

Timehunt

Trail section (PDF version)

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[1] - Contents

Welcome

Disclaimer

Credits

The Preview Puzzles

Looking For A Phrase Flies Like An Arrow

Looking For A Word Space

Looking For A Song..... The Four Seasons

The Pre-Registration Puzzles

XCubes Puzzle

Dominos Puzzle

Portrait Puzzle

Shock Puzzle..... Times Table

October 13, 2002 Release

Getting Started

Sun

Mercury Gateway puzzle..... Golem

Venus Gateway puzzle 1.88728

Earth Gateway puzzle..... Intense Pleasure

Mars Gateway puzzle..... Harmonia

Jupiter Gateway puzzle..... A Spark Of Influence

Saturn Gateway puzzle..... Berosus

Uranus Gateway puzzle..... A Stitch In Time Saves Nine

Neptune Gateway puzzle..... Beats Per Minute

Pluto Gateway puzzle Moment Of Truth

Mercury Golem

Planetary Puzzle (Numbers Puzzle)

Venus 1.88728

Planetary Puzzle (ZeusV)

Earth..... Intense Pleasure

Planetary Puzzle (Game of Life)

3-D Latin Crossword Puzzle

Luna Endymion

Mars Harmonia

Planetary Puzzle (Mastery of Science)..... What Time Is Is Nothing That Analysis

..... Analysis Analysis Of Matter Can Think To Find

Satellite Puzzles	
Mirrored Poem Puzzle	
Phobos.....	As In Blood The Hour Of War Will Wash
Deimos.....	As In War The Hour Of Blood Will Wash
Jupiter.....	A Spark Of Influence
Planetary Puzzle (Book of Formation)	
Satellite Puzzles	
Turing Sequencing Puzzle	
Io	0L15 1L14
Callisto	1L4 0R17
Magic Square Puzzle	
Ananke.....	Melchior Avepus
Pinker Text Puzzle	
Elara.....	Character Is Action
Himilia	Belief Is Impetus
Pasiphae.....	Desire Is The Arrow
Sinope.....	Goal Is Definition
Lysithea.....	Each Step Of The Way
Saturn.....	Berosus
Planetary Puzzle (Garden of Hesperides)	Such Power And Property
Satellite Puzzles	
Pyramid Sum Puzzle	
Iapetus	Saturdays Child
Prometheus.....	Hard For A Living
Skeleton Rhythm Puzzle	
Helena.....	All Roads Lead To Lead
Enceladus	But Better Lead Than Dead
Mimas	So Weigh Your Time
Telesto	And Plumb Your Depth
Phoebe.....	And Don't Be Easily Led
Heaven/Hell Ladder Puzzle	
Atlas	Abandon All Hope
Epimetheus.....	Day Of Reckoning
Janus	Deliver Us From Evil
Picture Puzzle	
Tethys	Thou By The Indian Ganges Side
Hyperion.....	My Vegetable Love Should Grow
Pan.....	Times Winged Chariot Hurrying Near
Calypso	Deserts Of Vast Eternity
Pandora	The Graves A Fine And Private Place
Titan	And Now Like Amorous Birds Of Prey
Rhea	Thorough The Iron Gates Of Life
Uranus	
Planetary Puzzle (Demon/King)	
Satellite Puzzles	
Through the Looping Class Puzzle	
Stephano	
Cressida	
Prospero	
Caliban	
Ariel	
Bianca	
Our Cosmic Habitat Puzzle	
Puck	
Rebus Puzzle	
Miranda	
Scrodinger's Rabbit Puzzle	

- Desdemona
- Ophelia
- Oberon
- Umbriel
- Cross Stitch Puzzle
- Juliet
- Portia
- Sycorax
- Tatiana
- Origami Puzzle
- Cordelia
- Belinda

Neptune

- Planetary Puzzle (Requiems)
- Satellite Puzzles
 - Rabbit Embryo Heart Puzzle
 - Despina
 - Triton
 - Galatea
- Music Score Puzzle
 - Larissa
 - Nereid
 - Proteus
 - Thalassa

Pluto

- Planetary Puzzle (Fool's Paradise)
- Satellite Puzzles
 - Computer Keyboard Puzzle
 - Charon

- Unsolved Puzzles
- Errors in Gameplay and Broken parts
- Logical Groupings
- Hint Hosts

[2] - Welcome

Welcome to the PDF version of the Evidence Trail for Time Hunt. This document is compiled by Corey (CoreyPlover@hotmail.com), and is directly modified from the evidence trail which is compiled and maintained by both Tiffany (headmocker@collectivedetective.org) and Jason (linenoyze@collectivedetective.org).

Suggestions and corrections regarding this guide should be sent to Corey, comments regarding the evidence trail itself should be sent to one of Tiffany or Jason at the above addresses. Please do not post corrections to this trail on the Discussion board.

Time Hunt is a series of puzzles pertaining to a variety of disciplines, in honour of Michael Poverus, 16th century alchemist and true Renaissance man. The first to finish the game wins a model of Poverus' "machina".

We're not quite sure what that is yet.

