



THE ENIGMA SOCIETY



CASE NO. I

# Count Enigma's Villa

*A puzzle mystery in eleven rooms*



The late Count left no heirs — only a villa full of riddles, and a promise that whoever solves them inherits the estate. Eleven rooms, one final secret.

Solve along.

[theenigmasociety.com](http://theenigmasociety.com)



# Solver's Logbook

Record the solution you uncover in each room. Once you hold all eleven, combine them to crack the Count's final secret.

- 01 Hallway \_\_\_\_\_
- 02 Kitchen \_\_\_\_\_
- 03 Storage room \_\_\_\_\_
- 04 Dining room \_\_\_\_\_
- 05 Master bedroom \_\_\_\_\_
- 06 Bathroom \_\_\_\_\_
- 07 Walk-in wardrobe \_\_\_\_\_
- 08 Living room \_\_\_\_\_
- 09 Solarium \_\_\_\_\_
- 10 Garden \_\_\_\_\_
- 11 Shed \_\_\_\_\_

THE FINALE

Bring your eleven solutions together to uncover the Count's final secret:

\_\_\_\_\_



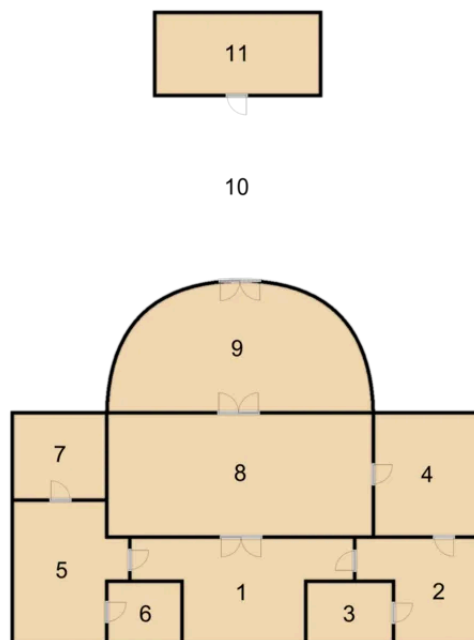
# Count Enigma's Villa

As you walk up to the grand villa and enter through the large wooden doors, you think back to the newspaper obituary you read the day before.

## Count Enigma, 1942-2026

*The Count leaves behind no family, but he does leave a challenge. Solve his riddles, and you will inherit all his belongings. Prove your prowess at Count Enigma's Villa.*

Below it was a map of the house:



The grand hallway features a glass chandelier, stylish wooden furniture, and an out-of-place table in the middle. On it is a letter.



# Room 1: Hallway

It reads:

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I bid you welcome! Oh esteemed guest,  
I welcome you all to this quest  
You may find this frustrating or fun  
But a challenge I know you won' shun  
As you travel in the chambers of this house  
You would need to be as curious as a mouse  
Each puzzle ill give a number to you  
Together they will be the final clue  
For now, just remember this  
Smetimes puzzles are amiss  
With love, Count Enigma

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You can't help but feel this letter itself may be the first puzzle. Does this spell disaster, or will you put it all together?



STUCK? SCAN FOR A CLUE



CHECK YOUR SOLUTION

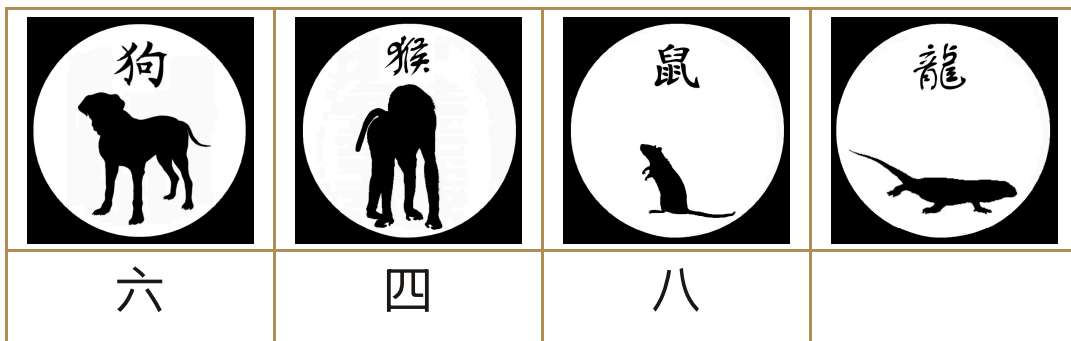


## Room 2: Kitchen

After reading the Count's letter, you decide to start exploring the house. The big double doors in front of you are inviting, but perhaps it's better to start with a smaller room first. You turn right and open the door to reveal a large, old kitchen. It reminds you of your grandmother's kitchen — smells like it, too. You already start mentally planning a large renovation to the house if (when!) you get the Count's inheritance.

