



escaperoomspiele.com

THE MAGICIAN'S CURSE

SOLUTIONS





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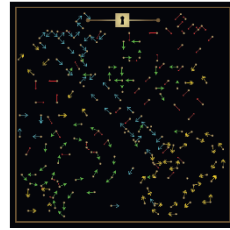
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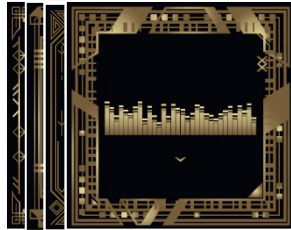
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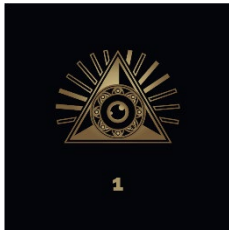
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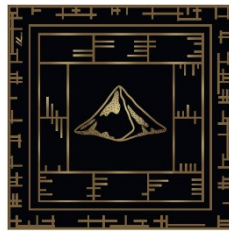
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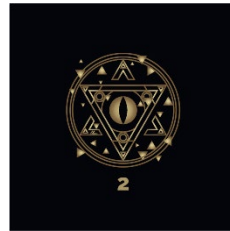
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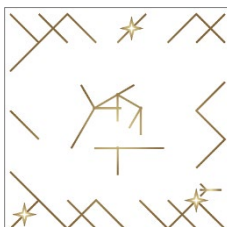
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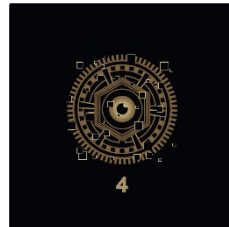
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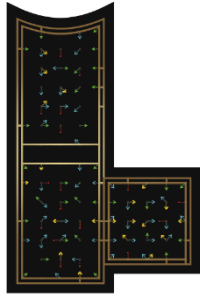
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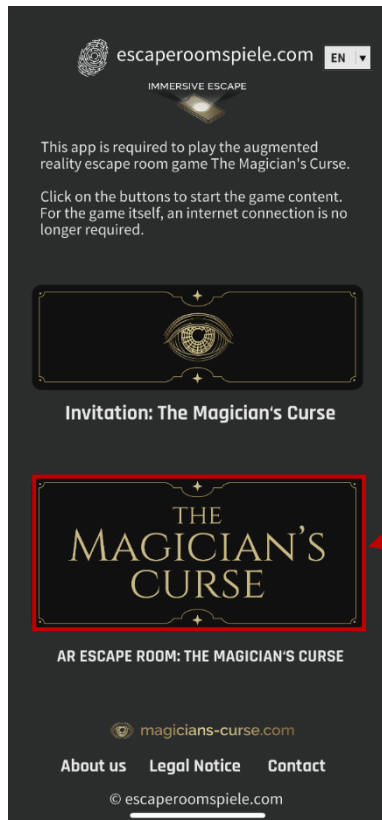


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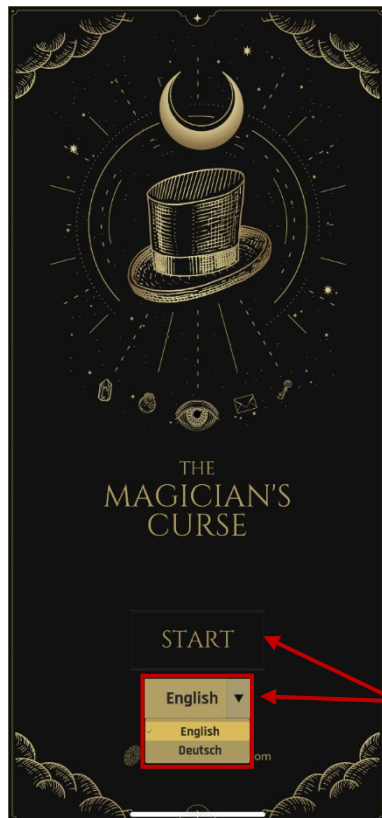


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Starting the Game



1. tap on this area in the app.



2. Choose the language «English».

3. Tap on start.

Start Message



1. Make sure that the rune at the top left is selected: the rune that is also shown at the bottom of the image.

2. find the playing card that has the same frame as the card shown on the app:

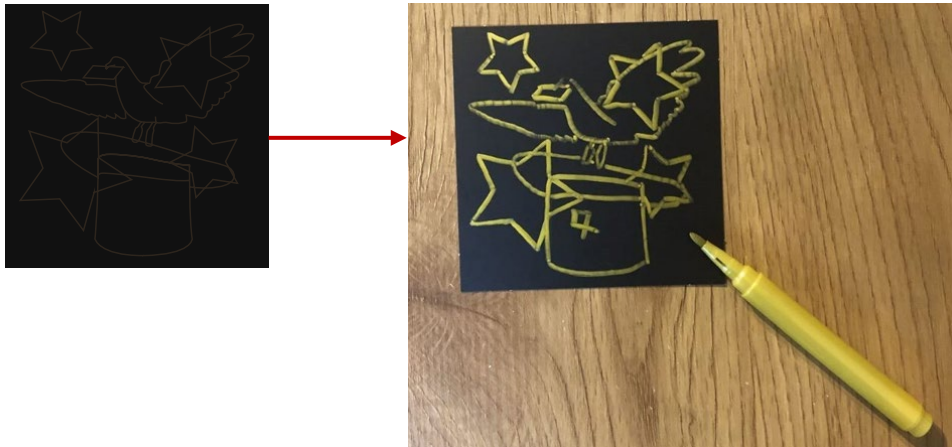


3. Scan the card and the intro video plays.

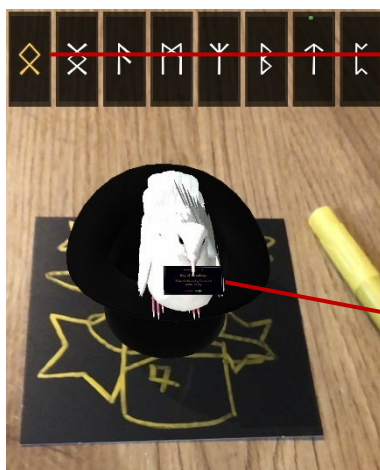


Dove to trace

1. The dove and the hat must be traced with the golden pencil:

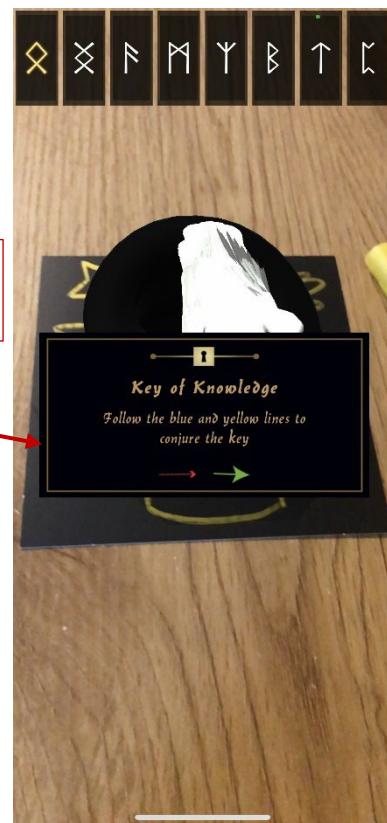


2. Now the pigeon card can be scanned with the smartphone.
Make sure that the correct rune is selected!



3. select rune

4. tap on the card, the pigeon holds in its beak.



