Day 1 (Monday)

Puzzle 1 - Qwerty

answer: Citadel
solution: To solve the puzzle one has to trace a path through all the keys on a qwerty keyboard. This will spell 'CITADEL'. NOTE: All numbers are on the numpad.

Puzzle 2 - Perfect

answer: Vleugel
solution: Connect the dots. This results in a picture of a square. This in combination with the title gives “Perfect Square”. Now if you connect all the perfect square numbers, a 3 will appear. This leads to Vleugel.

Puzzle 3 - Red

Antwoord: De Vlinder
Oplossen: The puzzle is Minesweeper but then in reverse. Fill the empty cells with numbers. The number in the cell has to correspond to the number of flags surrounding that cell (also diagonally). Every number in Minesweeper has its own colour. 1 is blue, 2 is green, 3 is red etc. The title (Red) refers to all 3s as they are red. These 3s resemble a butterfly ("Vlinder" is Dutch for butterfly).

Puzzle 4 - Allibre

Antwoord: De Zul
Oplossen: The story is about a civilization that loves anagrams. These anagrams are spread throughout the story. For example, Allibre refers to braille (and no, it does not refer to liberal). At the end of the story there are a number of resources and exercises. The resources are used to discover the layout of Allibre.

Source 5 Ysee is divided into two halves. The areas on the left belong to a team and the right areas belong to the other team.

Source 6 The layout of Gisth and Susival is different in the bottom 2 areas. The layouts of the top 4 areas are identical.

Source 7 The 2 bottom areas of districts both belong to the same team in every district except one district.

Source 8 Every top-left area belongs to Manontui.

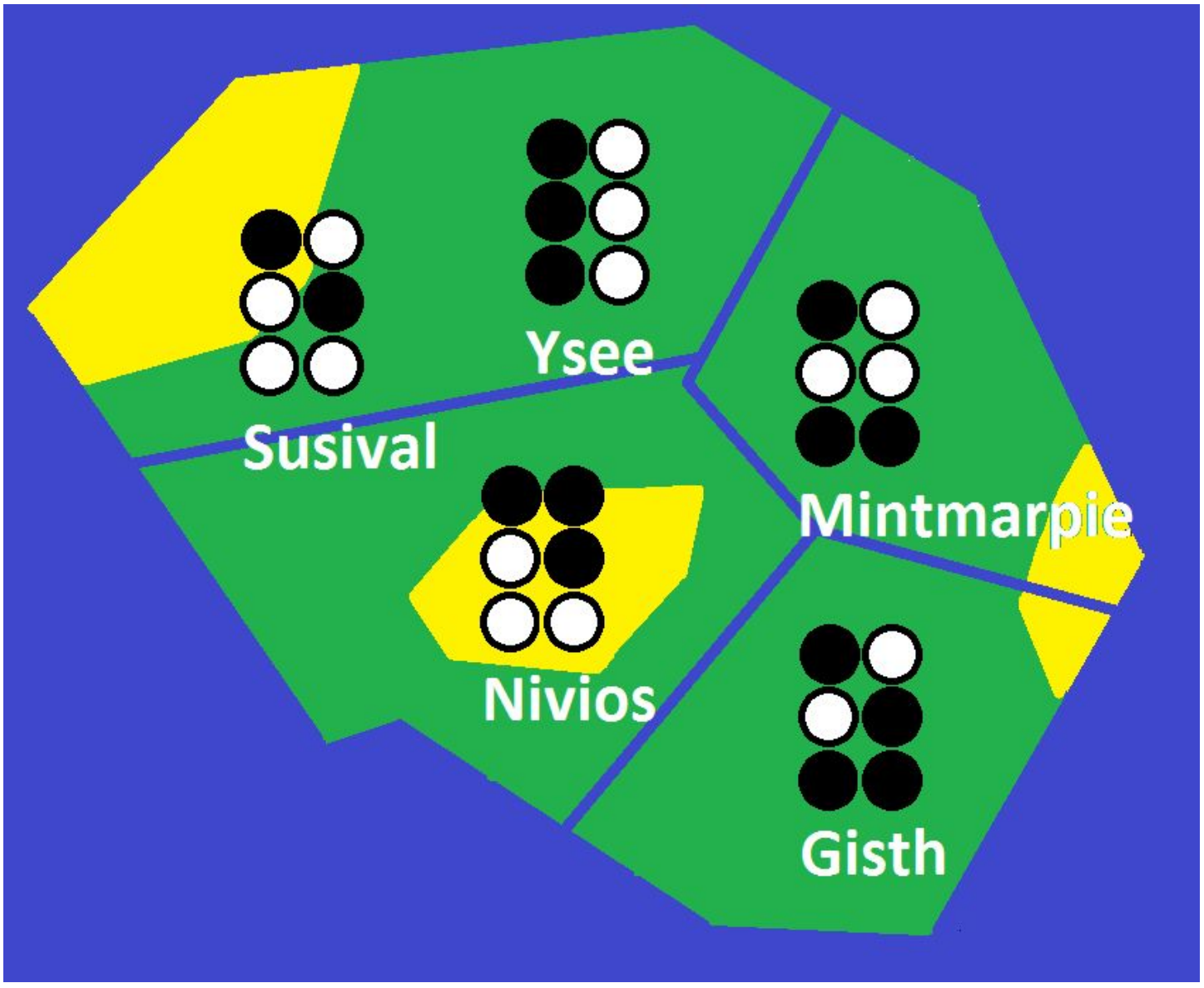
Source 9 One area in Mintmarpie belongs to Manontui and is isolated from a geographical point of view.

Source 10 Nivios has a clear geographical division between both teams, but different from the one in Ysee (two long rectangles).

Source 11 The areas in a majority of the districts is evenly divided between both teams.

Source 12 Both teams control the same amount of areas in total (15/15).
Both teams control the same amount of bottom areas in total (5/5).
Manontui controls more middle right areas than Vylela.

The solution on the map



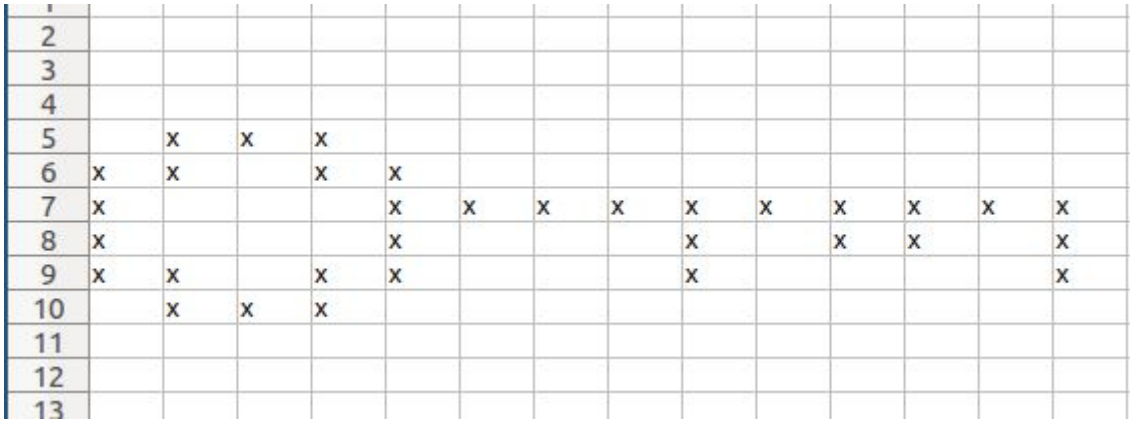
The layout represents braille characters.