You start opening the kitchen cabinets looking for puzzles and clues. You find an incongruous collection of plates and cups — different sizes, colours, many of them chipped. The Count had interesting taste.

After a few minutes of searching you look up and notice four strange stickers in the corners of the room. Three of them have a character scribbled next to them. Is this the next puzzle?



STUCK? SCAN FOR A CLUE



CHECK YOUR SOLUTION

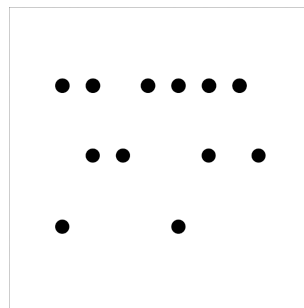


## Room 3: Storage room

From the kitchen you open the door to the storage room. It's dark inside, so you turn on the light. It flickers and then dies. Darkness. Great.

You enter the dark room and start feeling with your hands. You can feel mostly cans of food — holding it up to the light coming from the kitchen reveals it's all beans, tomatoes, chickpeas. You know chickpeas will basically survive the heat death of the universe, but still — this can expired 15 years ago!

Eventually your hands stumble upon a small, black box. On the top you can feel a pattern:



What could it mean?



STUCK? SCAN FOR A CLUE



CHECK YOUR SOLUTION



## Room 4: Dining room

Glad to leave the dark storage room behind, you traverse the kitchen and go through the side door, into the dining room. A large wooden table is standing in the middle, surrounded by regal wooden chairs with red cushions. Stern faces are staring at you from paintings hanging on the walls — the Count's ancestors are not impressed by your presence.

You are starting to feel peckish — the food on the table looks appetising. Then again, how old is the food? That iceberg lettuce is starting to look a bit brown... What else is there?



STUCK? SCAN FOR A CLUE



CHECK YOUR SOLUTION

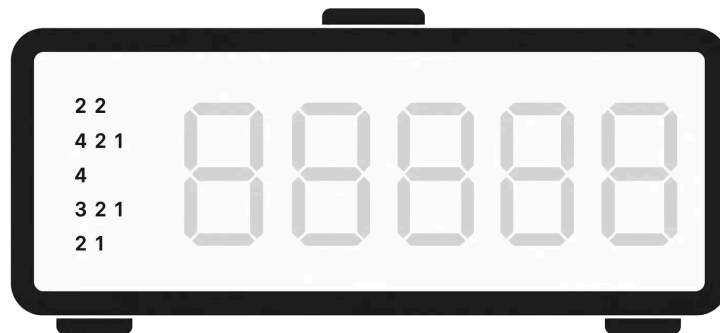


## Room 5: Master bedroom

The longer you stayed in the dining room, the happier you were with your life decision of *not* eating any of the food. You're pretty sure there was something living in some of those vegetables, and you don't love free protein *that* much.

Perhaps it's time to explore the other side of the house. You backtrack through the kitchen, hallway, and into what turns out to be the bedroom. The leopard print bedcover is questionable at best. You knew the Count was eccentric, but still. And why is there a massive portrait of the Count himself right above the bed? Ah, the folly of aristocrats.

The one modern piece of furniture immediately stands out to you: a digital alarm clock. But there's something strange about this one — it has five digits. And there's numbers on the left side. That format looks weirdly familiar to you — could this be a Nonogram of some sort?



STUCK? SCAN FOR A CLUE



CHECK YOUR SOLUTION



## Room 6: Bathroom

After solving the alarm clock puzzle it's time (heh) to explore the next room: the bathroom. You enter and notice the toilet, sink, and some weird pumping system. Wait, no shower? Where did the Count shower? Let's not dwell on that.

The sink seems to have water, but the toilet doesn't flush. Strange.

