

# Margret's Yard Solution Document

Welcome to the Night Of Enigmatics the solve document for Margret's Yard.

Starting off you will be faced with only one view of the garden.

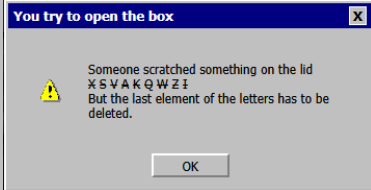
On a poster you can see something about not knowing enough and "tabbing" into another.

Some of the letters are also crossed out. They spell "ADDR" which is NOT "ADD R" but rather a short form of "Address". That together with the tabbing hint means: open the same URL in a new tab. Thus you get 4 webpages.

## Box Puzzle:



When you click the Box this appears



On the front of the Box there is a morse tree drawn. Together with the hint that the last element has to be deleted you can figure out that the letters have to be translated to morse and then the last symbol is supposed to be eliminated. → [disengage.html](#) leads to Key Puzzle

## Key Puzzle:



You arrive on a page with ASCII art of a Key. On the top it says: You found a small key in the lower part of the box. This hints to only taking the lowercase letters that are hidden in the key. "rustykey" → can be inserted into the on the wall. (Also there is a hint for Book Puzzle: I = 1 U = 2 He = 3)

## Mechanism Puzzle



With the key from the ASCII key you can unlock the mechanism. This is an alphabet where the dots around the square make resemblance of letters (also hinted by the stone) → it spells: [spark.html](#) giving the second part for the statue

## Statue Puzzle



The Statue emerges from the well and plays a song. This song actually has english lyrics even if it doesn't sound that way at first. It is a long list of flower names. At different parts lights on the statue begin to glow. Take these flower names into a list. Aster, Poppy Lavender, Hyacinth, Baby's Breath, Narcissus, Snap Dragon Mapping these out (keeping North in mind) you can translate these with the Mechanisms' alphabet. → Final solution is: [subrosa.html](#)

## Book Puzzle:



The Book has a poem. The pronouns of this poem is code for 1 (I/me) 2(you) and 3(he). Looking at all the paragraphs, this describes the "Look and Say" sequence. (There is an error in the last 2 paragraphs sorry sorry)

The sequence is a hint for the last part of the book: `pppprrllll` → [5p1r4l.html](#) leads to the Perfect Stone.

## Perfect Stone and Pangrams



The stone can be hovered over any of the 4 sides to show a new version. Here we can find a hint for the Box and Mechanism Puzzle, a riddle on the wall and an N which signifies North being important for the statue puzzle. The riddle on the wall is a pangram in which every letter is used thrice but 6 letters being used 5 times these being I, L, O, V, E, U → [iloveu.html](#) gives the first part of the key for the statue.

## Design-Notes and Tips



My personal notes:

More thoughts:

Last time I had a lot of thoughts on how to structure the "AHA" moment and what makes a good puzzle "good". I think I have translated these learnings well into this puzzle. Analysing my own process and the theory behind these Eureka's has helped me a lot. This time I threw out 4 other puzzle ideas just to "trim the fat", more than ever before. My learning from this time is that overly fickle technical ideas can lead to technical problems (woah, I know). Create a system to be robust or bust. I can really recommend analysing your own puzzles and finding the weak points and fixing them the next time.