shown. Larger crowds have a much greater impact on performance and may affect the frame rate.



## Navigation - Classic



Move, pick up or inspect objects, talk to someone



Hold and move to look around



Open your phone



Switch to photo camera



Camera Mode: zoom in & out with camera



Camera: Photo gallery



Open the Journal

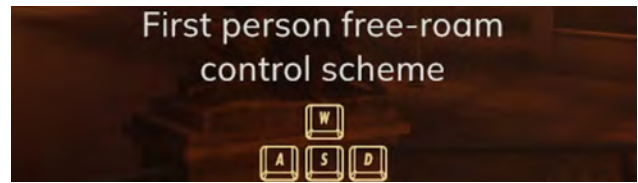


Inspection Mode: Hold and move to rotate object



Go back from sub menu or open main menu

## Navigation - Modern



Move forward, backward, left or right



Move forward, backward, left or right



Hold while moving to run



Pick up or inspect objects, talk to someone



Lock/unlock mouse cursor (to access inventory)



Cycle through objects in your inventory



Open your phone



Switch to photo camera



Camera Mode: Zoom in & out with camera



Camera: Photo gallery



Open the Journal



Inspection Mode: Hold and move to rotate object



Go back from sub menu or open main menu

You can switch between **Classic** and **Modern** navigation throughout your gameplay and it won't affect your game. Try out both styles!

## Amateur vs. Master Sleuth

When you start a new game, you must choose between two levels of difficulty.

In **Amateur Sleuth** mode, some puzzles are at a slightly easier level, and you will have a Task List as well as Hints at your disposal.

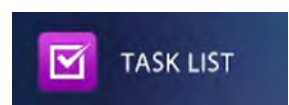
In **Master Sleuth** mode, Hints and the Task List aren't available. Some of the puzzles are a little harder for a bigger challenge. If you choose this difficulty, you might earn a special achievement!

Once you select a difficulty mode, you won't be able to change it without starting a new game.



## Gameplay Tips and Tricks

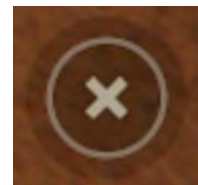
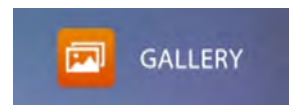
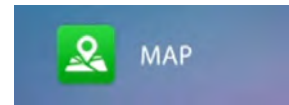
- If you click on the blue icon to the left of the inventory bar (or tap the TAB key) you can open your phone. Scroll through the buttons at the bottom to switch between functions.
- If you get stuck, it may also be worth consulting your notes in the Journal from time to time (you can tap J or click on the icon). Here you can also get an overview of all the Czech words you have learned so far.
- Keep checking with your phone contacts throughout the game. They will be able to help you with tasks and solving the mystery. Sometimes they're free to call, or you can send a text message!
- If you're not sure what to do next, you can always consult your Task List - reserved for Amateur Sleuths only! Note that there is a hint function here in case you get stuck. Click and hold each hint to receive a new tip.





## More Tips and Tricks

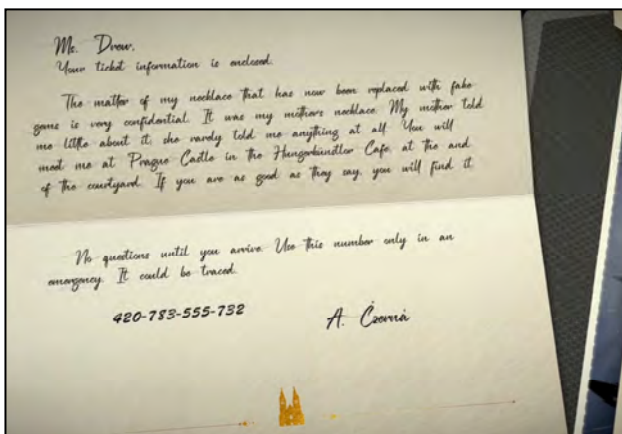
- You'll discover many new and exciting places during your stay in Prague! Learn more about each location by taking a photo of it. You can find each location by clicking the ribbon in your Journal.
- The camera can not only be used to take great souvenir photos, but also to capture pictures of books, wall charts, and other clues. Tap the C key to quickly open the Camera.
- In the Gallery you can view all the photos you've taken and, if necessary, delete some to make room for new ones. Tap G to quickly open the Gallery.
- The magnifying glass is your key to clues. 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.
- You can skip cutscenes by holding down any button. However, you may miss valuable clues if you omit such scenes, so use with caution!
- Keep your eyes open for little hidden extras throughout the game — like Postcards from Prague locations in the Journal's ribbon bookmark. You can also consult the full Achievement list at the very end of this guide.
- The game frequently saves your progress as you progress through the story. After every important step you make or every clue you find, the AUTOSAVE file gets updated automatically. Be sure to create your own saves in multiple slots, too!
- Look out for more valuable tips and tricks displayed on the loading screen.



# PROLOGUE

## A Trip into the Heart of Europe

A mysterious letter full of hidden allusions has led you to Prague, the Golden City in the center of Europe. Unfortunately, you won't have time to marvel at the many sights this city has to offer. Ambiguous as it seems, Adela's message is more than clear in at least one respect: this matter requires both utmost confidentiality as well as swift, decisive action. Time to go meet her!





## The Real Adela

Your first encounter with Adela is not what you had imagined. Instead of one potential client, you suddenly have two. But which of them is the right one?

Of course, a small challenge like this won't get you off track so soon. Adela didn't seem to have a great relationship with her mother based on her letter, and that coffee on the table is definitely not a cappuccino.

So, the *real* Adela Černá must be the woman in the coat, not the woman in the apron, who confesses to her true identity and owns the Hungerkünstler Café.



## A Postcard for Ned

Now it's time to take a closer look around the café. Depending on which movement mode you chose at the beginning (classic or modern), a short tutorial will explain the navigation controls.

First, find a postcard to send to Ned. There are some cards laying on the counter close to the entrance. You can take just one, or all three.

Pick up the pen at the other side of the counter, right next to the brochures that are laid out there.



## Meet Adela Černá

A Polaroid-style photograph of a young woman with long, wavy blonde hair and blue eyes, wearing a purple top. The photo is pinned to a yellow background with a silver paperclip.

## A square wooden sign is mounted on a light-colored wall. The sign features the text 'Wi-Fi' in a sans-serif font, followed by a standard Wi-Fi signal icon. Below this is a large QR code. At the bottom of the sign, the text 'Password: IBRIK1708' is printed. The sign is slightly recessed into the wall.

No, I don't like this card of Pragios mechanical clock - with old-fashioned mechanisms and symbols. Hope I got a closer look while I'm here. I know we'll talk soon, but couldn't resist writing you a postcard. You're first on my list, and I'm glad, no matter what, you're here. I'm home for you, soon from Pragios.





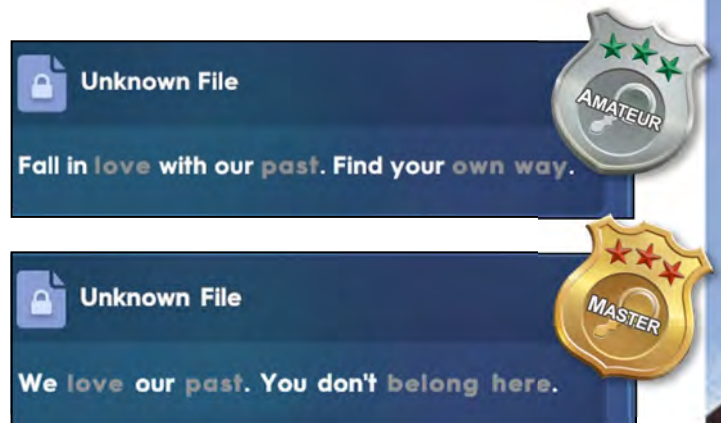
## A Mysterious Message

You start the next morning right outside the Hungerkünstler Café in the Prague Castle courtyard. As soon as you enter the café, you will hear a sound indicating that you have received a message on your phone.



## The Unknown File

Open your phone and click “Messenger” on the bottom left. Your dad, Carson Drew, is trying to reach you, but he isn’t the only one! Scroll down your messages to see that a contact “Unknown” has also sent you a mysterious message. Click it to show that there is a suspicious “Unknown File” attached that is locked with a four-digit code upon clicking it. The message below the file seems to be a clue on how to open it! “Fall in love with our past. Find your own way.” Hmm, what could this mean?



Patricie

### Meet Patricie Vítkovci

Patricie is the owner of the Hungerkünstler Café, a local favorite that has been in her family for generations. She seems to know a bit about everything and everyone and has a habit of enlisting her customers to help around the café. She privately wishes for a more glamorous lifestyle, but is committed to maintaining her family’s legacy.



## The Unusual Suspects

Go to Patricie at the counter and talk to her, then turn right and go to the table in the alcove. Click on the chair closest to the window, sit down, and watch as Adela enters the café to join you.

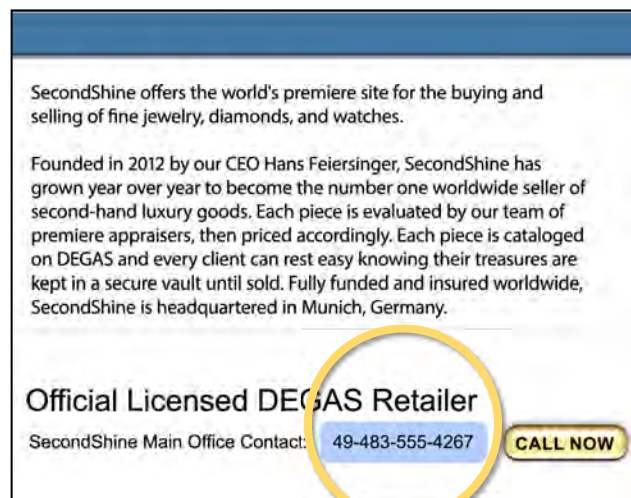
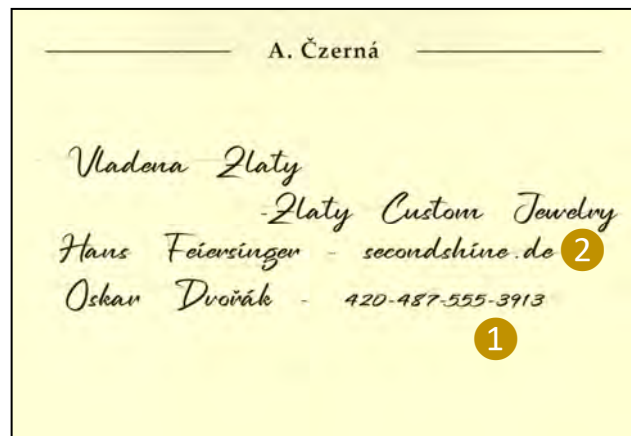
After a nice older gentleman has brought over your coffee, Adela will hand over a list of potential suspects she believes could have stolen the gems from her mother's necklace. She will also give you some more background information about the case before you head off.

After you finished your conversation, open the note and click on Oskar Dvořák's phone number, which will be added to your contacts **1**.

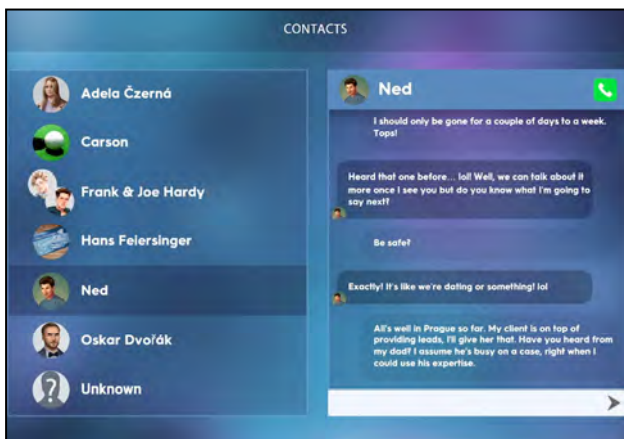
## Shine Like a Diamond

Now, click on the website address "secondshine.de" **2**. A webpage will open on your phone. Scroll down to the bottom of the screen and click on the phone number. It will be added to your contact list as well.

Open your smartphone and make a call to Hans Feiersinger, the owner of SecondShine, who turns out to be a bit defensive. Unintentionally, he does give you a crucial hint about a computer system called DEGAS.





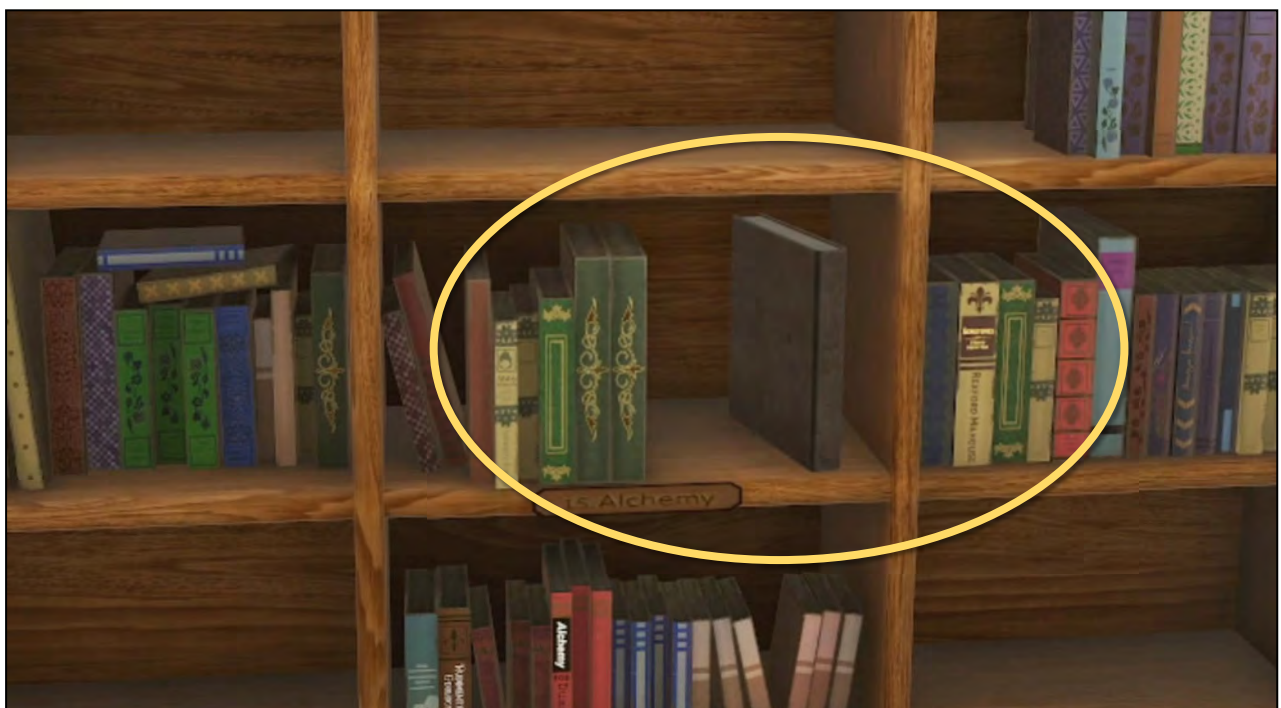


## Phoning Home

After Hans' rather harsh rejection, you should try calling the best attorney you know — your dad, Carson Drew. Perhaps he can find out more about Mister Feiersinger and his potentially dubious business methods? However, your father seems to be unavailable. After leaving a message on Dad's answering machine, click on "Ned" in your contact list and send your boyfriend a text message to see if he can help get ahold of him.

## Alchemy's Golden History

However, it's not time to leave the café just yet. Turn your attention to the café's many bookshelves. First, take a closer look at the shelf near the entrance in the corner with Section 15, Alchemy. Add the tome *Alchemy's Golden History* to your inventory. Read through it now, or you can wait until later. Zoom in or read accessible text with the book icon in the top right corner.



## Bookshelf Revelations

Next, take a closer look at the shelves throughout the café. You will notice that each section is categorized and numbered, e.g. "3. Horror" or "4. Food." Take another look at the message with the unknown file and see if you can solve the passcode.



Fall in love...

We love...



...with our past.

...our past.



Find your own way.

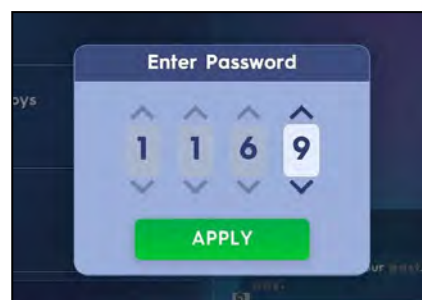
You don't belong here.



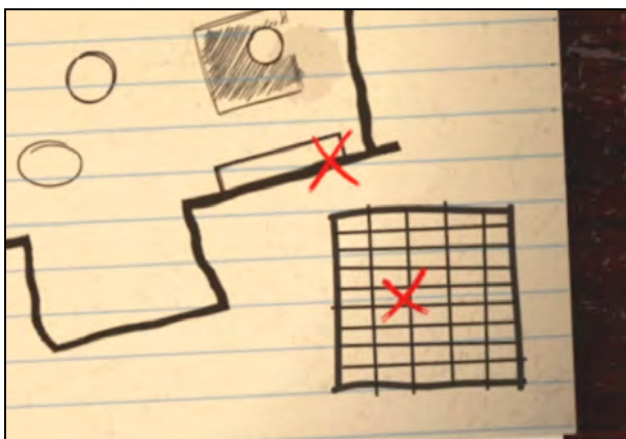
## Codebreaker

Now that you know the numbers of each section mentioned in the clue, you can enter the passcode and unlock the secret file: 1169.

An image will pop up on your phone showing what looks to be a map of the café, along with some numbers, a compass, and a red "X" to mark the spot! What could be hiding there?







## Bookworm

Now, it's about time to find out where the mysterious map leads!

The map is a floor plan of the café. The first "X" guides you to a specific shelf in the corner. Another red cross marks the exact location of the secret on this shelf. There's also something that looks like a compass rose, but the letters are different.

Go to section "10. Kafka" and find the book marked on the map. The book is sealed using a combination lock of four numbers on the outer ring, and four numbers on the inner ring. In the center is another compass with an 'N' and an upwards arrow.

## North by Northwest

This is where it gets a bit tricky. Notice that the compass rose on the map does not exactly point straight up. Using your detective skills, rotate the map so that the map's 'N' is pointing in the same direction as the book's 'N,' nearly upside-down. After rotating the map, notice the newly aligned perspective.

The numbers must fit in the book somehow — perhaps the numbers inside the café's boundary are for the inner ring, and the numbers outside the café for the outer ring?





## Open Sesame!

Next, it's time to place the numbers from the map onto the book's dial in their correct positions.

Take a moment to look at the map again. The 1 and 4 are where West and East should be and the 3 and 6 are South-west and Northeast, respectively.

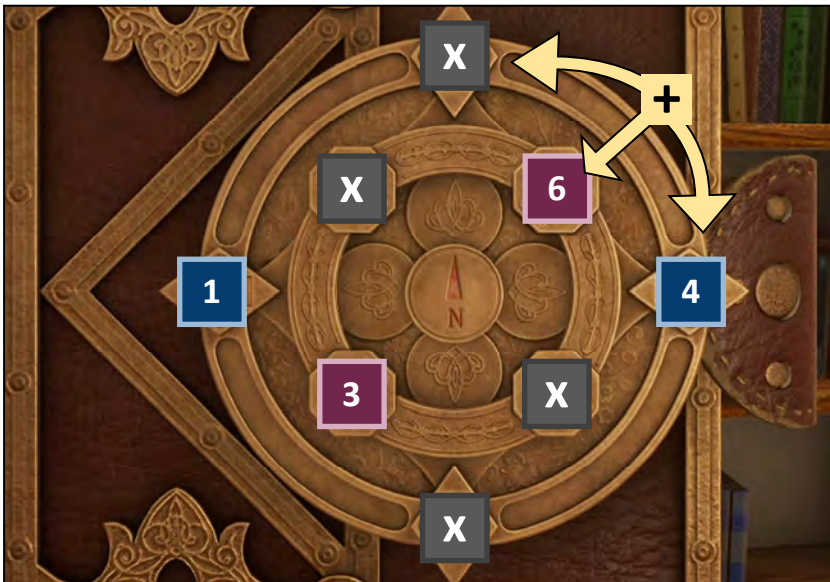
Notice those two circles on the bottom left corner of the map? This is the hint you need in order to solve for the rest of the numbers.

Any two numbers in the outer ring added together will equal the one number in between them on the inner ring.

### Solution:

W=1, N=2, E=4, S=2,  
NW=3, NE=6, SE=6,  
SW=3

Once you've entered the correct combination, push the center button. Inside, you'll find a mysterious-looking key.





## Coffeeless

Talk to Patricie at the counter. She asks you to use your detective skills and track down some items, and who could refuse such a friendly — albeit, firm — invitation?

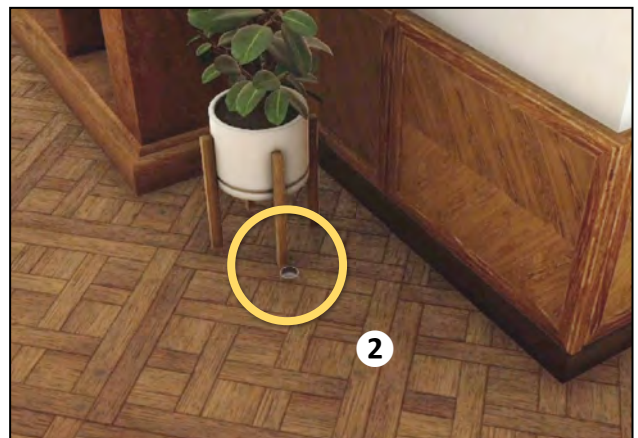
If you've picked up the mysterious key, you can ask her about it before you start your search. Luckily, Patricie assures you that the key is finders keepers!

The handle Patricie is looking for is on the counter to the left, next to the box with the straws and the sugar ❶.

The filter basket is lying on the floor in the shadow of the potted plant next to the counter ❷.

The recipe book can be found on the short wall in front of the group of armchairs in the corner near the bookshelves and Kafka display ❸.

Once you have collected all three items, talk to Patricie again. She will immediately give you your next task: preparing coffee for her customers!





# The Perfect Barista

Now's the time to put your barista training to the test for Patricie's coffee-craving customers. Their orders aren't as descriptive as they could be, but with the help of Patricie's recipe book, you'll understand their orders in no time!



