**PUZZLES**

In the Bestiary Section the main puzzle that allows you to take one of the seals to be inserted in the door leading to the Restricted Section consists of a dialogue between the statues of the creatures. Solving the puzzle earns Minerva **200 experience points.**

Once the player has entered the section, Minerva can interact with the door to open the main entrance and she can interact with the various statues by returning a dialogue line of Minerva for each statue:

* If Minerva interacts with the statue of the sphinx:

Minerva: *“This is the statue of a sphinx. The Egyptian sphinx has a human head on a lion’s body. For over a thousand years it has been used by witches and wizards to guard valuables and secret hideaways. Highly intelligent, the sphinx delights in puzzles and riddles. It is usually dangerous only when what it is guarding is threatened.”*

* If Minerva interacts with the statue of the owl:

Minerva: “This is the statue of a owl. *Owls are magical creatures most often used for delivering post and parcels in the wizarding world. They are known for their speed and discretion and can find recipients without an address.”*

* If Minerva interacts with the statue of the acromantula:

Minerva: “This is the statue of a acromantula. *Spider the size of carthorses, eight-eyed, eight-legged, black, hairy, gigantic.”*

* If Minerva interacts with the statue of the hippogriff:

Minerva: *“This is the statue of a hippogriff Half horse, half eagle creatures, immensely proud and extremely dangerous.”*

If Minerva interacts with the statue of the dragon this will start the puzzle. The dragon statue begins to move its head, forelegs and starts talking to the young Minerva in a **cutscene**:

Dragon statue*: "Well well well, take a look at who came to visit us at this time of the night ... an intruder! But we know what you are looking for, let me guess mmm ... is it by any chance a circular object with some symbol engraved on it? I think I saw it somewhere ... maybe one of my friends keeps it inside his statue, but you know ... if I were you, I wouldn't trust them too much. Only one of my friends is sincere and has the seal. "*

At this point the statues of the owl, the acromantula and the hippogriff also begin to come alive and talk to Minerva.  
  
Owl: *"What you are looking for is in my possession, you can trust me."*

Acromantula: *"Don't listen to the owl, she always lies!"*

Hippogriff: *“And do you believe what the acromantula says? He tells a lot of lies."*

Minerva’s thoughts: *"I have to destroy the statue that contains the seal ... but which one?"*

Now that the puzzle has begun, if Minerva interacts with the statues they will repeat this sentences.

In this puzzle the player has to figure out who is the only sincere statue among all the others. To solve the puzzle it will therefore be sufficient to assume that one of the statues is telling the truth and to verify if it is the **only one** to tell the truth. Below are truth tables to verify that the puzzle works.

|  |  |
| --- | --- |
| Let's assume the **owl** is telling the **truth** | |
| Acromantula | **False**  Because he is saying that the owl alway lies. |
| Hippogriff | **True**  Because he is saying that the acromantula is a liar. |

So if we assume that the owl is the sincere statue there will be two statues that tell the truth and therefore the solution to the puzzle is wrong.

|  |  |
| --- | --- |
| Let's assume the **hippogriff** is telling the **truth** | |
| Acromantula | **False**  Because the hippogriff said acromantula is a liar. |
| Owl | **True**  If the acromantula is lying then the owl is telling the truth. |

So if we assume that the hippogriff is the sincere statue there will be two statues that tell the truth and therefore the solution to the puzzle is wrong.

|  |  |
| --- | --- |
| Let's assume the **acromantula** is telling the **truth** | |
| Owl | **False**  Because the acromantula said owl is a liar. |
| Hippogriff | **False**  Because the hippogriff said acromantula is a liar. |

So if we assume that the acromantula is the sincere statue there will be only one statue that tell the truth and therefore the solution to the puzzle is correct so Minerva must destroy that statue.

If the player makes a mistake and destroys the wrong statue, the statue's soul throws a blow at Minerva doing her **4 damage** and than the statue’s soul goes away laughing. There are therefore two cases:

1. If Minerva destroys the statue of the owl the remaining statues resume talking:

Acromantula: *“Now don't say I didn't warn you! I don't lie, as it is true that my friend dragon spits ice!"*

Hippogriff: *"You're a gullible girl! Does that look like an ice-breathing dragon? Dragons of this type breathe fire, everyone knows!"*

Minerva should now investigate the dragon statue to find the solution placed on a plate containing the description of that creature.

1. If Minerva destroys the statue of the owl the remaining statues resume talking

Owl: *“What is not clear to you about the phrase “I have the key”? You humans are so dull... like Louis Delacrà. "*

Acromantula: *"You keep lying as always owl! Listen to me, I tell the truth, as it's true that my ghost friend's name out there is Louis Delacroix and not “Louis Delacrà”. It is also written on the cover of his book!"*

To find out who is telling the truth, Minerva must investigate on the book that the ghost outside the Bestiary Section keeps next to him.

If the player fails again, he takes **another attack** and the acromantula says:

*"Well ... I TOLD YOU SO! It serves you right."*

Minerva must then destroy the acromantula statue and take the seal that the statue drops.

Once the puzzle is finished, the statues are rebuilt and the dragon says two sentences:

1. If the player has immediately guessed the puzzle he will say:

*“My congratulations, did you like our little game? Too easy for someone like you, isn't it? AHAHAHAH "*

1. If the player made mistakes:

*“Ohw I'm sorry you got hurt but you were warned ... My friends can't be trusted, except the acromantula, he can't lie. AHAHAHAHA "*