The alternator that charges the batteries was damaged in the collision. There is not enough power to prepare the submarine in the usual way (electronically) and resurface. So you will have to perform all the operations manually!

PART 1: PREPARE THE SUBMARINE TO RESURFACE

The order of the keys is determined by the emergency plan in the manual:
1) Manually map the deep sea cave
2) Use the sonar
3) Prepare the ballast tanks
4) Check the system and restart the engine. Then check the status.

1) Map of deep sea cave – Map the cave
Fill the boxes with rock or water, just like the example. The numbers indicate how many adjacent boxes are rock. So with a 4, you color all the boxes around the number as rock, and in case of a 0, you color all the boxes as water etc. Try to find a safe location to resurface once all the boxes are completed and the map is completely visible. Follow the note on the back and count the exact number of water boxes horizontally and/or vertically from the red numbers. If you give it a try, you will see that there is only one outcome in which you end up exactly on 1 box from all three numbers.

The solution is: B6. There is only 1 key that has a B and a 6.
Key = B and 6

55 min - HINT 1:
FILL IN THE DEEP SEA CAVE MAP WITH WATER AND ROCK.
FIND THE SAFE LOCATION TO RESURFACE.

2) Sonar – Determine position of the end goal (VR)
Place the square part with the 0 facing the top, as can be seen on the image of the bridge. Now place the circular part on top of this, with the dot at approximately 45 degrees, as seen in the VR environment on the sonar as a highlighted dot. A number of green circles with symbols that refer to the correct key will appear. All the symbols that you see correspond to the information key with the number 6.
Key = 6

3) Ballast tanks – Prepare the ballast tanks (VR)
Slide the three strips through the slots of the quick guide and you will see arrows that indicate a percentage of air or water. Check the ballast tanks at the back of the submarine in the VR environment.

Positioning: In the emergency manual, you will see that tank 2 is to the left and tank 1 is to the right. In the VR environment, you can also see this based on the colors on the tanks. Purple to the left, white in the middle and orange to the right. On the screens of the tanks you can see that there is air at the top and water at the bottom. Now position the strips in the tank in this way.

Main tank: In the VR environment, click on the gauge of the main tank and you will see that the gauge has 70% air. The text on the tanks confirms the main tank is the largest. Slide the longest strip through the middle slot and set it to 70% air.

Ballast tank 1 & 2: Now follow the ballast tank information on resurfacing in the manual. The two tanks contain more water than air, so the strips should in any case be positioned over water.
<table>
<thead>
<tr>
<th>Tank 1</th>
<th>Tank 2</th>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td>10% water</td>
<td>90% water</td>
<td>ruled out because the difference between the tanks is less than 65%</td>
</tr>
<tr>
<td>20% water</td>
<td>80% water</td>
<td>ruled out because the percentage of air in the main tank is 70% so 70% water in a tank is not allowed</td>
</tr>
<tr>
<td>30% water</td>
<td>70% water</td>
<td>ruled out because the percentage of air in the main tank is 70% so 70% water in a tank is not allowed</td>
</tr>
<tr>
<td>40% water</td>
<td>60% water</td>
<td>ruled out because 40% water in a tank is never allowed</td>
</tr>
<tr>
<td>50% water</td>
<td>50% water</td>
<td>ruled out because tank 1 doesn’t have less water than tank 2</td>
</tr>
<tr>
<td>60% water</td>
<td>40% water</td>
<td>ruled out because 40% water in a tank is never allowed and because tank 1 doesn’t have less water than tank 2</td>
</tr>
<tr>
<td>70% water</td>
<td>30% water</td>
<td>ruled out because the percentage of air in the main tank is 70% so 70% water in a tank is not allowed</td>
</tr>
<tr>
<td>80% water</td>
<td>20% water</td>
<td>ruled out because tank 1 doesn’t have less water than tank 2</td>
</tr>
<tr>
<td>90% water</td>
<td>10% water</td>
<td>ruled out because the difference between the tanks is less than 65% and because tank 1 doesn’t have less water than tank 2</td>
</tr>
</tbody>
</table>

Place the slides on the only remaining option: tank 1 on 20% water and tank 2 on 80% water.

Turn the emergency manual around, follow the arrows and read the sentence: Now insert - key four - in the third - lock to – start ascending – to the surface.

Key = 4 (in the third slot of the Chrono Decoder)
50 min - HINT 2:
CHECK THE BALLAST TANKS AT THE BACK OF THE SUBMARINE. NOTE: LOOK FOR CHRONO DECODER KEYS.

45 min - HINT 3:
LOOK AT TANK 1 & 2. SLIDE THE 3 STRIPS INTO THE CORRECT POSITION IN THE TANK AND READ THE BACK.

4) Restarting – Restart the engine (VR)
On the bridge you will see 3 buttons above each other (with an icon) that refer to the map of the deep sea cave, sonar and ballast tanks, and a restart button behind the wheel. These buttons can also be found (without icons) in the VR environment. Every time you press one of 3 buttons, the color of that button changes. Find the colors in the solved puzzles:

1. Deep sea cave map: the solution is B6, this box refers to the blue color in the right-hand column.
2. Sonar: the correct position of the sonar will display only green circles. So the solution is green.
3. Ballast tanks: there are only orange boxes next to the correct text. So the solution is orange.