If the pigeon card does not work, you can find the perfectly traced pigeon card following this link:

<https://escaperoomspiele.com/pdf/magicians-curse/Pigeon-and-Star-Marker.pdf>

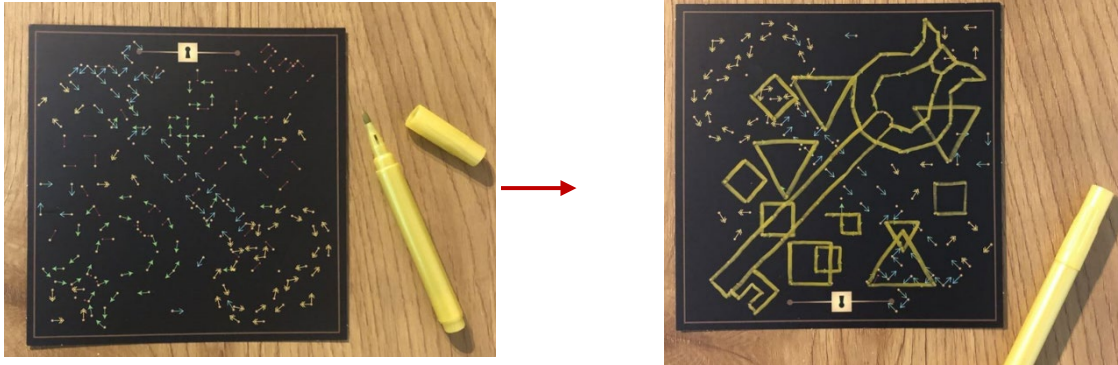


Key of Knowledge

This puzzle can be solved, once you solved the puzzle of the pigeon -> see Pigeon to trace, page Fehler! Textmarke nicht definiert..

--

1. Connect dots with each other wherever the red and green arrows indicate to do so:



2. select this rune

Once you scan the key of knowledge card, the key appears.





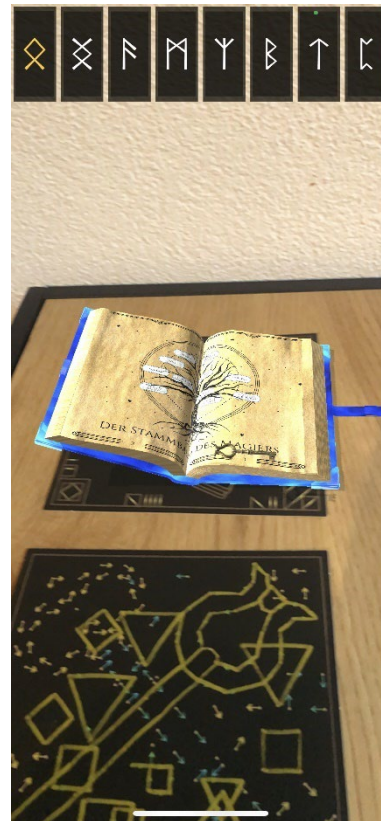
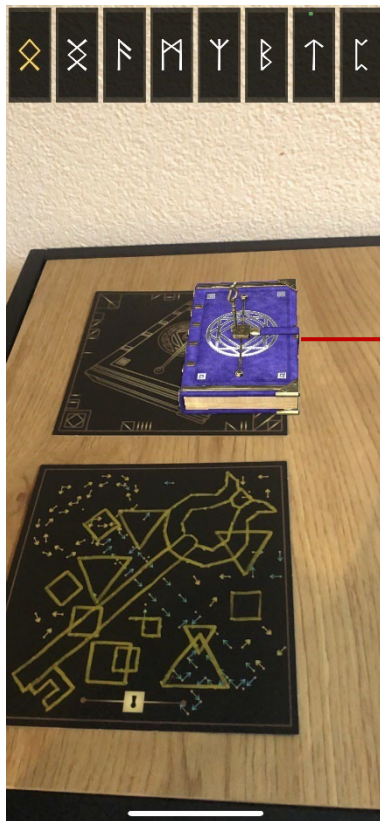
Magian's Book

This puzzle can be solved, once you solved the puzzle of the key of knowledge (see section above).

--

Place the key of knowledge card next to the magician's book card and scan both of them with your smartphone simultaneously.

By doing so, the locked book opens:



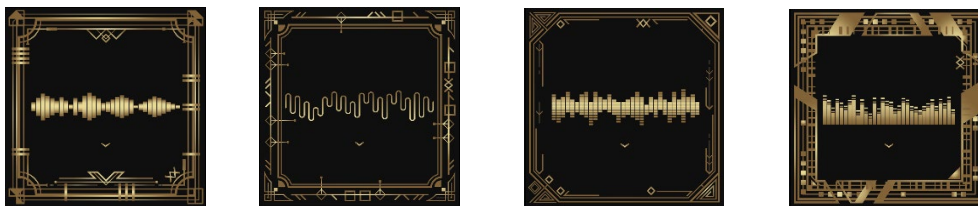
In the Book of Mages you can find help with various puzzles in the game.





Tone images

At the end of each tone image, the magician holds up a certain number of fingers. This indicates the order of the sounds:



The tones of the images match the key sounds of the first envelope.

Envelope 1

To open the envelope, you need to decode the sound images (see above).