[[Time Hunt Web Site](#)]

[2.1] - Disclaimer

This document contains detailed information as to where the Collective is on their search to solving Time Hunt.

The information is for Detectives experienced with the Time Hunt game or intrigued by it enough to continue through this trail. We do not want to ruin anyone's experience in this adventure through time.

Please be aware that you are about to read information that people have spent countless hours working on to get them to the point they are currently at. If you wish to give up your right to solve these puzzles on your own and truly want to be up at the front with the others, by all means, please absorb all the information from this that you can.

You have been warned.

[2.2] - Credits

This trail would not exist were it not for all of the contributions from our Detectives here on the site. We have tried to give credit where it is due in each puzzle of the trail.

We understand that it is a collective effort built upon each other's knowledge and expertise. And sometimes the one who worked the least might be the first to get it posted. We will be going by the Post # and hope that this turns out to be fairest to our contributors. Where we can see interaction between main contributions per puzzle, we will credit those Detectives as well.

We hope to have a credit list on this trail in the future and if we inadvertently left you out, please Email either linenoyze@collectivedetective.org or eadmocker@collectivedetective.org with the information. We will try to research and accommodate all requests.

[3] - The Preview Puzzles

There were three puzzles on the Time Hunt site prior to the launch of the Beta Game in mid-September. These three puzzles were just to help get you ready for the real puzzles to come. They are no longer accessible from the main menu on www.timehunt.com. Some may be accessible via a direct link to the page.

[3.1] - Looking For a PhraseFlies Like An Arrow

SPEC:

The first puzzle was a couple of paragraphs of text that required a phrase to solve it. If you guessed incorrectly, you were given a hint - "move the dot".

SOLUTION:

There was a dot on an arrow located to the left of the text. If you moved it up along the arrow, the first letter of the justified left column would become highlighted. Reading from bottom to top, the phrase was revealed.

The phrase it wanted you to find was **Flies Like An Arrow**. When the correct phrase was entered, wings on the arrows would flap.

CREDITS:

Adapted from Post #8 by linenoyze on the Discussion of CD

[3.2] - Looking For a Word Space

SPEC:

The second puzzle was a scene of an Alchemist's Lab. There were five alchemical jars atop stands with one hose coming off of each that wound around to a test tube. The hoses were all tangled. Each jar had a traditional alchemy symbol on it. The puzzle was asking you for a word. If you guessed incorrectly, you were given a hint - "Venus = Copper".

SOLUTION:

Each symbol on the jars could represent two things, one being a planet and the other an element. Since the page is titled "Elementally My Dear Poverus" I went with the element side.

Each of the tubes winds down to rearrange the order of the symbols at the test tubes. The symbols equate as follows: (after being rearranged)

V is for Jupiter or Tin (Sn)

W is for Saturn or Lead (Pb)

Q is equal to the Sun or Gold (Au)

T is equal to Venus or Copper (Cu)

U is equal to Mars or Iron (Fe)

If you take a letter from each element symbol ⁽¹⁾, it spells the password, **Space**, corresponding to the window looking out into space and dealing with the planets.

CREDITS

Adapted from Post #6 by linenoyze on the Discussion of CD

⁽¹⁾ The original post didn't mention using the 'e' not the 'F' of 'Fe'. Angus via email brought this to my attention.

[3.3] - Looking For a Song The Four Seasons

SPEC:

We are asked for a piece of music to change the season. And given a staff with a piece of music constructed out of flowers.

Upon opening the puzzle we're prompted with the name "Seasonal Adjustments" and the instructions "Can you change the tune to bring in the season?"

The backdrop of the puzzle looks like a barren field near a stream with a bright sun shining down. On the "active foreground" we see a group of 5 lines (suggesting a musical staff) and flowers placed on these lines (suggesting notes). Below all of this is a "control panel" of sorts.

Pressing "Go" near the image of the herald angel starts the musical loop by sending an angel along to play the notes as outlined on the musical staff. The loop must be stopped in order to allow manipulation of the tune.

The left most object in the control panel allows us to change the "holding" of the notes above. By selecting a note, we are able to set (or change) the selected note to a half note, a quarter note, or an eighth note.

Also note that selecting a note on the staff sounds the note defined by its location on the staff. Dragging the location sounds the different notes, allowing you to change the tonal composition of the melody.

The second object allows for 1/2 stepping of each tone (using flats & sharps). It should be noted that this reflects a traditional 12-tone octave scale (though your soundcard settings might make it sound as if it isn't tuned to either a bass or treble clef), so it won't let you flatten and sharp everything (no C flat).

The "clock looking" object allows you to manipulate the speed of the loop, and the "horn" gives you volume control.

The left pointing hand will reset any changes you made to the melody back to the "default song" settings.

The "death guy" hacks down all the flower stems, allowing you to start from a clean slate.

So, it seems, we are to build a melody (or change the existing one) that will effect some sort of seasonal change to the background.

