UNDERCOVER JOB - THE WALKTHROUGH MISSION 8: THE OLD GAME

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Method of Encryption: Substitution

Lettering on container J=I; Letters and numbers on scrap of paper found in the chest pocket of

Bascrobat's coat; red sequence of letters and numbers that is partly

being covered by the note "count and

add"; matrix of numbers and letters

in his right hand and next to him on

in Taxis room; scissors and glue; pieces of paper in Taxis coat pocket,

Important Clues:

the ground

1 002½'s Screen

Clicking on the bottom second container from the right opens a photo with a detailed view of its lettering. Here, the first important clues can be found: I=J and V=U

2 Taxi's Room

Download and print the matrix of numbers and letters (found on the sheet of paper pinned to the wall). Inspecting the matrix reveals:

2a – The first row, and after that every fourth row, contains **ONLY FOUR LETTERS**. All other rows contain more.

The following letters can be identified in those rows (two positions in the Matrix are empty):

Hidden active and clickable areas:

Small portrait images (upper left corner); container in 002 1/2's screen (the second from the right at the bottom); chest pocket of Bascrobat's coat; tape recorder; notepad underneath the tape recorder; sheet of paper in Bascrobat's hands; note in Taxi's coat pocket; note in Taxi's hand; notepad on the window ledge in Taxi's room; scissors and glue window ledge Taxi's room; note next to Taxi on the ground; sheet of paper pinned to the wall in Taxis room

е	-	m	-	t	-	b
i	-	q	-	y	-	f
n	-	v	-	С	-	k
r	-	z	-	g	-	0
W	-		-	1	-	S
а	-	h	-	р	-	х
е	-	m	-	t	-	b
e i	-	m q	-	t	_	b f
e i n	- - -	m q v	- - -	t c	- - -	b f k
e i n r	- - -	m q v z	- - -	t c g	- - -	b f k o
e i n r w	- - - -	m q v z d	- - - -	t c g 1	- - - -	b f k o s

2b – This sequence of letters **REPEATS** after row six (only counting rows with fewer letters).

2c – In row five of those letter sequences (row 17 of the full matrix) a letter is missing after the letter "w" (8th column). At the corresponding position in the repeated letter sequence (row 11 / row 29 of the full matrix) the letter "d" can be found.

2d – Following the clue I=J and V=U, it can be determined that this sequence of letters consists of **EVERY 7TH LETTER OF THE ALPHABET**.

2e – In the remaining part of the matrix there are 60 squares consisting of letters and numbers. Each has 4 letters in the corners, 4 numbers in the middle space along the edges and an empty space in the centre.



2F – In several squares, some numbers and/or letters are missing.

3 Bascrobat's Room

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MISSION 8: THE OLD GAME

By clicking on the note in the chest pocket of Bascrobat's coat, it is enlarged and a seemingly random array of numbers and letters can be read. Those are the **MISSING LETTERS AND NUMBERS** of the matrix on the wall in Taxi's screen. (Among others, the missing letter "d" can be found here, too – see 2c)

These letters and numbers are entered in the matrix found in Taxi's room.



🚺 Taxi's Room

Clicking the notes in Taxi's hand and in his coat pocket reveals two drawings: (A-Z and Do/Don't).

These are clues telling us to search the matrix for squares that **TOUCH EACH OTHER HORIZONTALLY, VERTICALLY OR DIAGONALLY** and in which **ALL LETTERS OF THE ALPHABET** appear. (Again, I=J and V=U has to be applied here). This will be the case for six connecting



squares at a time. (By the way: Squares that are connected can also be found in the window of Taxi's room and in 002 $\frac{1}{2}$'s screen)

This search gives us the following result:





Clicking on the note next to Taxi on the ground opens an oddly shaped piece of paper that resembles the shape of a cube:





In combination with the scissors and the glue from the window ledge, this is a clue that we are looking for a combination of squares in the matrix that can **BE FOLDED INTO A CUBE**.

This is possible with two of the combinations of squares found earlier:



6

Cut out both segments of the matrix and assemble them into a square. After doing so, there will be two numbers that meet on each side of the cubes. But only in one of the two cubes the **RESPECTIVE NUMBERS WILL BE IDENTICAL**. This is the case with the cube resulting from the bottom square combination.



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The numbers on this cube are the numbers from **o to ll**. Clicking on the sheet of paper that Bascrobat is holding, it is enlarged and overlaps the red sequence of number and letters. To the left of the enlarged paper we can read "**CERO**". This is a clue that the number zero is assigned to the note "C".

To the right of the enlarged note we can read "**o1**", and on the note itself (and thus in between "cero" and "O1") we can read "count + add".

In 2d.) we established that every 7th letter is of relevance. Transferring the **INTERVAL OF 7 NOTES TO A CHROMATIC SCALE**, the 7th note starting from C is G. $(C# \rightarrow D \rightarrow D# \rightarrow E \rightarrow F \rightarrow F# \rightarrow G)$

In other words:

Number "0" corresponds to note "C". Number "1" corresponds to note "G".

Looking for the note corresponding to number "2", we count seven notes up from G: G# \rightarrow A \rightarrow Bb \rightarrow C \rightarrow C# \rightarrow D

Number "2" corresponds to note "D".

Continuing in this manner we get the following result for the remaining numbers and notes:

3=A	4=E	5=B	6= F#	7=D♭	
8=A >	9=E}	10= Bþ	11=F		

8

Taking another look at the cube, you can detect that on every side of the cube every letter is **ENCLOSED BY TWO NUMBERS** – or two notes. For instance, the numbers 02 and ll – or their corresponding notes D and F – enclose the letter "a" (see the image at 6.)

The following sequence of notes makes up the melody of the composition "the old Game": $G \cdot B \cdot D \cdot F\# \cdot B_{P} \cdot D \cdot E_{P} \cdot G \cdot B \cdot A \cdot E \cdot B_{P} \cdot D \cdot F \cdot B \cdot A \cdot A \cdot D_{P} \cdot A \cdot B \cdot C\# \cdot A \cdot G\# \cdot E \cdot D \cdot F\# \cdot E_{P} \cdot C$ The notes are now grouped into pairs and substituted by the corresponding numbers. The letters that are enclosed by the resulting pairs of numbers make up the solution for the mission:

G/B = 01/05 = p	D/F# = 02/06 = e	B♭/D = 10/02 = c
E♭/G = 09/01 = v or u	B/A = 05/03 = n	E/Bb = 04/10 = i
D/F = 02/11 = a	B/A = 05/03 = n	A/D ₂ = 03/07 = 0
A/B = 03/05 = n	C#/A=07/03=o	G#/E = 08/04 = 1
D/F# = 02/06 = e	Eb/C = 09/00 = t	

Solution / Entering the code: PECUNIANONOLET

Did you notice the following?

- $\mathbf{1}-\operatorname{PECUNIA}$ NON OLET is a latin phrase that translates to "money does not stink"
- $\mathbf{2}$ No 7: The sequence C, G, D, A, E ... etc. can also be found in the Circle of fifths.
- 3- No 1 and No 8: The letter V is used in many latin inscriptions instead of the letter U.