Press the buttons in the VR environment to these colors, then press the “restart engine” button behind the wheel. Once the engine restarts, the light goes on and a parallelogram appears on the centre screen over the window. This is the last key that you are looking for.

Key =

Now place the keys in the Chrono Decoder, in the order indicated in the ‘Restart Engine’ chapter of the manual.
1) Deep sea cave: key 6
2) Sonar: key 6
3) Ballast tanks: key 4
4) Restart engine: key 2

40 min - HINT 4:
THE CORRECT ORDER CAN BE FOUND IN THE EMERGENCY MANUAL.

Code 1:

30 min - HINT 5:
AFTER RESTARTING THE ENGINE: CHECK THE STATUS ON THE SCREEN!
PLACE THE KEYS IN THE CHRONO DECODER TO PROCEED TO PART 2.
DEEL 2 – RESURFACING THE SUBMARINE

Congratulations, you have successfully prepared the submarine for resurfacing, and restarted the engine! Now we need to resurface as quickly as possible. Enable the emergency battery and remember to keep checking the pressure, to steer and to consult with your colleagues on the lifeboats and to manually open the lock on the inside of the hatch. Time is running out…

1) Activating the emergency battery (VR)

Check the 4 puzzle parts of the emergency battery and find the VR logo. Now check the emergency battery on your left in the VR environment. You will discover how the emergency battery must be pieced together. If the puzzle is completed correctly, the sequence of the colored lights becomes clear. Repeatedly press the four buttons so that the correct lights are illuminated. Take note that the left button is for the lights on the right, and the top button is for the lights on the bottom, and vice versa. Once the correct color lights illuminate, a Roman I will appear on the first of the four positions. This is the first key.

Key = Ⅰ

2) Steering – How to control the submarine while resurfacing (VR)

This page in the emergency manual contains instructions on how to steer while resurfacing. To go up (or down), you pull the wheel towards you (or you push off). The arrow that you see on the wheel is a hint to indicate which key you need. Just like the shape of the wheel in which you can see the correct key. After resurfacing you can click the folder with the wheel icon in the VR environment to see in what position the key should be placed in the Chrono Decoder. The second box is marked.

Key =

10 min - HINT 7:
FIND THE CONTROL MANUAL IN THE VR ENVIRONMENT.

3) Checking the pressure gauges

While resurfacing, the pressure should be monitored closely. To do this, you need the 3 pressure gauges, the note and the emergency manual. The note is made up of abbreviations which refer to the various gauges. The hyphen is a minus, and the cross is a plus sign, in other words, they are sums. Enter the values that you can read from the gauges in the sums. So, RPRO – VNT1 is actually 6-2= 4. LPRO – VNT2 = 1-1=0 and VNT3 + VNT4 = 2+5=7. If you put these numbers in a row, you get 407. This number is reflected in the diagram of numbers in the manual, in column 3, followed by a circle. So you know that the circle should be on the third spot.

Key =

20 min - HINT 6:
FIND THE 3 PRESSURE GAUGES AND THE NOTE AND COMPLETE THE SUMS.

4) Periscope

From the lifeboats, you will receive instructions to open the lock on the inner hatch. Clink on the periscope in the VR environment to look through it after resurfacing. If you look around you, you will see 4 men with flags. Refer to the flag semaphore to translate. At 0 degrees is a man with ‘KEY’, at 90 degrees is another with ‘SELECTION’, at 180 degrees is another with ‘NUMBER’ and at 270 degrees is one with 6-F. Now read the text ranging from 0 to 270 degrees: Key number selection 6/F. Because there is a reference to the word ‘number’, it involves the key 6 (and not the one with F). The man with the number is standing at position 4, so key 6 should go in the 4th spot in the Chrono Decoder.

Key = 6

Code 2:
DEEL 3 – OPEN THE LOCK OF THE OUTER HATCH

Suddenly, all the emergency signals go off. You knew this moment would come, but you are startled nonetheless. The CO2 level is much too high. You open the inner hatch and squeeze through the narrow pipe. You know that you’re almost safe. But then you see water seeping in. Everything in the small dark space is wet! This includes the list of codes for opening the lock of the outer hatch that has been so carefully wrapped in plastic.

You see the written word ‘correct’ and the same word underlined in the text. If you look carefully you will see that the code p 6 / 4 / 5 refers to the page number, line number counted from the top and amount of words counted from the left. Another hint is the word ‘page’ next to the page number. Now solve the remaining codes in the same way.

p001-3-2 is page 001 (engine manual), line 3 (prepare the ballast tanks) and the second word = THE
p326-2-5 is page 326 (ballast tank manual), line 2 (tank 1 plus 2 is exactly 100% water) and the fifth word = IS
p326-7-3 is page 326 (ballast tank manual), line 7 (never 40% water) and the third word = WATER.

1) HET
2) ANSWER
3) IS
4) WATER

THE ANSWER IS WATER:
Wet the drop shape and see a code appear: 4123

Code 3: 4123

5 min - HINT 8:
PAGE / LINE / WORD. YES, YOU REALLY HAVE TO DO IT!