- |                          |                             |
|--------------------------|-----------------------------|
| 1. Exit Barista Bar      | 8. Customer's Order         |
| 2. Begin Latte Art       | 9. Recipe Book              |
| 3. Reset Drink           | 10. Sugar                   |
| 4. Pitcher of Cold Water | 11. Coffee Cup              |
| 5. Vanilla Syrup         | 12. Hot Milk Pitcher        |
| 6. Hazelnut Syrup        | 13. Milk (holds 3 portions) |
| 7. Caramel Syrup         | 14. Espresso Machine        |



15. 1x Espresso  
2x Espresso (Double)  
3x Espresso (Triple)

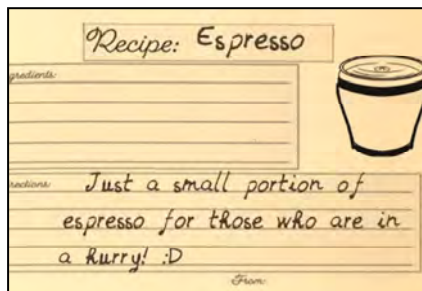


16. Hot Milk



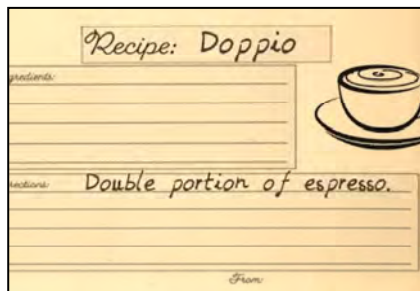
17. 1x Hot Water  
2x Hot Water  
3x Hot Water





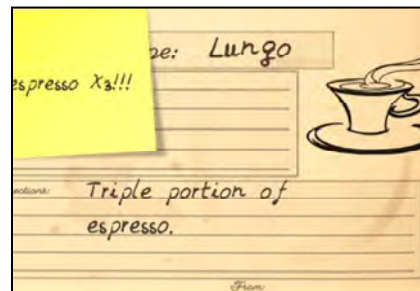
### ESPRESSO

1x Espresso



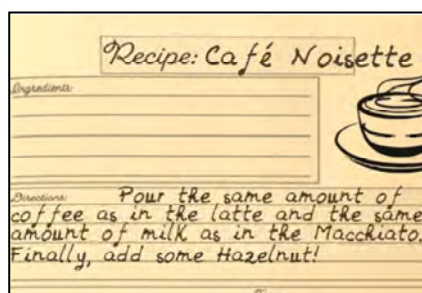
### DOPPIO

2x Espresso (Double)



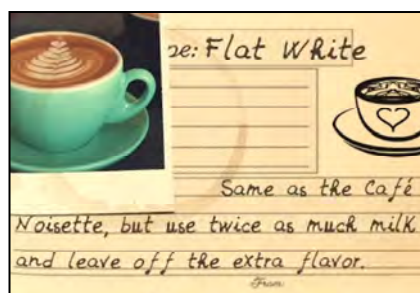
### LUNGO

3x Espresso (Triple)



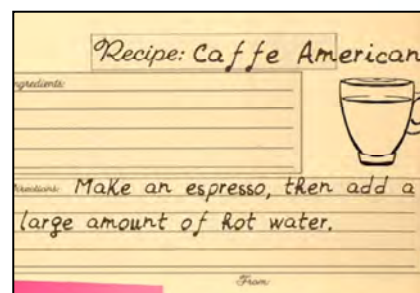
### CAFÉ NOISETTE

2x Espresso, 1x Hot Milk  
1x Hazelnut Syrup



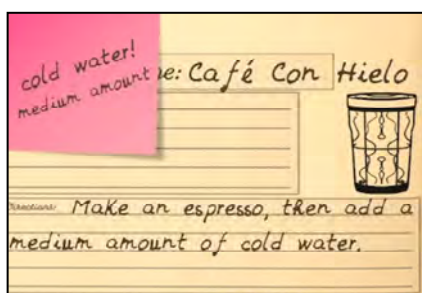
### FLAT WHITE

2x Espresso  
2x Hot Milk



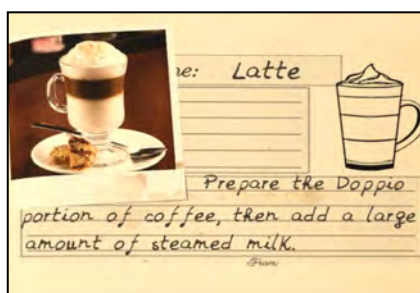
### CAFFÈ AMERICANO

1x Espresso  
3x Hot Water



### CAFÉ CON HIELO

1x Espresso  
2x Cold Water



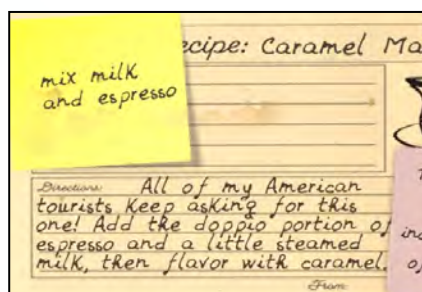
### LATTE

2x Espresso  
3x Hot Milk



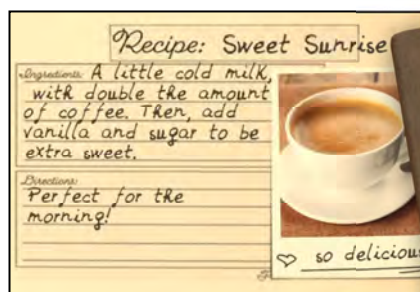
### CAPPUCCINO

1x Espresso  
3x Hot Milk



### CARAMEL MACCHIATO

2x Espresso, 1x Hot Milk  
1x Caramel Syrup



### SWEET SUNRISE

2x Espresso, 1x Cold Milk  
1x Vanilla Syrup  
1x Sugar



# Nancy's Coffee Customers

Unfortunately, not all guests articulate their wishes clearly when ordering. You'll be asked to make these individual beverages first, depending if you're sleuthing as an Amateur or Master level barista:



1

1x Espresso, 2x Cold Water  
*(may randomly ask for 1x additional syrup)*



2

2x Espresso  
3x Hot Milk



3

2x Espresso, 2x Hot Milk  
*(may randomly ask for 1x additional syrup)*



4

2x Espresso, 1x Cold Milk  
1x Vanilla Syrup, 1x Sugar



1

1x Espresso, 3x Hot Water  
*(may randomly ask for 1x additional syrup)*



2

2x Espresso, 1x Cold Milk  
1x Vanilla Syrup, 1x Sugar



3

1x Espresso  
2x Cold Water



4

2x Espresso, 2x Hot Milk  
1x Caramel Syrup



5

2x Espresso, 2x Cold Milk  
*(may randomly ask for 1x additional syrup)*

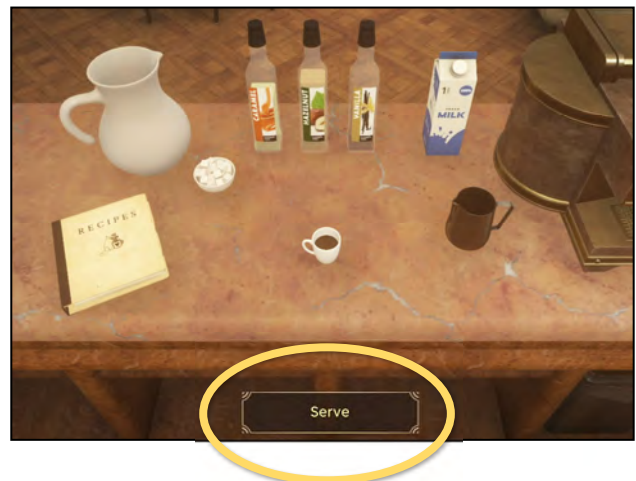


## Cappuccino To-Go

For all coffee variations that contain heated milk (such as cappuccino or latte), you must pour a latte art design before serving the final drink.

Pour the milk into the cup carefully, making sure not to spill outside the given pattern. Be patient! You'll have a much easier time holding the pitcher still to increase the size of the pour. Move the pitcher slowly to fill up the foam design.

When the drink has been correctly prepared and is ready for the customer, a **SERVE** button will appear at the bottom of the screen.



## Snowfall Upon Prague

After you have made several customers happy with your efforts, Patricie will enthusiastically thank you. As a token of her gratitude, she gives you a mysterious snowglobe.



## A Museum Invitation

The next candidate on Adela's list of suspects is Oskar Dvořák — give him a call. He turns out to be more open to questions than Hans Feiersinger and invites you to visit him at the castle exhibition.

## Guardian of the Gems

Exit through the café doors and turn right. Cross the courtyard and enter the Castle Exhibition at the other side. The map on your phone will come in handy as you explore more locations. Inside, turn left past



door to the Prague Castle Exhibition Hall. You'll meet Oskar there, who's deep in what appears to be a heated phone call. Talk to him to learn more about the museum and his work as the exhibit's director. Oskar encourages you to look closer at the exhibits — an invitation you don't need to give a detective twice!

Try to examine the elaborate box on the crate in front of Oskar, and he'll be rather annoyed. Best to ignore this artifact for now anyway, as you don't have all the clues yet to open it. Investigate all the exhibits here now, or save that task for another time.

Oskar

### Meet Oskar Dvořák

Oskar is a specialty exhibit curator whose experience working with valuable collections at prestigious museums has earned him the role of director at Prague Castle's newest exhibit. He is a relentless and erudite perfectionist whose excessive pride and arrogance often makes him disagreeable.





## Zlatý Custom Jewelry

Leave the exhibition the way you entered and pass through the small foyer. The door furthest across seems to hold a boutique shop. Enter and talk to the owner, Vladéna Zlatý, to find out more about Adela's necklace.

Before you leave, take a second to look around. Read a magazine on the small corner table, *Gemology Today*. Examine the crystal plaque with the poem on the wall. Those lines might come in handy later; it wouldn't hurt to write them down. Remember that you can also take pictures with your phone's camera and view them in your photo gallery whenever needed.



Vladéna

### Meet Vladéna Zlatý

Vladéna is an expert in gemology and appraisals with a long family history in Prague's gem business. She is the owner of Zlatý Custom Jewelry, a prestigious store where she crafts her own branded jewelry. As the first woman in her family to be a store owner, she has little patience for those who may question her or her expertise.



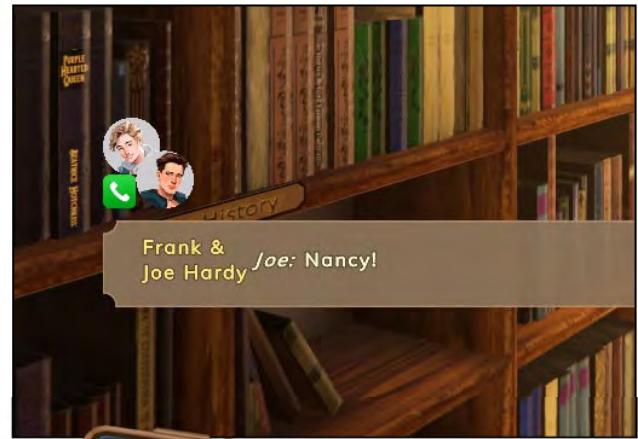
## The DEGAS System

After your conversation with Oskar, you will receive a text message from Ned. Text him back and then give him a call afterwards. He'll let you know that your dad hasn't had any time yet to look into SecondShine.

Ned has never heard of the DEGAS system that Hans Feiersinger mentioned either, so it's time to ring your old friends: the Hardy Boys.

As always, the boys are more than happy to assist with your case in this familiar city. They promise to get in touch with an agent friend of theirs, Zane Garrett. Frank and Joe will request that Zane send you the computer file in question tomorrow.

Time to call it a day...







## Patricie's New Server

The next day you will start once again in the beautiful castle courtyard in front of the cathedral.

Enter the café and ask Patricie if she knows anywhere that you can rent a laptop, as you will need one to open the DEGAS file from the Hardy Boys.

Patricie will recommend an electronic shop in Old Town called Aparát.

Before you head off to the computer store, Patricie asks you to deliver a coffee to one of her customers — a favor that turns out to be a worthwhile errand.





## Confessions of a Priest

When you deliver the coffee to the table, you are introduced to Leo Sokol, who you learn works at St. Vitus Cathedral. You met him briefly yesterday when you were involved in your conversation with Adela.

Have a chat with Leo to get to know the clergyman a little better. Afterwards, you can leave the café — but not without noticing a handsome young man picking up a coffee from Patricie at the counter. He leaves some flyers there.



Leo

### Meet Leo Sokol

Leo Sokol of St. Vitus Cathedral is a compassionate older gentleman who is well respected by government officials and locals alike. He cares deeply about Prague, its people, and its history and is always willing to offer his advice to those who need it. Leo is an avid player of the trick-taking card game Mariáš.





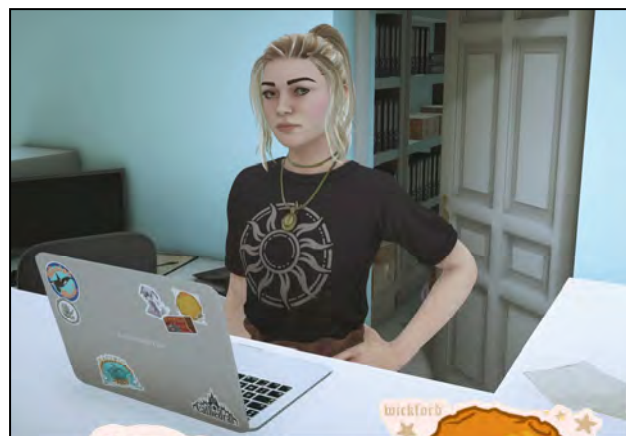
## Little Shop of Gadgets

After speaking with Leo, leave the courtyard and head to Old Town. Use the metal gate at the far end of the square to the left of the building with the Exhibition Hall inside.

This will take you into the heart of the city, to the square in front of the famous astronomical clock. Enter the shop that is located here:  
Aparát Computers and Collectibles.

At the counter stands a young woman who introduces herself as Elka. Ask her for a laptop. Elka will give you one, but it unfortunately does not come with a charging device.

Go through all the other dialogue options with her as well. You'll learn a lot of useful information, including her feelings about a certain "Radek."



Elka

### Meet Eliška "Elka" Strojník

Elka, a computer science student, is an intelligent woman with a strong sense of conviction. She runs half of Aparát alongside her grandfather, which she has turned into an electronics shop. She is secretly fond of Radek, but doesn't understand his devotion to bygone marionette theater.



## The Legend of the Seven Keys

Go into the neighboring room, where Elka's grandfather, Marek, runs a small workshop. When you talk to him about the key from the café, he hints at the legend of the Seven Keys.

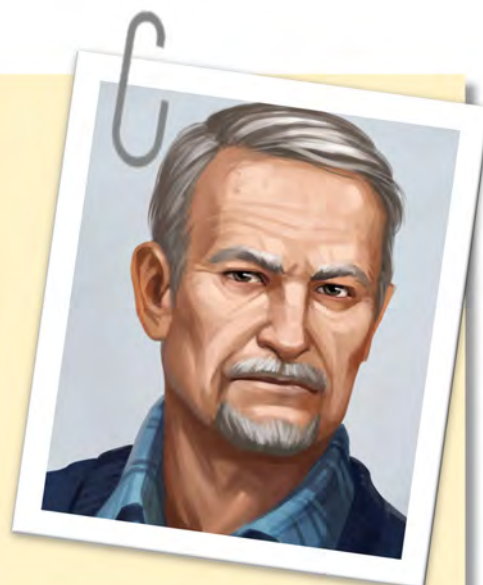
As you are about to leave the shop, you'll run into the young man you just saw at the café. He introduces himself as Radek, a puppeteer who performs at a small theatre in the castle square.



Marek

### Meet Marek Strojník

Marek is an elderly craftsman and tinkerer who runs the other half of Aparát. Contrary to his granddaughter Elka, he has no interest in modern technology, as his passions are deeply rooted in Prague's past. Most people have to earn his respect before he is willing to talk to them much.





Radek

## Meet Radek Nepovím

Radek is a spirited actor and puppeteer who runs the pop-up marionette theater in Prague Castle's courtyard. Radek's eccentric personality comes to life when he is able to share his passion for Prague's culture and historical marionette arts. His charismatic disposition makes him popular with kids and tourists.



## Master of Marionettes

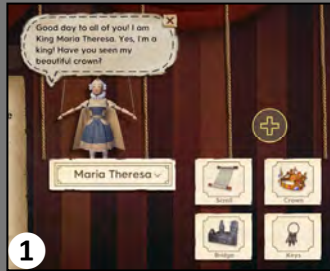
Return to the castle courtyard to meet Radek at his marionette theater. He asks you to support him in preparing for his next show.



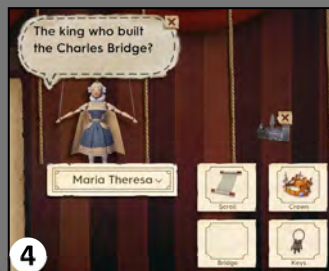
Help Radek organize his stage play. The next pages will show the correct order for each scene. Once you have successfully put together the script, Radek will begin his highly entertaining and insightful performance, where you will grab the strings and take on the role of the female lead!



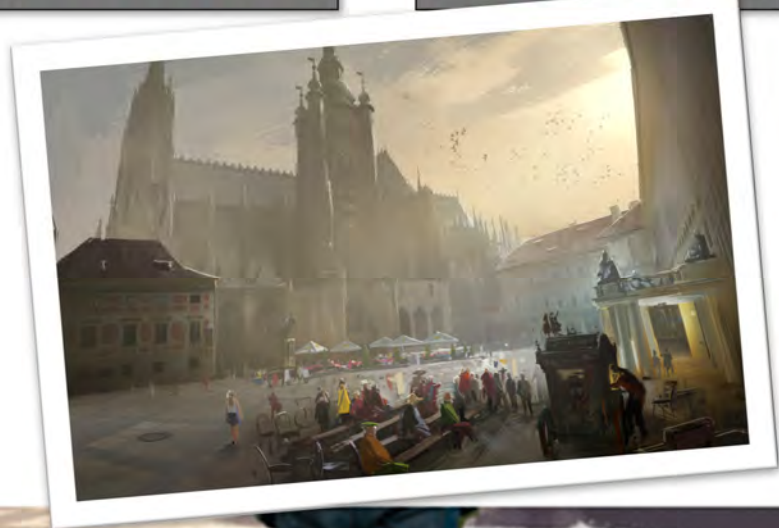
## Scene 1



## Scene 2

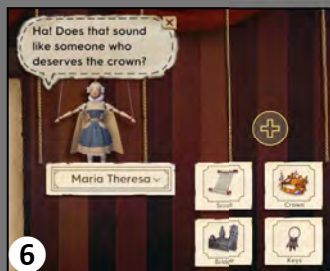
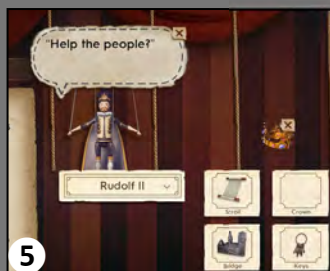


## Scene 3

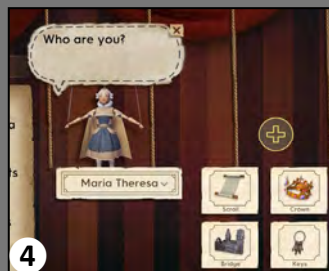




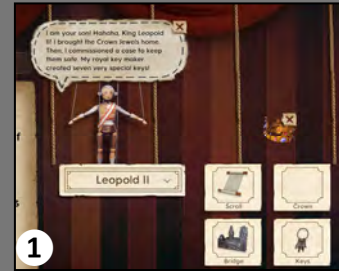
## Scene 4



## Scene 5



## Scene 6



## Scene 7







## Crown Jewels of Prague

Once Radek has finished his show, he will thank you for your assistance and provide you with some valuable information about the mysteries and legends of Prague, including the legendary crown jewels.



## The Absent Dean

Go back to the castle exhibition and head up the stairs, then walk down the hallway until you reach a closed door. Stop there and listen at the entrance. You will hear Oskar trying to get past the secretary and speak directly with the Dean himself, but he isn't successful. The secretary seems annoyed with his hostility.



After playing fly on the wall, you will receive a message on your phone from the Hardy Boys notifying you that Zane has emailed the DEGAS file.

Time to find a charger for your laptop and check out the DEGAS file!



## Got the Power

Leave the building and go back to the Hungerkünstler Café. Examine the long counter to the right of the entrance. Pick up the charging cable there which appears to fit your laptop from Aparát.



## Getting Connected

You have to connect the charger with the power input on your laptop. Inspect the computer by double-clicking it, then single-click the borrowed charging cable in your inventory, and click the laptop to combine the two items.



On the desktop, click on the envelope symbol in the bar at the bottom of the screen to open the email application. A pop-up will appear indicating that a Wi-Fi connection is needed to establish a stable WLAN connection. It must have been written down somewhere, maybe in your Journal?

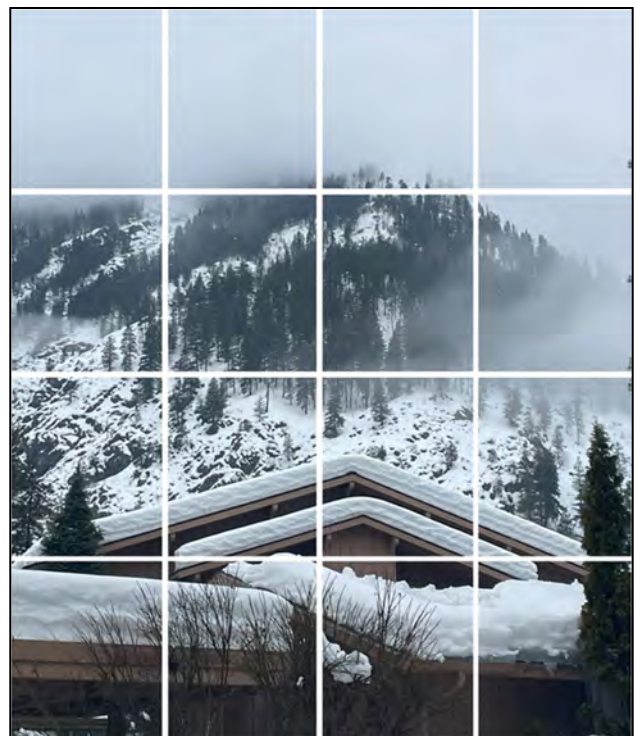


Enter the Wi-Fi password hanging on the wall next to the entrance. The password is [IBRIK1708](#). Click the arrow to proceed.

## Are You a Robot?

Open the email and click on the file "DEGAS.attachment" to download its contents.

Close the email with the X in the upper left corner of the message window and double-click on the new file in the middle of your desktop.



This will open a CAPTCHA security prompt. Rearrange the photo snippets to put together the image at right. Shockingly, your attempt is cut short. Partway through solving, you will encounter a very unpleasant surprise. Even Patricie will come rushing by to see if everything is okay.

## Tech Support

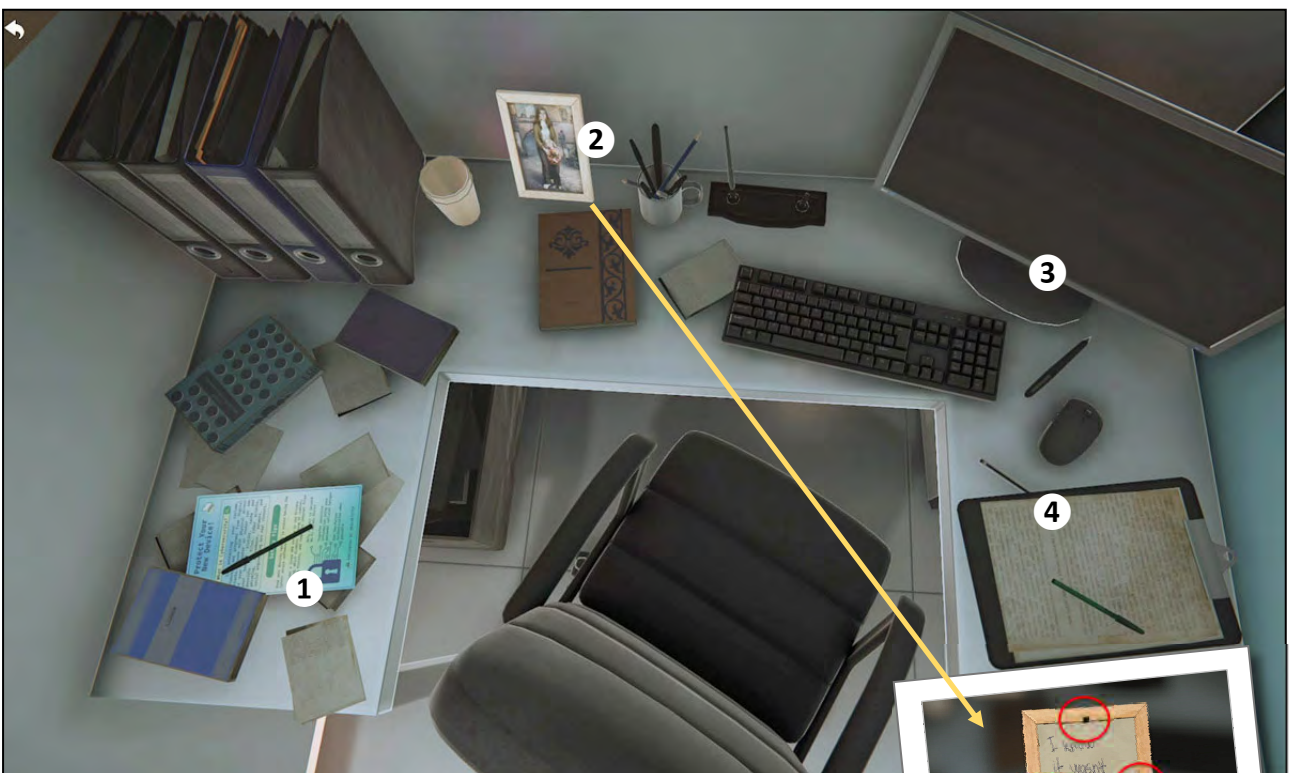
Walk back to Elka's shop in Old Town and show her your defective laptop.

After briefly checking your phone, she will head to the back room for a while to fix both devices there.

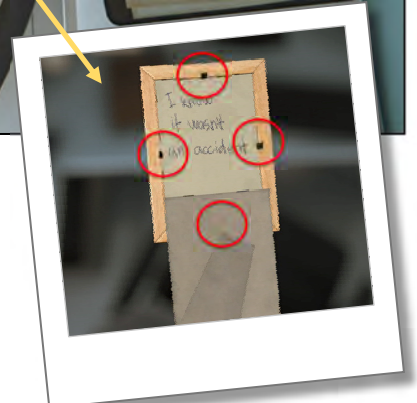


## The Secrets of the Two Shops

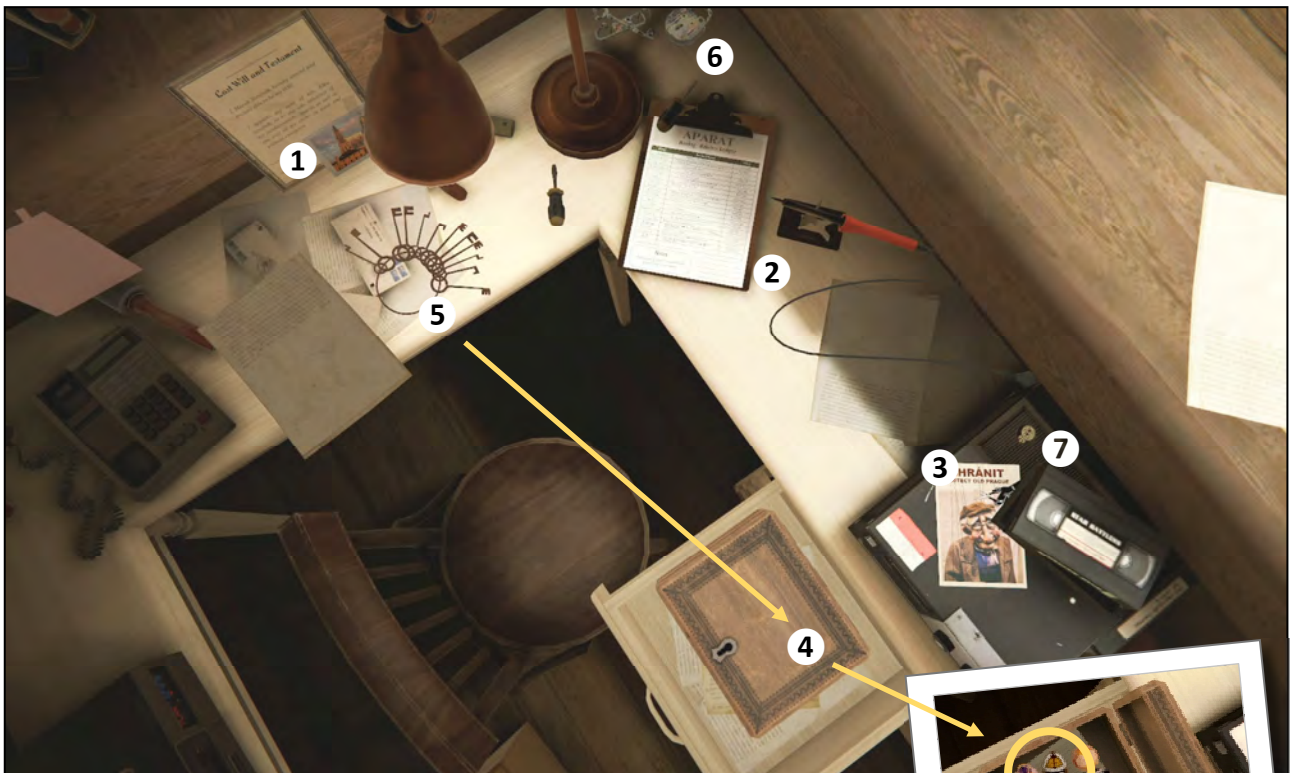
With Elka predisposed, now is the best time for a detective to do a little snooping! First examine her desk more closely, then do the same with Marek's workbench in the neighboring room. Make sure you carefully check all items on both tables. At Marek's desk you will need to use the key ring on the box in the drawer to unlock it, before you can inspect its contents and proceed.