SusivalE	
Ysee	L
Nivios	D
Mintmarpie	U
Gisth	Z

De Zul

Puzzle 5 - Un Clavier d'Ordinateur

Solution: Sleutel
How to solve: The title references to a French keyboard as it is the literal french translation for 'a computer keyboard'. The most commonly used french keyboard layout is AZERTY. To solve this puzzle the player has to see that the keys used correspond with W A S D on a qwerty keyboard. W A S D are regularly used in video games for the movement controls. To get the final answer one has to walk accordingly to the keys pressed, and draw the path. This will result in a drawing of a key, which is the meaning of the answer 'sleutel'.



Puzzle 6 - Functions

Solution: Sportcentrum (49)
How to solve:

- $f_0(x,y)$: x is an irregular number, y is the index in x, which gives a number
- $f_1(x)$: returns the ASCII value of x
- $f_2(x,y)$: returns number x, in base y
- $f_3(x,y)$: returns the y-root of x (or expressed in logarithms)
- $f_4(x)$: fully defined recursive function

- $f2(f4(f1(s))*(f3(2187,7) / f0(f3(3,2),3)),11)$
- $f2(f4(115)*(3 / f0(sqrt(3),3)),11)$
- $f2(53*(3 / 3),11)$
- $f2(53,11)$
- 49

Puzzle 7 - Runner-up

Antwoord: Seinhuis
Oplossen: The text contains some NATO alphabet words: Oscar, Delta, Lima, Uniform, Charlie, Julliett, Victor, Oscar. If you take the second letter from each of the words, this results in "Seinhuis"

Puzzle 8 - Numbers

Antwoord: Faculty Club (42)
Oplossen:

- All words given are part of an artist, but a number is omitted
    - Avenged Sevenfold
    - Mambo nr 5
    - 2Unlimited
    - ^ is a normal operator
    - 3 Doors Down
    - Grade 8
    - 1 Direction
- Fill in the numbers 73^37 in the calculator
- Calculator is upside down, 73^37 -> Level
- Number is omitted: Level 42

Day 2 (Tuesday)

Puzzle 1 - Good Old Times

Antwoord: Het Torentje van Drienerlo
Oplossen: Make use of the keyboard displayed in the puzzle. Using t9 language, one can construct the following poem:
a place once visited every week
by the poor the rich the strong the weak

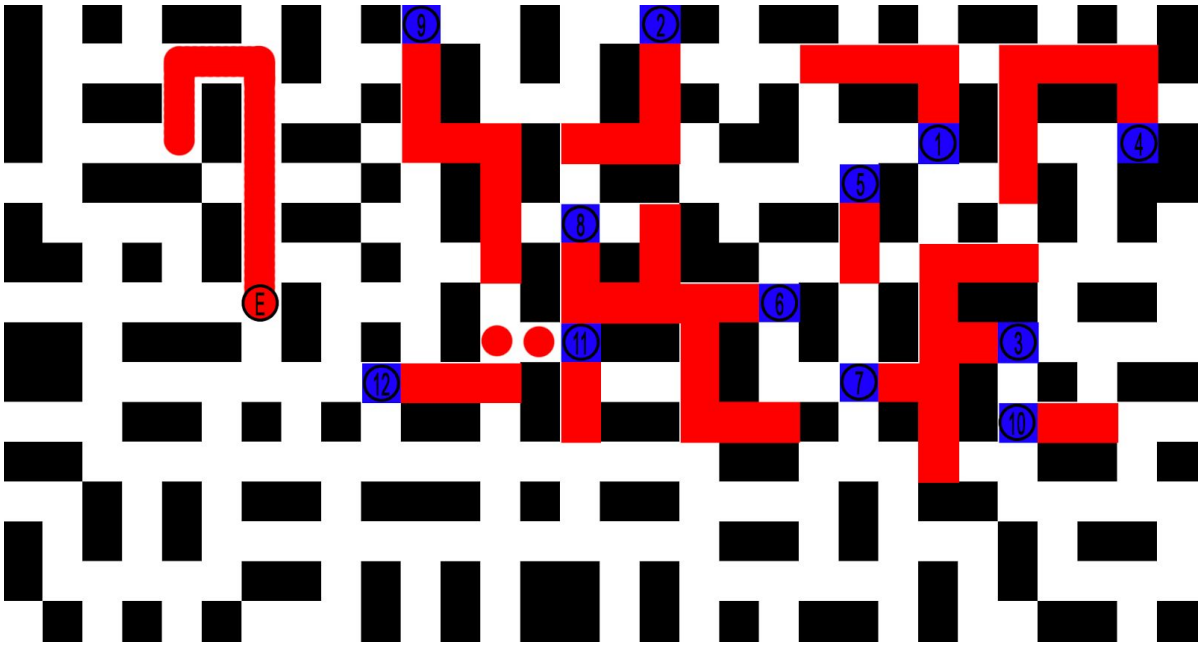
a place known for the suffering of one
for all the sins that have been done

a place swallowed by a pool its pride
now standing just above the waters tide

This poem hints to Torentje van Drienerlo

Puzzle 2 - SOS

Antwoord: Keet
Oplossen: One has to follow the roads the arrows describe. This results in paths of 3 or 4 blocks long. The 3 block paths represent short and the 4 blocks long represent long in morse code. The result is: “answeriskeet”.



*the two dots to the left of 11 are to be considered as a red line

Puzzle 3 - Phreaky Steves

Antwoord: Hogekamp (45)
Oplossing:

- Phreaky Steves refers to Steve Jobs and Steve Wozniak, who built a blue box.
- Frequencies correspond to a phone number, 0202410976
- When this phone number is rung, a sound is heard, which corresponds to the sound of a red box.
- The red box corresponds to coins, adding up to 45 cents, thus Hogekamp.

Puzzle 4 - In sync

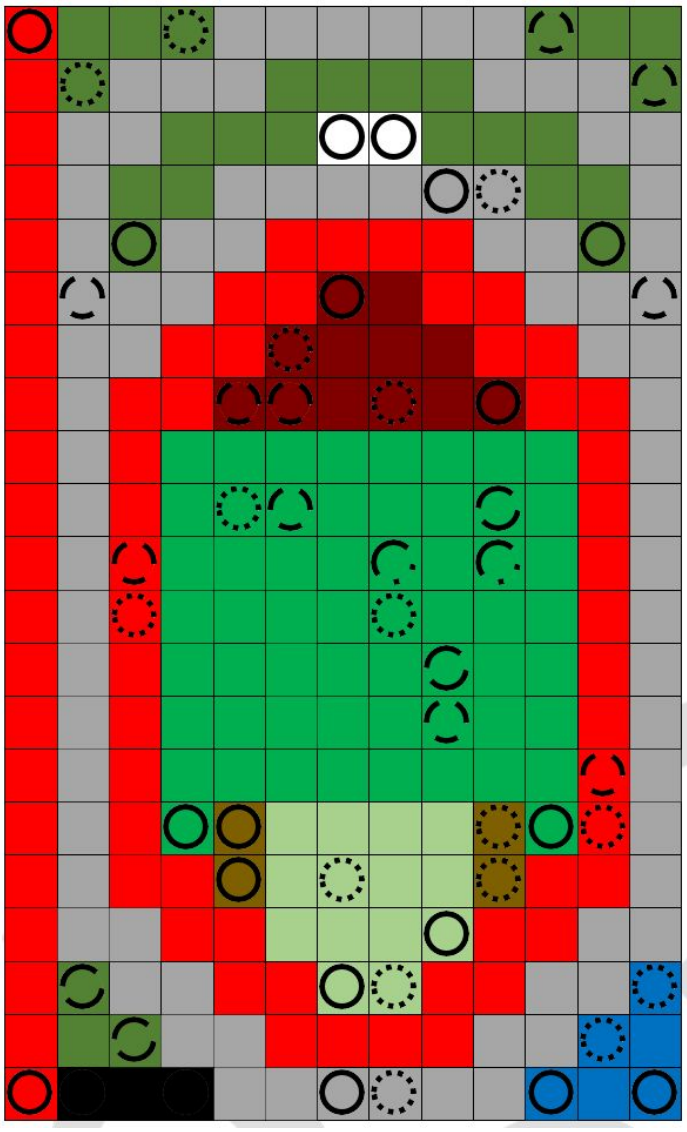
Solution: Zwembad
How to solve: The player is shown 3 locations, A B and C, and a simple transition graph of a->b = 0, a->c = 1, b->a = 0 b->c = 1 c->a = 0, c->b = 1.
A = Vrijhof
B = Bastille
C = Zilverling
At the three locations 3 blinking screens will be visible in the building windows. (bastille: the committee room, Vrijhof: VCK server room visible from behind the drenkeling, Zilverling visible from the bridge @ Cubicus) These screens represent A, B and C. At all times at most one of the screens will be white, which is 'on'. If you follow the movement of the screen that is on you can convert that to bits: e.g.: acbab -> 1100. After doing this for about ~50-60 bits, it can be decoded as ASCII.