--



Image 1: Tone 2

Image 2: Tone 6

Image 3: Tone 1

Image 4: Tone 4

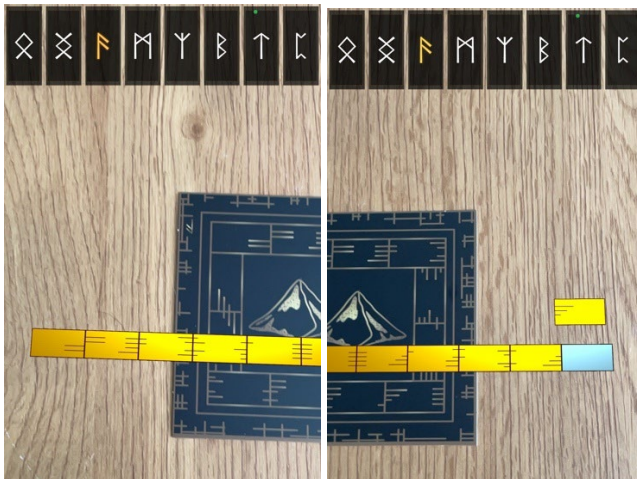
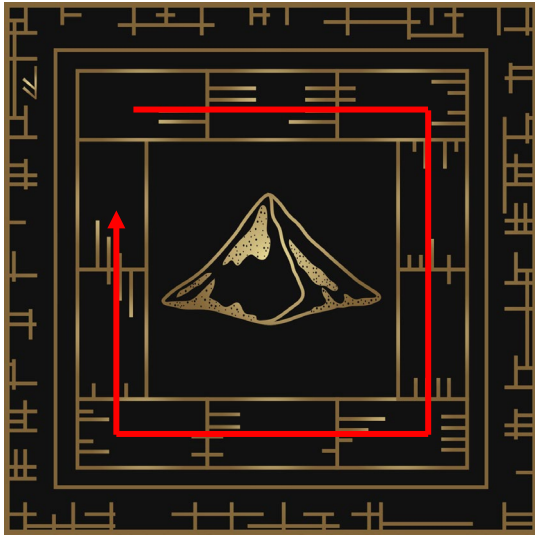
The code is: 6 2 1 4.





Magic of Sand

Scan the sand card. Afterwards, you have to put the 10 tiles in the correct order. You can see the correct order on the card:



After the correct insertion of the tiles, the following audio will play:

I am the desert sand and I host the code of the elements.
 The first element makes me invisible.
 The second element is rarely a guest here.
 Thanks to the third element I turn into mighty dunes.
 I am a part of the fourth element.

- 1. Fire
- 2. Water
- 3. Wind
- 4. Earth



Envelope 2

To open the envelope, you must solve the puzzle of the sand (see above). By doing so you get the code of the elements.

--

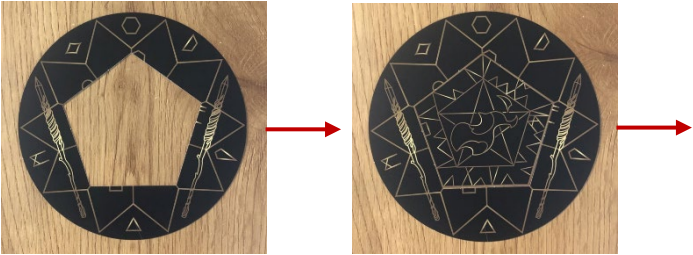


- 1: Fire-Icon (left, top row)
- 2: Water-Icon (middle, bottom row)
- 3: Wind-Icon (right, middle row)
- 4: Earth-Icon (left, bottom row)

Magic wand of elements

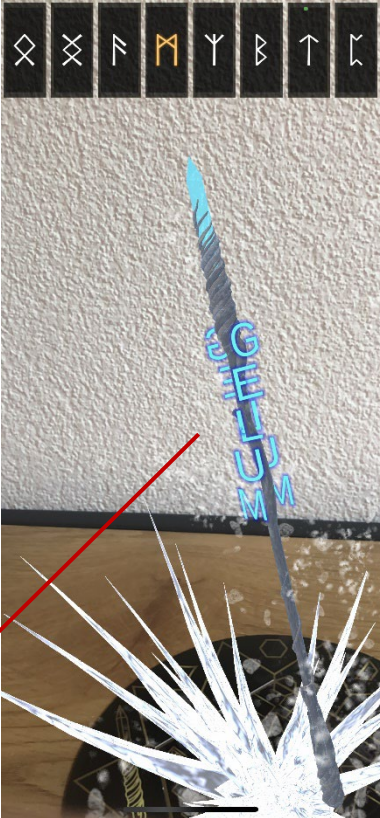
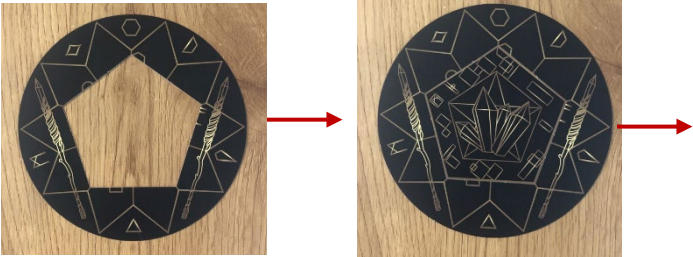
The 4 elements must be inserted into the magic wand card one after the other: This is how you find out the ancient name of the elements.

Wand of Fire



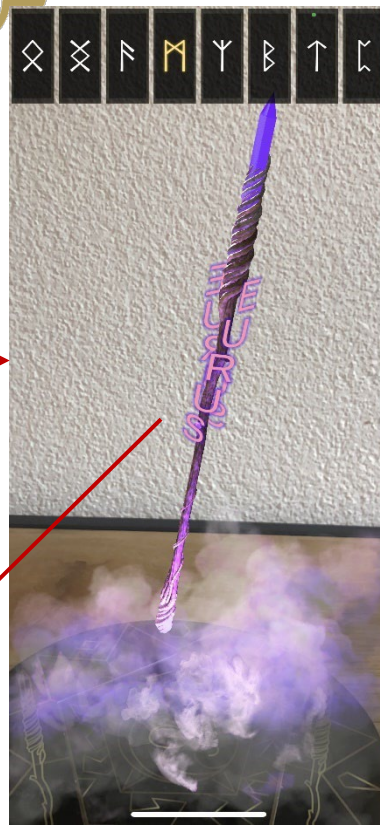
The word **IGNIS** is circling around the wand.

Wand of Water



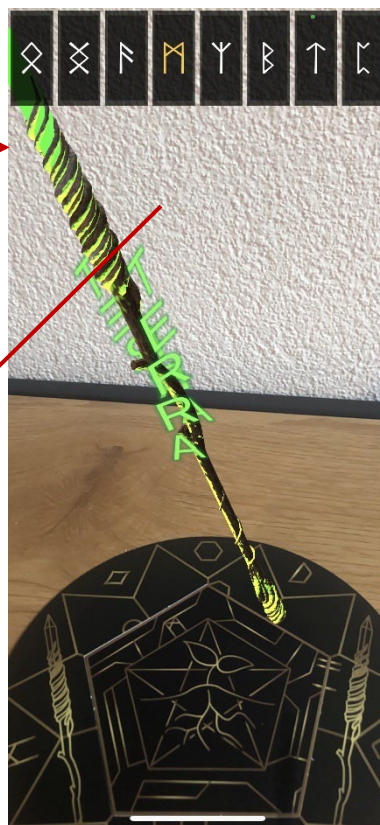
The word **GELUM** is circling around the wand.