1. Internet Safety Tips
2. Photo of Elka and her mother (turn it around & click on the 4 tabs to open)
3. Computer (click twice to zoom in to monitor)
4. Colored Pen (underneath the clipboard)







1. Last Will and Testament
2. Client List & Accounting (remove tools first)
3. Donation Poster
4. Mysterious Box
5. Key Ring (use with 4. to open the box, then investigate the two items inside)
6. Old Key & Lock
7. Pin

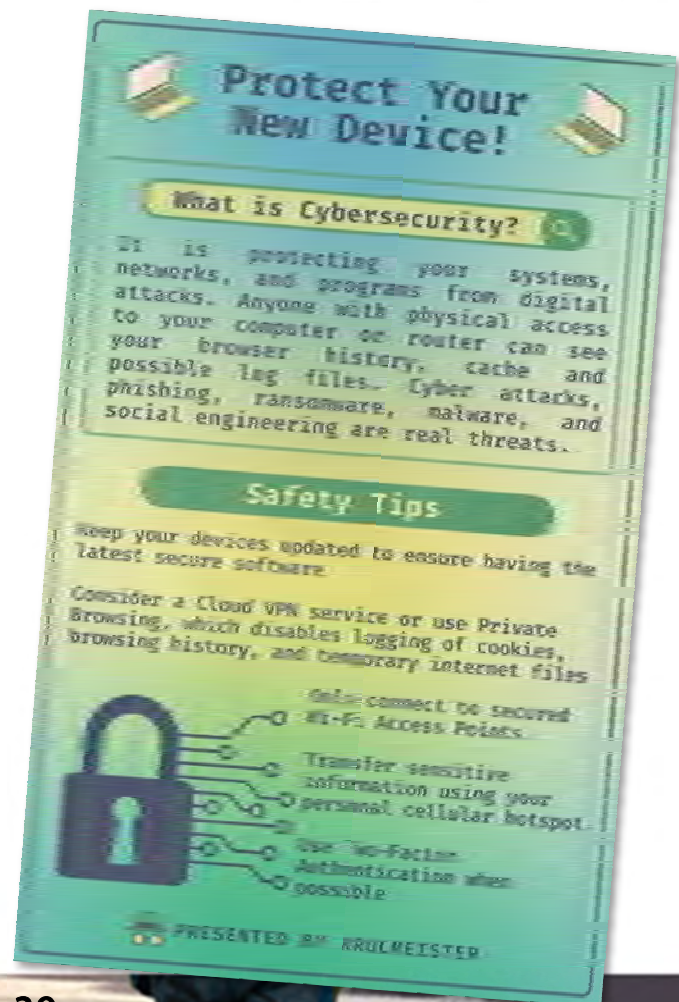


## Tough Girl

As you finish your sleuthing, Elka will return, hand over your computer, and tell you about the taser ring she's wearing.

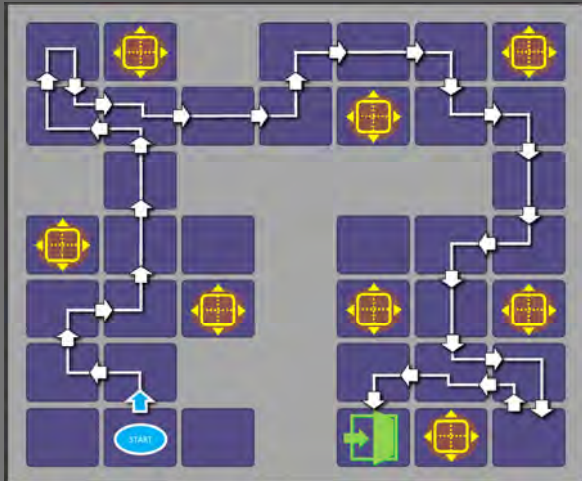
Elka also offers to teach you a bit about cybersecurity.

She has a puzzle game prepared, and challenges you to solve two levels (see next pages 40 & 41).



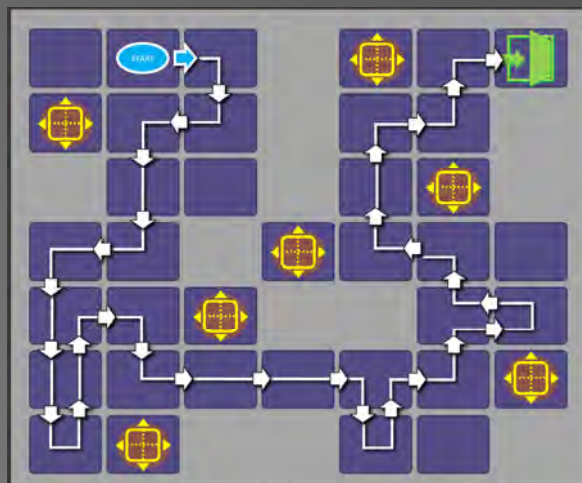
# Learn Cyber Block

## LEVEL 1.



- |           |   |           |   |
|-----------|---|-----------|---|
| 1. UP     | ↕ | 16. RIGHT | ➡ |
| 2. LEFT   | ⬅ | 17. DOWN  | ⬇ |
| 3. UP     | ↕ | 18. RIGHT | ➡ |
| 4. RIGHT  | ➡ | 19. DOWN  | ⬇ |
| 5. UP     | ↕ | 20. DOWN  | ⬇ |
| 6. UP     | ↕ | 21. LEFT  | ⬅ |
| 7. UP     | ↕ | 22. DOWN  | ⬇ |
| 8. LEFT   | ⬅ | 23. DOWN  | ⬇ |
| 9. UP     | ↕ | 24. RIGHT | ➡ |
| 10. DOWN  | ⬇ | 25. DOWN  | ⬇ |
| 11. RIGHT | ➡ | 26. UP    | ↕ |
| 12. RIGHT | ➡ | 27. LEFT  | ⬅ |
| 13. RIGHT | ➡ | 28. LEFT  | ⬅ |
| 14. UP    | ↕ | 29. DOWN  | ⬇ |
| 15. RIGHT | ➡ |           |   |

## LEVEL 2.



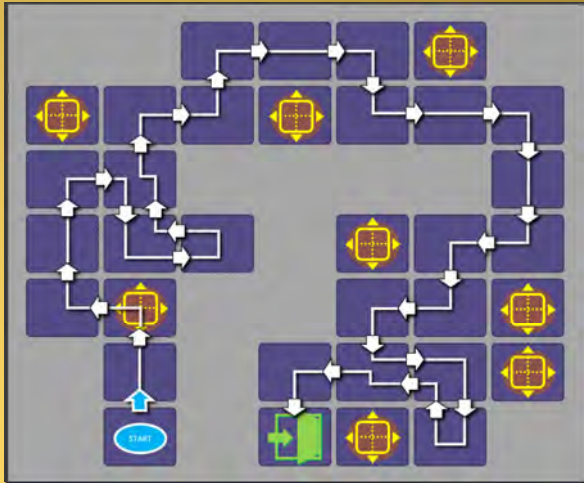
- |           |   |           |   |
|-----------|---|-----------|---|
| 1. RIGHT  | ➡ | 16. RIGHT | ➡ |
| 2. DOWN   | ⬇ | 17. DOWN  | ⬇ |
| 3. LEFT   | ⬅ | 18. UP    | ↕ |
| 4. DOWN   | ⬇ | 19. RIGHT | ➡ |
| 5. DOWN   | ⬇ | 20. UP    | ↕ |
| 6. LEFT   | ⬅ | 21. RIGHT | ➡ |
| 7. DOWN   | ⬇ | 22. LEFT  | ⬅ |
| 8. DOWN   | ⬇ | 23. UP    | ↕ |
| 9. DOWN   | ⬇ | 24. LEFT  | ⬅ |
| 10. UP    | ↕ | 25. UP    | ↕ |
| 11. UP    | ↕ | 26. UP    | ↕ |
| 12. RIGHT | ➡ | 27. RIGHT | ➡ |
| 13. DOWN  | ⬇ | 28. UP    | ↕ |
| 14. RIGHT | ➡ | 29. RIGHT | ➡ |
| 15. RIGHT | ➡ |           |   |

① Move in Cyber Block using either mouse or arrow keys



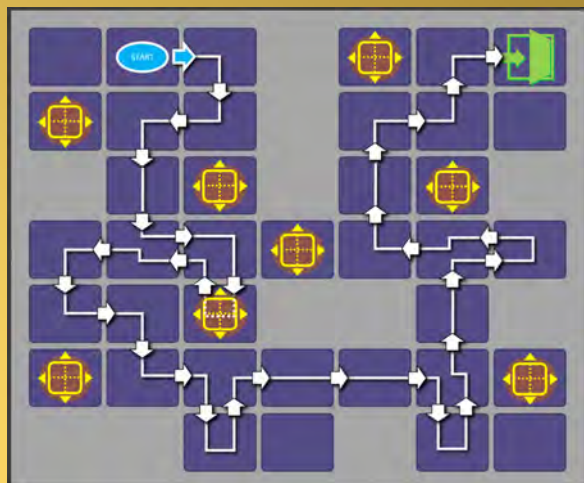
# Learn Cyber Block

## LEVEL 1.



- |           |   |           |   |
|-----------|---|-----------|---|
| 1. UP     | ➡ | 16. DOWN  | ⬇ |
| 2. UP     | ➡ | 17. RIGHT | ➡ |
| 3. LEFT   | ⬅ | 18. RIGHT | ➡ |
| 4. UP     | ➡ | 19. DOWN  | ⬇ |
| 5. UP     | ➡ | 20. DOWN  | ⬇ |
| 6. RIGHT  | ➡ | 21. LEFT  | ⬅ |
| 7. DOWN   | ⬇ | 22. DOWN  | ⬇ |
| 8. RIGHT  | ➡ | 23. LEFT  | ⬅ |
| 9. LEFT   | ⬅ | 24. DOWN  | ⬇ |
| 10. UP    | ➡ | 25. RIGHT | ➡ |
| 11. UP    | ➡ | 26. DOWN  | ⬇ |
| 12. RIGHT | ➡ | 27. UP    | ⬆ |
| 13. UP    | ➡ | 28. LEFT  | ⬅ |
| 14. RIGHT | ➡ | 29. LEFT  | ⬅ |
| 15. RIGHT | ➡ | 30. DOWN  | ⬇ |

## LEVEL 2.



- |           |   |           |   |
|-----------|---|-----------|---|
| 1. RIGHT  | ➡ | 17. RIGHT | ➡ |
| 2. DOWN   | ⬇ | 18. RIGHT | ➡ |
| 3. LEFT   | ⬅ | 19. RIGHT | ➡ |
| 4. DOWN   | ⬇ | 20. DOWN  | ⬇ |
| 5. DOWN   | ⬇ | 21. UP    | ⬆ |
| 6. RIGHT  | ➡ | 22. UP    | ⬆ |
| 7. DOWN   | ⬇ | 23. UP    | ⬆ |
| 8. UP     | ⬆ | 24. RIGHT | ➡ |
| 9. LEFT   | ⬅ | 25. LEFT  | ⬅ |
| 10. LEFT  | ⬅ | 26. LEFT  | ⬅ |
| 11. DOWN  | ⬇ | 27. UP    | ⬆ |
| 12. RIGHT | ➡ | 28. UP    | ⬆ |
| 13. DOWN  | ⬇ | 29. RIGHT | ➡ |
| 14. RIGHT | ➡ | 30. UP    | ⬆ |
| 15. DOWN  | ⬇ | 31. RIGHT | ➡ |
| 16. UP    | ⬆ |           |   |

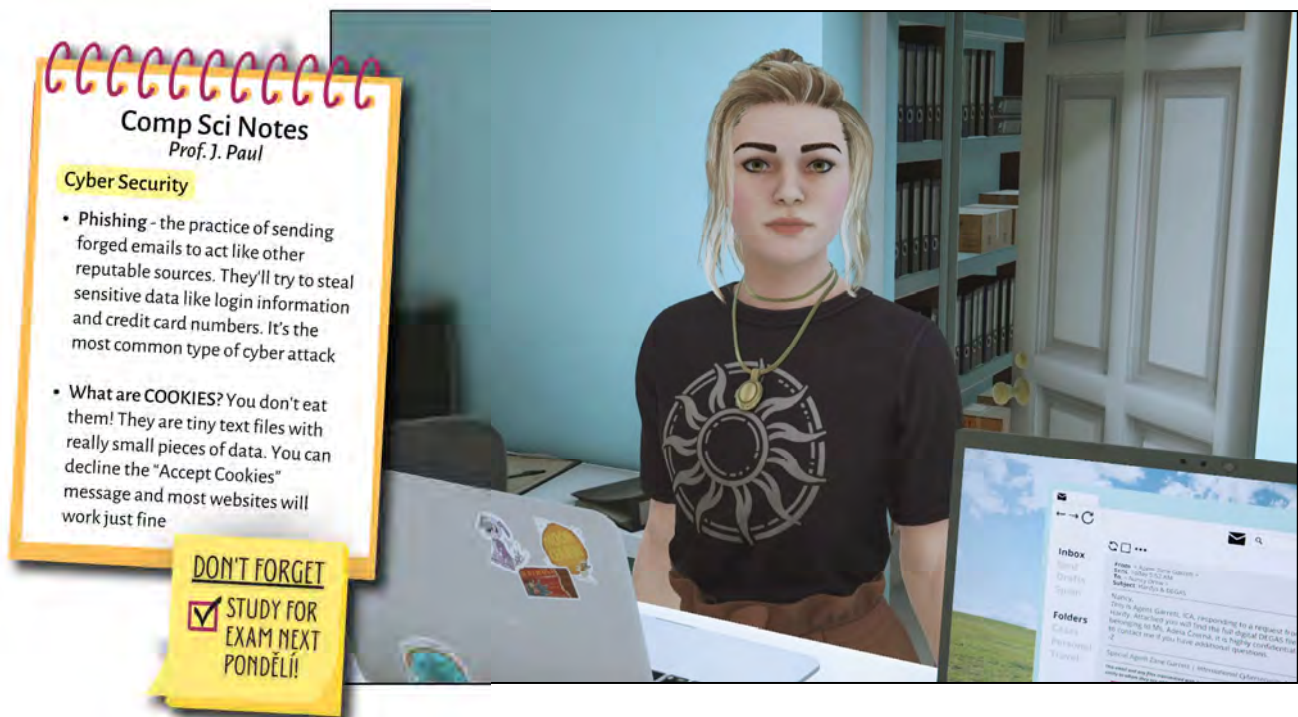
① Use the lower right arrow to reset the level



## A Menacing Message

Once both levels are solved, Agent Zane Garrett from the International Cybersecurity Agency (ICA) will call to provide you with further information on the case. Zane explains over speakerphone that a DEGAS file tracks the history of any gem, jewelry piece or artifact added to its database.

After the call has finished, Elka will walk you to the shop's exit – only to find a frightening message on the ground outside. You have been given a warning.



Zane

### Meet Zane Garrett

Specializing in the security of precious gems, Zane is an international cybersecurity agent based in Africa working for the ICA. He is authoritative and formal while working, but outside of business matters is an easygoing man with a lighthearted sense of humor.







## The Early Bird Catches the Worm

The new day begins with an incoming call from Ned. Speak with him while you enjoy the breathtaking view of the cathedral and the Castle Courtyard in front of Patricie's café. Hopefully, you'll get an update about SecondShine.

Immediately after hanging up, your phone rings again. It's Adela pressuring you to speed up the investigation. Calm her worries, then head over to the Marionette Theater.



## The Mysterious Rezidente

At the theater, you'll notice an open door. — perfect for snooping.

Enter Radek's trailer and examine the table. Take a closer look at the theater donations list on the clipboard **1**. You'll notice an outstanding entry.

Select the wood chisel **2** and use it on the tool box to open it. Inside you'll find a draft for Radek's new script, about an ancient group called Rezidente.

Open your phone and send a text message to Ned, asking him if he has ever heard of this association.

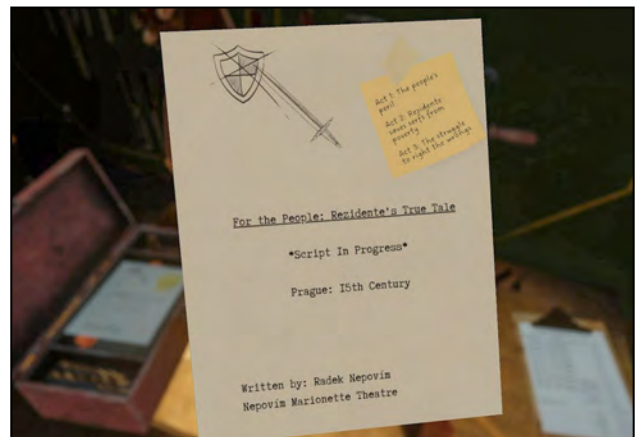
Leave the trailer and talk with Radek. He seems to be confused about the quantity of his puppets... suspicious.

## Challenge Accepted!

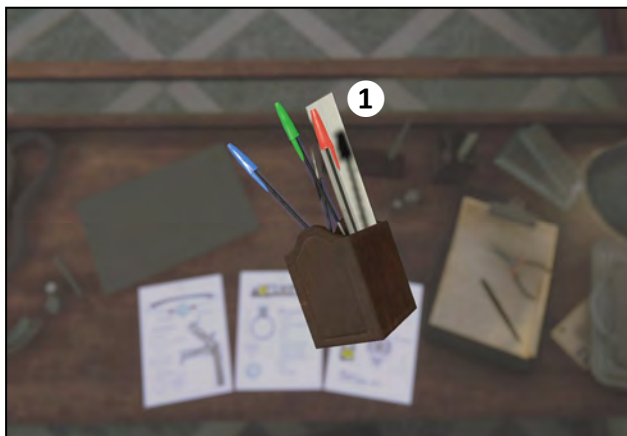
Return to Zlatý Custom Jewelry. Vladéna is as feisty as ever, claiming that you would never be able to crack her safe.

Fortunately, Oskar interrupts and she leaves the shop to talk with him.

Take advantage of this opportunity to accept her challenge... and do a little more snooping.





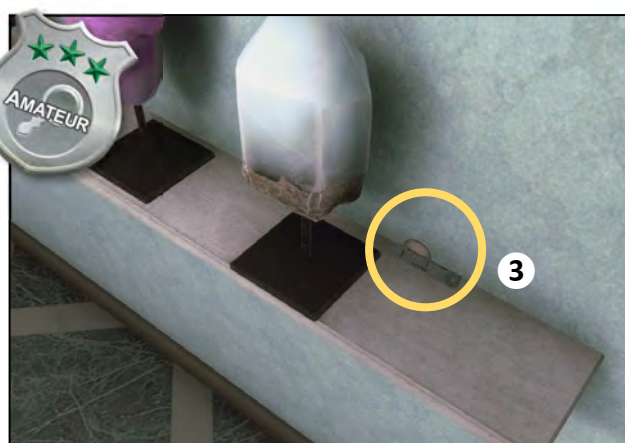


## A Gemologist's Tool

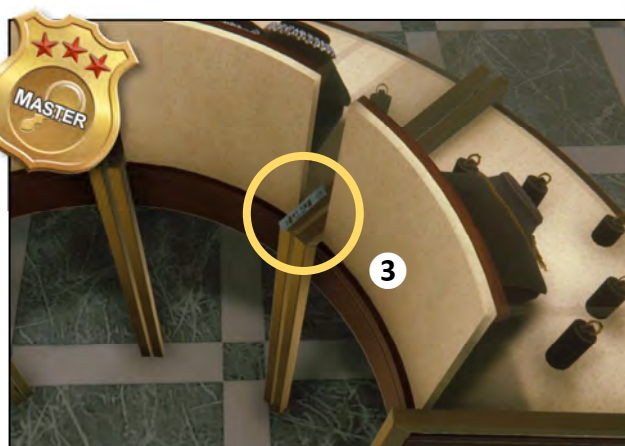
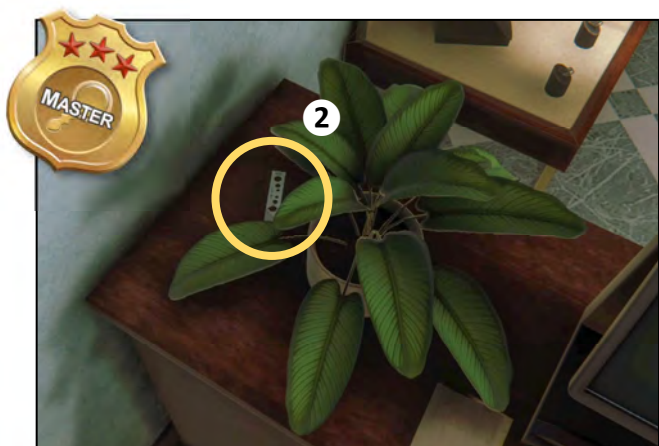
The safe combination is hidden within the numbers of the gem measuring and rating sheet.

To decipher it, first find the three components that make up Vladéna's gemologist fan gauge.

The first part of the tool is hidden in the pen holder on Vladéna's desk ①. Pick it up and pull the metal part out of it. The other two components can be found in different places, depending on your difficulty level.



In Amateur mode, the second gauge part is on the table ② next to the open magazine, while the third and last part of the fan gauge is on the shelf on the wall to the right of the three crystals ③.



In Master mode, the second piece is hidden under the plant on the left side of the counter ②, while the third and last part of the fan gauge can be found on the inside of the round display case ③.

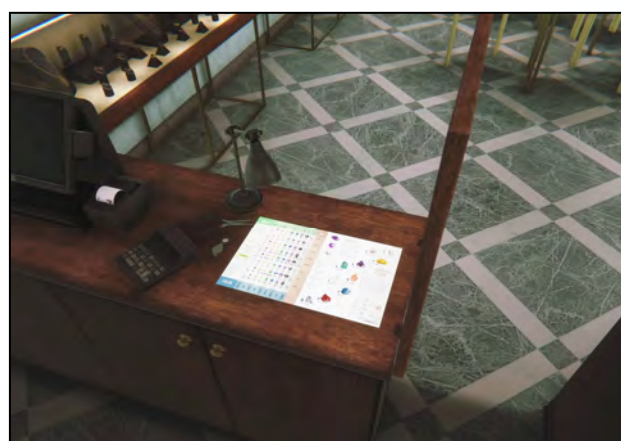


## Telltale Signs of Wear

After all three components are collected, merge them together in your inventory by combining the 3 pieces in inspection mode.

Then, rotate the pieces of the fan gauge to bring them into the position that matches Vladena's sketches on the desk.

Move the elements as shown in the picture so that a straight continuous line is formed. When the parts snap together, the tool is aligned correctly.



## Math Comes in Handy

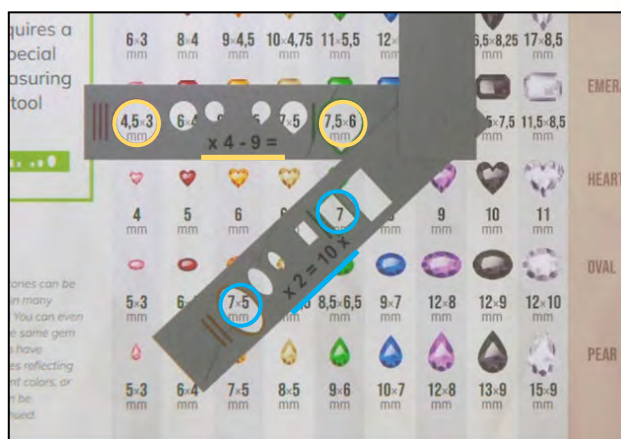
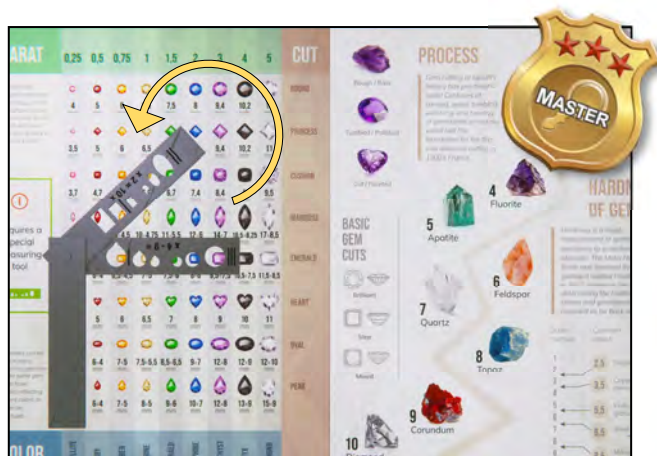
Now you're ready to check out the gem poster! Go over to the sheet and use the fan gauge on it.

On Master Sleuth, you must first rotate it (see picture). Then, you can move the device freely over the table.

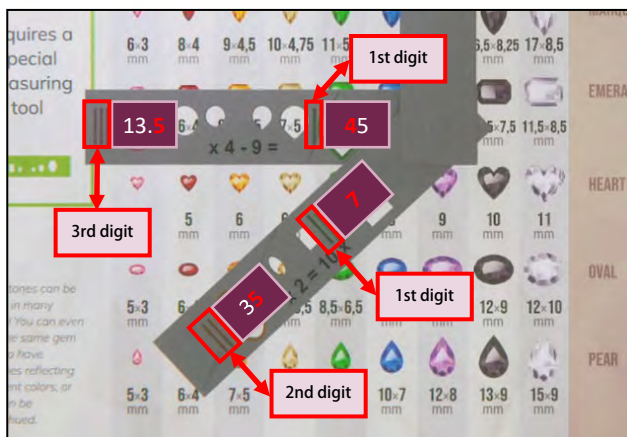
On two of the three ruler parts there are mathematical equations. You have to find the values on the sheet that make the equations true. Use the colors on the tool as placement hints.