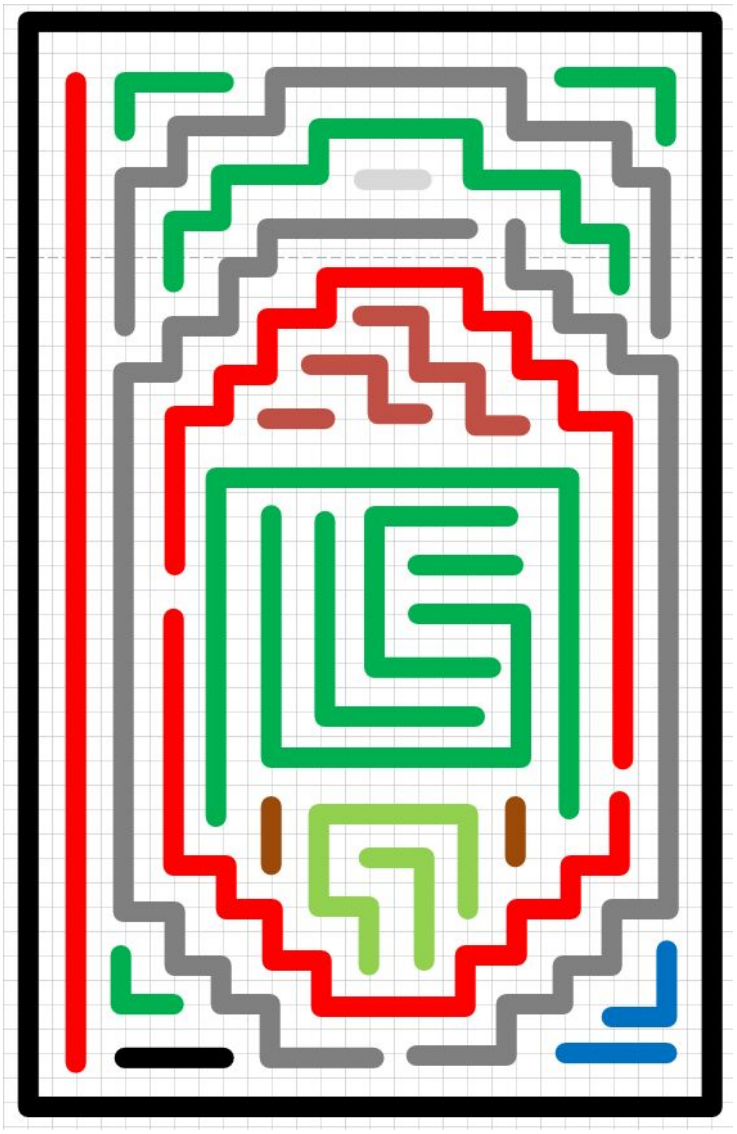
Puzzle 5 - Coordinate Your Team to Victory

Solution: 52.248219 6.854038. Note: these coordinates are outside of the campus.
How to solve: The creatures on the puzzle are Pokémon. The Pokémon on the bottom left and the bottom right might not be recognized immediately. The are Alolan Meowth and Alolan Ninetales. These creatures belong to the 7th generation and are quite new. The figures behind the Pokémon represent domino stones. Normally domino stones contain numbers on both sides. Instead of numbers, the puzzle uses the types of the Pokémon. Pokémon can have 1 or 2 types (the Pokémon in the puzzle all have 2 types, with the exception of Alolan Meowth). The goal is to lay out a sequence of domino stones in such a way that every stone is used. One should then look up the entry numbers of the corresponding Pokémon in the Pokédex (http://www.serebii.net/pokedex-sm/). Alolan Pokémon carry the same entry numbers as their Kanto counterparts. The entry numbers should be noted down in sequence, with Alolan Meowth first and Alolan Ninetales second. The note at the bottom of the puzzle refers to the fact that the entry numbers should be stripped from any leading 0s. The number sequence gotten from the domino stones form a coordinate. The title refers to this fact. One should be able to figure out where the numbers should be split and a dot should be added to create two valid coordinates that point to campus.

Puzzle 6 - Flow

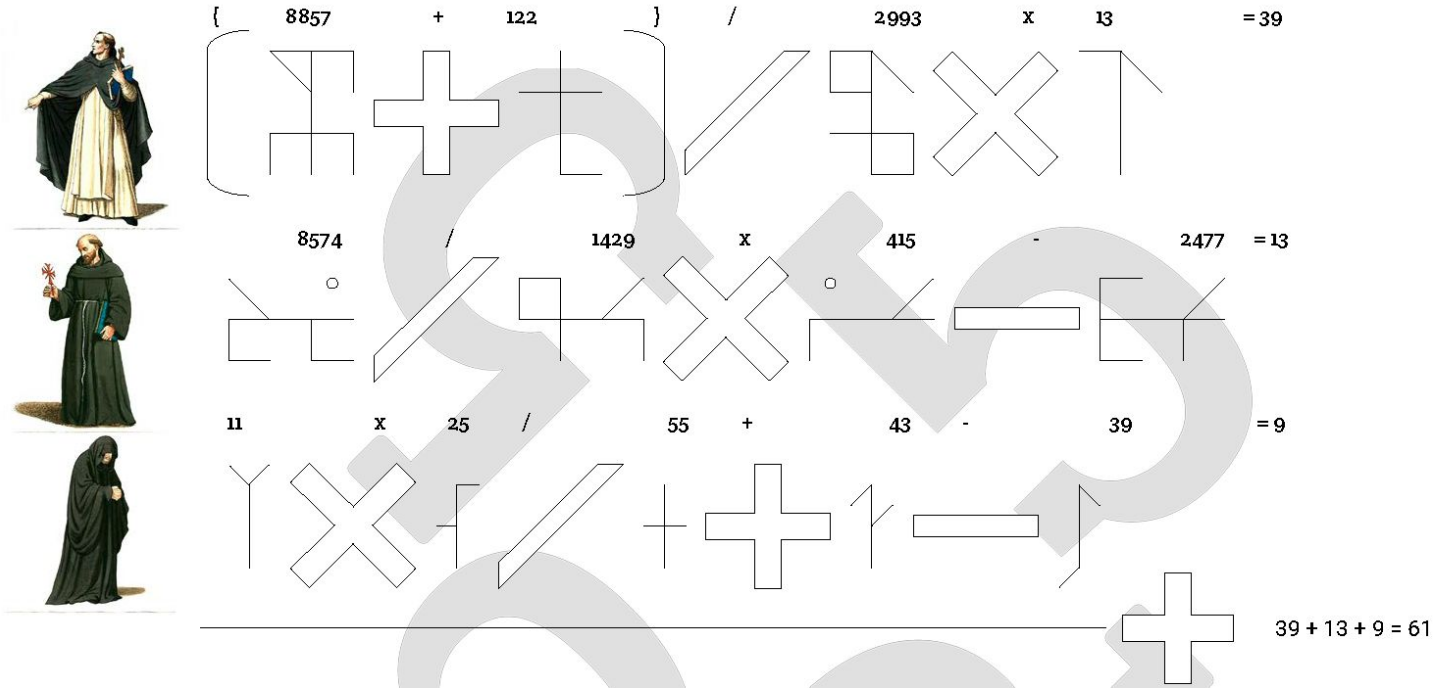
Solution: Utrack
Connect each pair of dots with a similar colour and border with a coloured line. The lines may not overlap. The resulting figure resembles Utrack.