SOLUTION:

The default composition is similar to the opening allegro (Spring) excerpt of Vivaldi's, **The Four Seasons**. It is actually composed of the correct notes, but in the wrong melody. So set up the notes in the same order, but changing the notes to the following (4 = qtr, 2 = half, 8 = eighth):

4488444244884442

CREDITS:

Adapted from Post #14 by kurtdevious, original from ARGN posted by Donkey_Oatey

[4] - The Pre-Registration Puzzles

Pre-launch, the Time Hunt PMs encouraged players to register to receive word when the game officially launched. Registrants were treated to four puzzles, as well as a screensaver involving Cunningculus, the rabbit featured throughout the site.

[4.1] - XCubes Puzzle *Unknown*

[4.2] - Dominos Puzzle *Unknown*

[4.3] - Portrait Puzzle *Unknown*

[4.4] - Shock Puzzle *Times Table*

SPEC:

The fourth and final Pre-Registration puzzle is called shock.swf. This is the puzzle that they claim actually gives you a clue to the game.

No matter which piece of paper you click on you get the same article. When you click on his hand, it starts the shock sequence. It seems to be morse code. There are only two variations of "heartbeats". As of now, no one has decoded this "heartbeat".

SOLUTION:

If you zoom in to the lower right corner of the table near his leg, you can see a line of morse code. It spells out the password **Times Table** when decoded.⁽¹⁾

It was determined later that you can enter Times Table into your time machine in the actual game to bring up some sort of scrambled word puzzle.⁽²⁾

CREDITS:

Adapted from Post #12 by linenoyze on the Discussion of CD

⁽¹⁾ Adapted from Post #19 by Hondo on the Discussion of CD

⁽²⁾ Adapted from Post #28 by kingohugs on the Discussion of CD

[5] - October 13, 2002 Release

[5.1] - Getting Started

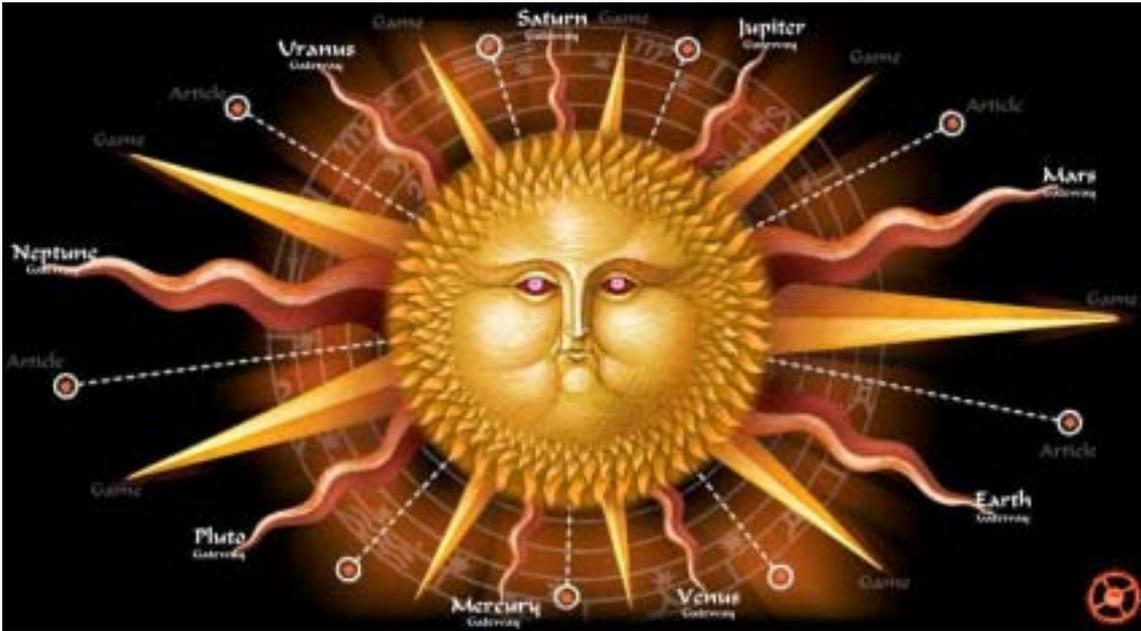
To play the game you need to go to <http://www.timehunt.com> and click on the Sun. You will be able to register at the bottom of this screen. Even if you have pre-registered (see the Trail at <http://www.collectivedetective.org/campaign/timehunt/evidence/?section=9>), you still need to re-register at this time. Login with this new registration and you are taken to your Time Machine.



The first thing you see is that you are located on the Sun. Click the 'Airlock' button first which is located at the bottom right of the screen. This takes you to the Sun's map. From this map you will go to different gateway puzzles. These reveal how to actually travel to the gateway's respective planet.

Each individual planet has it's own satellite puzzles. Some have definite answers and some do not, but all of them lead up to the solving of the nine planet puzzles. These nine are the way to the prize.

[5.2] - Sun



When you get to the map of the Sun, you have the nine planet names as links as well as some links that say 'Game' and 'Article'.

Each of the gateways will take you to a puzzle and yields a password. In some circumstances the password is obvious, being given to you on solving the Gateway puzzle. In others, the password may still be hidden even after solving the puzzle. After determining the Gateway password, you need to go back to the Time Machine (by clicking the Cog) and enter the answer from the puzzle in the text box located at the bottom of the Time Machine screen. This will take you to the corresponding planet and on to more information as well as puzzles.