The correct solution to this is:

$$\begin{array}{lcl} \underline{(4.5 \times 3)} & \times 4 - 9 = & \underline{(7.5 \times 6)} \\ \underline{(7 \times 5)} & \times 2 = 10 \times & \underline{(7)} \end{array}$$







## Solving the Equation

To extract the final numbers from the equations, first check out the middle sketch on Vladéna's desk. It will give you some crucial hints about the marks on the fan gauge.

Next to each colored cutout on the gauge, there are up to three tickmarks.

Solve the equations in each cutout and use the tickmarks to discern which digits of the solution to take for the safe code.



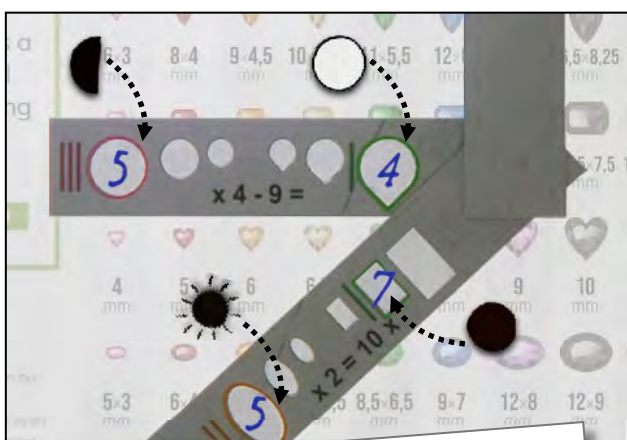
## Between Day and Night

Awesome, you now have 4 numbers! They need to be put in the correct order to open the safe. Go inspect the safe and notice the symbols above the keypad.

Head back to the countertop with the sketches on the desk.

One of them shows the same symbols as on the safe — the sun and moon in different phases, pointing to specific fields on the fan gauge.

Order the numbers you found in the last step as shown above the keypad to get the correct safe combination: 5457.





## Inside the Vault

Open the safe and take out the handwritten log for Adela's precious necklace.

Vladéna returns from her chat with Oskar and expresses her disbelief. Maybe she shouldn't have underestimated this amateur detective!



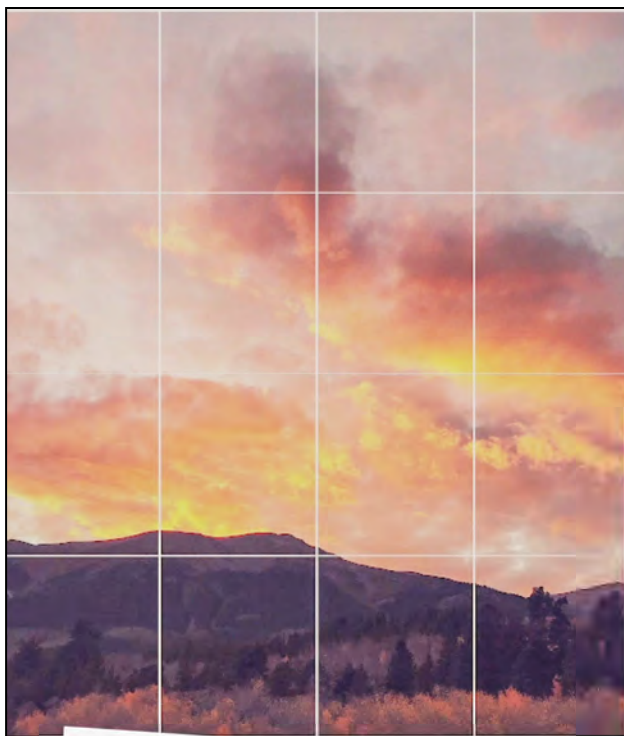
## Café Investigations

Now you can finally finish what you started and access the DEGAS file that Agent Zane sent via email.

To compare the handwritten file with the digital one on your computer, connect the charger again to the computer.

Re-download the attachment and open it from the desktop. This time, you can complete the CAPTCHA (see image of the correct photo to the left) without any nasty interruptions and open the DEGAS file.

Time to start comparing!



### CAPTCHA

*Completely Automated Public Turing Test to Tell Computers and Humans Apart. Yes, that's the real acronym!*





# Connecting the Dots

Click the right arrow on the screen twice to scroll to the third DEGAS file. Thoroughly review the documents by clicking on the corresponding interactive fields in both documents. You will find one discrepancy: the dates.

**D.E.G.A.S. Digital Expert Gem Authentication System**

**Certification of Authenticity**

Authentication Report Item No. **BTG351162207**

Certified Appraiser **Zlatý Custom Jew.**

WEIGHT **907.2 gram**

DESCRIPTION **Pearl**

Quantity **2**

Certified **Artificial**

Carat Per Pearl **2.5 Cts.**

Estimated Value **\$12-\$20 Per Pearl**

Gemstone **Sapphire**

Emerald **02 Qty | Oval**

Spinel **100 Qty | Custom**

Rubellite **100 Qty | Italian**

Aquamarine **100 Qty | Japanese**

Certified **Natural**

GEM VALUE **\$1,000-\$2,700**

COMMENTS

**Zlatý Custom Jewelry**

**Vladěna Zlatý**

**CERTIFICATE OF APPRAISAL**

Client Name: **Adela Černá**

Date of Appraisal: **25.05.2017**

Piece: **Necklace**

Description: **Antique golden necklace**

Gem Value: **Kč 47800 — 66190**

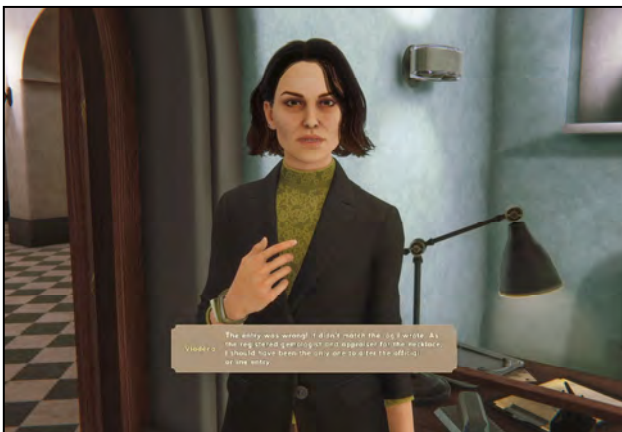
Total Value Estimate **Kč 69870 — 88250 / \$ 2,850 — 3,600**

**ABOUT YOUR APPRAISER**

Vladěna Zlatý is a gem, jewelry, and lapidary expert, and founder of Zlatý Custom Jewelry in Prague's Castle Courtyard. She is DEGAS certified and native to Prague.

Go back to Vladěna and confront her about the mismatched dates. She will vehemently deny any knowledge about the subject and claim that she was the one who insisted on bringing you on board in the first place.

After your conversation with her, the Hardy Boys recommend via text message that you should call Agent Zane. Bring him up to date and ask him about the mysterious Rezidente group you learned about from Radek's script.



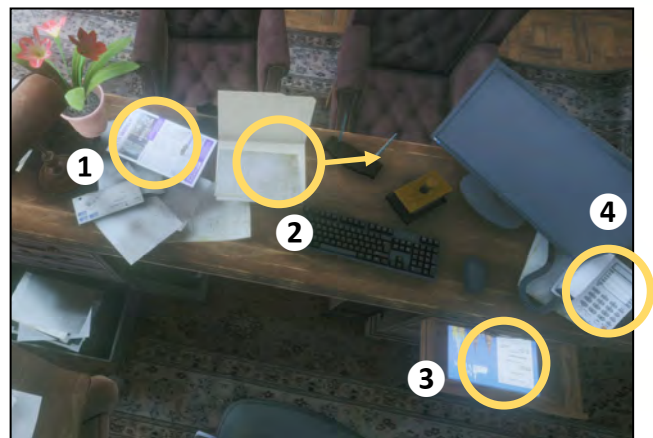
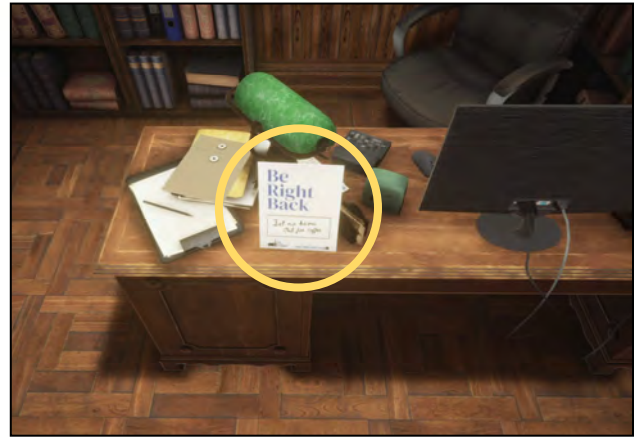


## The Missing Dean

After realizing he could be in danger, hurry to the Dean's office! Go through the exhibition, up the stairs, and enter the empty antechamber at the end of the corridor.

Read the sign that is on the desk, which will give you the phone number of the secretary. Optionally, poke around the secretary's desk items while you can. Go back around the desk and enter the Dean's office. He looks to be absent.

Before you can get your bearings, someone shuts the door behind you. The secretary has returned with Oskar on his heels, once again trying to meet with the Dean.



## Keep the Faith

Quietly, examine the Dean's desk. Take a look at the Faith Weekly magazine ❶ on the left.

Open the paper folder lying on the table, click on the pen inside and then on the pen holder ❷. This will open a secret drawer with the Dean's calendar inside ❸. Take this chance to check out the entries.

Inspect the answering machine of the telephone ❹. If you hadn't already guessed, the Dean of the cathedral is none other than Leo Sokol.

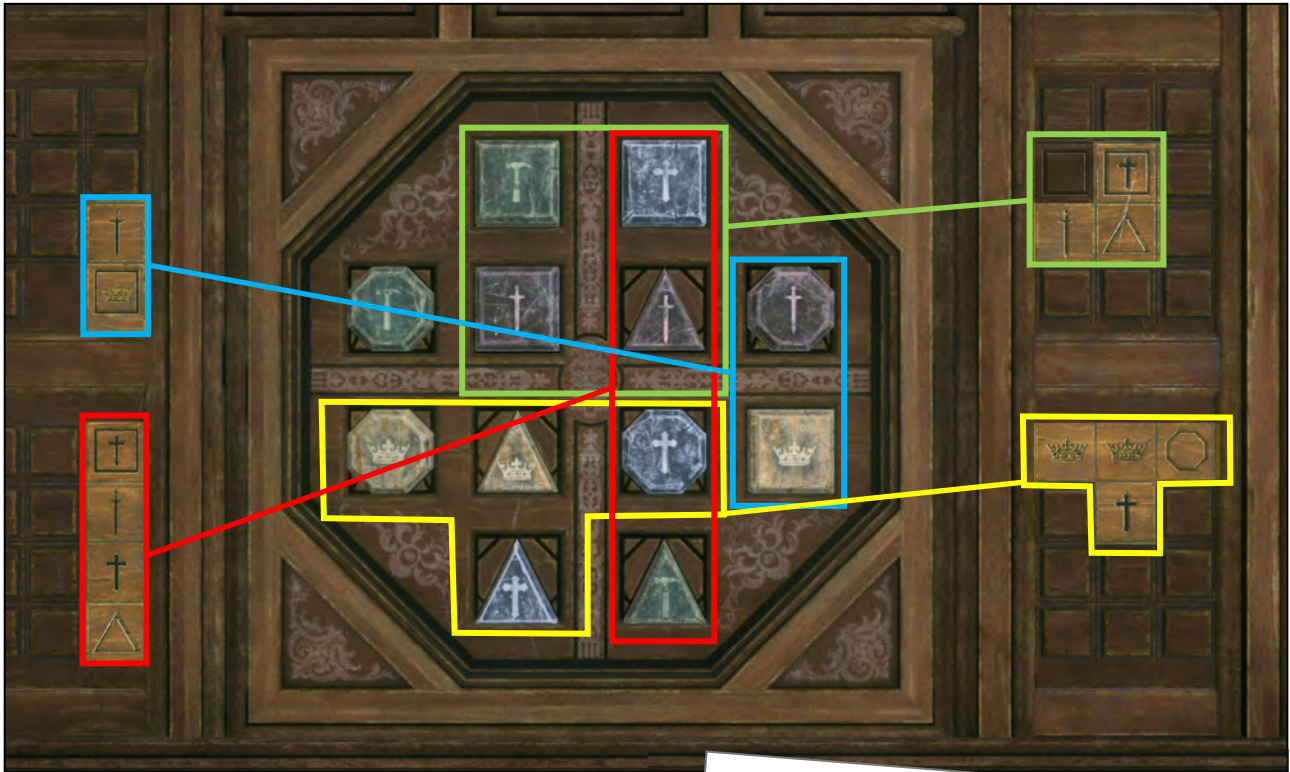




## Old World Game-Piece Panel

Take a closer look at the wall panel behind you. Notice the wooden pieces of different shapes, colors, and icons, as well as similar looking engravings on the walls surrounding the panel.

These engravings provide clues needed to correctly place the pieces, using process of elimination and a bit of trial and error (see image below).



## Going Underground

When all of the pieces have been placed correctly, you will hear a scraping noise. One of the bookshelves has moved to the side!

A cat seems to have escaped from inside the corridor. Give her a few pats, then walk right through the hidden door.





## Cut To The Chase

The tunnels you find through the hidden door are haunted by a mysterious and dangerous figure, so try not to get lost.

Run as fast as you can to the exit!  
The map below will help you find it.  
Don't look back and don't take a wrong turn — it might be your last!

This evil that lurks in the shadows is not to be played with.

...Okay, there's always second chance.  
But you don't need to push your luck unnecessarily, do you?







# This is the Police!

Open the gate at the end of the last tunnel, and you'll find yourself out on the sloping ramp in the Castle Square. Phew, that was close.

**Now that you know the Dean is missing under suspicious circumstances, report it immediately!**

**The police will promise to investigate this matter and get back to you as soon as they have any news.**

## Adela's Problem

Once you hang up, Adela will send you a message. She's back at the Hungerkünstler Café waiting for you.

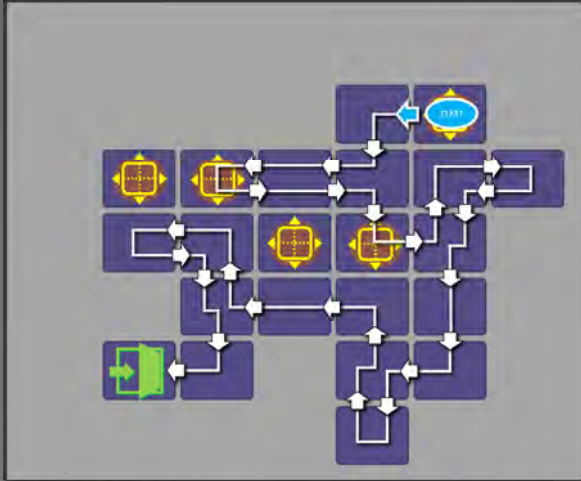
**Rush to the café and talk to her. She will tell you that her computer has been hacked, the same way yours was. But for an up-and-coming cybersafety whiz like you, this will be no big deal!**

This time get through three Cyber Block levels instead of two, just like Elka taught you. For the correct solutions, consult the following pages.



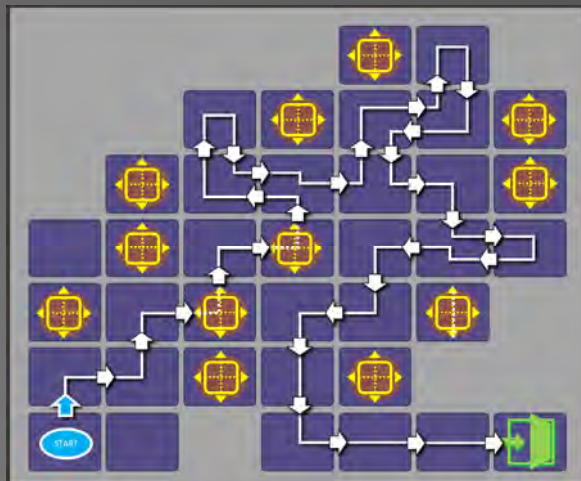
# Cyber Block Strikes Again

## LEVEL 1.



- |           |   |           |   |
|-----------|---|-----------|---|
| 1. LEFT   | ↩ | 16. DOWN  | ⬇ |
| 2. DOWN   | ⬇ | 17. UP    | ⬆ |
| 3. LEFT   | ↩ | 18. UP    | ⬆ |
| 4. LEFT   | ↩ | 19. LEFT  | ↩ |
| 5. RIGHT  | ➡ | 20. LEFT  | ↩ |
| 6. RIGHT  | ➡ | 21. UP    | ⬆ |
| 7. DOWN   | ⬇ | 22. LEFT  | ↩ |
| 8. RIGHT  | ➡ | 23. RIGHT | ➡ |
| 9. UP     | ⬆ | 24. DOWN  | ⬇ |
| 10. RIGHT | ➡ | 25. DOWN  | ⬇ |
| 11. LEFT  | ↩ | 26. LEFT  | ↩ |
| 12. DOWN  | ⬇ |           |   |
| 13. DOWN  | ⬇ |           |   |
| 14. DOWN  | ⬇ |           |   |
| 15. LEFT  | ↩ |           |   |

## LEVEL 2.

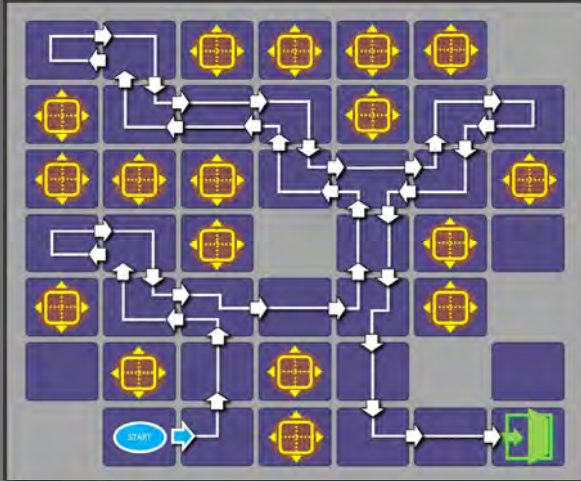


- |           |   |           |   |
|-----------|---|-----------|---|
| 1. UP     | ⬆ | 16. DOWN  | ⬇ |
| 2. RIGHT  | ➡ | 17. LEFT  | ↩ |
| 3. UP     | ⬆ | 18. DOWN  | ⬇ |
| 4. RIGHT  | ➡ | 19. RIGHT | ➡ |
| 5. UP     | ⬆ | 20. DOWN  | ⬇ |
| 6. RIGHT  | ➡ | 21. RIGHT | ➡ |
| 7. UP     | ⬆ | 22. LEFT  | ↩ |
| 8. LEFT   | ↩ | 23. LEFT  | ↩ |
| 9. UP     | ⬆ | 24. DOWN  | ⬇ |
| 10. DOWN  | ⬇ | 25. LEFT  | ↩ |
| 11. RIGHT | ➡ | 26. DOWN  | ⬇ |
| 12. RIGHT | ➡ | 27. DOWN  | ⬇ |
| 13. UP    | ⬆ | 28. RIGHT | ➡ |
| 14. RIGHT | ➡ | 29. RIGHT | ➡ |
| 15. UP    | ⬆ | 30. RIGHT | ➡ |



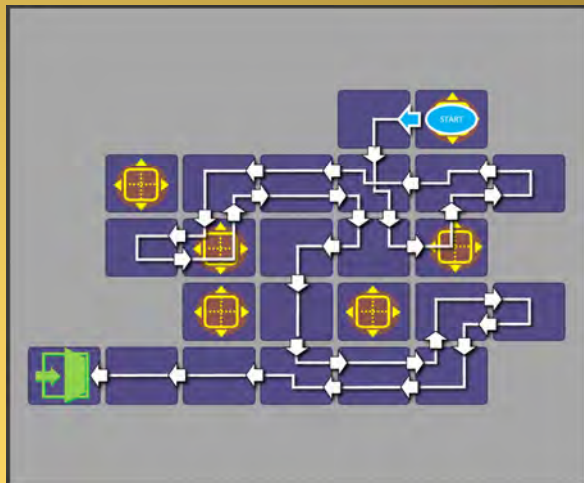
# Cyber Block Strikes Again

## LEVEL 3.



- |           |   |           |   |
|-----------|---|-----------|---|
| 1. RIGHT  | ➡ | 20. RIGHT | ➡ |
| 2. UP     | ⬆ | 21. DOWN  | ⬇ |
| 3. UP     | ⬆ | 22. RIGHT | ➡ |
| 4. LEFT   | ⬅ | 23. RIGHT | ➡ |
| 5. UP     | ⬆ | 24. DOWN  | ⬇ |
| 6. LEFT   | ⬅ | 25. RIGHT | ➡ |
| 7. RIGHT  | ➡ | 26. RIGHT | ➡ |
| 8. DOWN   | ⬇ | 27. UP    | ⬆ |
| 9. RIGHT  | ➡ | 28. RIGHT | ➡ |
| 10. RIGHT | ➡ | 29. LEFT  | ⬅ |
| 11. RIGHT | ➡ | 30. DOWN  | ⬇ |
| 12. UP    | ⬆ | 31. LEFT  | ⬅ |
| 13. UP    | ⬆ | 32. DOWN  | ⬇ |
| 14. LEFT  | ⬅ | 33. DOWN  | ⬇ |
| 15. UP    | ⬆ | 34. DOWN  | ⬇ |
| 16. LEFT  | ⬅ | 35. DOWN  | ⬇ |
| 17. LEFT  | ⬅ | 36. RIGHT | ➡ |
| 18. UP    | ⬆ | 37. RIGHT | ➡ |
| 19. LEFT  | ⬅ |           |   |

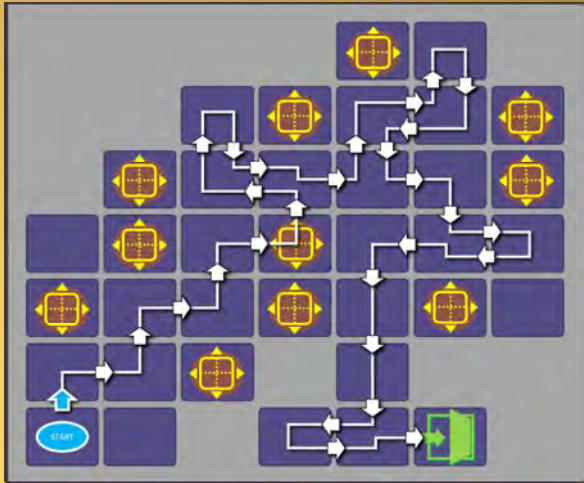
## LEVEL 1.



- |           |   |           |   |
|-----------|---|-----------|---|
| 1. LEFT   | ⬅ | 17. DOWN  | ⬇ |
| 2. DOWN   | ⬇ | 18. LEFT  | ⬅ |
| 3. DOWN   | ⬇ | 19. DOWN  | ⬇ |
| 4. RIGHT  | ➡ | 20. DOWN  | ⬇ |
| 5. UP     | ⬆ | 21. RIGHT | ➡ |
| 6. RIGHT  | ➡ | 22. RIGHT | ➡ |
| 7. LEFT   | ⬅ | 23. UP    | ⬆ |
| 8. LEFT   | ⬅ | 24. RIGHT | ➡ |
| 9. LEFT   | ⬅ | 25. LEFT  | ⬅ |
| 10. LEFT  | ⬅ | 26. DOWN  | ⬇ |
| 11. DOWN  | ⬇ | 27. LEFT  | ⬅ |
| 12. LEFT  | ⬅ | 28. LEFT  | ⬅ |
| 13. RIGHT | ➡ | 29. LEFT  | ⬅ |
| 14. UP    | ⬆ | 30. LEFT  | ⬅ |
| 15. RIGHT | ➡ | 31. LEFT  | ⬅ |
| 16. RIGHT | ➡ |           |   |

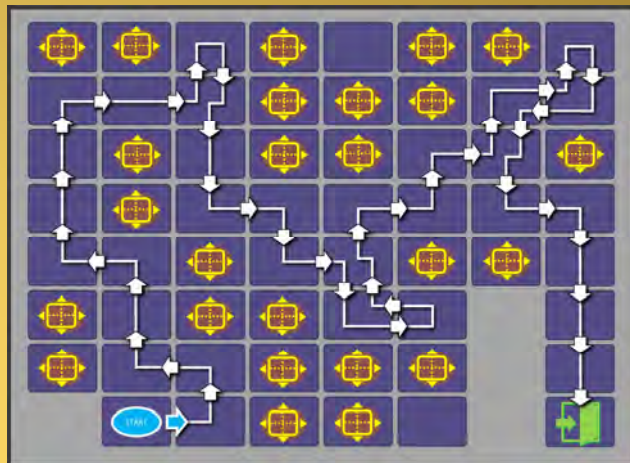
# Cyber Block Strikes Again

## LEVEL 2.



- |           |    |           |    |
|-----------|----|-----------|----|
| 1. UP     | ➡  | 16. DOWN  | ⬇️ |
| 2. RIGHT  | ➡  | 17. LEFT  | ⬅️ |
| 3. UP     | ➡  | 18. DOWN  | ⬇️ |
| 4. RIGHT  | ➡  | 19. RIGHT | ➡  |
| 5. UP     | ➡  | 20. DOWN  | ⬇️ |
| 6. RIGHT  | ➡  | 21. RIGHT | ➡  |
| 7. UP     | ➡  | 22. LEFT  | ⬅️ |
| 8. LEFT   | ⬅️ | 23. LEFT  | ⬅️ |
| 9. UP     | ➡  | 24. DOWN  | ⬇️ |
| 10. DOWN  | ⬇️ | 25. DOWN  | ⬇️ |
| 11. RIGHT | ➡  | 26. DOWN  | ⬇️ |
| 12. RIGHT | ➡  | 27. LEFT  | ⬅️ |
| 13. UP    | ➡  | 28. RIGHT | ➡  |
| 14. RIGHT | ➡  | 29. RIGHT | ➡  |
| 15. UP    | ➡  |           |    |

## LEVEL 3.



- |           |    |           |    |
|-----------|----|-----------|----|
| 1. RIGHT  | ➡  | 20. RIGHT | ➡  |
| 2. UP     | ➡  | 21. LEFT  | ⬅️ |
| 3. LEFT   | ⬅️ | 22. UP    | ⬆️ |
| 4. UP     | ➡  | 23. UP    | ⬆️ |
| 5. UP     | ➡  | 24. RIGHT | ➡  |
| 6. LEFT   | ⬅️ | 25. UP    | ⬆️ |
| 7. UP     | ➡  | 26. RIGHT | ➡  |
| 8. UP     | ➡  | 27. UP    | ⬆️ |
| 9. UP     | ➡  | 28. RIGHT | ➡  |
| 10. RIGHT | ➡  | 29. UP    | ⬆️ |
| 11. RIGHT | ➡  | 30. DOWN  | ⬇️ |
| 12. UP    | ➡  | 31. LEFT  | ⬅️ |
| 13. DOWN  | ⬇️ | 32. DOWN  | ⬇️ |
| 14. DOWN  | ⬇️ | 33. DOWN  | ⬇️ |
| 15. DOWN  | ⬇️ | 34. RIGHT | ➡  |
| 16. RIGHT | ➡  | 35. DOWN  | ⬇️ |
| 17. DOWN  | ⬇️ | 36. DOWN  | ⬇️ |
| 18. RIGHT | ➡  | 37. DOWN  | ⬇️ |
| 19. DOWN  | ⬇️ | 38. DOWN  | ⬇️ |



## Follow the Trail

Talk with Adela once you've fixed her computer, then go to the counter to interview Patricie. Ask her about the Rezidente, the crown jewels, and the alchemy workshop.