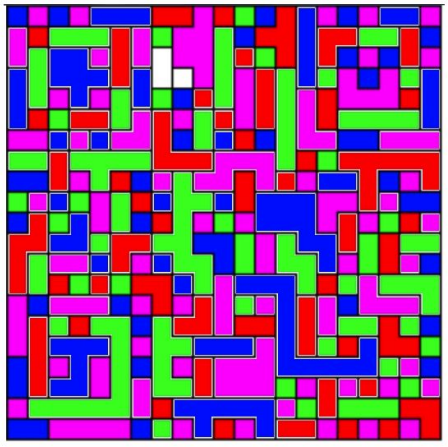
Puzzle 7 - Monks

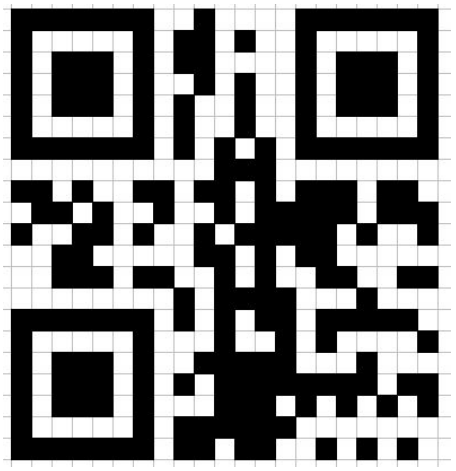
Solution: 61 (Linde)
The puzzle consists of mathematical symbols and symbols of the ciphers. Find the multiple versions of the ciphers of the monks. The first cipher is the Cardano version, the second one is the Standard Cistercian and the third one is the Basingstoke cipher. Fill in the numbers for the symbols and calculate the solution.



Puzzle 8 - Four Color Theorem

answer: Bubus
Solution: Four colour theorem references a fun math theorem (proven). The Theorem says that any 2d map can be coloured with just 4 colours in such a way that no 2 neighbouring countries get the same colour. To solve this puzzle one has to color the map as described above. There is only 1 possibility for this. Then one has to convert blue and purple to black and red and green to white. This will result in a QR code that says 'Go to the Bubus'.





Day 3 (Wednesday)

Puzzle 1 - Naval Congestion

Solution: Vlinder
How to solve:

1. Recognize the puzzle game Battleships Solitaire or figure it out yourself that the first puzzle works this way: recognize the list below as a legend of ships to place on the board, and place these ships on the board using the placement hints on the board itself and the ship part counters around the board. Title hint: NAVAL for the ships.
2. Recognize the puzzle game Rush Hour by the distinctive board and the red vehicle, or use the title hint CONGESTION. You might be able to guess the workings of the next puzzle without using Rush Hour because the red boat is insinuated to leave the board on a certain spot with the red jetty/harbour, and the other ships blocking the way. The idea is that the ships can only move forwards or backwards, which feels kinda logical for a ship.
3. Solve the Rush Hour puzzle. It's not that hard at all.
4. The end state shows the following uncovered letters: L D N R E I V -> VLINDER.

Puzzle 2 - Error

antwoord: Teehuis
oplossing: Following the rules, only one number satisfies the criteria: 418. 418 is the http error code for I'm a teapot. This number is a reference towards Teehuis.

Puzzle 3 - Modern Times

Solution: 52.24471039, 6.8551127 => Smarttip B.V., NanoPhysics
How to solve:

- Assume the number pairs probably represent analogue times (#1: "times", #2: small and big number pairs -> hour hand and minute hand), and you should convert them to digital times ("modern times").
- Conversion is done by multiplying the number with *pi rad*. You can deduce this by looking at the range of the numbers which is *[0,2]* and thinking how an analogue clock can be encoded: by its an angle written in *rad*, where *2 pi rad* is considered a full round around the clock.
- *0.8944 * pi rad = 2.80984 rad*. If you use this angle from the neutral point of clock (the 12 on the clock) it will point to **5**. Calculation explaining this is given below.
  Hours: *2.80984047 rad => 161 degrees => 161/360 * 12 = 5.37.* This gives **5 hours**
  Minutes are calculated similarly.
  Minutes: *0.7333 => 2.303835 rad.* This gives **22 minutes**
- First time is **5:22**. Everything gives **5:22**, **4:47**, **10:39**, <SEPARATOR>, **00:06**, **8:55**, **11:27**

H	M	H pi rad	M pi rad	Rad	Degree	Rad	Degree
05	22	0.8944	0.7333	2.80998	161	2.303835	132
04	47	0.7972	1.5667	2.504547	143.5	4.921828	282
10	39	1.7750	1.3000	5.576327	319.5	4.08407	234
00	06	0.0167	0.2000	0.05236	3	0.628319	36
08	55	1.4861	1.8333	4.668756	267.5	5.759587	330
11	27	1.9083	0.9000	5.995206	343.5	2.827433	162

- => 5224471039 68551127

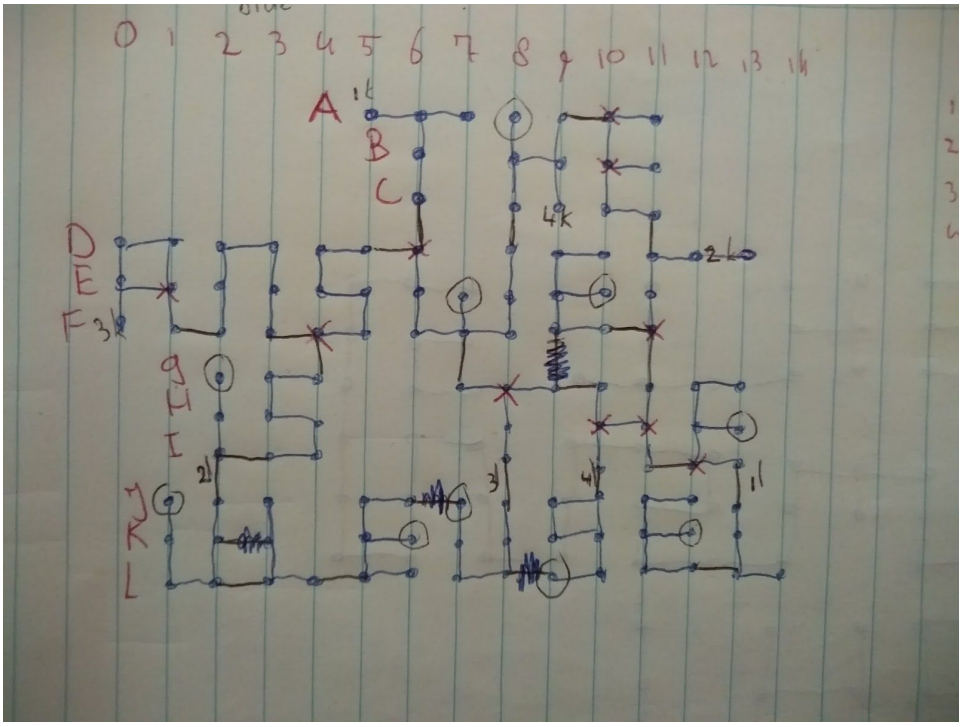
- Recognize it's a campus coordinate. Putting it in the proper format yields 52.24471039, 6.8551127.