Wand of Wind



The word **EURUS** is circling around the wand.

Wand of Earth



The word **TERRA** is circling around the wand.

Magic Potions

The puzzle of the magic potions can be solved, once the puzzle of the wand is solved (see above).

--

Uncork the potions using the words of the elements you found out in the magic wands puzzle.

Fire Potion

Make sure, that the correct rune is activated (third from left) and scan the fire potion card.



The word is IGNIS: Enter it by tapping on the letters I-G-N-I-S one after the other on the screen.



Earth Potion

Make sure, that the correct rune is activated (third from left) and scan the earth potion card.



The word is TERRA: Enter it by tapping on the letters T-E-R-R-A one after the other on the screen.



Wind Potion

Make sure, that the correct rune is activated (third from left) and scan the wind potion card.



The word is EURUS: Enter it by tapping on the letters E-U-R-U-S one after the other on the screen.



Potion of Ice

Make sure, that the correct rune is activated (third from left) and scan the ice potion card.



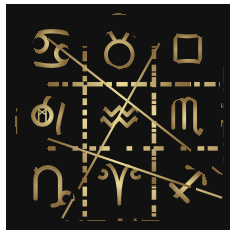
The word is GELUM: Enter it by tapping on the letters G-E-L-U-M one after the other on the screen.



Zodiac Box

This puzzle can only be solved, once you solved the puzzle of potions.

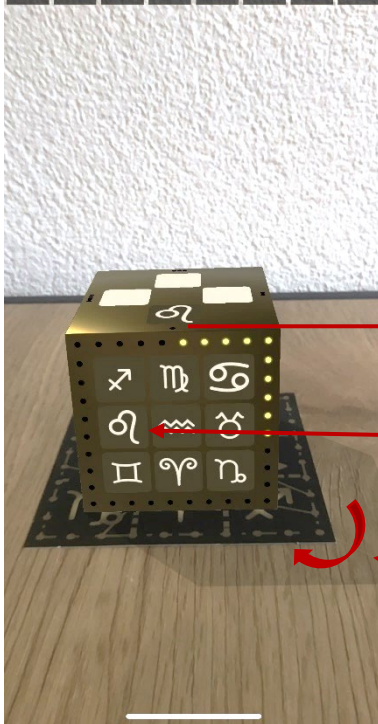
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Scan the zodiac box card.



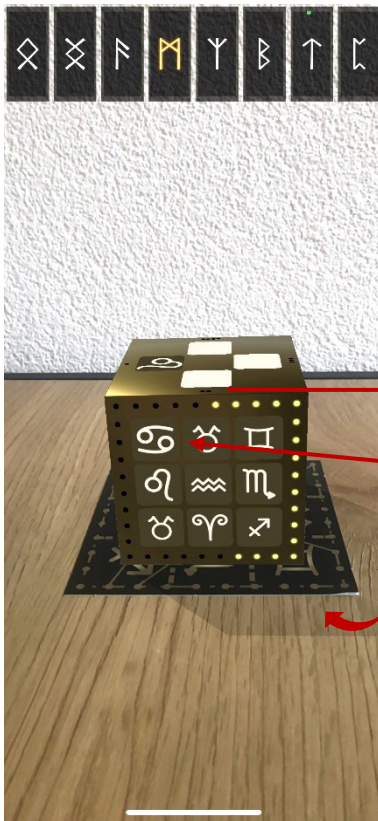
Choose this rune.



On the top of the box is one black circle, indicating, that the sign of the fire potion needs to be chosen:



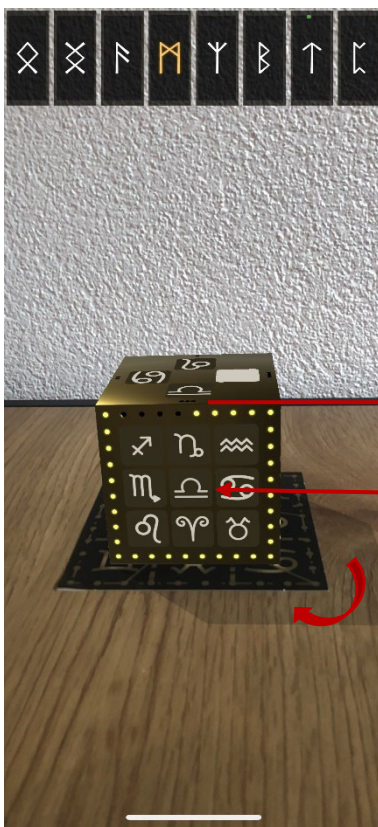
Turn the card, so that the next side of the box is visible.



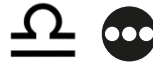
On the top of the box are two black circles, indicating, that the sign of the earth potion needs to be chosen:



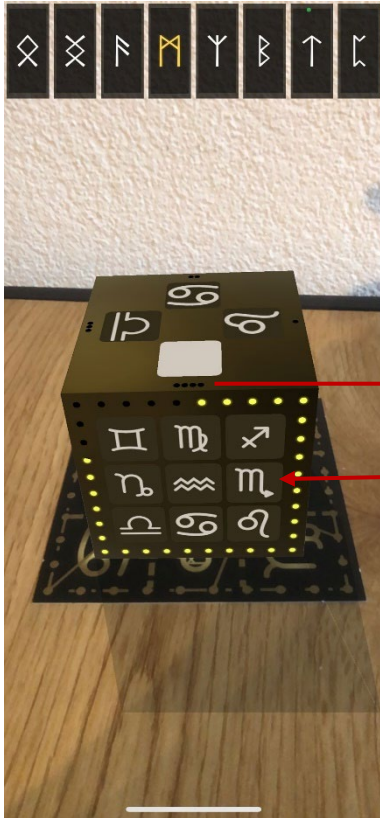
Turn the card, so that the next side of the box is visible.



On the top of the box are three black circles, indicating, that the sign of the wind potion needs to be chosen:



Turn the card, so that the next side of the box is visible.