Leave the café, turn right, and go to the castle exhibition. Talk to Oskar and see if he maybe knows anything else about this mysterious Rezidente organization.



## The Encrypted Artifact

Now is a good time to take a closer look at the mysterious artifact on top of the crates in front of Oskar.

You'll need to decipher and solve it under Oskar's watchful eye.

Examine it closely and notice that the mechanism is divided into two different sections: an upper part on the top, and then four rotating segments around the sides.

Let's see — maybe we can crack this ancient code!

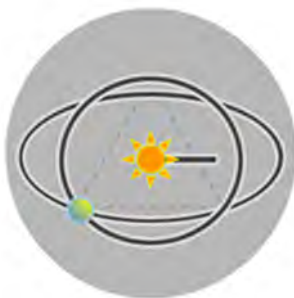
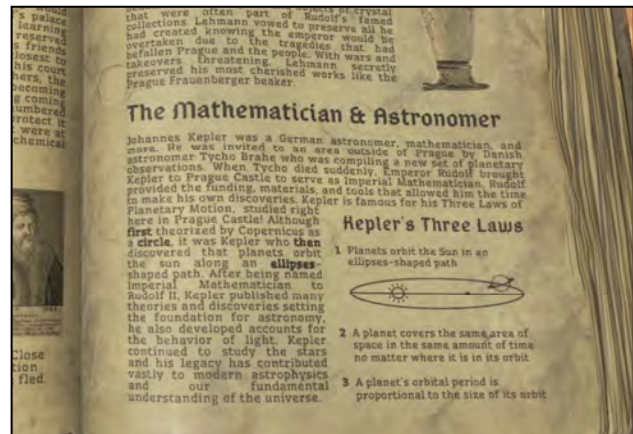


## Kepler's Law in Action

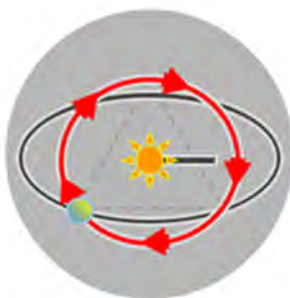
To unlock the four rotating segments, first tackle the mechanism on top of the artifact. While the body was created by King Rudolf's official crystal-carver Caspar Lehmann, the top was inspired by Kepler's Law, written by another member of Rudolf's court, Johannes Kepler.

Read the book in the Royalty of Prague section of the exhibit. In the paragraph on the bottom right, it says that Kepler discovered that planets orbit the sun in ellipses.

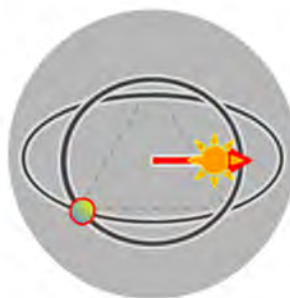
Also note the words in bold saying: **First circle, then ellipses** - giving the ultimate clue to the following solution:



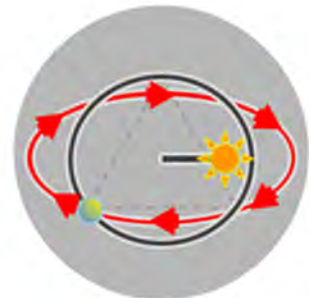
1. Move the planet...



2. ...around in a circle.



3. Move the sun.



4. Move the planet along the ellipses.

## The Crystal Poem

Solving the mechanism will unlock the four rotating segments on the sides of the artifact.

Remember the glass poem that hangs on the wall in Vladéna's store? Consult the verses to decrypt the second part of this ancient artifact.

See the poem to the right, or check the Information section in the Journal.

Search for my mark  
To unriddle the box  
Order the symbols  
Then brilliance unlocks  
Seek first the jeweled craft  
Of the father of Cain  
Follow the path of the creature iosis  
Along Golden lane  
Find the symbol of he  
Who bestowed honor of knight  
Then the winding stars find  
Whose omen strikes at midnight



# The Four Symbols

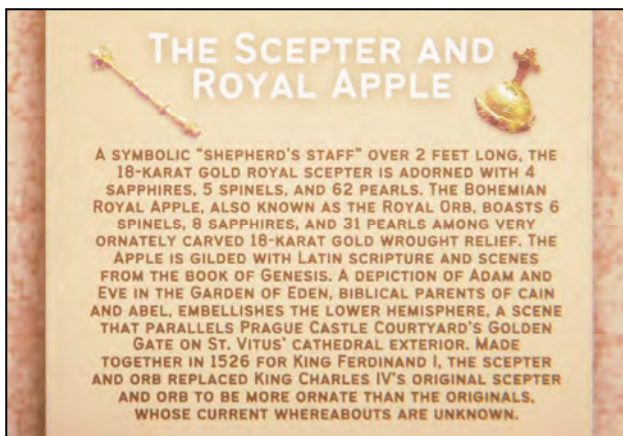
The first lines of the poem tell you to look for Rudolf's mark around Prague. Whenever you see an "R" sign, it will be next to a required symbol:

*Search for my mark to unriddle the box.  
Order the symbols then brilliance unlocks.*



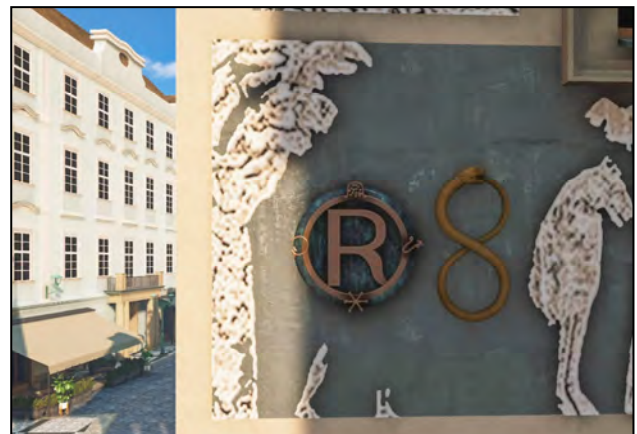
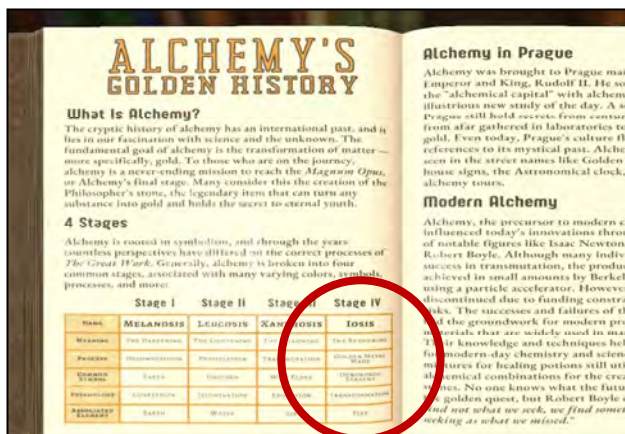
The poem references the mural of Adam and Eve above the Golden Gate on the Cathedral's exterior. Travel there to find the 'R' symbol. Note the delicate border.

*Seek first the jeweled craft of the father of Cain*



Next, the poem mentions the creature Iosis, which you can learn more about in the book *Alchemy's Golden History* from the café. The symbol — an ouroboros serpent — appears as a historic house sign in Old Town on Golden Lane near the West House. Notice that this 'R's' border has a theme with mystical symbols.

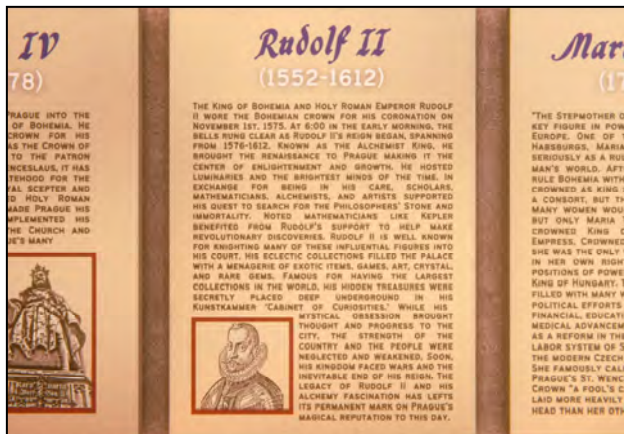
*Follow the path of the creature Iosis along Golden lane*





The next lines of the poem on the ruler who bestowed the honor of knights refer to Rudolf II, who was known for knightining several influential figures into his court.

You can read this on the plaque in the Exhibition Hall. The symbol you are looking for, Rudolf's Coat of Arms, can be found under the foot of his puppet at Radek's marionette theater. This 'R' has a floral theme around its border.



The essential clue to deciphering the last section of the poem appears in the book "History, Legends, and Lore of Prague" on the history shelf of the café and tells the legend of the astronomical clock.

The associated R symbol is located to the right of the real astronomical clock in Old Town and shows a skeleton (the so-called 'Clacker') holding an hourglass in its hand. This final 'R' has a planetary-themed border.



With this last symbol, you have all of the information you need and can return to the artifact.



## Precious Little Gems

Align the symbols in the following order (see also the image to the right) by rotating the four segments of the artifact to the left and right:

1. Royal Apple
2. Ouroboros Serpent
3. Rudolf II's Coat of Arms
4. Skeleton

Then press the C symbol, representing the creator Caspar Lehmann, on the bottom to finally open the artifact and reveal the contents within. Notice the mark on the green gem. For now, the reward must wait.

As he tends to be dismissive of your skills, Oskar is surprised that you managed to open it. He explains that the artifact was found in the castle complex's underground tunnel system and dates back to the 9th and 10th centuries. He plans to examine it privately and enter it into DEGAS.

## What Does Marek Know?

Go back to Aparát and talk to Marek. He seems to know a bit more about the Rezidente than the others you've talked to.

Ask him about the role of alchemy in Prague's rich and long history. Marek will then draw your attention to the old case on the windowsill.





## The Old Trunk

Take a closer look at the wooden box by the window. Examine the left side and push the secret button that is located there. Then, push the hidden button on the right side of the box.

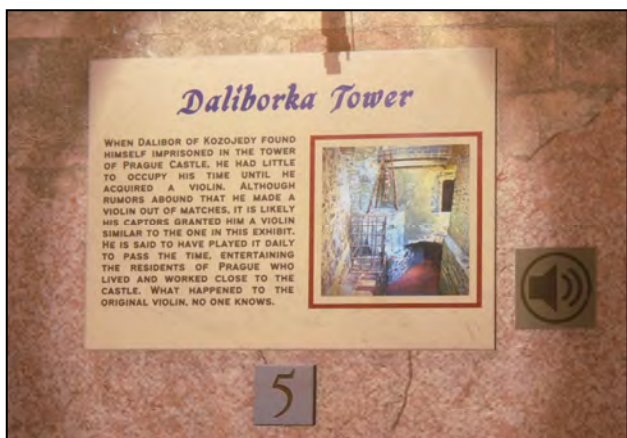
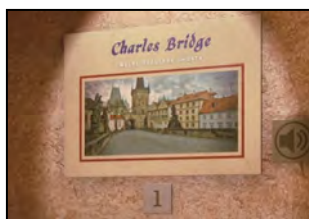


This will bring out eight pins on the front of the box. Push these in the correct order (see picture below). The crate will open and you can take out the marionette inside. Beneath it, you'll find a symbol. Do you recognize it? It's the same as the symbol on the green gem in the artifact in the Exhibition Hall!

Unfortunately, you won't be able to borrow that gem while Oskar is standing right there. There was a sign advertising a haunted tour in the Exhibition Hall at night. With Oskar absent, perhaps you can access the artifact unseen...







## A Very Haunted Tour

Go back to the castle courtyard and enter the Exhibit Hall again. Start the haunted tour that is advertised on the a-frame sign in the foyer outside the exhibit door.

The room will darken and fog will roll in. Next to each of the paintings by the stairs previously blocked off by velvet ropes, you'll find a small speaker symbol.

Activate these symbols in the numbered order and listen to the narrator tell the story behind each picture. The numbers can be found below the paintings:

1. Charles Bridge
2. Mad Barber
3. The House of Rosenberg
4. Dalibor of Kozojedy
5. Daliborka Tower

## An Opportune Moment

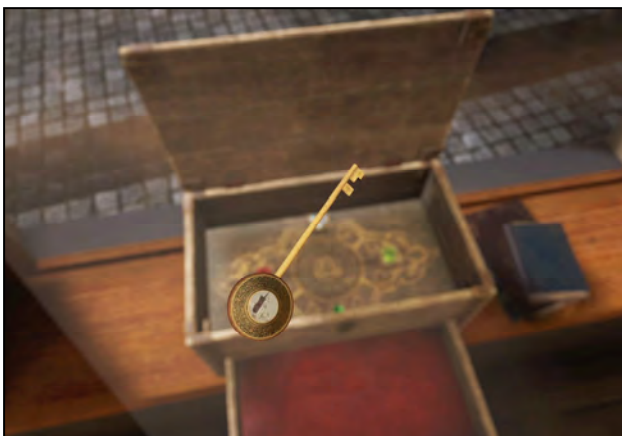
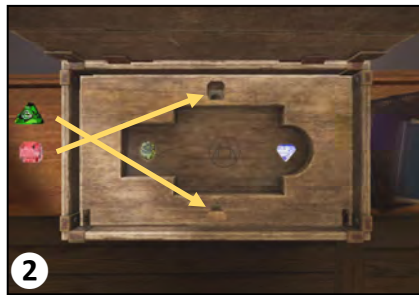
Before you finish the tour, you ought to "borrow" those jewels while Oskar is not around.

Open the ancient artifact once more and take the gems out. No worries, it's for a good cause and you intend to bring them back later. Exit the tour by clicking on the sign again, then return to Marek's workshop.



## Rotating the Stones

Place the gems from the ancient artifact into the corresponding slots in the old trunk. Align the gems with the correct shapes by moving them into the center and rotating them, then press the button in the center of the box to slide them into their positions. This will open a secret drawer containing a small key with a carved design that you can pick up. Where have you seen that before?





## Prague Upside Down

The key from the old trunk fits the bottom of the snowglobe that Patricie gave you! Use the small key to turn the diorama inside the globe upside down and detach the base of the snowglobe to reveal a strange apparatus inside. Notice the new landscape and writing on the bottom: **"the floods below hide secrets lost."** The police mentioned flooding... in the tunnels. And that architecture looks familiar, too. Use these clues to find where the base of the snowglobe fits.



## Back Into the Depths

Return to the castle courtyard and enter the underground tunnels again via the ramp you last used to leave them. Walk through the corridors until you find a mural on the wall that matches the design inside the snowglobe.





## Shine a Light

Once you've reached the mural, look down at the wall and examine the wooden beam more closely. You'll notice a strange slot on the right side. Use the snow-globe to reveal the mural's secret.



Drag the pieces onto the pegs to refract the light beam across every section of the mural. You can right-click the pieces to rotate them. Once the entirety of the mural is lit up, a door will open to the right.







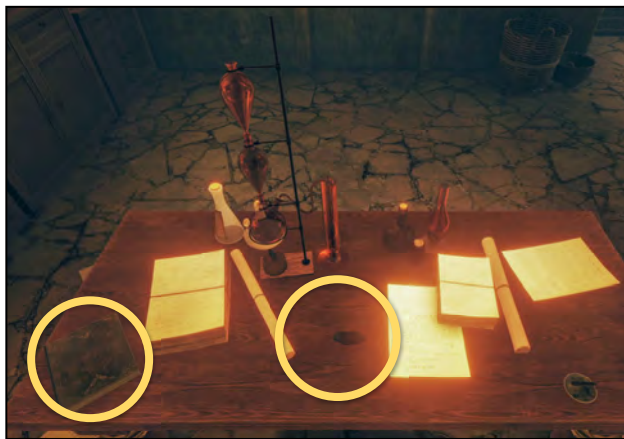
## The Secret Laboratory

You will find an alchemy workshop behind the door. Walk around the table in front of you and pick up the black stone lying in the center.

Something is inside, and the clues around suggest that alchemy is needed to reveal it.

Open the book on your left. Inside, you'll see a circular set of symbols and a loose semitransparent page.

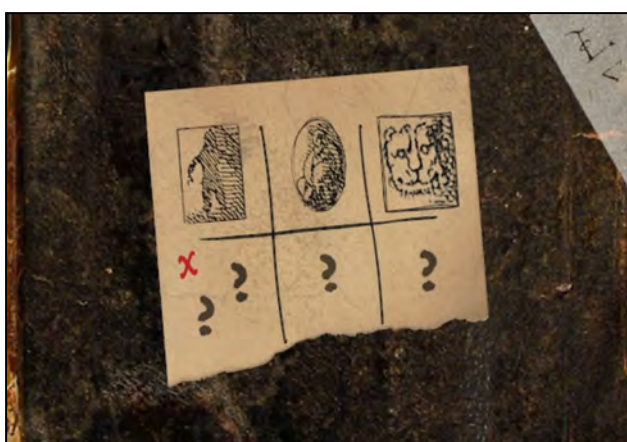
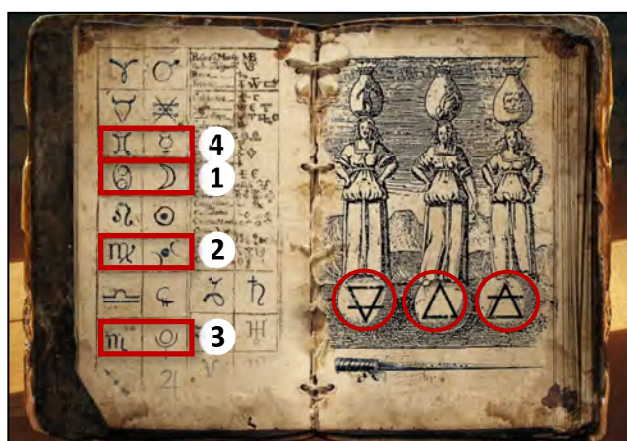
Drag the loose page to the right so that it aligns with the circle on the right, then right click until it snaps into place and the book zooms in.



On the left, a small torn slip has been uncovered. Use the rest of the material in this book to fill it in. Turn the page and see the three figures on the right page, with three triangular symbols beneath them. If you translate them with an alchemy chart, notice they symbolize earth, fire, and air. Use the pots on their heads to match each symbol to its corresponding slot on the torn slip.







## Recipe for Disaster

To fill in the lower part of the torn slip, take a closer look at the rotated paper. You can see a red line starting from an X, marking four points.

Compare the symbols at the four points in the inner ring with the matching symbols on the next page to find the corresponding symbols for the outer ring. The four symbols on the outer ring that the line's ends and corners point to are used to fill in the lower section of the chart.

Now you can solve the recipe puzzle on the left-hand side: Replace the four question marks with the four symbols of the outer ring.

## A Kind of Magic

Walk over to the other table next to the fireplace. When you click on the table for the first time, Nancy will automatically put the black stone into the dome.

Each of the stations on the table, the mortar and pestle, burner, and dome, are marked with the triangular symbols from the torn slip.

-  1. Mortar & Pestle
-  2. Burner
-  3. Dome



# Attempting Alchemy

To use alchemy to transform the black stone, the right ingredients from the recipe must be added in the correct order using the proper processes.



1. Drag the turquoise test tube with the moon symbol to the alchemy vessel.



2. Add the orange test tube contents to the same dish.



3. Pull the mixture into the mortar with the triangular earth symbol on the left and grind it with the pestle until it becomes a powder.



4. Move the powder back to the center and continue the rest of the recipe.





- Place ingredients from the orange and green test tube next to the white powder.



- Heat the ingredients on the burner with the triangular fire symbol on the right until white smoke appears and the center fills with green liquid.



- Fill the rest of the alchemy vessel with the red-brown ingredients from the test tube in the top row second to the left.



- Finally, add the completed alchemical mixture to the black stone in the glass dome with the triangular air symbol and watch it transform.





## Cabinet Capers

Once the black stone is transformed, pick it up. There are three strange symbols on it, which can optionally be translated using the alchemy chart on the wall.

See an elaborate cabinet on the wall near the alchemy table. This curious cabinet looks familiar — like the famous *Kunstkammer* cabinet in Rudolf II's exhibit. It's locked, but the symbols on the metal slab might have something to do with it.

From inside out, the lock of the *Kunstkammer* cabinet is composed of three rings:

❶, ❷, and ❸.

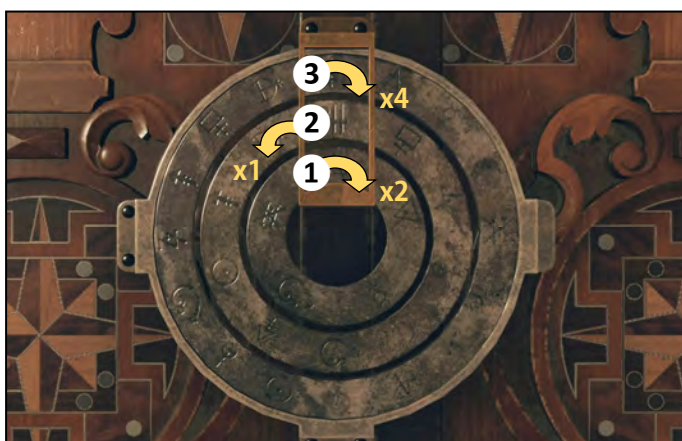
Drag ring ❶, the most inner one, clockwise two times.

Turn the middle ring ❷ counter clockwise one time.

Finally, turn the outer ring ❸ clockwise four times.

The cabinet will open. Uncover the coin that is laying amongst the gems in the compartment in the lower left corner.

Open the drawer in the upper middle and take out the alchemist's journal.



## The Way Out

Leave the lab. Unfortunately, you can't leave the tunnels the same way you came in as the entrance gate has been locked — it seems that you're not alone anymore. You'll need to find another way out. Follow the route marked on the map below.



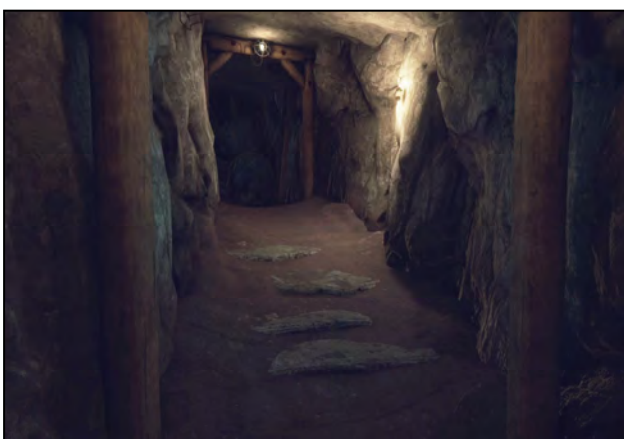


## Run, Nancy, Run!

Once you pass the gate at the end of the brick tunnels, you'll enter a new underground area that is much older.

As soon as you enter this dark cave system, the mysterious monster is on your heels again – so hurry! Flee the tunnels as fast as you can by following the marked path on the map on the previous page.

At the end of the path, turn right and find the ladder against the wall in the dark next to you. Climb up the ladder to escape your shadowy stalker for a second time.





## A Journal for Adela

Once you are out in the open again, you will receive an incoming call from Adela. Inform her about the journal you've found. She promises to help you translate it tomorrow morning.



After you hang up, she'll send another message asking you to leave the journal at the counter in the café, as she won't be able to meet you at a reasonable hour. Reply to Adela's message and share your latest findings with Ned via text.

Then, go to the Hungerkünstler Café. Place the alchemist's journal on the counter by walking around it and leaving it on the cash register.



## Desperately Seeking Leo

Once you've placed the journal, send Patricie a text message to let her know that you've left something for Adela.

After your errand, check in with the police again. Unfortunately, according to their information, the Dean has boarded a flight to Rome, so there's nothing they can do. Looks like you're on your own.



Go talk to Radek again, who is still standing in front of his trailer enjoying the evening. Ask him about Rezidente to wrap up your long day.





## Diversionary Tactics

Begin the next morning again in the castle courtyard. Go to the Hungerkünstler Café and convince Patricie to do you a favor by distracting Adela for a moment. She will agree easily, as it's only fair — she's already done the same for Adela.