Fun fact: Originally, this puzzle was called Digitization of Pirate Times. "Pirate Times" was a tongue-in-cheek hint to the conversion in which *number **times pi rad*** happens. Much frustration in the ensued testing round concerning pirate trivia has lead to a title change.

Puzzle 4 - Disoriented

Solution: De Vleugel

How to solve: Walk through the maze while noting down the paths you take. Doors can be unlocked using keys. The spawn location is semi random.



Ignore the numbers above and the letters on the side. A circle represents a spawn location. A cross represents a secret.

Colours

1. Yellow
2. Green
3. Red
4. Blue

l Represents a door (lock)

k Represents a key

E.g. 3k represents a key to unlock the red door.

The layout spells out “THE ANSWER IS THE VLEUGEL”

Puzzle 5 - Smash the ciphers

Solution: Tennisvelden

How to solve: Every sentence in this puzzle is encrypted. The first sentence is encrypted with just anagrams, but every sentence a new cipher layer is added.

The second one can be decrypted by decrypting the Caesars algorithm → anagrams.

The third one can be decrypted: Vigenère → Caesars → anagrams

The last one can be decrypted: Affinity cipher → Vigenère → Caesars → anagrams

Every sentence hints to the next cipher and its encryption key. The hints are:
First sentence: References ancient times, referring to romans
Second sentence: Makes the word pun 'visionary' which sounds a lot like Vigenère. Vigenère is the password.
Third sentence: References 'affinity' which implies the user to use an affinity cipher, and tells the key a=23 and b=10
Last sentence: Describes the tennis courts
All sentences with intermediary steps:

dgoo bjo at kgncairc the ara!namsg eth txen riehcp ttceaddi pgpyoyhrrtac orf cerisnu.et
good job at cracking the anagram! the next cipher dictated cryptography for centuries.
---
whk hwaq dsdkdujsu lv bsqhuwghf eb d ikqfhu duqlvlr.by hk woxghlvl lkv pvdhqxu dv v.szrugdv
teh etxn apahargpr is ypnertdec by a fhncer arnisio.yv eh tludeisi ihs msaenur as s.pwordas
the next paragraph is encrypted by a french visionary. he utilised his surname as password
---
rt bp ibvvmte bef ulfg j vjs zv rqrfdhcm pqx yjkcvwpluf, bva peh zyab h = cewaod-nlccq, i = dln
wl vl vxerrly xrb dhky d rwo ir wilbqdli uir uwglrbhfqs, xew uwb vlwk d = hwqwbz-whhuk, e = qhw
ti si subooiv uoy aehv a otl fo tfiynaif rfo rtdioyecnp, ubt rty sith a = etntyw-teerh, b = net
it is obvious you have a lot of affinity for decryption, but try this a =twenty-three, b = ten
---
ewvi bd,tz inp czrviwd eqcftdeqlg tdcj ebzdtj. qcofwk pzwkov hr tdx cabeiqzu aa ienq ifhxr.m
cwfs dl,xv szh uvpfswl cyutxlcyrk xluj cdvlxj. yuqtwa hvwaqf bp xln umdcsyvo mm sczy stbnp.i
hozo qh,gr xrb qiloobd wuhpghhqlg khdf hvphkf. hqvlqw urfwvx vl khw qrvwolrx ir kwvl ocxsh.c
elwl ne,do uoy nfillya tremdeenid heac esmehc. ensint roctsu si het nostliou fo htsi lzupe.z
well done, you finally determined each scheme. tennis courts is the solution of this puzzel.

Puzzle 6 - Depth Without Moderation

Solution: Cubicus
How to solve: Figure out what each function does.

f(x) is a digital root.
“The **digital root** (also **repeated digital sum**) of a non-negative integer is the (single digit) value obtained by an iterative process of summing digits, on each iteration using the result from the previous iteration to compute a digit sum. The process continues until a single-digit number is reached.” - Wikipedia

g(x) is a multiplicative digital root.
“The **multiplicative digital root** of a positive integer *n* is found by multiplying the digits of *n* together, then repeating this operation until only a single digit remains. This single-digit number is called the multiplicative digital root of *n*.” - Wikipedia

f*(x) is the amount of iterations f(x) would take to calculate the digital root.
g*(x) is the amount of iterations g(x) would take to calculate the multiplicative digital root.

The amount of iterations needed is called the **depth** or **persistence**. The title references the depth. The solution to the puzzle can be obtained by solving the equation on the bottom. This gives 41, Cubicus.

Puzzle 7 - For the Americans Who Can't Listen

Solution: Openluchttheater
How to solve:

- Find the associated ASL sign for each word [key words: AMERICAN, LISTEN]. I used one specific website which really is needed for solving this; other websites use slightly different signs. The first word forces you to search for a sign of "turn" relating to "swimming". That should give you handspeak.com, the only correct website.
- The signs should remind you of a recipe.

Sign	Meaning
Step 1	
turn (2)	Pre-heat the oven. Turn degree button and push the on button.
zest	Enthusiastic
Step 2	
war	Make dough compact
workshop	Make dough a ball
cramp	Grab dough
wrestle	Knead
sports	More kneading
press (3)	Flatten the dough
acquisition	Cautiously pick up dough
siren	Pizza tossing
under control	Place dough and flatten
Step 3	
round	Open can by creating a lid
from	Open can by pulling the lid
yogurt	Loosen the contents of can
impose	Empty the can
Step 4	
xylophone (2)	Chop
witness	Tears indicates onion chopping
wedding	Collect chopped ingredients
furniture	Spread it as a topping
Step 5	
awesome	Pepper / salt
Step 6	
pull	Pull out baking sheet out of oven
way	Insert back baking sheet in oven
Step 7	
pull	Pull out baking sheet out of oven
come	Test the pizza's texture manually with finger
wow	Burn your hand
whisper	Blow to cool burnt hand
grow	Wear oven glove
Step 8	
buy	Place pizza
wood	Cut pizza

- It is a pizza!
- Then you have the final hint to work with: the recipe belongs to something from city Enschede ("local"). When searching for pizzerias in Enschede, you encounter Toscana. The image is a snippet of its logo. Of course you search for pizza on its menu and you would find that the Pizza Bomba is item 56. It is one of the most expensive pizzas and "explosion" refers to Bomba.
- Openluchttheater is building #56.