The games and articles are to be used to practice for puzzles or can form hints or essential components required to solve a puzzle.

For this Trail, I will call each game by the planets around it, for example: Game – Venus/Earth is the one located between Venus and Earth.

[5.2.1] - Mercury Gateway puzzle Golem

SPEC:

This first Gateway puzzle is talking about encryption types. There is a passage of text written by Simon Singh, who wrote a number of books on cryptography and even had a contest of his own previously.



The puzzle specifies you should use frequency analysis to solve a substitution cipher. The original text is:

LUYBXWVFPMPVVFVAZYVPVZLJZRPXFURNLLNFYIUPVVNFFURZMWENVUPMWEN
 VUNRYIUVPMWNEULUEUMYZMYIUFNVLWYIUMYIUPVVNFZXQNZMYZMDYNFPVWXYIUR
 BYBVUZRYIUVPMWNEULUEUMYWUSVUPXUXYIUPVVNFQNZMYXYNFPVWXYIUQXPYZXI
 PLLBXUYIUQIVPXUYZEUXPVVNFYNUHQVUXXYIZXNMUFPJQVNQUVYJNRYZEUFISIIPX
 MNMPLNDBUZMXQPSUXZVPVYIBVUWWZMDYNMMNYGPSOPMWIZXAUPMXYPLO

SOLUTION:

The decryption required you to find the “cipher key” to this above encrypted passage. One method of decryption involved tallying the occurrences of each letter and assigning the common letters the values of, say, ‘E’, ‘T’ or ‘A’, with ‘Z’, ‘Q’ being using for uncommon letters. An alternative if to use a brute force software decryption program, such as one found at <http://codebreaker.dids.com/SCBSolvr.zip>.⁽¹⁾

The (partial) decryption key is as follows:

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
b	u		g	m	w	j	x	h	y		l	n	o	k	a	p	f	c		e	r	d	s	t	i

And the decoded text:

let us draw an arrow arbitrarily if as we follow the arrow we find more and more of the random element in the world then the arrow is pointing towards the future if the random element decreases then the arrow points towards the past I shall use the phrase 'times arrow' to express this one-way property of time which has no analogue in space

With punctuation inserted, this translates to:

Let us draw an arrow arbitrarily if as we follow the arrow we find more and more of the random element in the world then the arrow is pointing towards the future. If the random element decreases, then the arrow points towards the past. I shall use the phrase 'times arrow' to express this one-way property of time, which has no analogue in space.
 - Sir Arthur Eddington "Not Jack and His Beanstalk".⁽²⁾

It was noted in a later post that there was a better punctuation of the text found at: <http://www.xrefer.com/entry/248194> and the quote was taken from 'The Nature of the Physical World' (1928) ch. 4. "Not Jack and His Beanstalk" is not present in the actual quote. ⁽³⁾

The above passage was determined to be a red herring. The solution for the Mercury gateway password is found by taking the cipher key, and using it to encrypt the text below:

ABCDEFGHIJKLMNOPQRSTUVWXYZ becomes PASWURDIZGOLEMNQ?VXYB?FHJ?

Which tells us that our paswurd (password) iz (is) **Golem** and takes us to Mercury. ^{(4) (5)}

CREDITS:

*Adapted from Post #36 by linenoyze on the Discussion of CD

⁽¹⁾ Contributed by CoreyPlover

⁽²⁾ Adapted from Post #38 by Kurtdevious on the Discussion of CD

⁽³⁾ Adapted from Post #55 by Tablesaw on the Discussion of CD

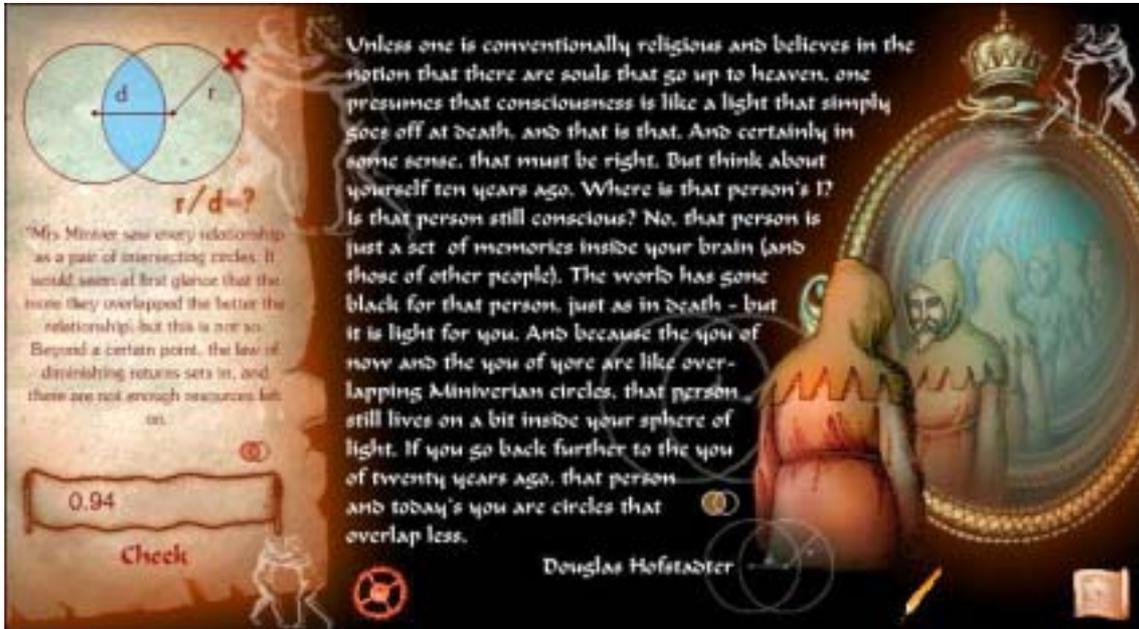
⁽⁴⁾ Adapted from Post #166 by headmocker on the Discussion of CD

