**SOUND COMMUNICATION – Nine Voices**

**BACKGROUND:** Deep within the hidden lab of the brilliant but notoriously mad Professor, you find a strange device: nine numbered buttons, each producing a distinct tone between 1 and 2 kHz. A microphone analyzes the generated frequencies.

This "sound sequence" must be reconstructed to get the position of the chess piece.

**YOUR TASK**: Play the correct sequence of tones. The system automatically detects the frequencies via the microphone. Only through the right combination of logic and hearing will lead you to the exit.

**The Numbers You Hear**

Nine voices - but only five tell the truth.  
Their total is 27.  
The second is one greater than the first.  
The third is double the first.  
The fourth is the sum of the first and second.  
The fifth is a prime number under 10 which only has sharp edges.  
Don't be fooled by evenness.

# Solution

The valid solution 1 is: **2 – 6 – 4 – 8 – 7** (Sum: 27, all conditions fulfilled)

The valid solution 2 is: **3 – 4 – 6 – 7 – 7** (Sum: 27, all conditions fulfilled)

**Solution 2 is the right one because it has less even numbers.**