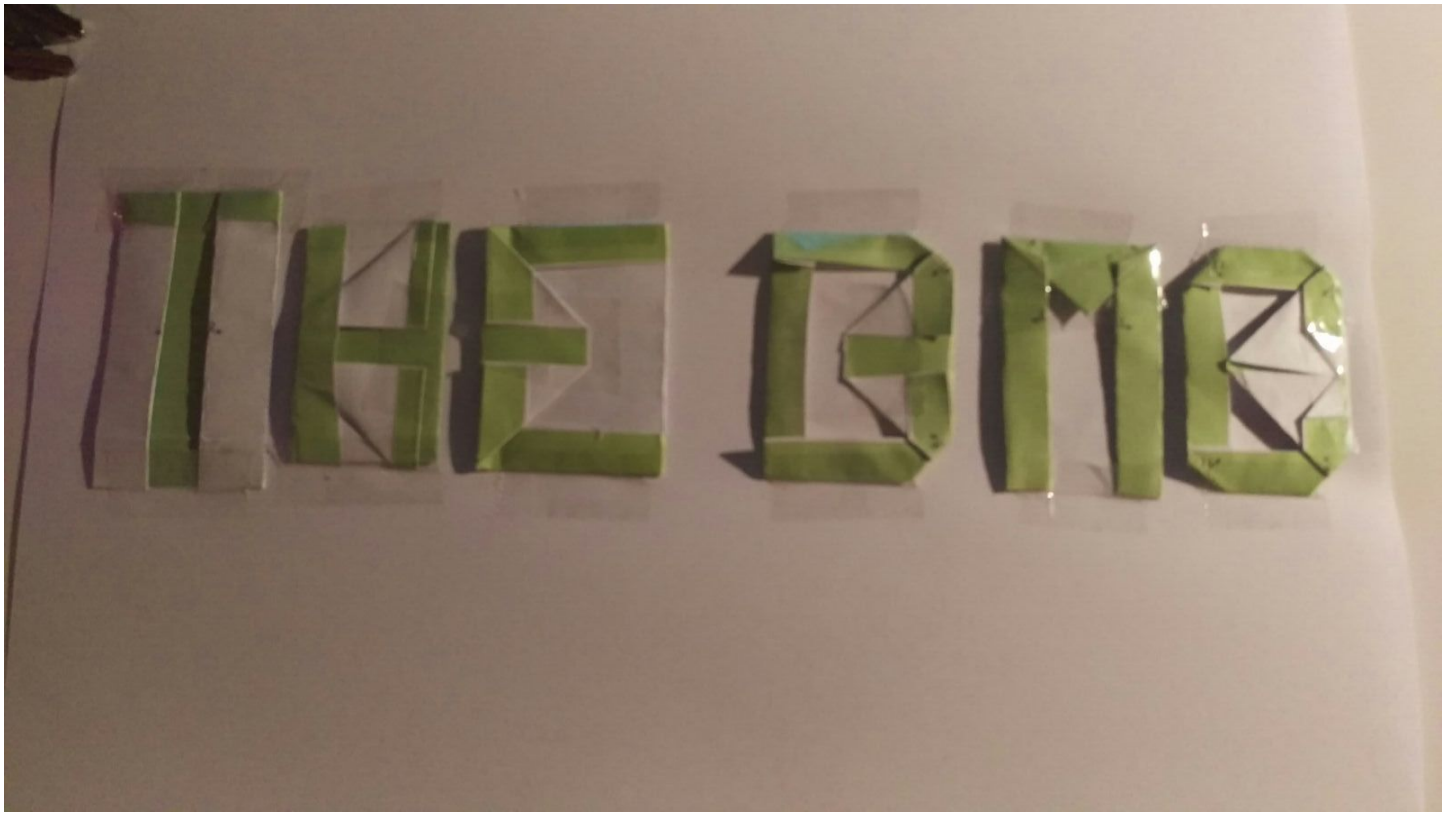
Puzzle 8 - Twisting Faces

Solution: Vrijhof
How to solve: The notation in the puzzle is the notation for moves when solving Rubik's Cube. Every line of notation one should start with a solved cube. At the end of every line, a character or digit can be read on the front face of the cube. The character and digits that appear are: 4, H, J, F, O, 7, R, V and I.

Day 4 (Thursday)

Puzzle 1 - One-sided Construction

Solution: The BMC
Cut out the squares. Fold on the dotted lines in the direction of the arrows (these change with the folds). See letters.

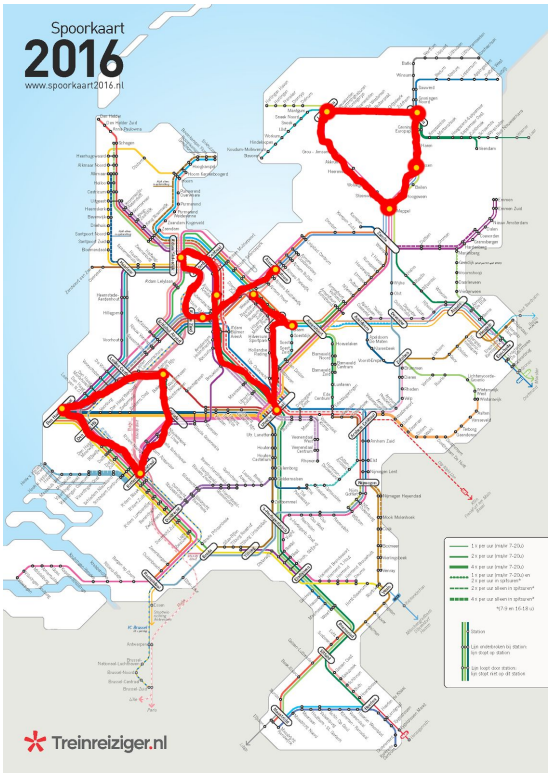


Puzzle 2 - Herringbone Navigation

Solution: High-Tech Factory
How to solve: The image and title of the puzzle refers to a method of defining a route (http://www.historicroadrally.co.uk/hrcr/navigation/herringbones.htm). The route that you have to take is the straight line, and you miss roads to the left and right of the line according to the image.
The idea of the puzzle is that teams go to the start location, then walk the route. The red crosses on the image represent the location of a poster hanging somewhere. In total there are 5 posters, which together form a mathematical operation '7 * 6 + 4', which totals to 46, the building number of High-Tech-Factory

Puzzle 3 - Tracking Lines

Solution: O&O-plein
How to solve: You have to draw the travel route of the protagonist. There are three sections -> three routes.



Plaats	Hints
HIGHER O	
Assen	TT Circuit
Groningen	Builder Izaak
Leeuwarden	Another province, big place, quick direct train (a little bit over an half hour) / slow direct train (close to an hour)
Meppel	Google: dutch city mosquitoes tower fire
Assen	I am home
LOWER O	
Alphen a/d Rijn	Google: bicycle apple station
Rotterdam	Rotterdam, thirteen platforms -> central station
Den Haag	Nice big city, half an hour, 7th stop
Alphen a/d Rijn	I went back home
&	
Almere	WitchWorld
Adam RAI	Google: dutch flower exhibition agrexco -> Horti Fair
Adam Sloterdijk	Half hour metro ride and/or clever Googling gives Isolatorweg. Then, take the second last stop of that metro line
Amsterdam Amstel	Empty gaze, stately coldness, sign below, stone material -> statue. Google: statue terugblik station
Utrecht CS	Platform four, large city, no intermediate stops, barely half an hour, burned down several decades ago
(Hilversum,)Baarn	Town, granted royal king's mother -> Baarn. Headed to north, one transfer -> transfer via Hilversum.
Weesp	Direction to Almere (go back home), transfer after like twenty minutes at platform five for direction Zwolle

The drawing shows "O & O" -> O&O-plein.

Puzzle 4 - Mail for Peru

Solution: Windpark
How to solve: 'Mail' in the title references the postcodes of the given addresses. When looking these up you get the following postcodes:
1016 CA + 6566 BB + 5807 BA = Peru
7433ED - 4904AA + ?????? = Sienna

The player has to recognize that these values are hexadecimal values. When calculating the value of Peru in hex, you get cd853f. Peru is a HTML color.

From this one has to realise that Sienna should be a html color aswel. Sienna is 882D17. When substituting this you get
7433ED - 4904AA + ?????? = 882D17
Which means ?????? = 7522EA

7522EA number 50 (check the wind direction) you get Windpark

Puzzle 5 - 404

antwoord: Mondriaan
oplossing: Make the word search, using all the names of the campus card. One building is missing: Mondriaan.

Puzzle 6 - Emoji

antwoord: Kolommen
oplossing: The emoji represent a song title (or part of a song that leads towards a song). The goal is to find all the song names and take the given letter from that song. This results in the following text: “art kolommen”.