⁽⁵⁾ Adapted from Post #148 by bk on the Discussion of CD

[5.2.2] - Venus Gateway puzzle1.88728

SPEC:

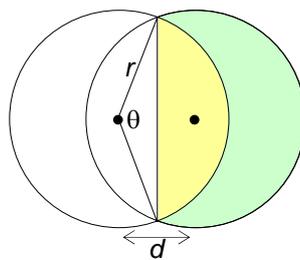
The second gateway puzzle required you to solve a mathematical problem. Two circles of radius r are placed with their centres d units apart. What is the value of r/d such that the area of overlap of the circles is equal to the total area not in overlap?



The text in question is from Mrs. Miniver by Jan Struther. Some information is available at: <http://www.zip.com.au/~lnbdds/home/janstruther6.htm>.⁽¹⁾

SOLUTION:

For those of us that have been away for these calculations you can find the equations at <http://mathforum.org/dr.math/faq/formulas/faq.circle.html>.



Define:

d = distance between centres of circles

r = radius of the circles (Assumes the circles are the same size)

θ = angle subtended by arc of circle overlap

Now the area of the chord (yellow) is $\frac{1}{2}r^2(\theta - \sin \theta)$ and so the area of the crescent (green) is $\pi r^2 - r^2(\theta - \sin \theta)$

Thus we wish to solve the following:

$$r^2(\theta - \sin \theta) = 2(\pi r^2 - r^2(\theta - \sin \theta))$$

$$\theta - \sin \theta = 2\pi - 2(\theta - \sin \theta)$$

$$3(\theta - \sin \theta) = 2\pi$$

$$\theta - \sin \theta = \frac{2}{3}\pi$$

Using iterative methods (or trial and error) we obtain a solution of $\theta = 149.27416^\circ$. From this we find that $d = 2r \cos\left(\frac{1}{2}\theta\right) = 0.52986r$ so $\frac{r}{d} = \mathbf{1.88728}$ which takes us to Venus. ⁽²⁾

An alternative solution that yields the same answer is provided by Walther. ⁽³⁾

CREDITS:

Adapted from several Posts on the Discussion of CD

⁽¹⁾ Adapted from Post #50 by Tablesaw on the Discussion of CD

⁽²⁾ Contributed by CoreyPlover

⁽³⁾ Adapted from Post #58 by Walther on the Discussion of CD

[5.2.3] - Earth Gateway Puzzle.....Intense Pleasure

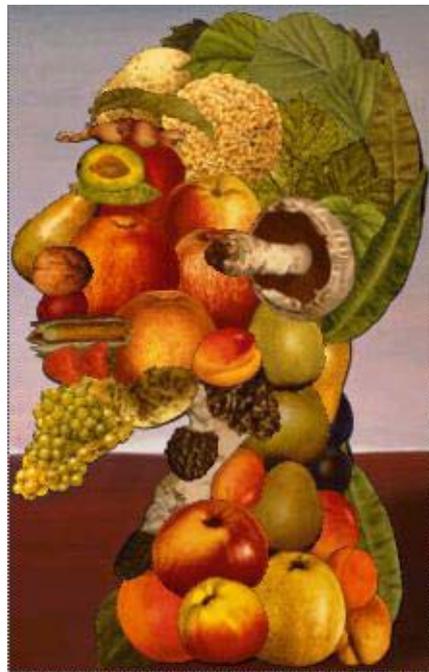
SPEC:

The third gateway puzzle requires you to arranging all the pieces of fruit and leaves onto the figure of the silhouette



SOLUTION:

By placing a piece correctly, an image of the completed solution will appear in the upper left corner. By taking a screenshot when the solution is displayed, solving the gateway puzzle should be straightforward, though for those tricky pieces, refer to the larger solution below.



When you complete the puzzle the head speaks and says the following:

What it is? What attracts me so irresistibly to Guiseppe Arcimboldo's method that sometimes I am not even shy of imitation (otherwise so despised)?