On the top of the box are three black circles, indicating, that the sign of the ice potion needs to be chosen:

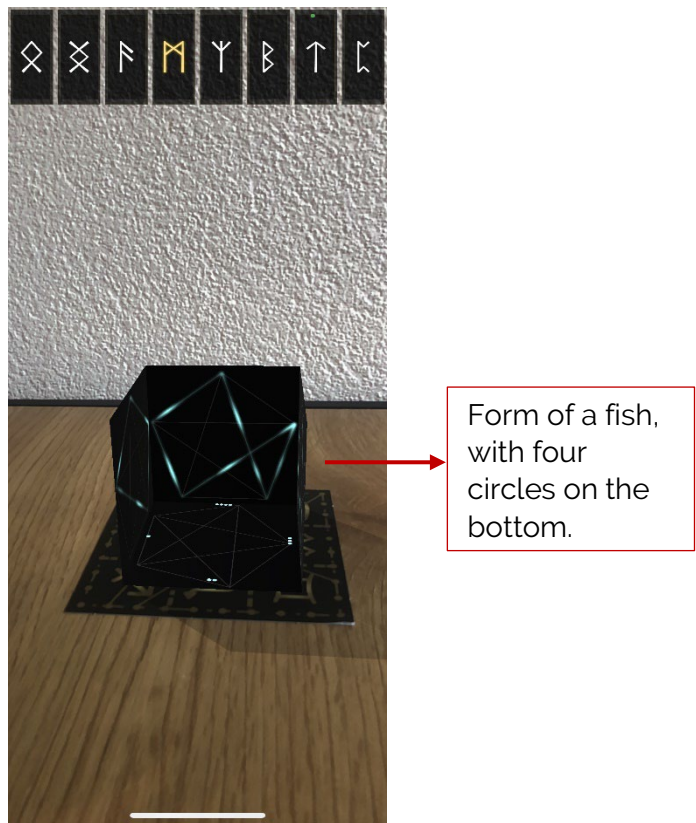
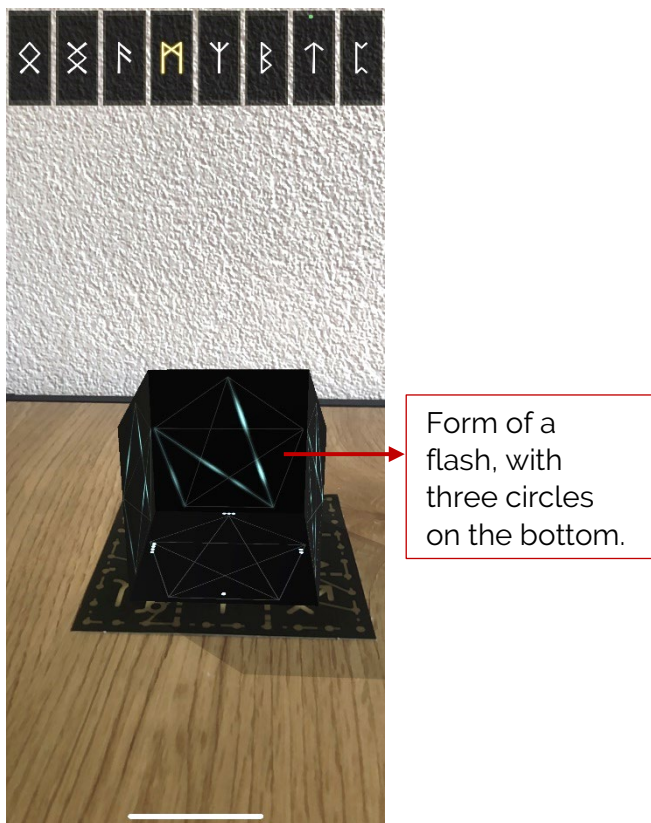
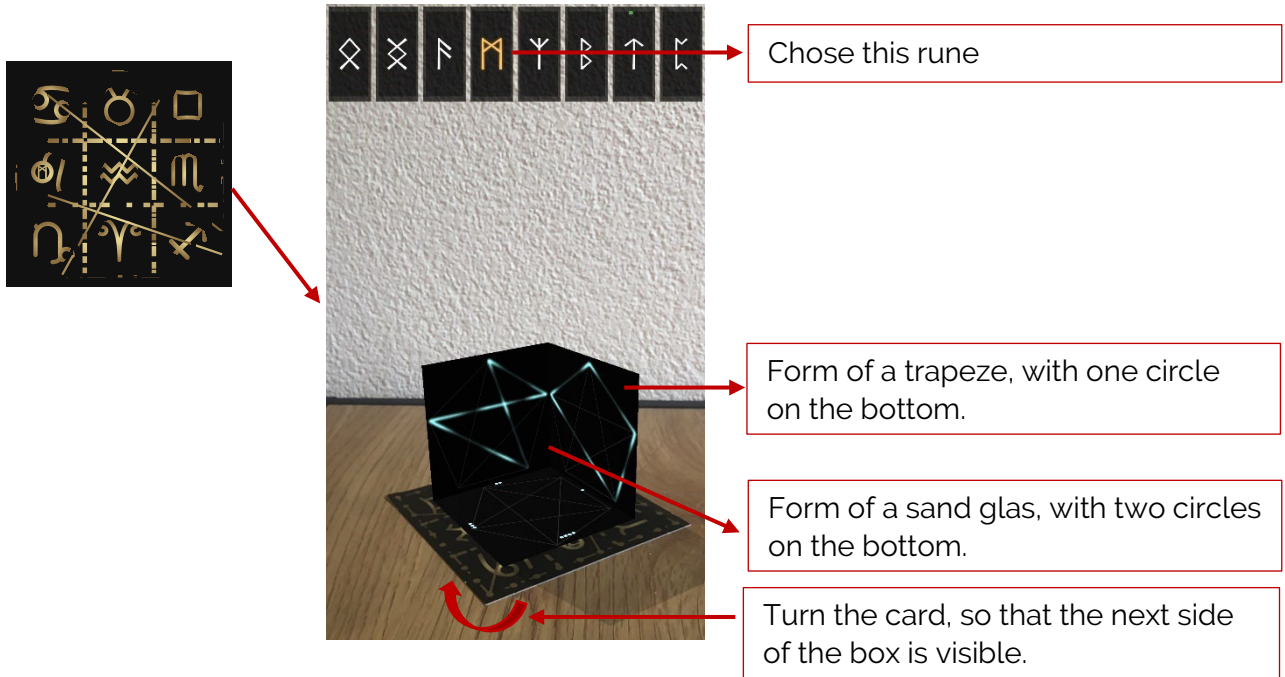


Envelope 3

You can solve this puzzle only after you solved the mystery of the zodiac box.