I kissed a girl = G

A Banana phone
R Under The Bridge
T Ghost Town
- Dancing Queen
K You'll Never Walk Alone
O November Rain
L Little Lion Man
O counting stars
M Money Money Money
M Bohemian Rhapsody
E Bicycle race
N Paint it Black

Puzzle 7 - Contains 6346 differences

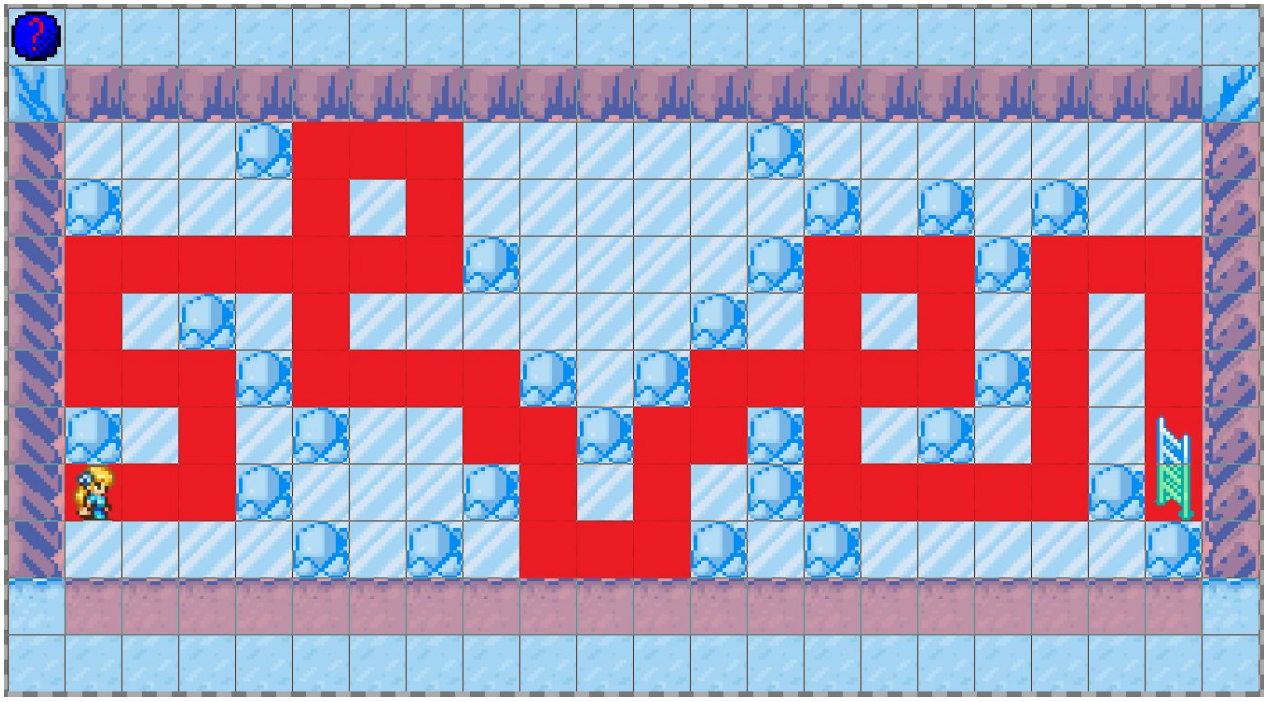
Answer: Witbreuksweg bus stop: UT\Langenkampweg
Solution: Every code is a container code with the ISO 6346 standard. The last digit in these codes are check digits. The codes in the puzzle have a small twist: the calculation differs a little bit. The table shows how the new calculation works. For more information, refer to the wikipedia page about ISO 6346.

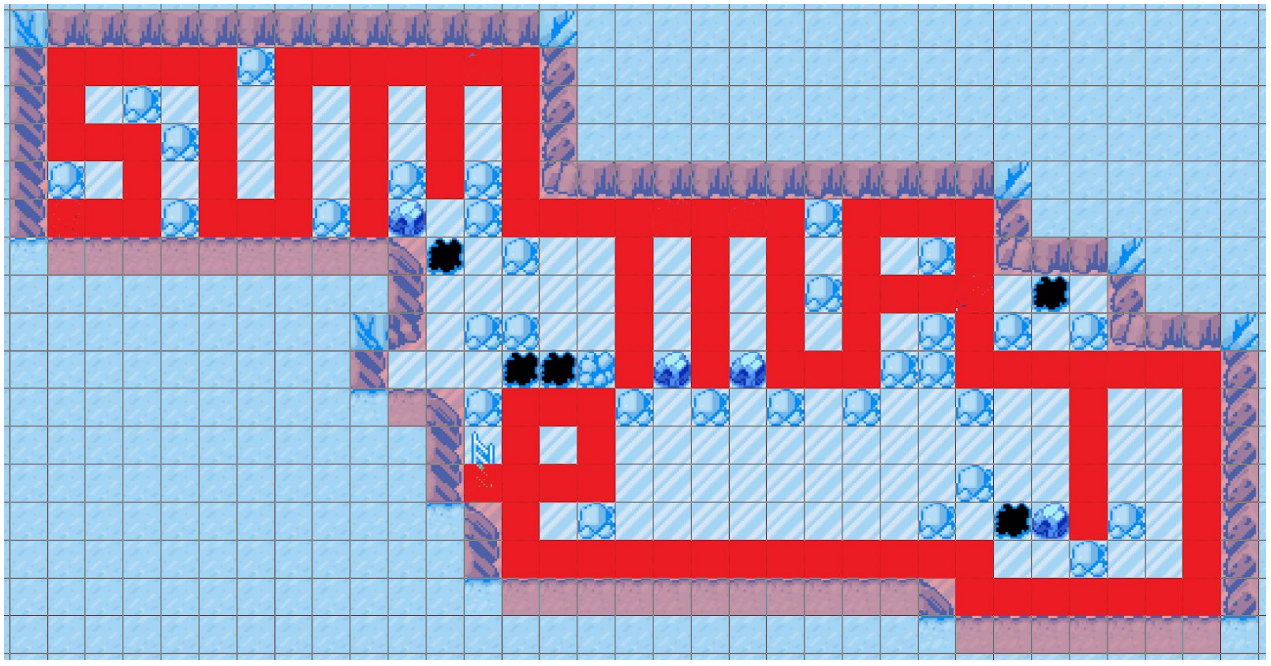
Calculate with the table the correct check digits. The differences between the digits on the puzzle and the correct check digits form the coordinates of the Witbreuksweg bus stop.

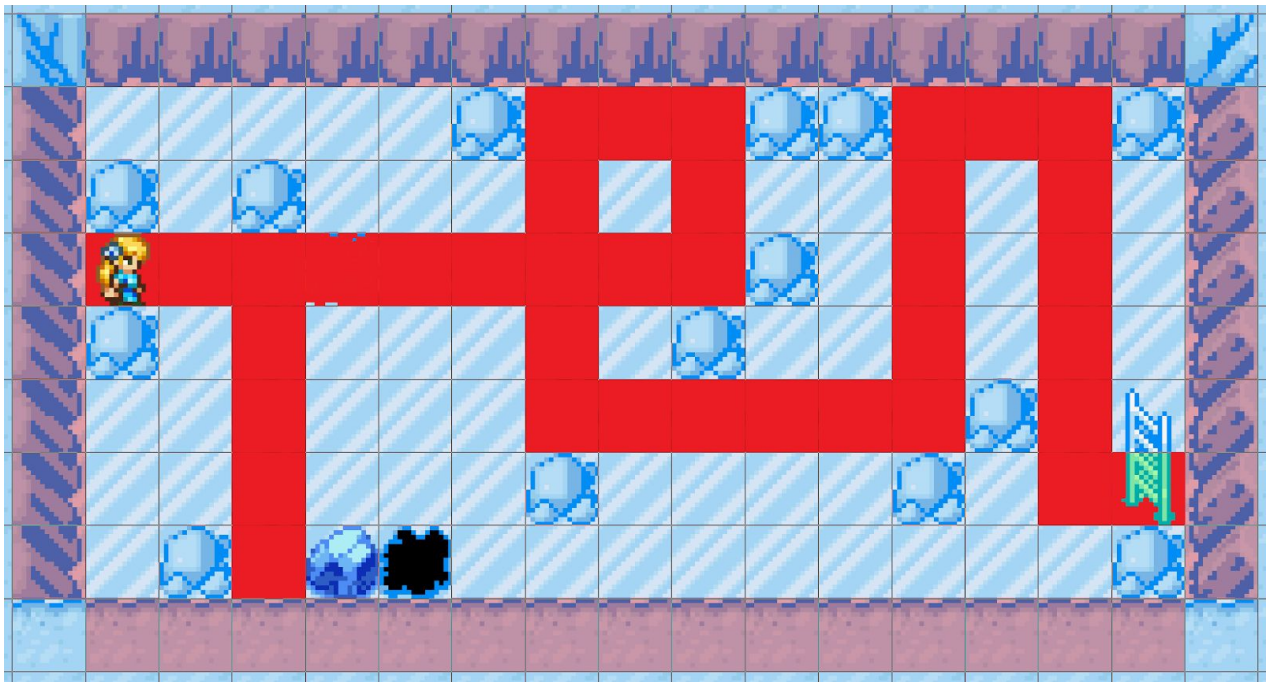
```
BSFD0042503(8)      KTNY8711026(0)
EOGF0703334(2)      SFGY7991241(9)
ODWZ0515462(0)      UAQZ1881447(2)
XBWV2301958(4)      TXQS3384167(7)
PRLD9556629(0)      EEZN0367919(0)
ZTKU7619059(2)      QPEY7436769(0)
QRGA6114122(0)      TOPF2118657(5)
BHIW8560749(1)      FHBW9191744(4)

52.249728, 6.8509920
```