You have a closer look at the pumping system. There seem to be four tanks:

| Tank    | Maximum | Current |
|---------|---------|---------|
| Pool    | 20 L    | 10 L    |
| Kitchen | 8 L     | 8 L     |
| Sink    | 3 L     | 3 L     |
| Toilet  | 7 L     | 0 L     |

There are buttons to move water around between each of the tanks, until the other tank is full. Next to the toilet is a big warning sticker saying "Toilet will overflow if filled all the way up" — so with that one you have to be careful.

You kinda need to use the bathroom, and urgently...

The toilet tank also has an arrow marking the level 4. What would be the minimum number of buttons you need to press to get the toilet active again?

TANK MONITOR



STUCK? SCAN FOR A CLUE



CHECK YOUR SOLUTION



# Room 7: Walk-in wardrobe

Pfew, you really needed that bathroom break! You feel like a new person.

With this new-found energy you go back into the bedroom, and open the closet — which turns out to be a huge walk-in wardrobe! The Count's eclectic clothes are all around you, its colour combination hurting your eyes a little.

In the middle of the wardrobe you find a suitcase, with a note on top of it:

*Pack suitcase for trip to Mallorca.*

*Max 20kg, Ryanair is stingy.*

*Take the highest value in clothing possible.*

| Item                    | Weight (kg) | Value (K€) |
|-------------------------|-------------|------------|
| Italian wool suit       | 4.0         | 4.0        |
| Down parka              | 2.0         | 1.0        |
| Cotton polo shirt       | 1.5         | 0.6        |
| Designer leather jacket | 3.5         | 2.0        |
| Leather ankle boots     | 2.5         | 1.5        |
| Silk evening dress      | 3.0         | 2.5        |
| Wool scarf              | 2.0         | 0.8        |
| Merino wool sweater     | 1.0         | 1.0        |
| Premium denim jeans     | 3.0         | 1.2        |
| Cotton linen shirt      | 2.5         | 1.0        |
| Canvas slip-on shoes    | 1.5         | 0.45       |
| Cashmere overcoat       | 4.0         | 3.0        |

I guess you'd better start packing...



STUCK? SCAN FOR A CLUE



CHECK YOUR SOLUTION



# Room 8: Living room

You've procrastinated long enough. Time to move on to the main show of the house: the living room. Weirdly, it's in the middle of the house, with not a single window. It reminds you of a medieval castle, with its huge fireplace on your left. You also spot a large leather sofa in front of a tiny and immensely thick TV — even your grandmother doesn't have one of those anymore.

Despite the darkness, it's kind of cosy, and you can imagine the Count spending his days here coming up with the puzzles you are now solving. What would the next one be?

You see a comfortable chair next to the fireplace, and in front of that a lounge table with a chess board on top of it. Except this board has letters written all over it...



STUCK? SCAN FOR A CLUE



CHECK YOUR SOLUTION

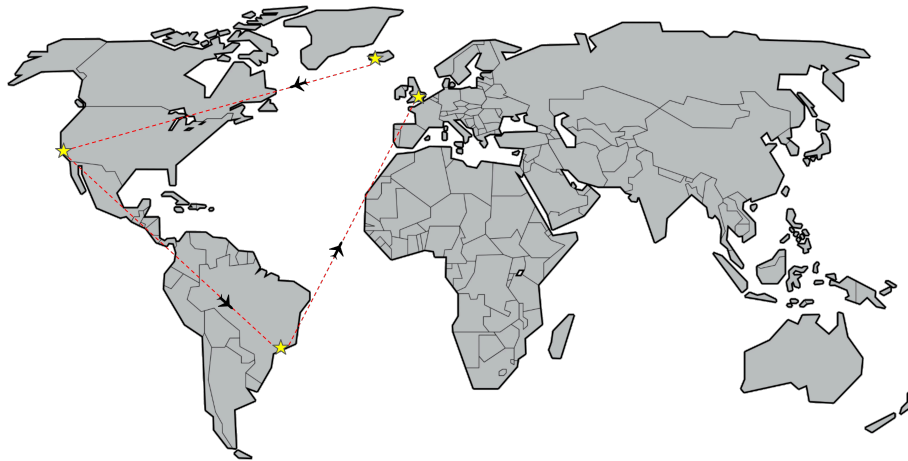


# Room 9: Solarium

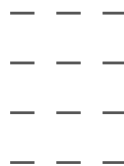
The final room inside the main house is gorgeous. The walls are all 100% windows, and the ceiling as well. After your stint in darkness in the living room, you feel alive again.