Walk over to Adela's usual table near the window. Adela will join you once you sit down. Patricie arrives to ask Adela to help her out for a moment, as promised. This will buy you some time to carefully search Adela's bag without her noticing. A detective has to do what a detective has to do — so don't get caught!



## Cracking the Code

Take out the newspaper on top of the bag. Under the scarf, you will find a curious metal case.

Turn it around and open the lid. Move the letters in each line to the left or right until you have entered the three correct words:

**JEWEL – SPIRE – CLOCK**

## Noblesse Oblige

Inside, find Adela's heirloom necklace that had its gems replaced, as well as an un-filled and un-sent insurance document. It seems her necklace is uninsured after all.

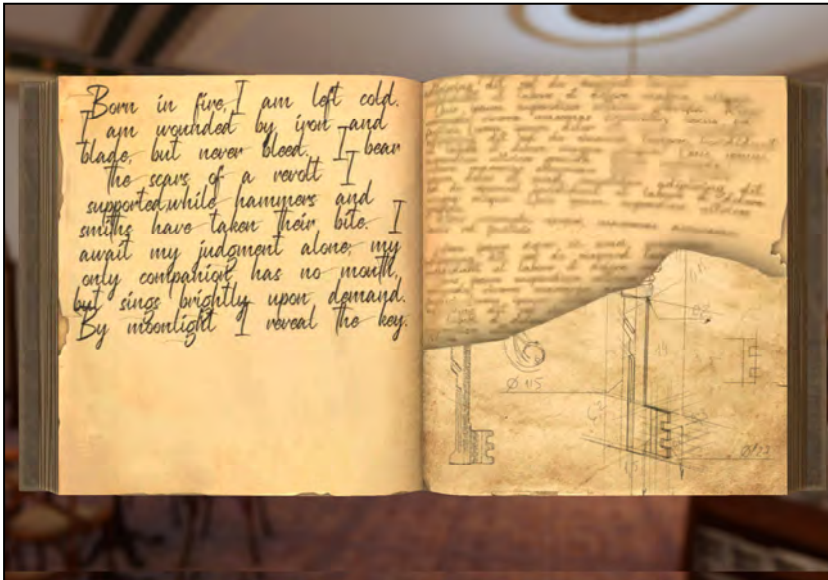
Once you put the case back into the bag, Adela will return to the table without suspecting a thing. Talk to her to learn more about the insurance of the necklace, its history, and find out valuable information about Adela's family and her private background.

She will also give you the translations from the alchemist's journal, which consist of three riddles.

You can read these riddles by inspecting the alchemist's journal in your inventory and flipping through the translated pages, or by opening the clues tab of Nancy's personal journal.

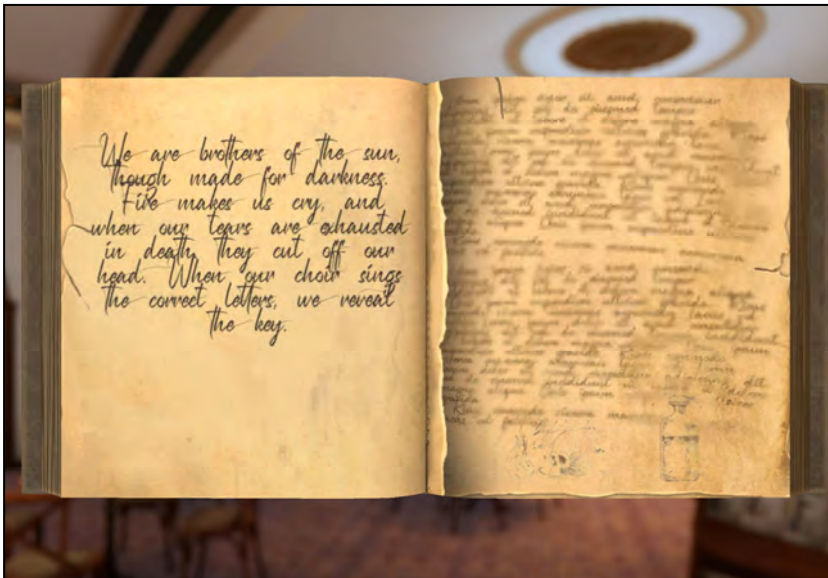






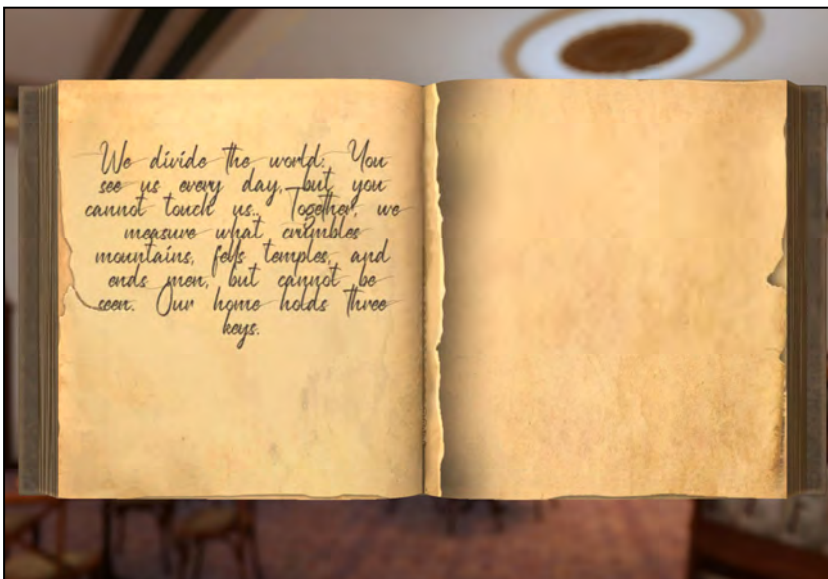
## RIDDLE #01

Born in fire, I am left cold.  
I am wounded by iron and  
blade, but never bleed. I bear  
the scars of a revolt I  
supported, while hammers  
and smiths have taken their bite.  
I await my judgement alone; my  
only companion has no mouth,  
but sings brightly upon demand.  
By moonlight I reveal the key.



## RIDDLE #02

We are brothers of the sun,  
though made for darkness.  
Fire makes us cry, and  
when our tears are exhausted  
in death they cut off our  
head. When our choir sings  
the correct letters, we reveal  
the key.



## RIDDLE #03

We divide the world. You  
see us every day, but you  
cannot touch us. Together,  
we measure what crumbles  
mountains, fells temples, and  
ends men, but cannot be  
seen. Our home holds three  
keys.



## The Legends of Prague

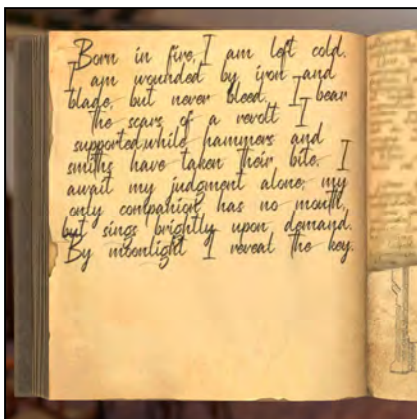
After your informative conversation with Adela, check in with Agent Zane about the current state of the investigation. If you haven't already, read the book in the History section of the Hungerkünstler Café, "History, Legends, and Lore of Prague."



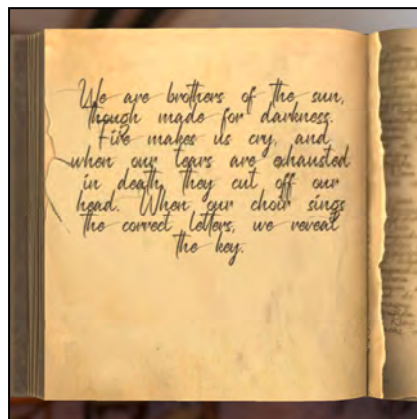
Talk to Patrice at the counter. Ask her about Leo, and the quite unsettling armored knight that's been following you. After that, you can request some advice on the journal's three riddles. Patrice will also point you to the flyers on the rack, where you can read more about some of the famous legends of Prague.

## Patrice's Hints

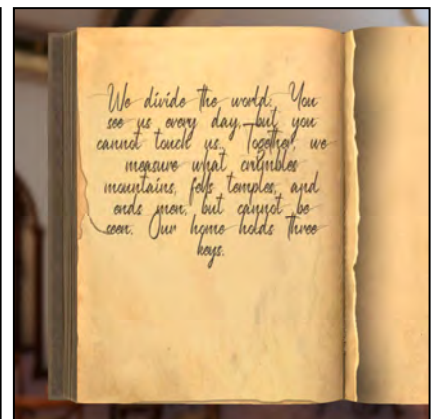
Patrice will give you some crucial clues about what to look for in each of the three riddles.



The first poem describes the armor of a knight, whose steel was hardened in the fire of a forge.



The second poem is about candles, whose wax drips down the shaft like tears as they burn.



The third poem refers to the ancient astronomical clock model, depicting the course of celestial bodies and measuring time, eternally ticking away.



# Phone a Friend

Based on the hints in the third poem, you'll need to know more about the astronomical clock. Open your messenger and send a text message to Ned asking for help. He'll send you some valuable hints.

**Important Astronomical Clock Components:**



**Bohemian Dial:**  
A 24 hour dial that starts at sunset (NOT midnight!) & tells you when the sun will rise and set.

**German Dial:**  
Two cycles of twelve hours with cycles starting at Midday and Midnight (like how we usually tell time).

**Zodiac Ring:**  
Tells what time of year it is based on where the sun is on the clock!

1

This clock actually has four different methods of telling time. There's Babylonian time, Sidereal time, German time and Bohemian time. We are gonna focus just on German and Bohemian time, since those are all you need figure out this clock. The golden hand is super important because indicates the hour. German time is also most similar to how we tell time today. That zodiac ring is to tell what time of YEAR it is using the position of the sun symbol on the dial below the hand! Isn't that so cool?

Woah! I had no idea that this clock was so complex. Does Bohemian time use different numerals?

**How to tell TIME:**



Bohemian time relates to when the sun rises and sets. Here, sun would first be starting to rise at 8, and the 24 (using gilt gothic Arabic numerals!) is when the sun has completely set.

$Q = 4$        $a = 7$

This darker section of the clock represents nighttime, or whenever the sun is down! That's why the 24 isn't where it usually is!

only numerals that are different!

2

Only some are different. The rest of the numbers use the same numerals we use, or at least look similar enough. The Bohemian dial shows when the sun rises and sets. Since the 24 is at where the sun is set, we can tell how many hours are until sunset by doing simple math - If the Golden Hand is pointing towards the 10, and we subtract that by 24, that means there are 14 hours of daylight left.

So what am I supposed to do with the Zodiac symbols? I haven't had to use those since my case in England.

**Astrology signs:**

♈ - Aquarius 1/20 - 2/18	♌ - Leo 7/23 - 8/22
♉ - Pisces 2/19 - 3/20	♍ - Virgo 8/23 - 9/22
♊ - Aries 3/21 - 4/19	♎ - Libra 9/23 - 10/22
♋ - Taurus 4/20 - 5/20	♏ - Scorpio 10/23 - 11/21
♊ - Gemini 5/21 - 6/20	♐ - Sagittarius 11/22 - 12/21
♋ - Cancer 6/21 - 7/22	♑ - Capricorn 12/22 - 1/19

**Roman Numerals:**

I - one	VII - seven
II - two	VIII - eight
III - three	IX - nine
IV - four	X - ten
V - five	XI - eleven
VI - six	XII - twelve

3

Already got it covered! It's important to note the dates that the zodiac periods begin and end. Most people just associate each zodiac symbol with one month, but they actually have to do with how the stars move, which is slightly off from our 12 month calendar year. I also included roman numerals for ya in case you forgot... but you never forget anything, right? :)

Haha. Where are you going with this?

**So What Time Is It?**



- The golden hand is pointing to half past the II (2) on the German dial, which makes it about 2:30pm.
- The golden hand is ALSO pointing almost towards the 19 on the Bohemian dial, which means that there are about 5 hours left (24-19) until the sun sets at around 7:30pm.
- The Zodiac ring is just barely past the start of Gemini (which starts on May 21st), so that makes it May 22nd.
- It is 2:30pm on May 22nd.

check opposite side of the GD if numbers are covered by the zodiac ring

4

Now the picture I've been using for my example has been showing the time for 2:30pm on May 22nd. Do you know why I picked that date and time?

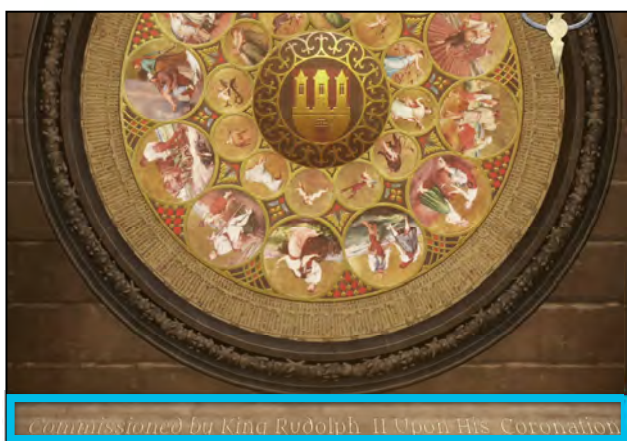
Well of course I do! That's when we went out for our first date. You picked me up and we went to grab some ice cream from Scoop! How could I forget my favorite day? :)



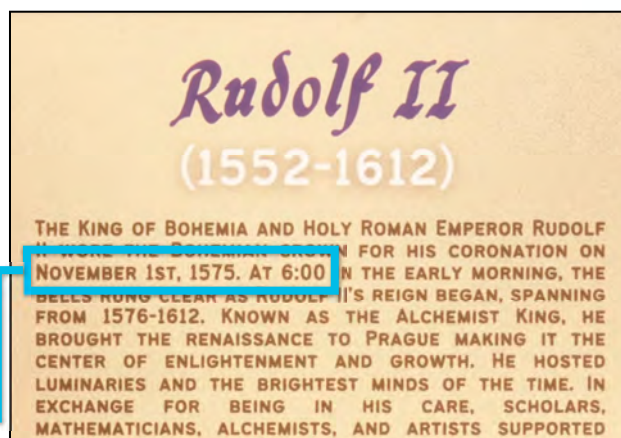
# Unlocking the Clock

Now with a better understanding of the astronomical clock, go investigate the model in the wall niche across from Patricie's counter in the café. First, notice the two closed doors near the top of the clock. Then, take a closer look at the base of the clock model. You will see an inscription there that reads:

*Commissioned by King Rudolph II Upon His Coronation*

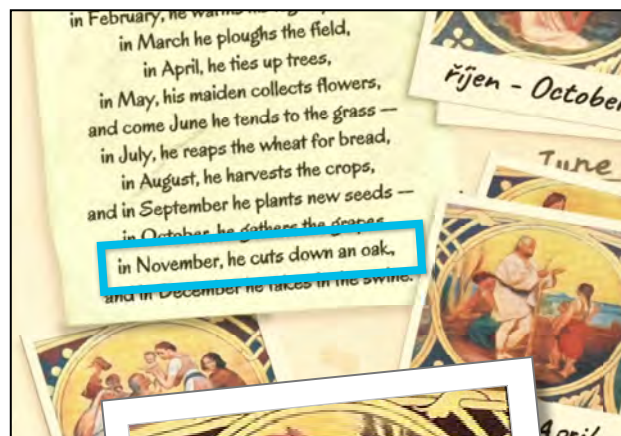


Commissioned by King Rudolph II Upon His Coronation



To reveal what the clock model is hiding, wind both parts of the clock to match Rudolf II's coronation date and time almost 550 years ago. The bottom part of the clock, the kalendarium, shows circular paintings representing the twelve months of the year and 365 feast days in very tiny letters on the outer wheel. Turn the wheel so the correct month is set at the 12 o'clock position at its upper end, and the large fork points to the correct day.

The meanings of the paintings representing the months on the clock are rather unclear. If you haven't read Patricie's recipe book back to front, head over to it on the café counter by the cash register to read it. Flip to the *Coffee of the Month* page at the back to find information on the clock's illustrations and a corresponding verse. Use the verse to find the correct image for the penultimate month of the year.



listopad - November

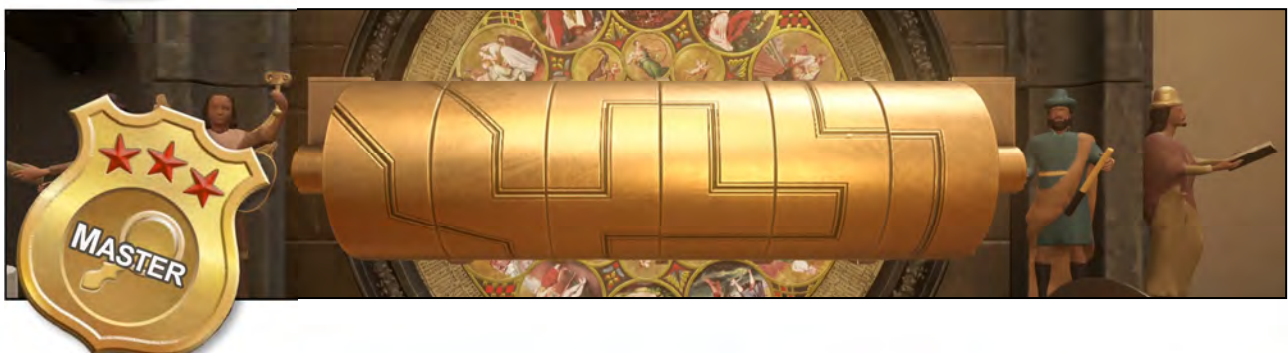


## To Cut Down an Oak

Adjust the wheel by clicking the four figures beside the kalendarium until the small hand points at the picture representing the month of **November** and the large fork points at the number 1. While there are several ways to achieve this, the quickest way is shown below.



This will unlock a golden cylindrical device from the center of the kalendarium. You now need to turn the six sections of the cylinder until the lines match up. If you're an Amateur sleuth, pay special attention to the grooves on the rings. Once solved, the first closed door at the top of the clock will open to reveal a keyhole. Time for the next one!





## For Whom the Bell Tolls

Now it gets a little more tricky. In order to open the second door, you have to set both the correct date and time of Rudolf II's coronation. The notes that Ned gave you about the clock will help you with the solution. The second door at the top of the clock will open to reveal another key hole.



① The German dial must be set to 6:00 am. It's important to note, that the Roman numeral for 6 is *VI*.

② The Zodiac dial needs to be set where the hand points to the 1<sup>st</sup> third of Scorpio to indicate the 1<sup>st</sup> of Nov.

<b>German Dial:</b> Two cycles of twelve hours with cycles starting at Midday and Midnight (like how we usually tell time).		
Sagittarius 11/22 - 12/21	V - five	XI - eleven
Capricorn 12/22 - 1/19	<b>VI - six</b>	XII - twelve

9	9/23 - 10/22
10	<b>♏ - Scorpio</b> 10/23 - 11/21
	♐ Sagittarius





## The First Schematic

The clock face itself will also open up to reveal another secret compartment. Take out the key within and inspect the upper part of the clock model with the angel figure and cuckoo bird.

Turn the key in both locks to open another secret drawer in the foot of the clock model.

Pick up the schematics hidden inside. Congratulations — you have successfully snatched all three from time's merciless clutches!



## Knight of the Moon

With that riddle solved, move on to riddle #01. Leave the café, cross the castle square and enter the exhibition hall again. You'll be investigating another legend of Prague, the Knight of Dalibor's armor "born in fire."

"By moonlight, I reveal the key..."  
Take another haunted tour by clicking on the sign next to the entrance door of the exhibit to investigate the armor at night.

Step up to the knight's armor and inspect it closely. Dare to touch it — you're pretty sure it's unoccupied this time.



## The Second Blueprint

Watch carefully, and you'll see a white ray of moonlight passing over the armor. Adjust the individual parts of the armor so that the beam of light runs uninterrupted from one arm to the other.

The order in which you move the parts doesn't matter; you will move each part either once or twice, as shown in the picture to the right. When the armor is positioned correctly, a new part to adjust appears on the helmet.

Open the helmet by clicking it and take the schematic fragment from inside.



## Thirteen Candles

With the first poem completed, exit the haunted tour and go upstairs towards Leo's office. Stop in the small corridor in front of the office and turn towards the table to the right with the candles. "Fire makes us cry."

There is a symbol to the left of the candles. Look familiar? The same mark can be found on the old coin you picked up in the alchemy workshop. Use the alchemy chart you have to interpret the symbol on the coin.

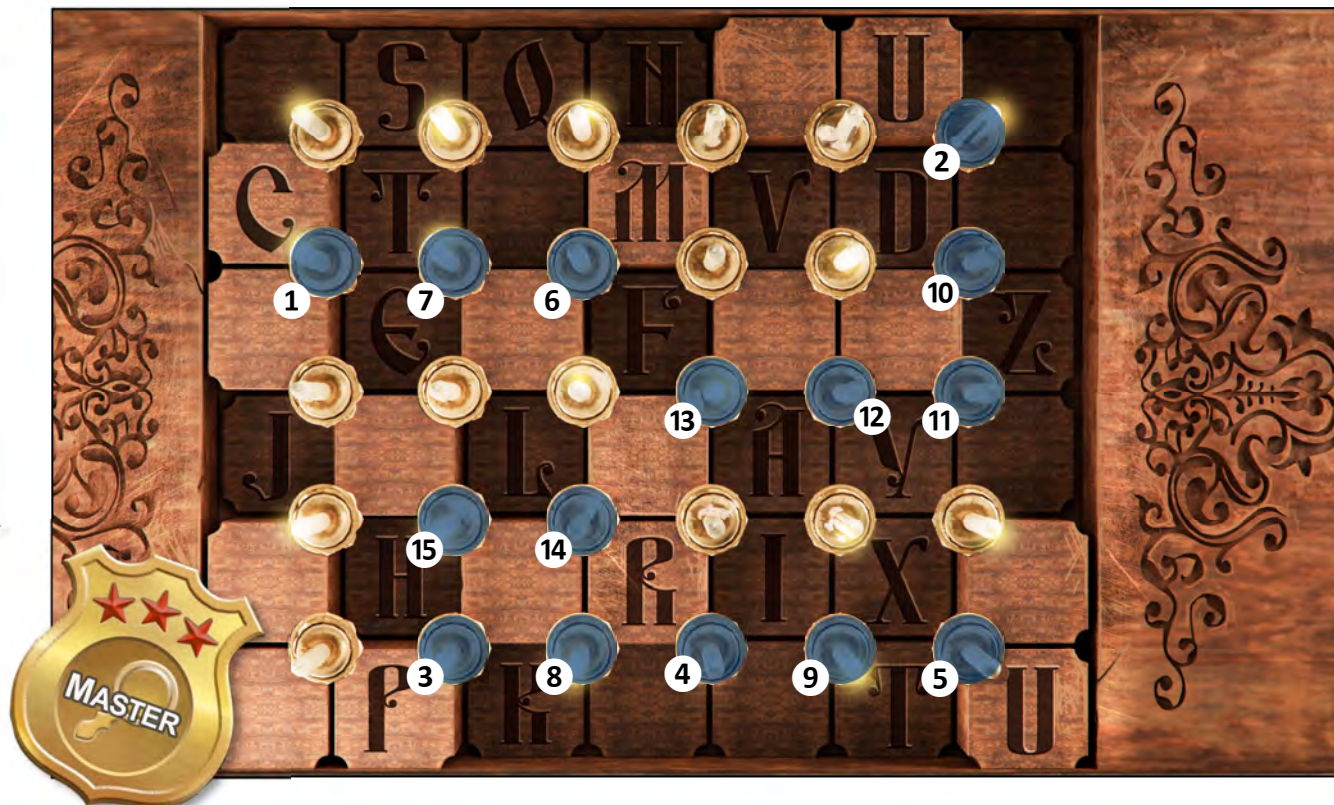
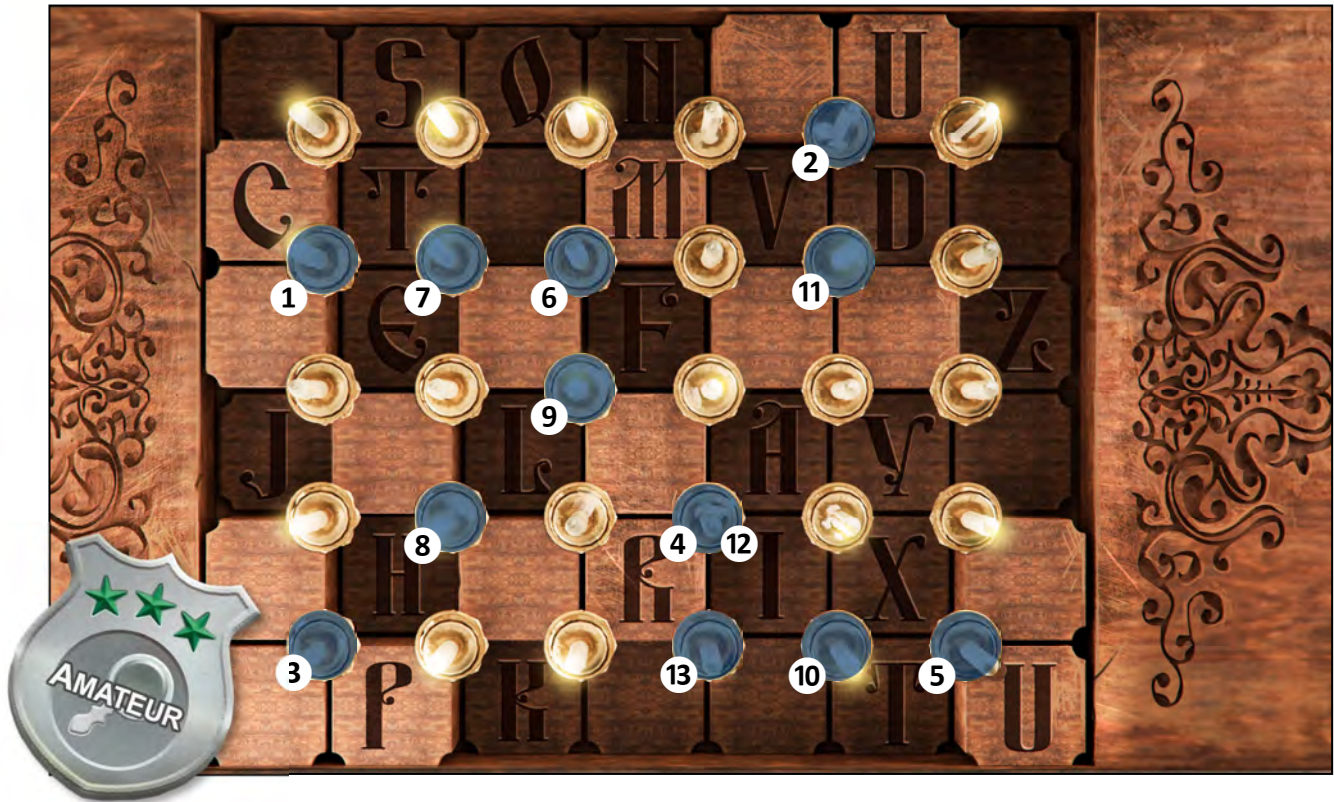
Drop the coin into the designated slot on the table.