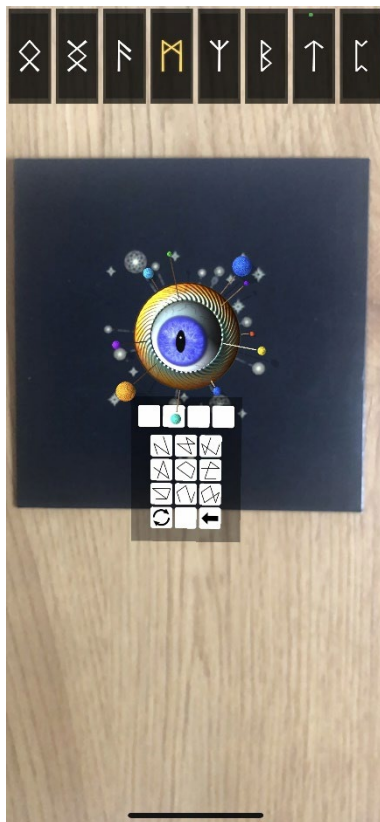
--

If you scan the zodiac card, you'll see four different forms (provided you've solved the zodiac box puzzle):





These four forms signs are the code for envelope 3, ordered from 1 to 4 circles:



Foil Card

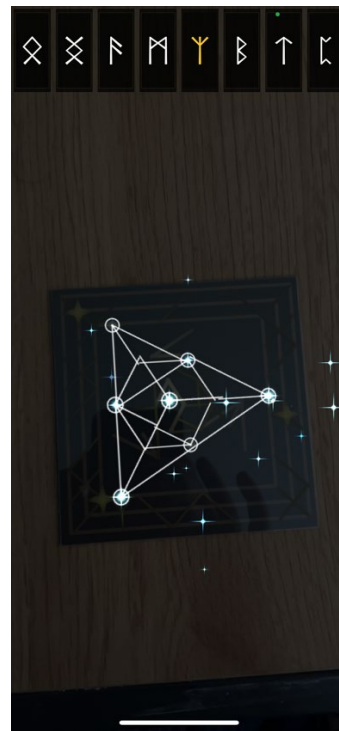
The two cards below have to be placed on top of each as shown in the image below.



Scanning requires good lighting conditions and experimenting with the angle of the camera, because of the foil reflection.



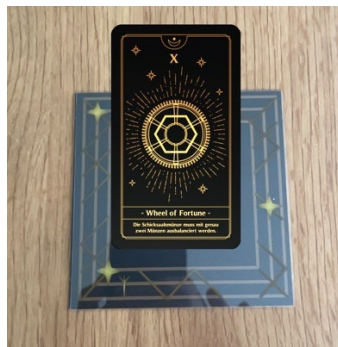
By tapping on the stars, the individual constellation parts can be rotated until they form the symbol indicated on the right image.



If the pigeon card does not work, you can find the perfectly traced pigeon card following this link:

<https://escaperoomspiele.com/pdf/magicians-curse/Pigeon-and-Star-Marker.pdf>

Afterwards, the card of fortune appears. By tapping on the card, the card is enlarged.





Scale of Fortune

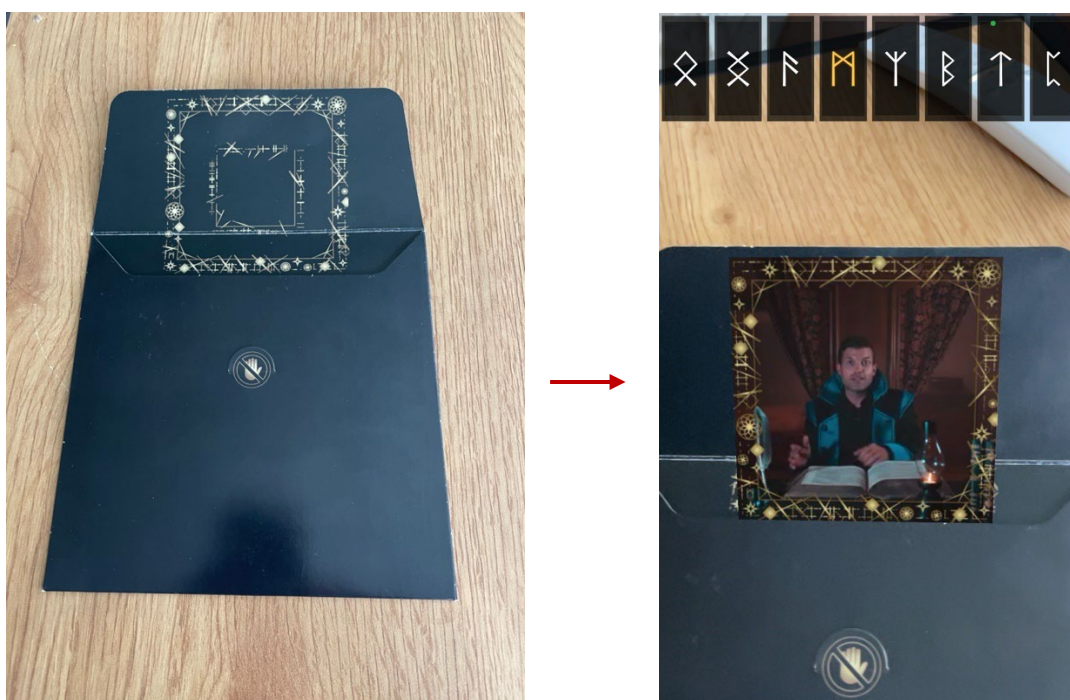
This puzzle can only be solved, once you solved the foil puzzle and found the fortune card.

--

The fortune card shows the coin of fortune. It also tells how many coins must be used to balance the scale of fortune.

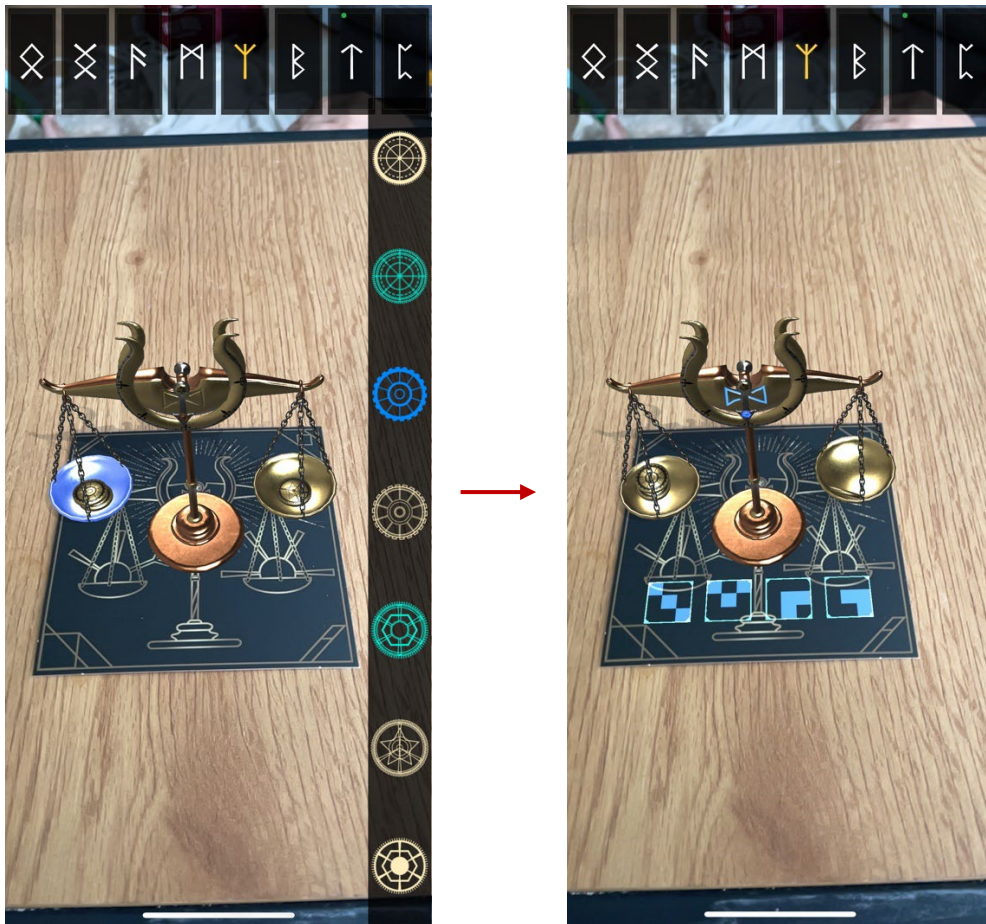
«The coin of fortune must be balanced with exactly two coins.»

