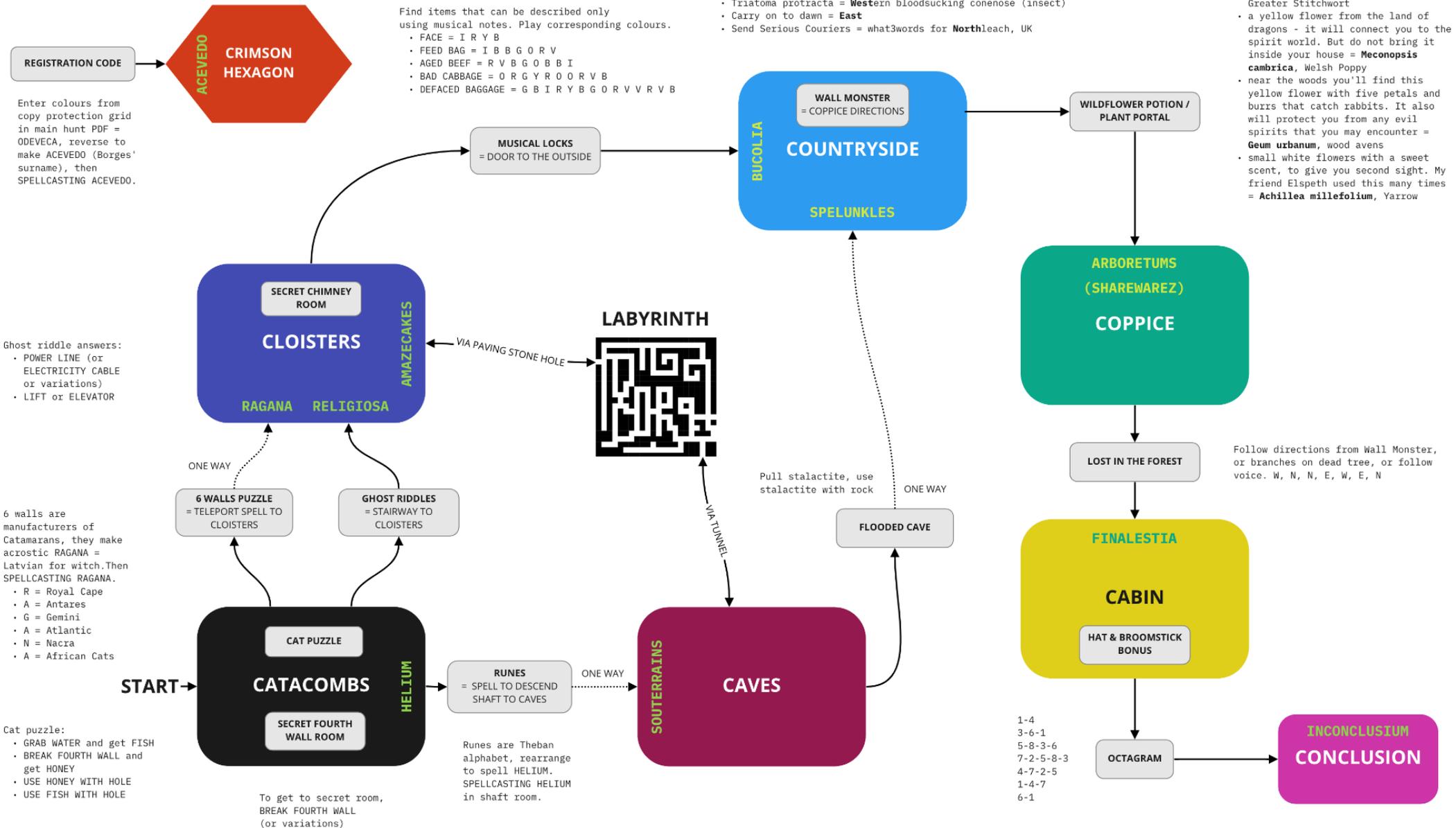


# CATASTROPHAL SOLUTION



## Themes

You are **Alice Liddell** aka **Alice in Wonderland** (T1). The disembodied voice is the **Godstow Witch** (T2). You are asleep and dreaming during a picnic with **Charles Dodgson** aka **Lewis Carroll** at **Godstow Abbey** (T3), where he tells you the story of the Godstow Witch. The game is your imagination of the story.

The graphics and music in the game are dark initially, and become lighter throughout. This represents your ascent from deep sleep back to your reality (T4). The final levels are more similar to the “real” place that you are in.

The *Godstow Witch* story is a fiction and was invented entirely by the setters (T5 including for suspecting it). This is hinted at by the fact that it was written by Reg Hargreaves, the husband of Alice Liddell (T6).

The SPELLCASTING mechanic is borrowed from the classic 1980s children’s TV show **Knightmare** (T7), where a team guides a character around a labyrinthine dungeon, meeting strange characters and solving puzzles.