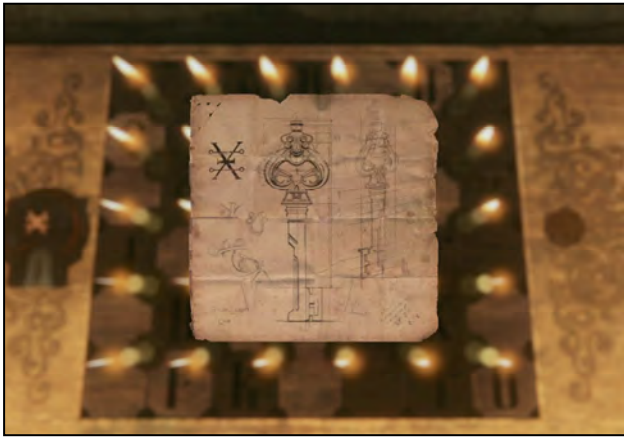


## Veni, Vidi, Vici

The letters on the table appear to be liturgical Latin. The *Faith Weekly* publication in Leo's office will tell you the Latin spelling of copper, the symbol on the old coin — CUPRUM. The riddle says, "When our choir sings the correct letters, we reveal the key." Select the candles on the table as shown below until only the correct letters are lit up.







## The Final Key

Take the final key schematic from the drawer that opens once you have successfully opened the case.

Well done, the mystery of the three poems from the alchemist's journal is no match for this teen detective!



## Out of the Fog

Leave the building. As soon as you find yourself back in the castle courtyard, you have the uneasy feeling of being followed. And where did all the ominous fog suddenly come from?

Write a text message to Ned. During your conversation, you'll get an idea of how to track down your mysterious pursuer.



## A Different Kind of Key

Head towards the café, but instead of turning left towards the entrance, turn right and walk to the end of the road towards the outdoor seating area.

Turn right again to find yourself in front of a gate leading to an alley. Inspect the crates stacked to your left and pick up the screwdriver on top of the boxes. This should suffice for getting some leverage.

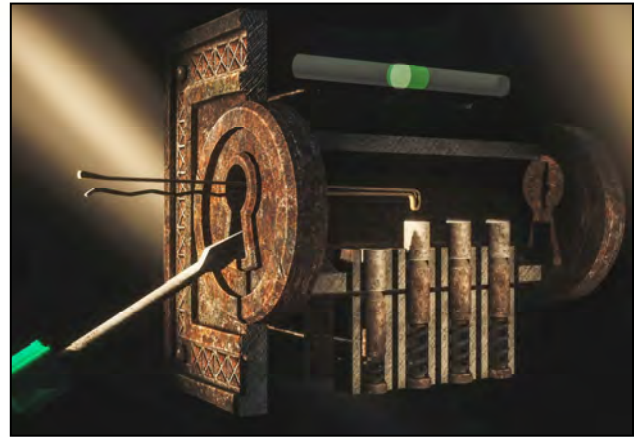




## Lock Picker

Use the screwdriver to pick the lock on the gate by depressing the cylinders four times in a row at the right moment.

There is a white marker sliding back and forth above the lock. Click when the marker is inside the green area to depress each cylinder. If you miss a cylinder, you will have to go one step back and repeat it.



## Preparing the Trap

Now to lay a trap for whatever is following you. If your phone has been compromised, use it as bait.

Enter the alleyway and turn left. Take the hammer lying on the table in the corner.

Turn around toward the pile of cardboard boxes on the opposite side of the courtyard. Go and pick up the cardboard boxes — they will form the centerpiece of your trap and provide a great distraction. Good thing you can carry all of those!

To start setting up your trap, carefully climb up the two ramps at the far side of the alley to the top of the scaffolding. Good detectives aren't afraid of heights, right?

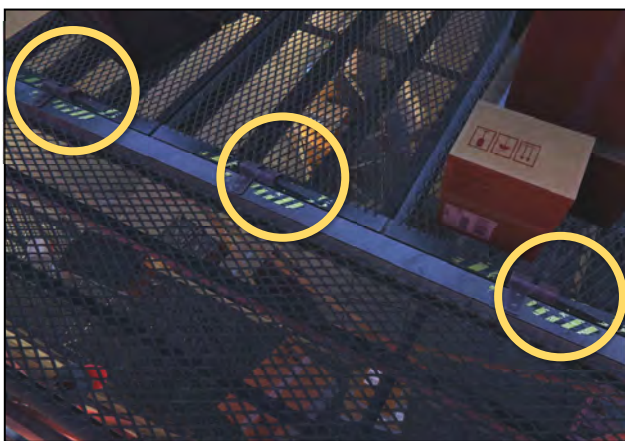






## The Iron Stalker

Now at the top of the scaffolding, place the crates you collected in the designated spaces. Carefully standing on the side grate, use the hammer you picked up to unlock each of the three latches as shown in the second image.



Be careful — if you unlock the center latch and move to the central grate, you'll fall into your own trap!

Once you're done, turn to the left and place your phone on the highlighted spot on one of the boxes. Now to wait for the dreadful knight.



Once you've sprung your trap on the knight, unmask the figure to reveal their shocking identity. Talk to your pursuers to finally solve the mystery about the Rezidente.

You will receive a pin to prove the loyalty of your new allies in the fight against Loutkáři.

After a revealing conversation with the Rezidente group, make your way back to Aparát.





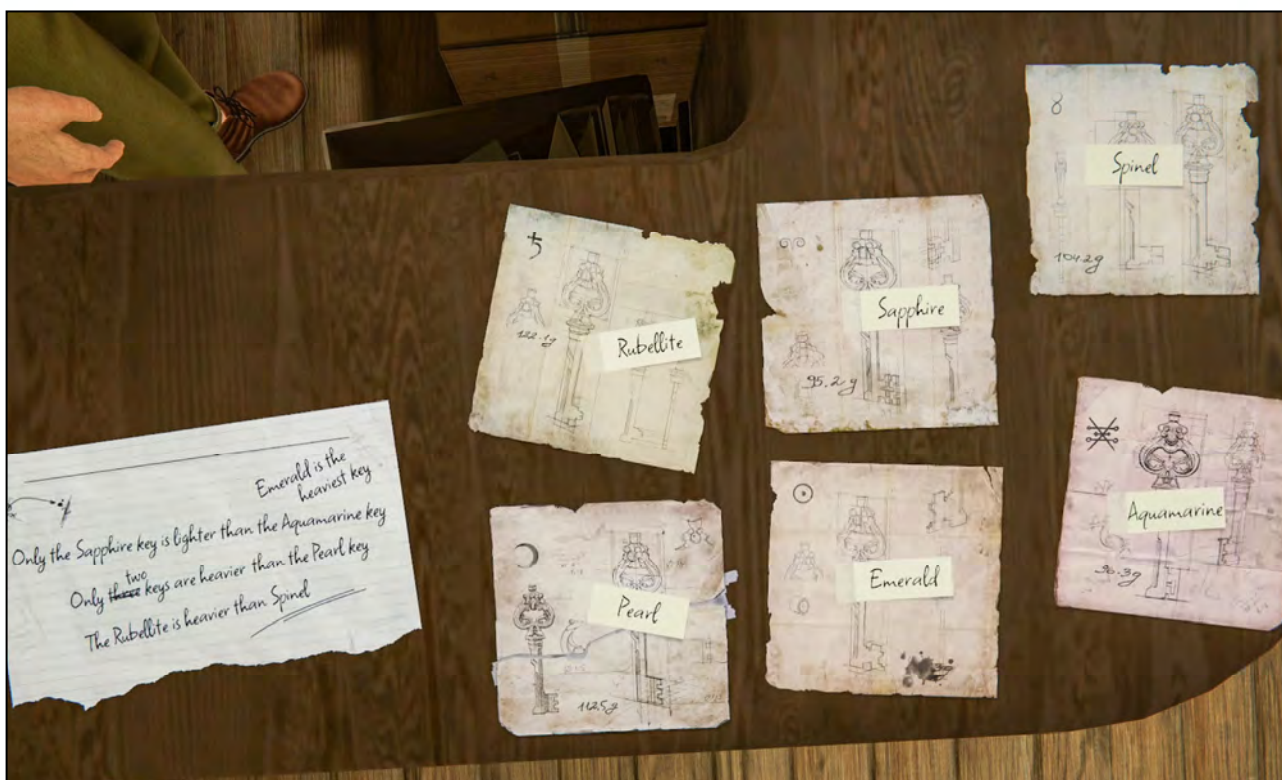
## Seven Keys for Loutkáři

Radek and Marek will be waiting for you in Marek's shop once you arrive at Aparát in Old Town.

Loutkáři can't track you anymore after you take the SIM card out of your phone. Time to set another trap and give them a taste of their own medicine.



Radek and Marek agree to help you make the seven keys to deceive Loutkáři and put a stop to their plans. Match the six material labels to the respective key schematics as shown below, using the hints on the page to the left. Marek will then craft the keys using the schematics and help prepare a drop bag for you.



Emerald is the heaviest key.  
Only the Sapphire key is lighter than the Aquamarine key.  
Only ~~these~~ two keys are heavier than the Pearl key.  
The Rubellite is heavier than Spinel.

## Tracking the Troublemaker

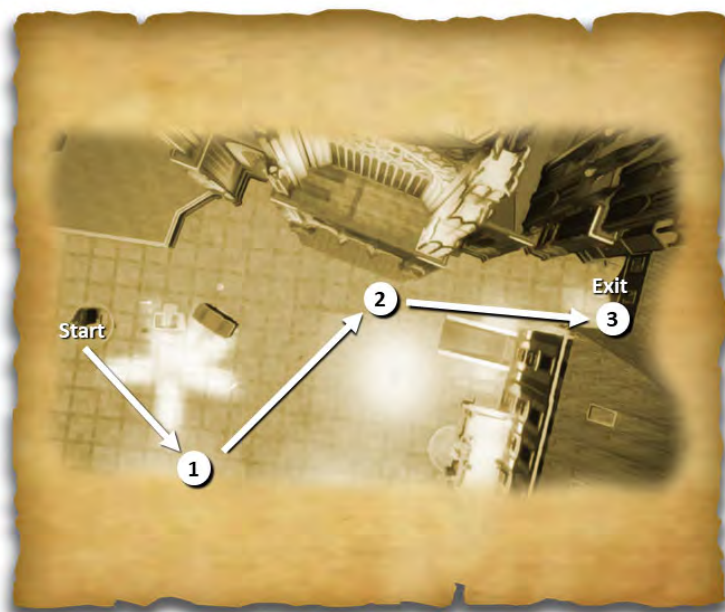
Read Marek's note about the keys, and find that the drop point is at the St. George statue. Use your map to locate this area. Go to the courtyard and place the bag with the crafted keys and tracker next to the statue (see picture).

Return to Aparát and speak to Marek again. Once the keys are on the move, he'll provide you with a transmitter to track down the culprit. Now the hunt can start!



## The Hunt is On

Using the audio cues from the receiver, follow the route shown on the maps below. The beeping will speed up as you get closer to each point. Every time you reach a correct position, Nancy will make a comment. You can then proceed to the next spot.



1

Nancy Now what?

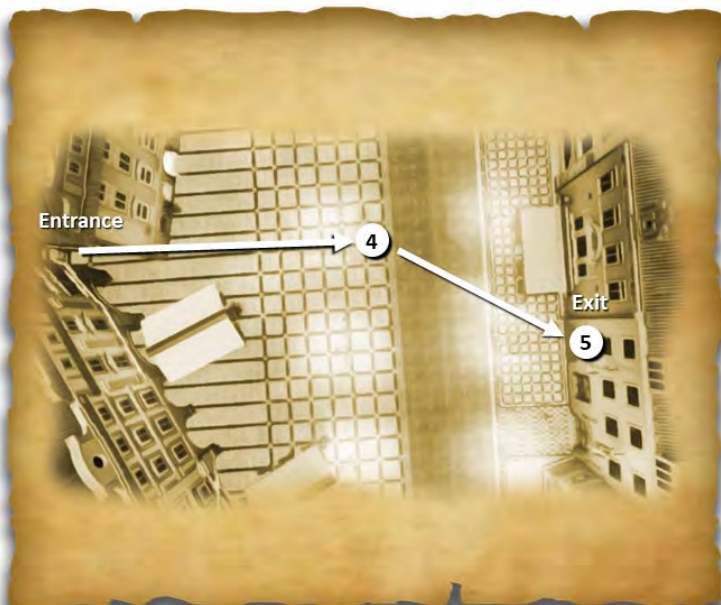
2

Nancy Looks right.

3

Nancy One step closer.





4

Nancy I've gotta hurry.

5

Nancy Still looking... I need another coordinate from Marek.



6

Nancy Now what?

7

Nancy Looks right.

8

Nancy One step closer.

9

Nancy I've gotta hurry.

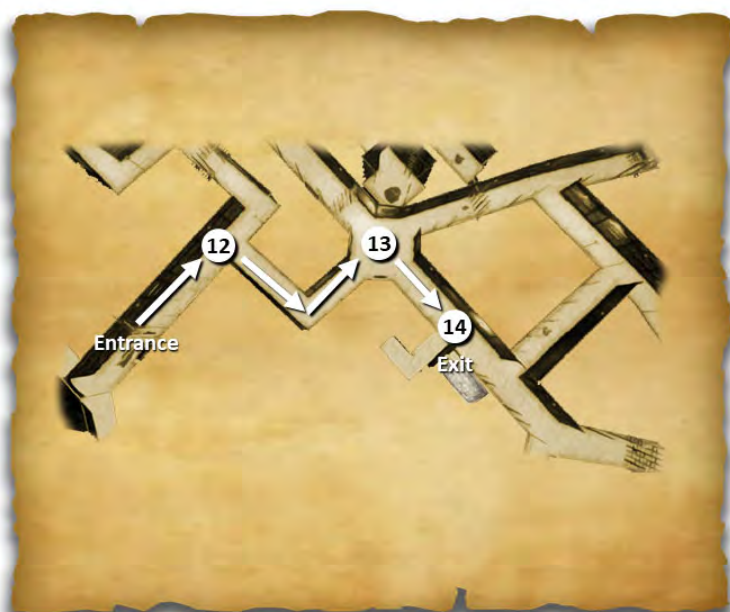


10

Nancy Still looking... I need another coordinate from Marek.

11

Nancy Now what?



12

Nancy Looks right.

13

Nancy One step closer.

14

Nancy The lab entrance...?

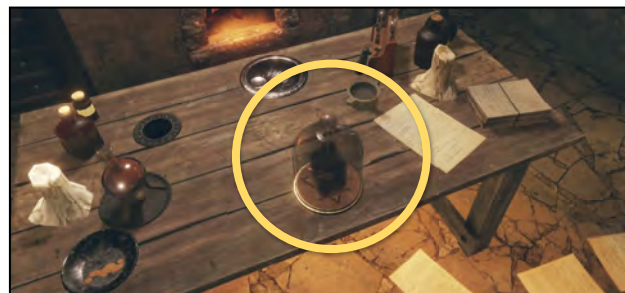
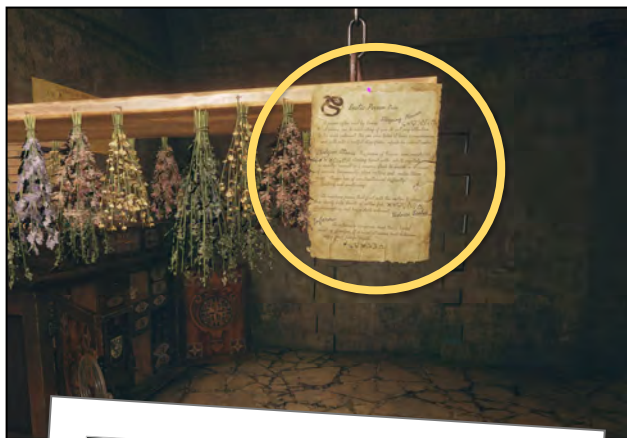
## The Head of the Snake

Your hunt will lead you back to the secret door of the alchemist workshop in the tunnels. Open it as you did before with the snowglobe.

When you enter the room behind, you'll finally meet the criminal mastermind behind Loutkáři. Unfortunately, before you can do anything at all, your attacker poisons you, leaving you nearly unconscious.



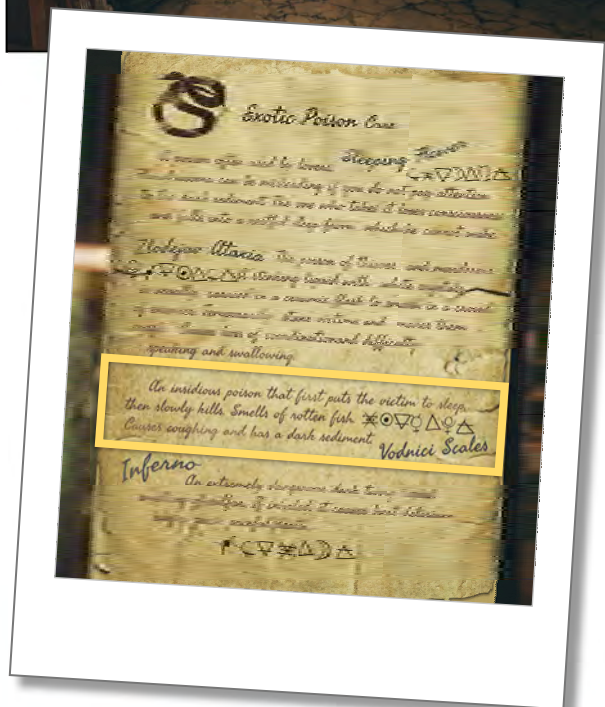




## Mixing the Antidote

You'll need to hurry if you want to make an antidote for the poison in time. First, pick up the poison vial from the floor, notice its fishy smell, and place it under the glass dome on the table with the reagents.

Investigate the poison cure recipes hanging over the table with the herbs. The fish smell, sediment, and symptoms all point to the antidote needed — Vodnici Scales. Use the symbols on the recipe to begin mixing the antidote.



1. Pour some of the test tube matching the first symbol from the recipe into the mixing bowl.



2. Add a portion from the tube matching the second symbol into the mixing bowl.







3. Move the mixture to the mortar and crush it until it becomes a powder.



4. Add some of the tube matching the fourth symbol of the recipe into the mixing bowl.



5. Transfer the mixture into the burner and heat it up until it becomes a green liquid.



6. Add a portion of the tube with the sixth symbol from the recipe in the into the mixing bowl.





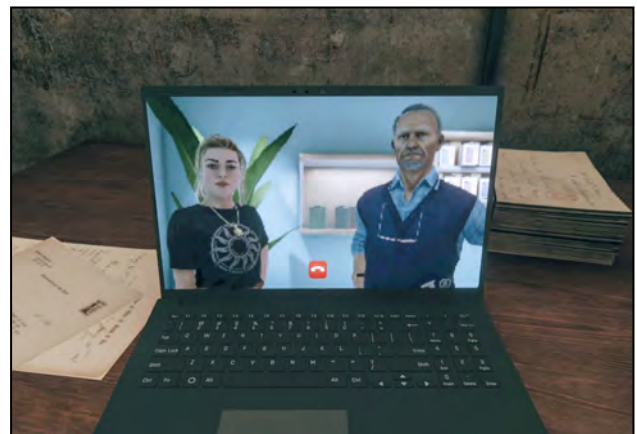


7. Finally, put the mixture into the glass dome with the bottle inside to create the antidote.



## Diamonds are Forever

Take the antidote and drink it to cure yourself of the poison's effects. You can now follow your assailant through the secret door that has cracked open into a hidden room. Here you will find Adela's real gems laying on the table — pick them up, then examine the scroll lying next to the laptop as well. Use the laptop to try to find Elka online. When she answers your call, Marek will join her and you can inform them about the latest twist in the case. Elka promises to call the police as you make your way to the vault.





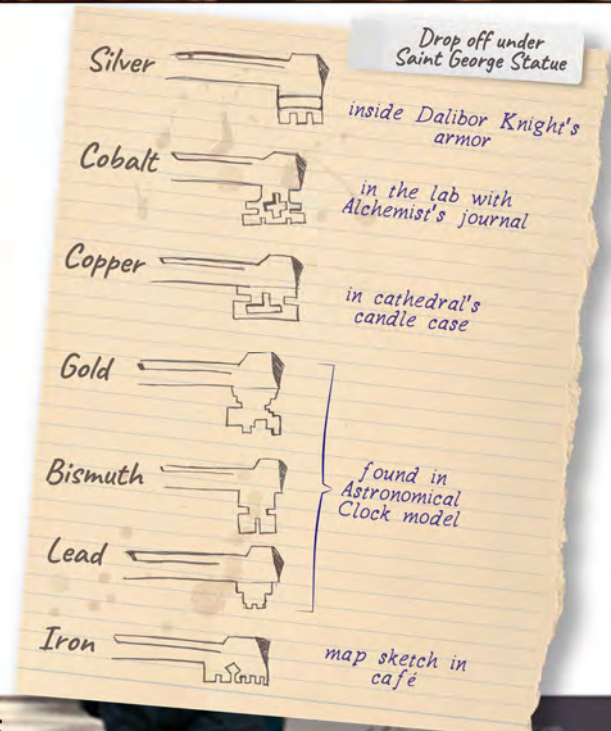
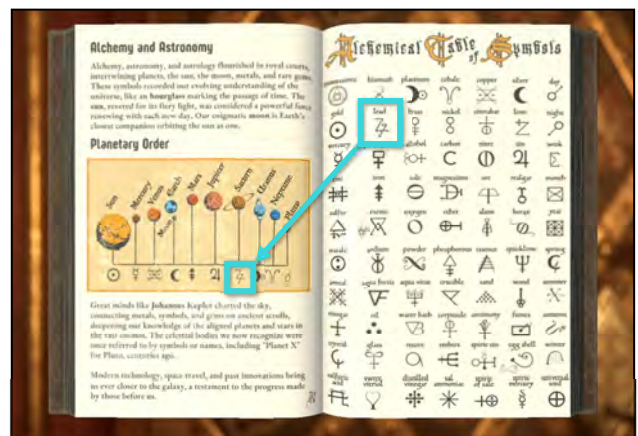
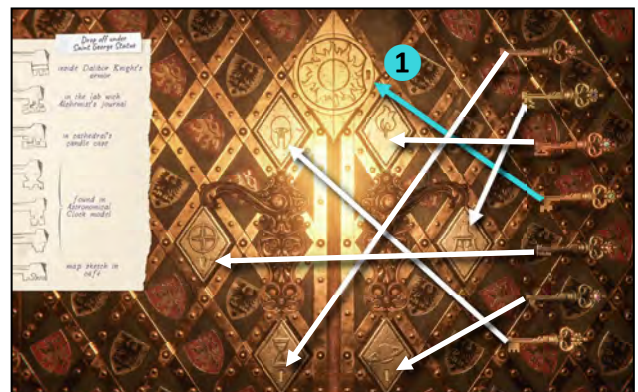
# The Seven Keys

Step through the wooden door into a torch-lit corridor with a large statue and an elaborately decorated door.

On the floor to the left of the door lies a familiar leather bag. It's Radek's satchel used for the dead drop! Looks like the culprit discarded the keys. Pick up the bag and turn to the large door.

The top keyhole with the sun symbol unlocks the others. Which key fits there? Open the book "Alchemy's Golden History" to find the metallic symbol for the sun, which corresponds to gold on the alchemy chart. Compare each key to Nancy's notes on Marek's sketch, and see that the gold key is the fourth one down. Turn this key in the top to unlock the remaining six.

The symbols on each lock indicate the origin of its key. Use the sketch to match the rest of the keys to their corresponding locks. The **cobalt** key schematic was found in the lab, matching the alchemy burner. The **silver** key schematic was found in the Dalibor Knight's helmet. The **copper** key from the candle case corresponds to the flame. The **iron** key was inside the book with the compass. The bismuth and lead keys both originate from the astronomical clock and will need additional clues. Read that the planet Saturn corresponds to the metal **lead**. This leaves the hourglass lock for the final **bismuth** key.