Also needed is the information from the inside of the third envelope: If you scan it, the macians reveals, that the coin of fortune must be placed on the right side.



To balance the coin of fortune, the second and third coin from the top must be placed on the left side of the scale.

Afterwards the solution to open the envelope 4 appears on the bottom of the scale:



Envelope 4

You only can solve this puzzle, once you solved the puzzle of the scale of fortune.

--

After you place the correct coins on the scales, it will display the 4-digit code to unlock the fourth envelope.

Choose this rune

Scan envelope 4

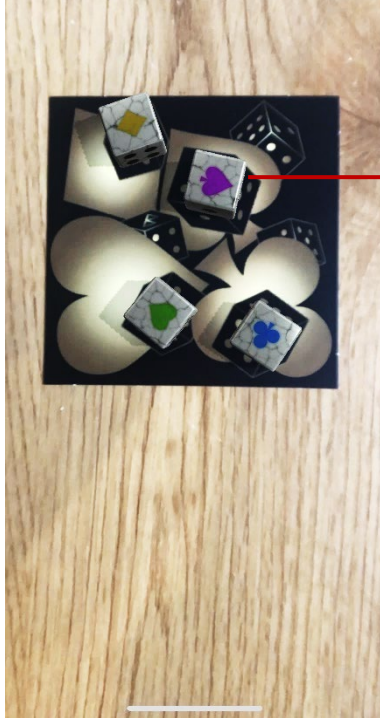
4-digit code: choose the four patterns indicated on the bottom of the scale.

Dices











Select this rune

Scan the dice card



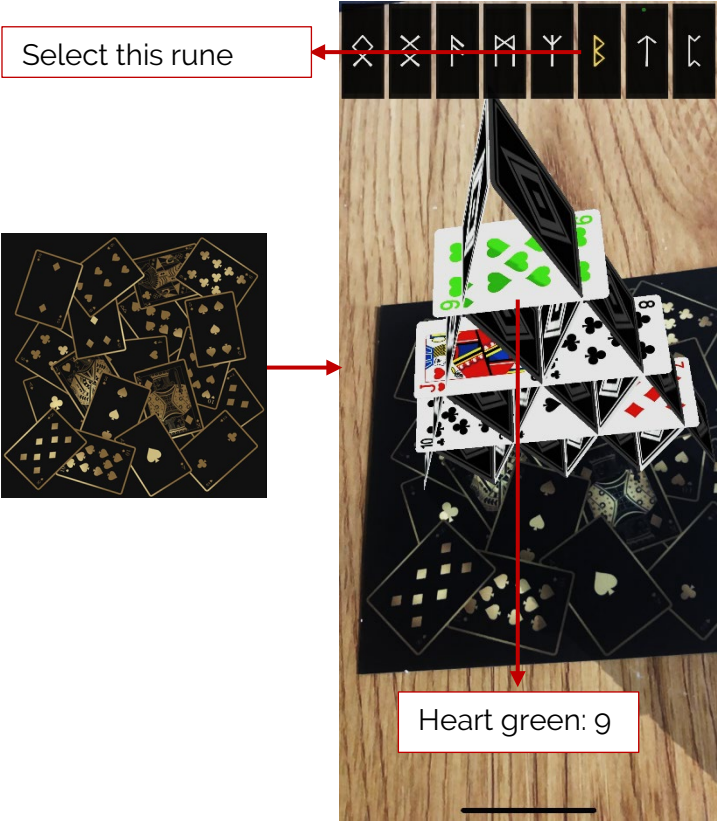
By tapping on a dice, it jumps up and you can rotate it.

By rotating the dices, you find that each dice is missing a different number:

-  → 
-  → 
-  → 
-  → 

House of cards

Scan the house of cards card. If you move the smartphone so that you see the cover of the playing cards, you will find four cards with special colors:



Envelope 5

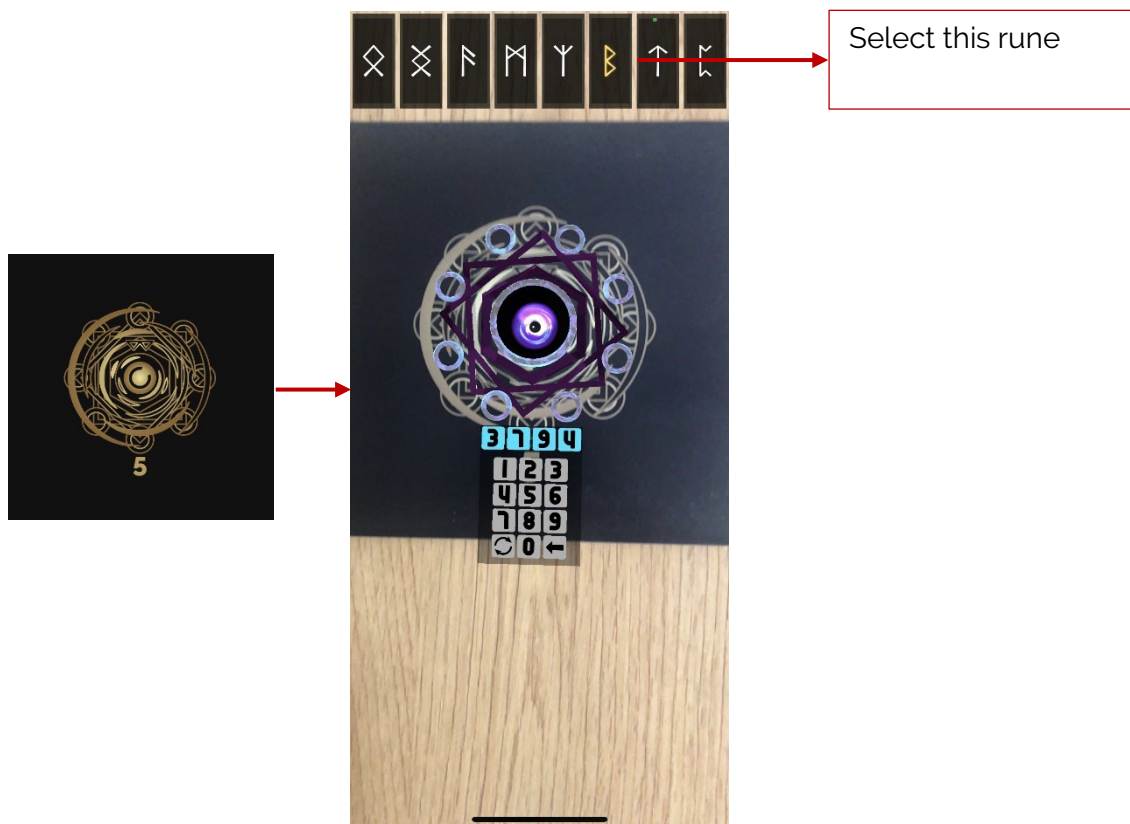
You only can solve this puzzle, once you solved the puzzle of the dices and the house of cards.

--

The dices indicate the sequence and the house of cards the digits:



Scan the envelope 5 and enter the code 3 7 9 4.



Labyrinth Portal

Scan the card below

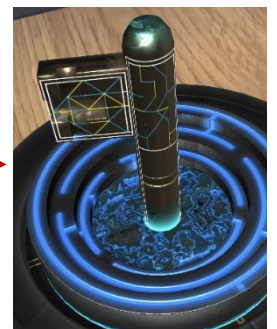


Select this rune.

Now the gems must be inserted. There are a total of 6 gems, that were in the envelopes.
Place the three gem cards next to the labyrinth card.



Once the three gems are inserted, the labyrinth appears: tap on the rings to rotate them.



Above you see the correct position of the rings: after a few seconds a key bit appears.

Diamond Portal

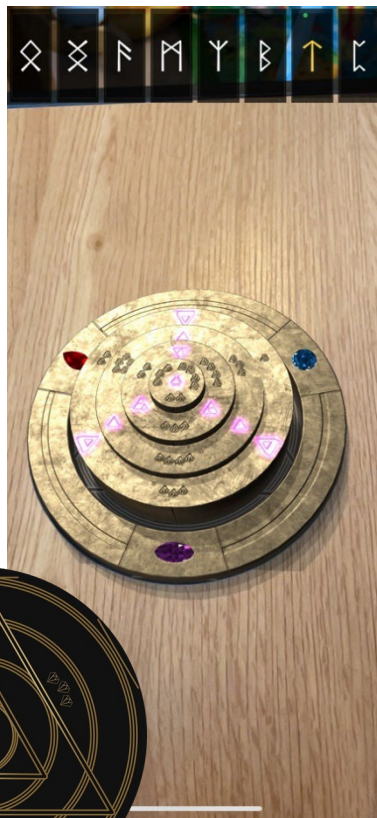
Now the gems must be inserted. There are a total of 6 gems, that were in the envelopes.

Place the gem cards next to the labyrinth card.



Select this rune

Once the three gems are inserted, the portal rings appear: tap on the rings to rotate them.



Solution:
The diamonds on the rings must be aligned the same as on the card. After a few seconds, a key head will appear.

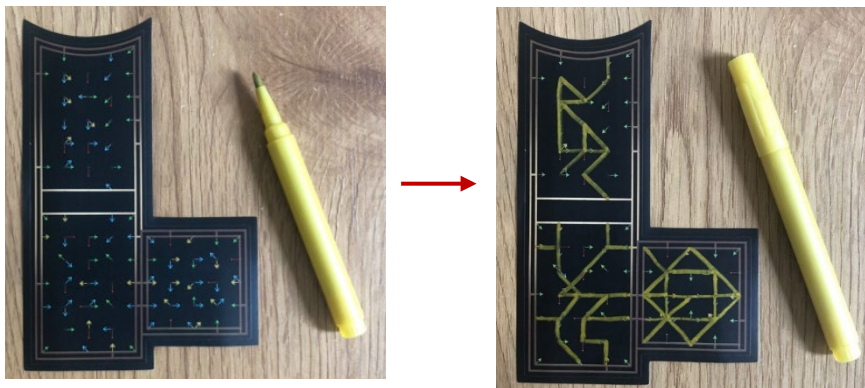


Key Bit

You can only solve this puzzle, once you solved the puzzle of the diamond and labyrinth portal.

--

When you have solved the puzzle of the portals, a key bit appears in one portal and a key head in the other. They show the pattern you need to draw on the key bit card and indicate that on the key bit card only the points should be connected where the blue and yellow arrows indicate to do so:





End Puzzle: Curse

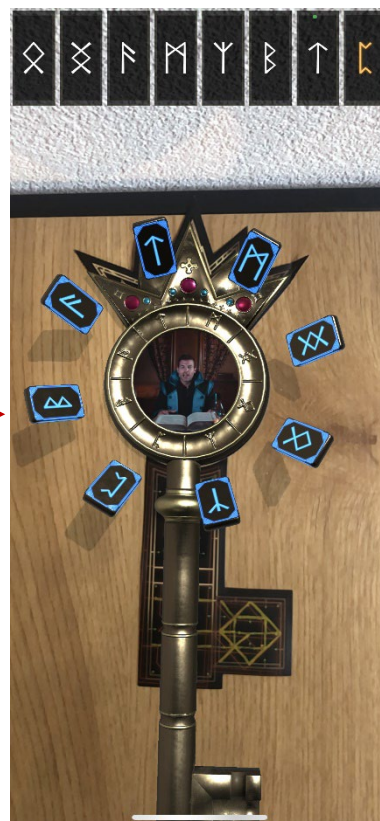
This puzzle can only be solved, once you solved the puzzle of the two portals and have connected the correct points on the key bit card.

--

If the puzzles of the two portals are solved, it tells how to break the curse: Place the crown on top and the key bit card below the curse card.



Scan with the app: once all three cards are recognized by the app, you have broken the curse.



If the app does not recognize the properly assembled counter curse, try to get close to the center of the circle with the camera and then slowly increase the distance.