What sort of force is it which always deafens all rational arguments against it? Is it the evocative force of "Mannerist Prague" to which someone who has lived there all his life succumbs with intense pleasure?

Is it the message of Rudolf II himself, secretly crossing the centuries, this new "Hermes Trismegistus"?

Or is it sublimation of memories of childhood masturbation, which psychoanalysts say later manifests itself as a passion for collecting, the accumulation of objects, which is so particular to Arcimboldo's method? Did Arcimboldo ever masturbate in childhood?

The gateway password is included in the above passage and is **Intense Pleasure** and takes us to Earth.

CREDITS:

Adapted from Post #44 by frappster on the Discussion of CD

[5.2.4] - Mars Gateway Puzzle.....Harmonia

SPEC:

The fourth gateway puzzle is a pseudo-sexual game of 'space invaders'. You start the game by clicking on Mars's shield.



Catching the white blobs increases your power, rate of fire and each time you catch a white blob you can be hit once with a red blob without being killed.

SOLUTION:

At some time into the game a large version also appeared that sweeps across the screen. Once killed a large sphere (pearl) drops out and moves over to the 'Birth of Venus' pic. It becomes a baby and then begins to cry.⁽¹⁾

We are required to find the name of the child of Venus and Mars.

Venus reigns as the supreme Goddess of Love. With her exquisite features and pleasant smile she attracted many suitors, gods and mortals alike. However, she was married to the graceless and lame Vulcan, the god of fire. Her true love was Mars, the god of war. Their child was the beautiful goddess **Harmonia** and this takes us to Mars.⁽²⁾

CREDITS:

⁽¹⁾ Adapted from Post #56 by walther on the Discussion of CD

⁽²⁾ Adapted from Post #192 by walther on the Discussion of CD

[5.2.5] - Jupiter Gateway Puzzle A Spark Of Influence

SPEC:

On the right of the fifth gateway puzzle is a lengthy article about morphic fields.



SOLUTION:

The video clip narrates a short segment of the article. Each channel is revealed by finding and clicking keywords in the article. The channels and their corresponding keywords/phrases are:

1 – “So morphic fields are the fields of self organising systems. They have another feature which is that they contain an inherent memory, so morphic fields organize things in accordance with the patterns of similar systems in the past, and the transfer of memory takes place through the process I call morphic resonance.”

2 – “I’m tremendously in favour of Darwinism, I just think that most Darwinist and neo-Darwinists have a very limited view of the power of Natural Selection, they simply confine it to selecting gene frequencies on earth, are possibly other planets where there’s DNA or something like that. I think it applies generally through nature to the very regularities of nature themselves.”

3 – “Now if I cut it in half, now this is not half a field, it’s a complete field, and this is now the north pole. And this region here that was previously nearer the south pole than the north pole is nearer the north pole than the south pole now. The physical being of this magnet is exactly the same but the positional information has changed.”

4 – “Science is about a consensus way of thinking, paradigms shifts not through the strength of evidence so much as through people’s willingness to accept it, which change what they believed before.”

5 – “I think its things working in the real world and people spending real money over them which in the end are going to force changes, rather than a single definitive experiment, that everyone in the scientific community is going to say instantly ‘Ah that’s it’. That’s never happened before, and I don’t think it would happen now”

6 – “The morphic resonance is like a leaping; like a spark of influence leaps from the past to the present”; the gateway password is **A Spark Of Influence** and takes us to Jupiter. ⁽¹⁾

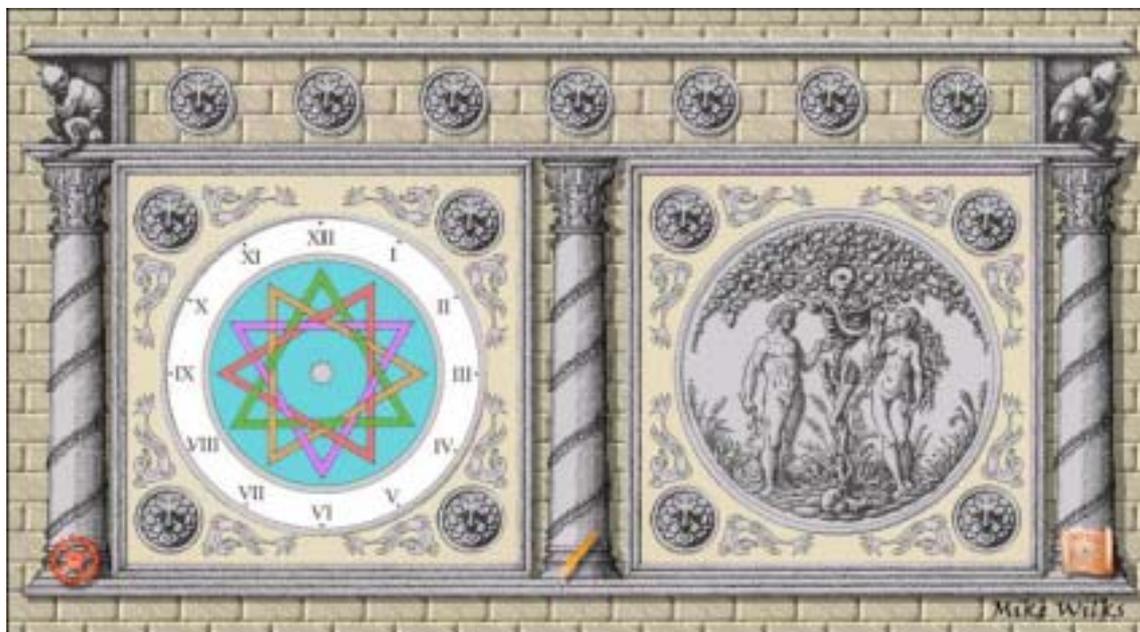
CREDITS:

⁽¹⁾ Adapted from Post #86 by linenoyze on the Discussion of CD

[5.2.6] - Saturn Gateway Puzzle..... Berosus

SPEC:

The sixth gateway puzzle consists of 7 stages. At each stage the right hand window opens to reveal a mini puzzle. On completion of each puzzle a clock opens at the top of the screen and a section of the left window is revealed. The left section simply reveals the current date and time.



The mini-puzzles revealed in the right window are:

1. Three sized clock hands
2. A mechanism with four pieces removed and placed below
3. A join-the-dots puzzle
4. A word sum: CLOX + TIC + TOC = ?
5. A jigsaw puzzle
6. Four swinging pendulums each whose speed may be independently adjusted by a slider
7. An anagram:

SOLUTION:



Part 1

Simply drag and drop the clock hands onto the clock face, lining the circular parts with the circle in the centre of the clock face. You have to be quite accurate or they will jump back.



Part 2

Drag and drop the four parts of the mechanism at the bottom into their correct places. The brown cog is the only one that is not obvious: it goes immediately above the similar one that is already there.

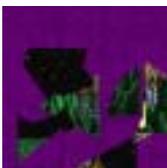


Part 3

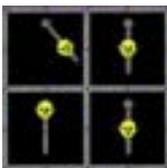
A simple (?) join the dots puzzle. The solution is given here.



Part 4
CLOX+TIC+TOC. To solve this, ignore the letters that don't appear in Roman numerals, giving CLX+IC+C. That gives a total of CCCLIX, but the answer only lets you put in three characters. Try the modern equivalent: 359.



Part 5
Simply drag and drop the puzzle pieces to make a picture. It doesn't matter where the picture is centred. Some of the pieces may be hiding behind others or nearly off the screen.

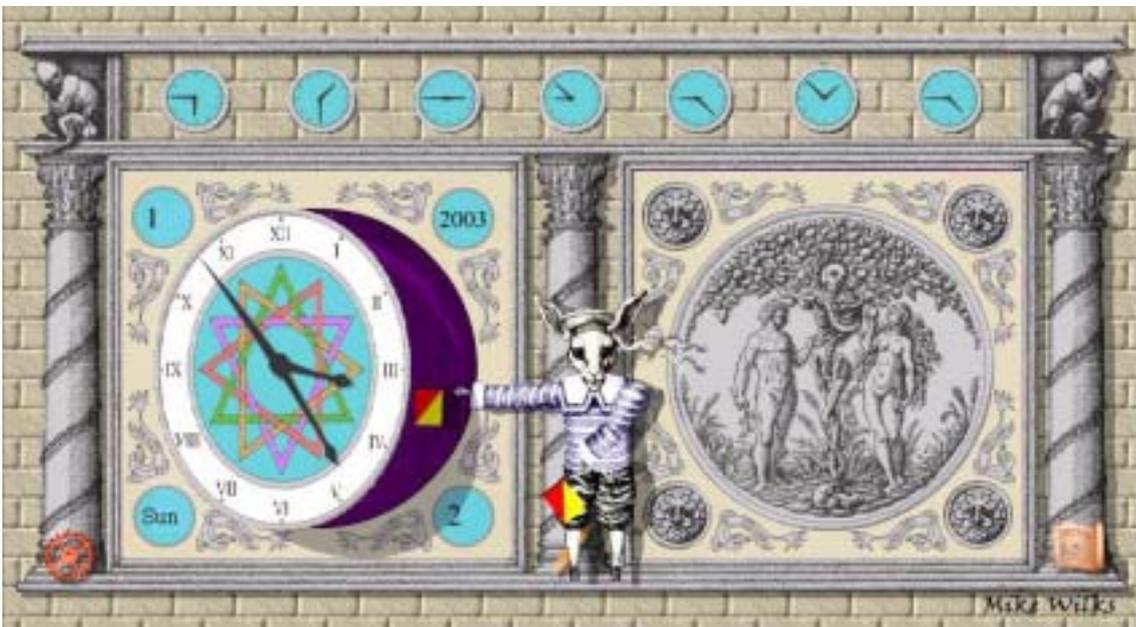


Part 6
You must get all four faces happy like the top left one by putting them all in time. I found that if you put the face just above the highest position and let go, and then drag it down and only let go when it is in time with the top left pendulum, it is relatively easy.