The room is also filled with plants, but unfortunately they have seen better days. I guess no one has been watering them anymore. At least the cacti are still doing well!

As you do a 360 to scan the room, you notice many travelling artefacts hanging on the wall. Next to that is a large world map, with a few pins stuck inside and ropes connecting the pins.



Below that is a pen and paper. Is it connected to the map somehow?



STUCK? SCAN FOR A CLUE



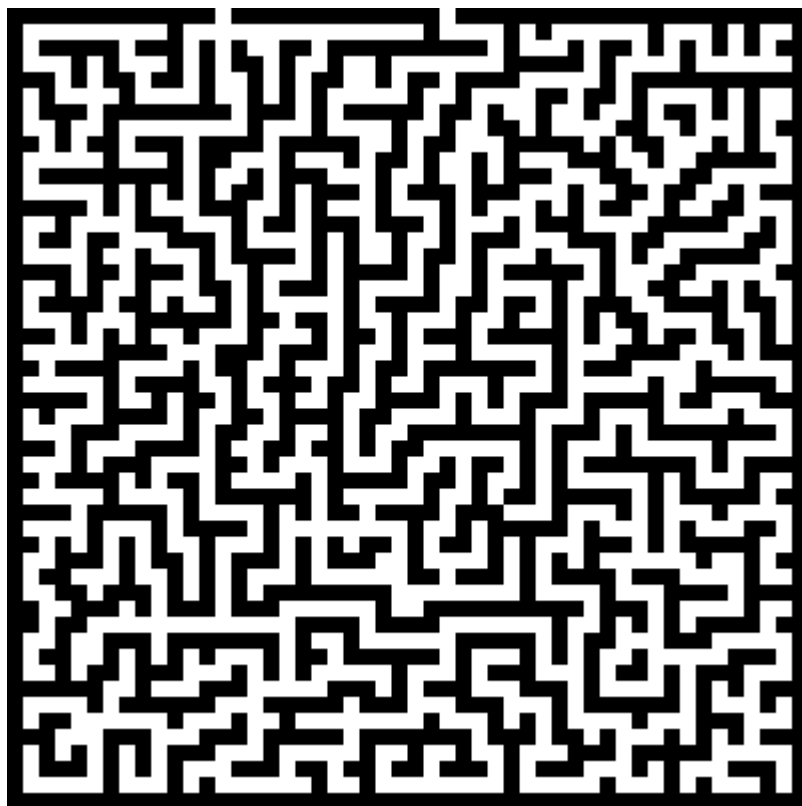
CHECK YOUR SOLUTION



## Room 10: Garden

You've now explored all the rooms in the building. But from the map of the house you know there is one final room: the shed. To get there, you have to go through the gardens.

You open the glass doors of the solarium, and in front of you are hedges extending all the way left and right. There is a small opening in front of you. I guess you will have to solve this labyrinth to get to the shed!



STUCK? SCAN FOR A CLUE



CHECK YOUR SOLUTION



# Room 11: Shed

As you turn the final corner of the labyrinth, your eyes light up. In front of you is a small, wooden shed. You made it!

The door is not locked, but I guess that's not necessary with such a maze to protect it. You enter, and you observe a room that would make a conspiracist be proud. Everywhere are newspaper articles, QR codes, notes, puzzles, boxes. Perhaps this is where the Count actually spent his time making puzzles.

You dig through all the articles and notes, but find nothing of interest. The one thing that is odd is all those QR codes. Perhaps they have some special meaning?



STUCK? SCAN FOR A CLUE



CHECK YOUR SOLUTION



# Computer

As you scan the final QR code that reveals the solution, you hear a *click* behind you. As you turn around, you see that a panel of wood was lifted, revealing a computer behind it.

On the one hand it's rude to use someone else's computer — who knows what the Count did on there?

On the other, you do want that inheritance...

You boot up the computer. A web browser is automatically opened for a bank in the Cayman Islands. That's definitely promising.

You attempt to log in, hoping that the username and password are autofilled. Sadly, only the username is. But there is a button to get a reminder of what the password is. As you press it, a tiny popup appears that says:

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*To get to the end, you must go back to the beginning*

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You're so close to the inheritance and money! What could the password be?



STUCK? SCAN FOR A CLUE



ENTER THE PASSWORD