

La Casa de Papel Manual

General information

It's an app so don't close it

- Read all the missions out loud.
- If you find something which belongs to us (if someone has lost it) please bring it back with you.
- If they have any questions or problems they can always call the host
- 30 minutes prior to the end of the game the semi-final starts. If you are still busy answering a question please proceed to the semi-final. These questions are worth way more points and are the most fun to play.

Explaining the AR!

Everything you need is on the iPad

Point the iPad to the ground.

Press scan.

If you see the yellow dots press scan and then press place

Point the iPad upwards to see if the object is placed correctly

Be sure to check everything around you.

The object needs to be placed on the ground. Be sure to check if it doesn't float. If it does redo the previous steps.

If everything is in order press play

If you press play without the object you can't play the game

- Enter Test, Test and a random digit as information
- Click the question at the Neude square in Utrecht.
- It will show the following:
 - Press **scan** and point the iPad to the ground. This will show the yellow dots. You need to show this to the players.
 - Press **Place**. Point the iPad upwards to check if the object is placed properly. If not you need to re-scan.
 - If the object is placed properly, press **Play**.
- Explain the AR very carefully because if the object is not placed properly the game can't be played.

After the game

Afterwards you will welcome your guests warmly and ask them about their experiences and opinions about the game.

You will do the following afterwards:

- Check the contents of the suitcase
- Make a fun group-picture. Ask if you can place it on social media. This will be fun for the both of you
- Give the victor a trophy
- Hand out the discount vouchers.

All questions

Augmented Reality Questions

1) Finale, Bank Vault:

Text in game: If you have done well, you can now enter the safe. Go to the centre of the vault to collect the loot. How many millions have you brought?

Hint: The answer has already come back in several questions. It is also on one of the documents in your file again.

Solution: 900000000, 900 million

2) AR Safe:

Text in game: Look at the image, El Professor has hidden a secret code in Dali's painting. It is up to you to find this number code. Enter the code on the virtual object.

Hint: Look closely at the clocks in the image, which indicate a time. The correct order of times is also very important.

Solution: 4521

3) Decoder

Text in game: The telephone connection between El Professor and his team has been disabled by the police. To communicate with his team, he has written a letter with a secret code. El Professor is very clear in this letter. What should absolutely NOT happen?

Hint: Use the letter with the weird symbols and solve the mystery!

Solution: Kill hostages

Foto vragen

4) Masks

Text in game: El Professor wants to test if the masks in the bag give enough anonymity. One of the buildings on this square has a big safe in the basement. Find out which one and take a photo at the entrance!

Solution: Make a fun picture

5) Don't stand out

Text in game: El Professor requests a photo of your team with your location for verification. One of his secret political connections is the dutch prime minister. According to his caclucations you must be close to his office. Make a photo to prove this!

Solution: Make a happy photo!

6) Origami

Text in game: El Professor creates origami birds as a distraction and concentration. Everybody needs to be able to make a origami birds from paper. Don't forget to take a picture of it!

Solution: Use the origimi paper to fold a bird

7) Dali

Text in game: The mask is of course from Dali. Dali has been a major source of inspiration for El Professor. He is such CRAZY and GENIUS at the same time to make such paintings! El Professor wants to hide behind that mask. Take a photo of the group posing as Dali!

Solution: Take a crazy but brilliant photo.

8) Break in

Tekst in game: To break into the building, El Professor wants to know if you are stress resistant enough to break into something without getting caught. An embassy would be a good test, wouldn't it? Prove yourselves to El Professor!

Oplossing: Make a picture of you "breaking in"

Puzzle Missions:

9) Escape plan

Text in game: The loot is almost inside! You must think about an escape plan, a place where nobody can find you. El Professor has thought carefully about this and has left clues about where he wants to go. Can you discover where El Professor is going to flee?

Hint: Place the maps next to each other and try to find the coordinates of the location.

Solution: Palawan Philippines

10) Money

Text in game: The goal is to steal 900 million. The group of El Professor has been together for 22 weeks to prepare everything. They worked 7 days a week. The total group consists of:

El Professor
Tokyo
Rio
Berlin
Denver
Oslo
Helsinki
Moscow
Nairobi

How much did they earn per person per day worked?

Hint: Does this not work out of your head? Then use your calculator!

Solution: 649350.649

11) Dedication

Text in game: The police invade the building and a big firefight arises. Someone from the group sacrifices her/himself so the rest can escape. Unfortunately, he/she died, but the rest of the gang is free. Mission accomplished. To find out who has sacrificed him or herself you will receive the following code:

2 - 5 - 18 - 12 - 9 - 14

Crack the code and find out what is the name of the person who sacrificed him or herself?
?

Hint: The numbers are connected to the alphabet.

Solution: Berlin

12) Your true face

Text in game: Nothing is what it seems. Find a dark spot away from sunlight. Can you find out what is behind "your face"?

Hint: Take a good look at the mask and use your blacklight.

Solution: Bella Ciao

13) Code-lock

Text in game: Discretion and trust are important within the El Professor team. The group moved to a different anonymous place every month. Every week they were told part of the plan at this location. The police have traced the locations and found a folder with a lock. This is the only information they have:

6 8 2 <one number is correct and in the right place
6 1 4 <one number is correct but in the wrong place
2 0 6 <two numbers are correct but in the wrong place
7 3 8 <nothing is correct
7 8 0 <one number is correct but in the wrong place.

What is the code?

Hint: The first number of the upper series is incorrect and the second number must be a four.
Tip: use the notepad in your bag.

Solution: 042

MC-Questions

14) Relationships

Text in game: Rule number 1 of El Professor: NO RELATIONSHIPS

Not everyone in the group takes that rule seriously. Which couple got a relationship with each other?

Hint: There are 2 furthest away on the world map!

Solution: C, Rio – Tokyo

15) Rules

Text in game: El Professor has drawn up basic rules to prevent problems. Which of the rules below does NOT belong to the basic rules of El Professor?

Hint: Se permite hacer amigos.

Solution: 2, No friendships

16) Onderhandelingspositie

Text in game: El Professor knows better than anyone that you need power when negotiating with the police. You must have something that the other party wants or have information that nobody else is allowed to know. In other words, have power over the other party. What important asset did El Professor have so that the police did not dare to storm inside?

Hint: The nickname is a sweet animal

Oplossing: 1, The minister's daughter (The lamb)

17) Team member names

Text in game: El Professor named his team after famous cities around the world. One of the team members was a well-trained young hacker. Which city's name did he have?

Hint: Samba!

Solution: 1 City of Carnival

18) To do List

Text In game: The police have discovered what the robbers are doing inside. You see a certain logic in this.

What is the to do list for day 4?

Hint: Everyone has their own logic in which they jump every week. Denver jumps one step clockwise every week.

Solution: Option 1