Part 7
The catch with this anagram is that it isn't in English, it's in Latin. Using the Timehunt theme of time (or tempus in Latin) yields *tempus edax rerum*, which translate to 'time devours all things'.

Now the rabbit jumps out and proceeds to sign the entire alphabet, followed by the 'error' signal in semaphore. Each of the seven clocks revealed at the top of screen represent a letter in semaphore, spelling **Berosus**, who was a 3rd century priest, historian and astronomer, which takes you to Saturn.



CREDITS:
Adapted from Post #78 by Angus on the Discussion of CD

[5.2.7] - Uranus Gateway Puzzle..... A Stitch In Time Saves Nine

SPEC:

The seventh gateway puzzle is a story about a Zarathustran octuplet:



SOLUTION:

There are 8 Zarathustrans (hence the octet of the title):

- Hewer-of-Wood
- Ringmaster
- Performer-of-Amusements
- Creator-of-Creations
- Pursuer-of-Sickness
- Liar-to-Adults
- Liar-to-Children
- Destroy-of-Facts

If you include "The Regulations" you have 9 (hence the nonet of the title) and they are all saved quite literally by a stitch in time. Hence the gateway password, **A Stitch In Time Saves Nine** which takes you to Uranus. ⁽¹⁾

CREDITS:

⁽¹⁾ Adapted from Post #98 by frappster on the Discussion of CD

[5.2.8] - Neptune Gateway Puzzle..... Beats Per Minute

SPEC:

The eighth gateway puzzle is a short article about musical communication. By pressing the 'play' arrow on the piano, a short musical composition is played.



SOLUTION:

In the early, central section of the musical composition are a series of beeps in amongst the music. They represent morse code:

-... ..

Translated they read 'BPM'. In musical terminology, this is an acronym for **Beats Per Minute** which takes you to Neptune.

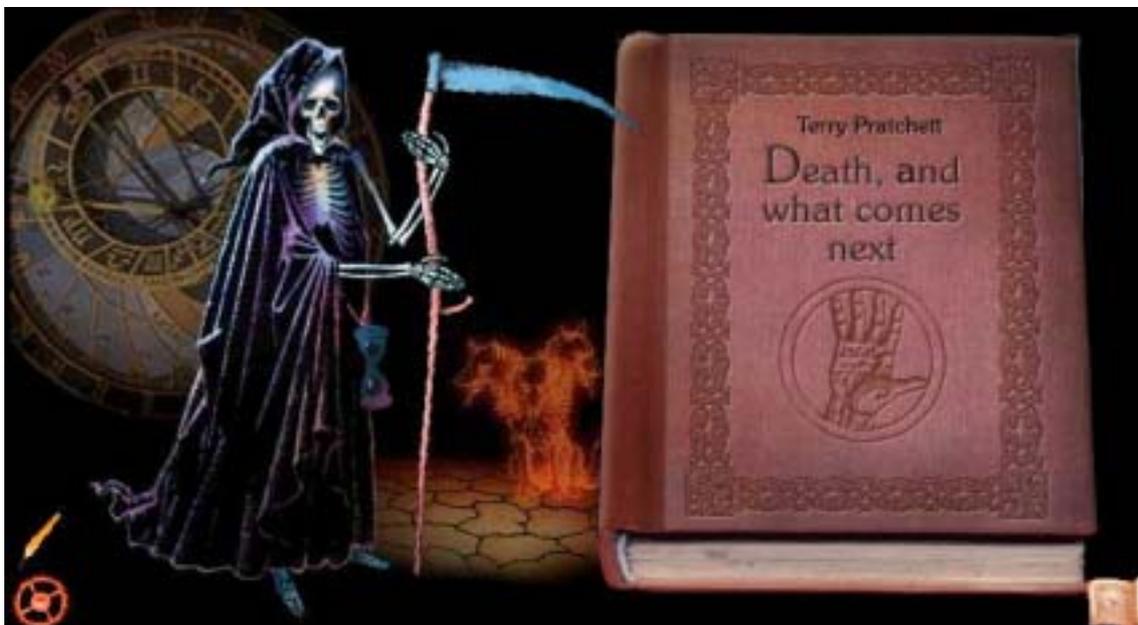
CREDITS:

Unknown

[5.2.9] - Pluto Gateway Puzzle Moment Of Truth

SPEC:

The ninth and final gateway puzzle is a story about Death, written by Terry Pratchett, which can be read by clicking the front cover.



SOLUTION:

Clicking the Grim Reaper causes him to wield his scythe and knock off the letter 'A' in the title, and by clicking on the coffin on the final page, Cunninculus appears and knocks off the letter 'H' on the final page.

The clue is in the title of the story. The key is not the letter that they cut off, but what PRECEDES the letter, the word *Death*! (hence "Death, and what comes next")

By going through the story and observing each word that succeeds the word Death, you obtain:

- Met
- Oh
- Motionless
- Everything
- Nodded
- Tapped
- space
- Once
- For
- space
- The
- Really
- Under
- That's
- He

Reading down the first letters and using the word 'space' as a space, you get the phrase, **Moment of Truth** which takes you to Pluto.

CREDITS:

Unknown