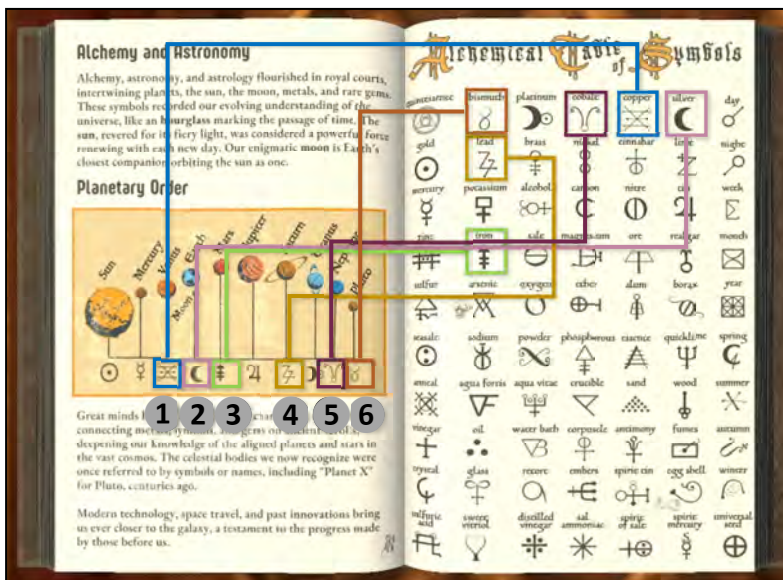
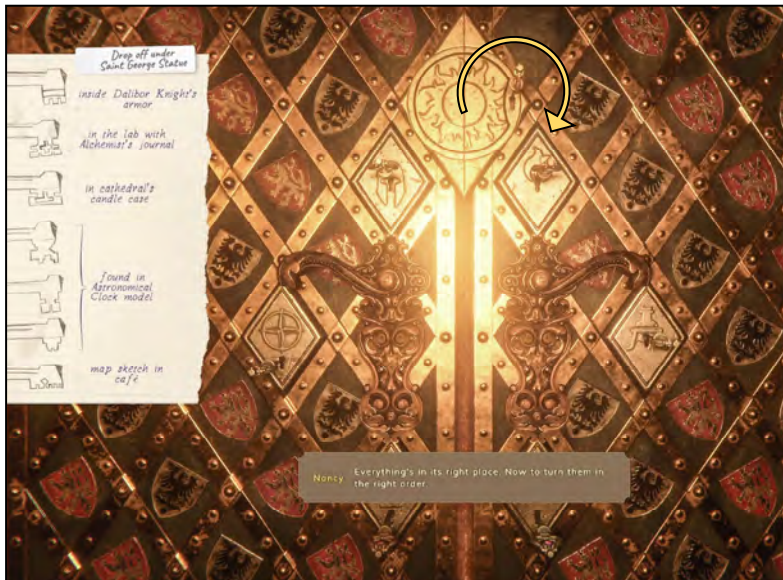




## Open the Gate

Once all keys are inserted, turn the golden key again to unlock the other keyholes as well.

Now, you'll need to turn them in the correct order. Consult the Alchemy's Golden History book again to find the order.

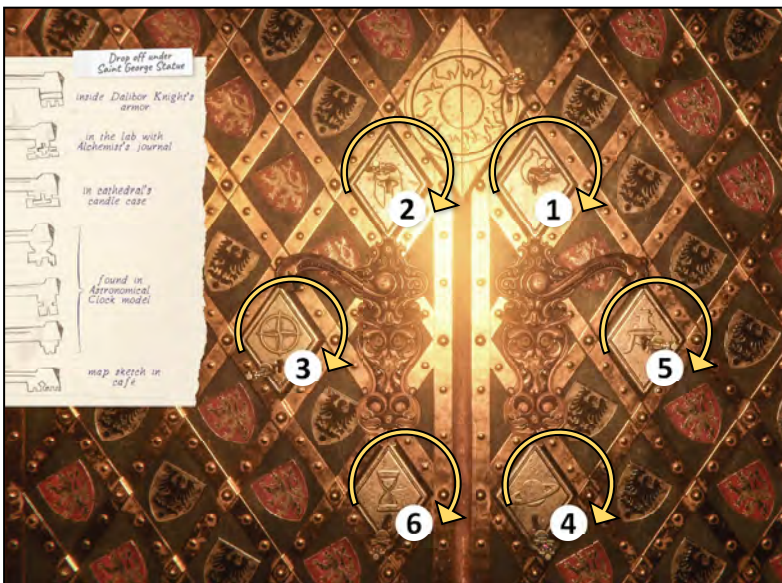


The diagram of the planetary order has corresponding metal symbols for each of the planets. Match the symbols to the keys metals, starting closest to the sun.

1. Venus ➡ Copper
2. Earth ➡ Silver
3. Mars ➡ Iron
4. Saturn ➡ Lead
5. Neptune ➡ Cobalt
6. Pluto ➡ Bismuth

If you don't remember where you placed each key from the first step, they are in the following locks:

1. Copper ➡ Candle
2. Silver ➡ Helmet
3. Iron ➡ Compass
4. Lead ➡ Saturn
5. Cobalt ➡ Burner
6. Bismuth ➡ Hourglass



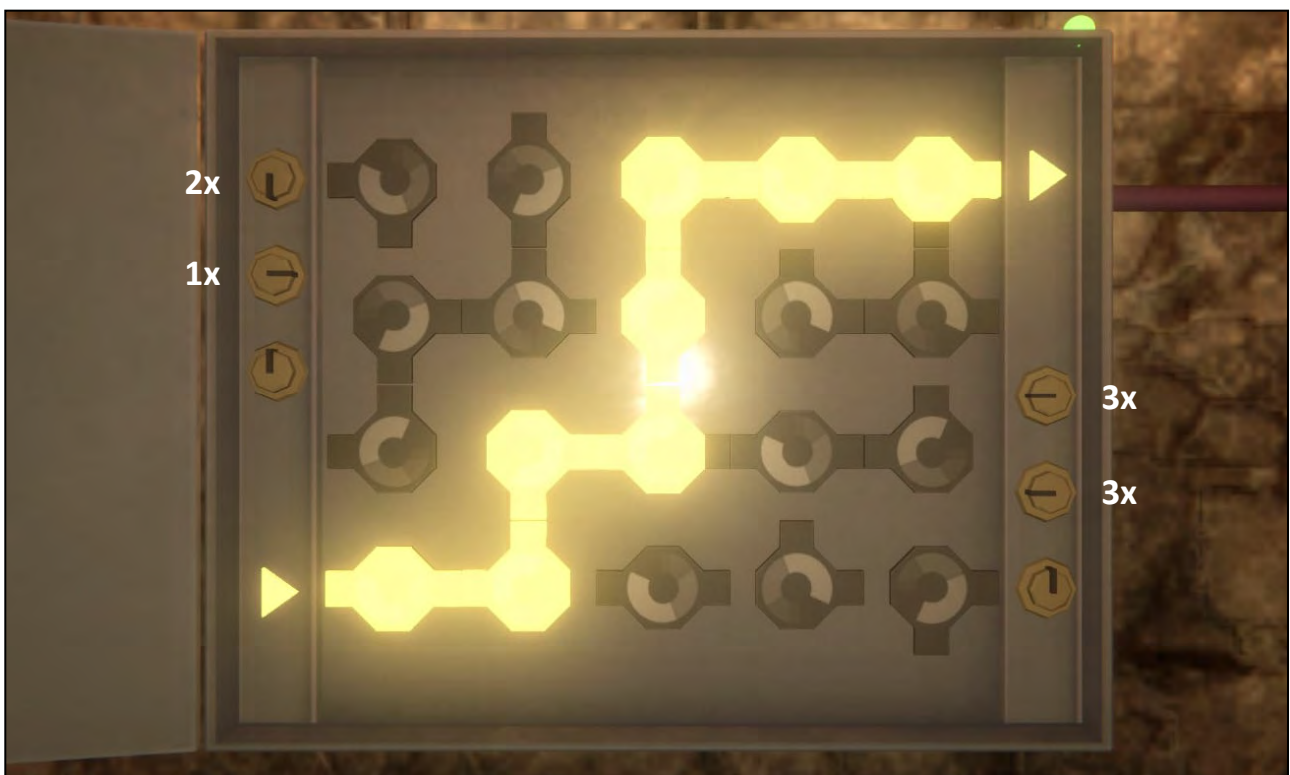


## It's Locked!

Entering the corridor through the door you've just opened, find another obstacle with the biometric door. The office calendar did say the Dean had a biometric scan appointment recently. Time to get the power on. Find the electrical panel to the bottom left of the door and open it.



In the circuit panel, turn the dials as seen below to allow electrical current flow and power the biometric lock. You've come this far, a lock can't stop you now!

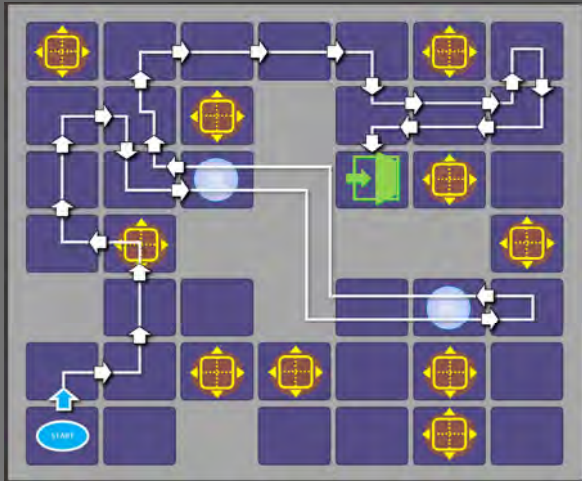


To break the encryption, use your hacking skills once more like Elka taught you. Get through the three Cyber Block levels as shown on the next pages.



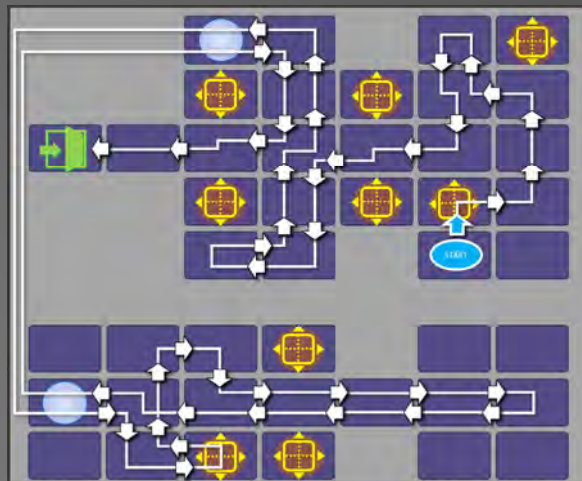
# Vault Security

## LEVEL 1.



- |           |   |           |   |
|-----------|---|-----------|---|
| 1. UP     | ↕ | 16. RIGHT | ➡ |
| 2. RIGHT  | ➡ | 17. RIGHT | ➡ |
| 3. UP     | ↕ | 18. RIGHT | ➡ |
| 4. UP     | ↕ | 19. DOWN  | ⬇ |
| 5. LEFT   | ⬅ | 20. RIGHT | ➡ |
| 6. UP     | ↕ | 21. RIGHT | ➡ |
| 7. UP     | ↕ | 22. UP    | ↕ |
| 8. RIGHT  | ➡ | 23. DOWN  | ⬇ |
| 9. DOWN   | ⬇ | 24. LEFT  | ⬅ |
| 10. RIGHT | ➡ | 25. LEFT  | ⬅ |
| 11. RIGHT | ➡ | 26. DOWN  | ⬇ |
| 12. LEFT  | ⬅ |           |   |
| 13. LEFT  | ⬅ |           |   |
| 14. UP    | ↕ |           |   |
| 15. UP    | ↕ |           |   |

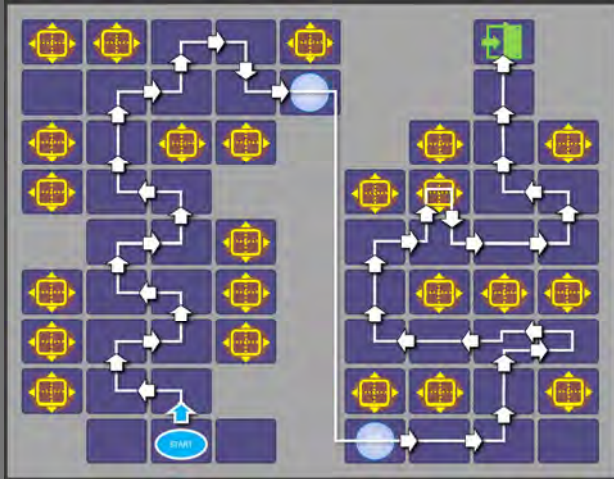
## LEVEL 2.



- |           |   |           |   |
|-----------|---|-----------|---|
| 1. UP     | ↕ | 23. LEFT  | ⬅ |
| 2. RIGHT  | ➡ | 24. UP    | ↕ |
| 3. UP     | ↕ | 25. UP    | ↕ |
| 4. UP     | ↕ | 26. RIGHT | ➡ |
| 5. LEFT   | ⬅ | 27. DOWN  | ⬇ |
| 6. UP     | ↕ | 28. RIGHT | ➡ |
| 7. DOWN   | ⬇ | 29. RIGHT | ➡ |
| 8. DOWN   | ⬇ | 30. RIGHT | ➡ |
| 9. LEFT   | ⬅ | 31. RIGHT | ➡ |
| 10. LEFT  | ⬅ | 32. LEFT  | ⬅ |
| 11. DOWN  | ⬇ | 33. LEFT  | ⬅ |
| 12. DOWN  | ⬇ | 34. LEFT  | ⬅ |
| 13. LEFT  | ⬅ | 35. LEFT  | ⬅ |
| 14. RIGHT | ➡ | 36. LEFT  | ⬅ |
| 15. UP    | ↕ | 37. LEFT  | ⬅ |
| 16. UP    | ↕ | 38. RIGHT | ➡ |
| 17. UP    | ↕ | 39. DOWN  | ⬇ |
| 18. UP    | ↕ | 40. DOWN  | ⬇ |
| 19. LEFT  | ⬅ | 41. LEFT  | ⬅ |
| 20. RIGHT | ➡ | 42. LEFT  | ⬅ |
| 21. DOWN  | ⬇ |           |   |
| 22. RIGHT | ➡ |           |   |

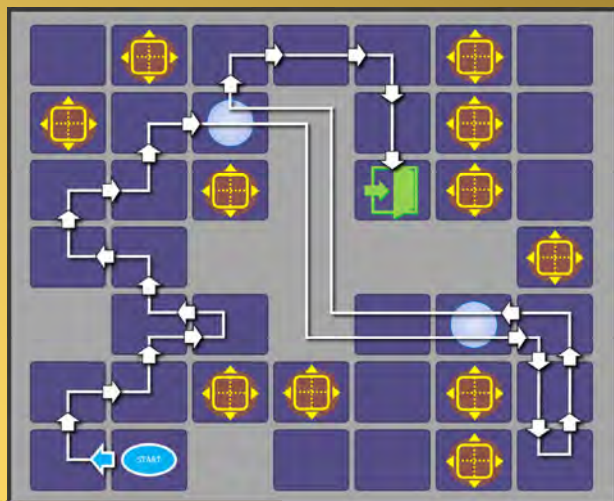
# Vault Security

## LEVEL 3.



- |           |           |
|-----------|-----------|
| 1. UP     | 20. UP    |
| 2. LEFT   | 21. UP    |
| 3. UP     | 22. RIGHT |
| 4. RIGHT  | 23. LEFT  |
| 5. UP     | 24. LEFT  |
| 6. LEFT   | 25. LEFT  |
| 7. UP     | 26. UP    |
| 8. RIGHT  | 27. UP    |
| 9. UP     | 28. RIGHT |
| 10. LEFT  | 29. UP    |
| 11. UP    | 30. DOWN  |
| 12. UP    | 31. RIGHT |
| 13. RIGHT | 32. RIGHT |
| 14. UP    | 33. UP    |
| 15. RIGHT | 34. LEFT  |
| 16. DOWN  | 35. UP    |
| 17. RIGHT | 36. UP    |
| 18. RIGHT | 37. UP    |
| 19. RIGHT |           |

## LEVEL 1.

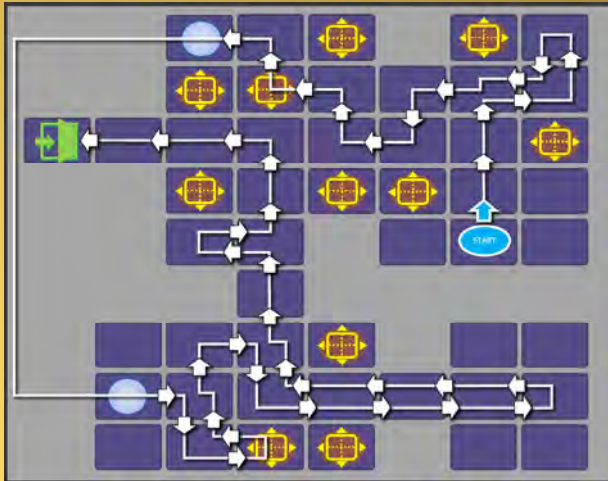


- |           |           |
|-----------|-----------|
| 1. LEFT   | 16. UP    |
| 2. UP     | 17. UP    |
| 3. RIGHT  | 18. LEFT  |
| 4. UP     | 19. UP    |
| 5. RIGHT  | 20. RIGHT |
| 6. LEFT   | 21. RIGHT |
| 7. UP     | 22. DOWN  |
| 8. LEFT   | 23. DOWN  |
| 9. UP     |           |
| 10. RIGHT |           |
| 11. UP    |           |
| 12. RIGHT |           |
| 13. RIGHT |           |
| 14. DOWN  |           |
| 15. DOWN  |           |



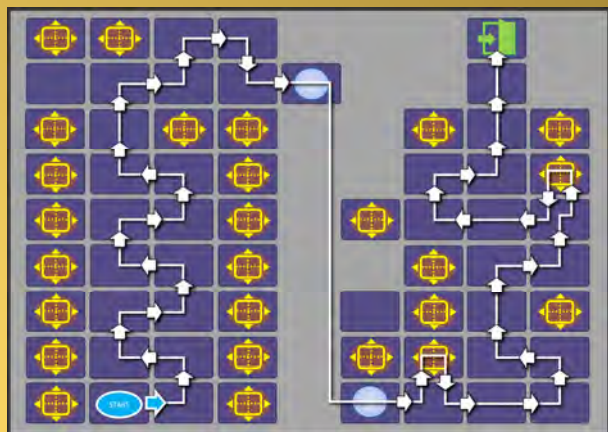
# Vault Security

## LEVEL 2.



- |     |       |   |     |       |   |
|-----|-------|---|-----|-------|---|
| 1.  | UP    |  | 21. | RIGHT |  |
| 2.  | UP    |  | 22. | DOWN  |  |
| 3.  | UP    |  | 23. | RIGHT |  |
| 4.  | RIGHT |  | 24. | RIGHT |  |
| 5.  | UP    |  | 25. | RIGHT |  |
| 6.  | DOWN  |  | 26. | RIGHT |  |
| 7.  | LEFT  |  | 27. | LEFT  |  |
| 8.  | LEFT  |  | 28. | LEFT  |  |
| 9.  | DOWN  |  | 29. | LEFT  |  |
| 10. | LEFT  |  | 30. | LEFT  |  |
| 11. | UP    |  | 31. | UP    |  |
| 12. | LEFT  |  | 32. | UP    |  |
| 13. | UP    |  | 33. | UP    |  |
| 14. | LEFT  |  | 34. | LEFT  |  |
| 15. | RIGHT |  | 35. | RIGHT |  |
| 16. | DOWN  |  | 36. | UP    |  |
| 17. | RIGHT |  | 37. | UP    |  |
| 18. | LEFT  |  | 38. | LEFT  |  |
| 19. | UP    |  | 39. | LEFT  |  |
| 20. | UP    |  | 40. | LEFT  |  |

## LEVEL 3.

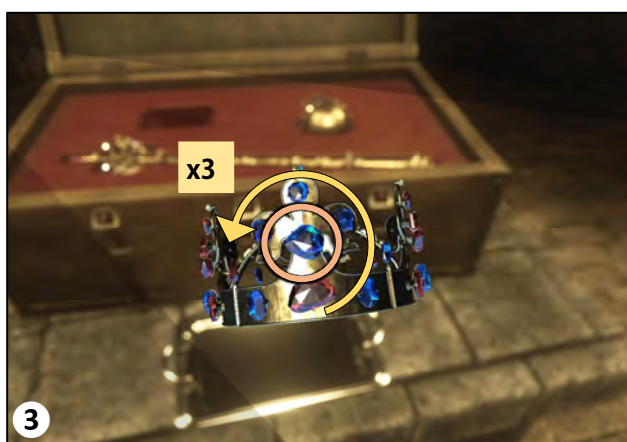
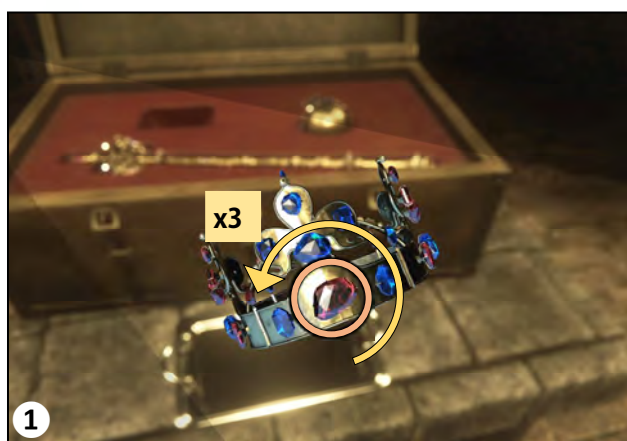


- |     |       |   |     |       |   |
|-----|-------|---|-----|-------|---|
| 1.  | RIGHT | ➡ | 20. | UP    | ⬆ |
| 2.  | UP    | ⬆ | 21. | DOWN  | ⬇ |
| 3.  | LEFT  | ⬅ | 22. | RIGHT | ➡ |
| 4.  | UP    | ⬆ | 23. | RIGHT | ➡ |
| 5.  | RIGHT | ➡ | 24. | UP    | ⬆ |
| 6.  | UP    | ⬆ | 25. | LEFT  | ⬅ |
| 7.  | LEFT  | ⬅ | 26. | UP    | ⬆ |
| 8.  | UP    | ⬆ | 27. | UP    | ⬆ |
| 9.  | RIGHT | ➡ | 28. | RIGHT | ➡ |
| 10. | UP    | ⬆ | 29. | UP    | ⬆ |
| 11. | LEFT  | ⬅ | 30. | UP    | ⬆ |
| 12. | UP    | ⬆ | 31. | DOWN  | ⬇ |
| 13. | UP    | ⬆ | 32. | LEFT  | ⬅ |
| 14. | RIGHT | ➡ | 33. | LEFT  | ⬅ |
| 15. | UP    | ⬆ | 34. | UP    | ⬆ |
| 16. | RIGHT | ➡ | 35. | RIGHT | ➡ |
| 17. | DOWN  | ⬇ | 36. | UP    | ⬆ |
| 18. | RIGHT | ➡ | 37. | UP    | ⬆ |
| 19. | RIGHT | ➡ | 38. | UP    | ⬆ |

## Crown Surprise

The conversation continues as you back away, take the taser ring, and enter the vault. Beyond the door, you will again face the one behind Loutkáři, who has been holding the unconscious Dean hostage.

The Dean's captor forces you to insert the original gems from the necklace into the crown. Place the correct gems on their empty spots on the crown and rotate them into position as shown in the pictures below.



With the gems in place, leave a little surprise for your captor by attaching the taser ring onto one of the underside edges of the crown.

Make sure you are not being watched too closely — some things are better done in secret!



## The Escape Route

After the perpetrator is knocked out, you can talk to the Dean as he wakes up. Since the way you came in is now closed, you'll have to find another escape route. There may still be secret passages from the past in these old vaults.



To find a way out, activate the candle holders in the corners of the chamber in the correct order.

They need to be triggered numerically based on how many candles are in each candelabra (also see the picture to the left).

Time to escape! Speak with the Dean, then leave the chamber through the secret door you've just opened.

After another short conversation with him outside, you'll end up at the foot of the spiral staircase.

Turn and enter the short corridor with the declining floor to the right of the stairs.

Pick the lock of the gate at the end of the corridor to finally make your way out.







## And Justice for All

Back outside of the chamber, watch as the culprits behind Loutkáři are finally brought to justice.

In the end, meet up with all of your newfound friends again at the café to review the case and discuss any unanswered questions.



## Time to Say Goodbye

Afterwards, check the messages from Ned and your dad, Carson. Call one of them back to close this case and say goodbye to Prague.





## Leo's Mariáš Cards

1. Despite his important role at the Cathedral, Leo is unfortunately a bit scatterbrained and has a habit of losing his playing cards everywhere. You will find the first card stuck between the books on the Mystery bookshelf in the Hungerkünstler Café.



2. Leo's second card can be found on a table near the food stalls at the back of the castle courtyard, tucked underneath a newspaper.



3. You will find the next card on the stairs by the cathedral near the gate to Old Town. It's well-hidden in the shadows, so look very closely!



4. Visit the Castle Exhibition to find Leo's next mariáš card. You will find it placed in the corner of the Dalibor Knight display.



5. Another card is tucked into a potted plant on the windowsill in the corridor leading to Leo's office.







6. If Leo's secretary's office door is open and he is not present, you can take the next card from his desk. It is hidden behind the "Be Right Back" sign at the front of the desk.

7. Inside Leo's office, examine the round table in the middle of the room. Another card is inside the book "Prague at Play."



8. As you approach the final confrontation, you will find that Leo dropped a card under the red sleeping bag in the secret hideout behind the alchemy workshop.

9. In the inner vault, do not leave the room too quickly, since you will not be able to return for this card. Pick it up from the base of one of the displays before you go.



10. If you haven't picked it up earlier, you will have the opportunity to collect the card at the bottom of the spiral staircase in the tunnels after your final escape.



# ACHIEVEMENTS



## Full Deck

Find all of Leo's Cards.



## It's Locked!

Open the vault door.



## Like A Local

Learn Every Czech Word.



## Special Someone

Case closed! Share it with Ned first.



## Barista

Successfully brew 30 coffees.



## Like Father Like Nancy

Case Closed! Share it with Carson first.



## Tourist

Take pictures of all postcard locations.



## Trivia Tamer

Answer the trivia question correctly.



## Two in One

Find the true owner of Adela's necklace.



## Legend of Prague

Crack the case without a hint in sight!



## Bilingual

Listen to Hans Feiersinger's voicemail in both languages.



## Master Sleuth

Solve the mystery as a Master Sleuth.

## *Case Notes:*



*Print at home for extra note-taking!*