Puzzle 8 - Slippery

Solution: Seven summate ten (17 The Gallery)
Play the game. Draw lines of the shortest path to solve the level. The lines resemble the text.







Bonus puzzles

Bonus - FlASCII Bird

Solution: The point of the University of Twente sign at the UTrack
How to solve: Play Flappy birds. The tubes are either low (0) or high (1). Each level consist of 8 pipes, which give rise to an ASCII value of a character. Eventually the sentence that is spelled: “university of twente, your point is taken. track it.”

Bonus - 127 BPM

Solution: Bastille
How to solve: The numbers are frequencies. These frequencies correspond to notes. The lines below the notes state if the note should be short or long. Playing the tune using the tempo in the title (127 Beats Per Minute), one obtains a piece of the song “Pompeii” by Bastille.

Bonus - Hidden

Antwoord: Hogedruklab (8)
Oplossing:

- Search for all Roman numerals in the title, thus:
  HIDDEN = II I ID ID IL II
- Add all numerals, HIDDEN is then 1058
- Translate the Roman numerals to English text, thus XXX = THIRTY and do the same as the title:
  I II I I I = 6 and so on.
- The final solution is:

XXII - LXXV = TWENTYTWO - SEVENTYFIVE
I VV IL II I I VV C - IL V IL II I I I V IL
176 - 168 = 8

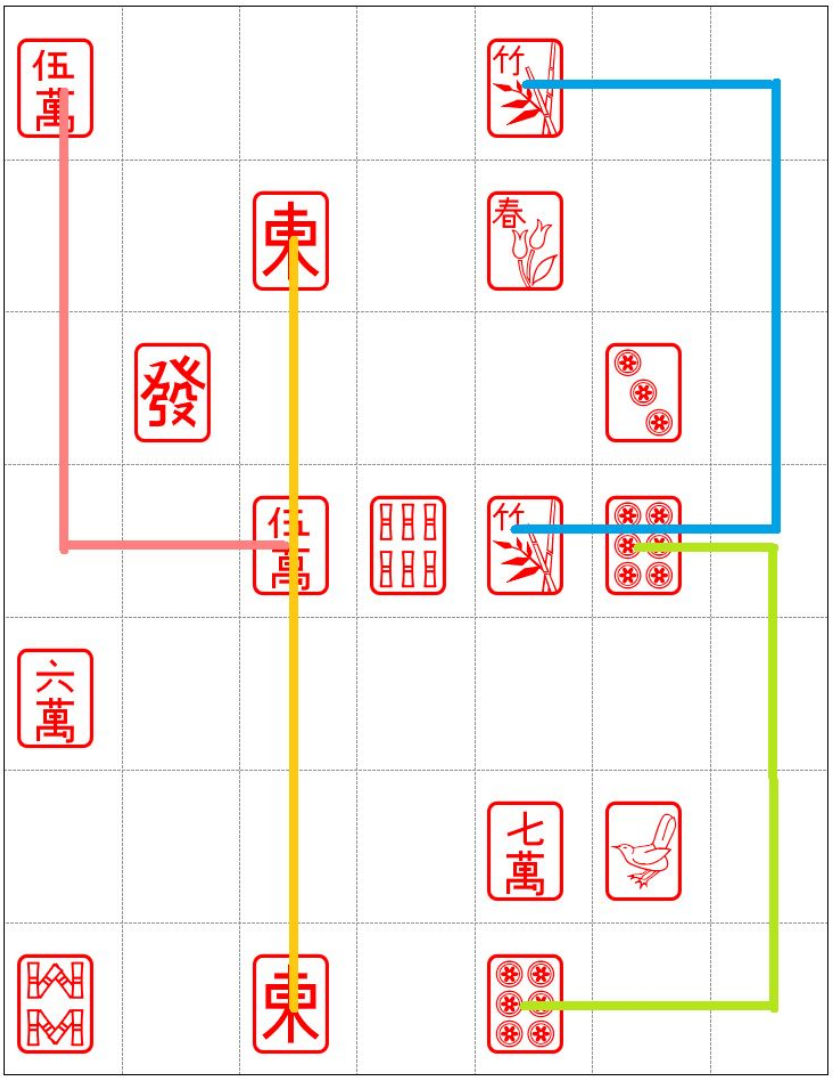
Bonus - Difficult to See

Solution: Hal-B
How to solve: The puzzle is a combination of braille and binary. The goal of the puzzle is to ‘binary add’ the two braille letters, which together form the letters ‘H’, ‘A’, ‘L’ and ‘B’. (example: if all six field are colored (1), the braille letter equals the number 63 (2^6 - 1 or 2^0+2^1+2^2+2^3+2^4+2^5), if the last two fields (bottom two) are colored (1), the letter equals the number 3 (2^0 + 2^1)).

Backup puzzles

Day 2 puzzle 3 (Phreaky Steves) → Rivers

Solution: 43 (Schuur)
Recognize mahjong + rivers = four rivers. In four rivers you can remove stones from the board by connecting the same stones with a maximum of three straight lines that do not cross other stones or go outside the borders. If you draw lines of all the steps the lines resemble a number.



Day 2 puzzle 4 (Exclusive Timing) → The Building Blocks of Life

Solution:: spiegel
How to solve: The puzzle represents a string of dna. m-rna can be formed using this DNA using the following rules:
a->u
g->c
c->g
t->a
This m-rna codes multiple proteins. This proteins each have a letter that identifies them, giving rise to the following string
p m v m s p i e g e l stop
m is the start codon, so start reading from there.

Day 3 puzzle 4 (Disoriented) → Roger That!

Solution: Garage
How to solve:

- Recode the maritime flag alphabet
- Recognise the licenses
    - 16-DJ-VH
    - 96-HK-GH
    - 86-XSP-3
    - 50-GB-TT
    - NF-058-Z
- Get the brands of the corresponding cars:
    - GOLF
    - ALFA ROMEO
    - PRIUS ALPHA (it's a different name in Europe: Toyota Prius+)
    - GOLF
    - TOYOTA ECHO (it's a different name in Europe: Toyota Yaris)
- In military alphabet, this reads GARAGE

Day 4 puzzle 8 (Slippery) → Just a little bit

Solution: The Gallery
How to solve: Note down the building numbers of the buildings on the left. Write them to binary. Now fill in the 0s and 1s. Color in the 1s. The figure now read “#17”, which is the building number of The Gallery.