# Spells

The following spells are available:

-	<b>HELIUM</b>	Anagram solution to the Theban alphabet symbols. Floating spell that allows you to float down the shaft to the caves.
-	<b>RAGANA</b>	Acrostic solution to the six walls. Teleports to the cloisters.
<b>S1</b>	<b>RELIGIOSA</b>	Awarded for solving ghost's riddles. Teleports to the cloisters.
<b>S2</b>	<b>AMAZECAKEZ</b>	Awarded for solving the labyrinth. Teleports to the cloisters.
<b>S3</b>	<b>SOUTERRAINS</b>	Awarded for entering the caves via shaft. Teleports to the caves.
<b>S4</b>	<b>SPELUNKLES</b>	Awarded for entering the countryside via the caves. Teleports to the countryside.
<b>S5</b>	<b>BUCOLIA</b>	Awarded for solving the musical locks puzzle. Teleports to the countryside.
<b>S6</b>	<b>ARBORETUMS</b>	Awarded for solving the wildflower puzzle. Teleports to the coppice.
<b>S7</b>	<b>SHAREWAREZ</b>	Awarded for solving the wildflower puzzle in the pre-release "demo" version of the game.
<b>S8</b>	<b>FINALESTIA</b>	Awarded for solving the forest labyrinth. Teleports to the cabin.
<b>S9</b>	<b>REINCARNATIA</b>	Awarded for assembling the broomstick and bringing it to the cabin with the hat. Has no effect.
<b>S10</b>	<b>INCONCLUSIUM</b>	Awarded for completing the game.
<b>S11</b>	<b>ACEVEDO</b>	Anagram of game registration code. Teleports to the Crimson Hexagon (in The Library of Babel).

# Catacombs



## Cat

In the first room, **GRAB WATER** to obtain a fish (CA1). Other verbs will work. Then go north to the six walls and **BREAK FOURTH WALL** (CA2). This is a pun referring to the [concept in theatrical arts](#) (CA3), and is hinted at by the cat saying "I don't think the actors are supposed to talk directly to the audience!" (CA4) if you **ASK CAT ABOUT TREASURE** (or **PABLO**, or similar).

Enter the hidden room and pick up the **HONEY**. Go south to the room with the small hole. **USE HONEY WITH HOLE** to smear honey on the floor (CA5), then **USE FISH WITH HOLE** to "plaice" the fish in the hole (CA6). This attracts the cat, that walks into the hole, gets honey stuck on its feet, then returns with the vellum scroll stuck to it (CA7).

## Ghost

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**ASK GHOST ABOUT PASSWORD** will make the ghost ask two riddles to let you past.

- *"I hover in the sky, but have no wings. I cross oceans but cannot swim or float. I am deadly, but everybody needs me. What am I?"*
  - The correct answer is **power line** (CA8). They seem to "hover" in the air between pylons / there are undersea power cables / high voltage electricity is deadly / everyone is reliant on electricity. Variations are accepted such as electric cable, electricity etc.
- *"I'm always on the move, but stay in one place. Sometimes I am quite small, and sometimes I stretch into the sky. But I'll always do what you want. What am I?"*
  - The correct answer is **lift** or **elevator** (CA9).

## Runes

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These are letters from the [Theban Alphabet](#) (CA10), this is a wiccan (or witches') alphabet (CA11). Together they can be rearranged to make the word **HELIUM** (CA12). This is a spell (CA13). In the corridor with the cat, **DIG HOLE** (or similar) to empty the hole of mud and rocks (CA14). Then **SPELLCASTING HELIUM** in the shaft room lets you float down the shaft to the caves (CA15).

## Six Walls

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Each wall is a reference to a manufacturer of catamarans (CA16). This is hinted at by the 5th wall which is the word **NACRA** which when Googled, mostly brings up catamarans (it stands for North American Catamaran Racing Association).

Taking the first letter of each, this spells the word **RAGANA** (CA17) which is Latvian for witch (CA18). This is also a spell (CA19), so **SPELLCASTING RAGANA** teleports you to the Cloisters level.

The ghost will give a hint for this puzzle if you **ASK GHOST ABOUT WALLS** ("*spell it out*", "*ship has sailed*", "*first character*" hinting at a boat-based acrostic).

CA20		Royal Cape	CA23		Atlantic (hinted at by deliberate misspelling of "see")
CA21		Antares	CA24		NACRA
CA22		Gemini	CA25		African Cats

## Thematic References

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***"Some little bees must have been very busy!"***

This is a reference to the poem *How Doth the Busy Little Bee* which was parodied by Lewis Carroll as *How Doth the Little Crocodile* (CA26).

***"You try to hum a jolly song to keep your spirits up ... you seem to remember someone trying to teach you some once."***

There are various songs in the *Alice in Wonderland* books, taught to you by Lewis Carroll (CA27).

***"You sit on the chair and are pleased to find that there is plenty of room for you. You settle back into the cushioning and think that a cup of tea would be perfection right now..."***

The mentions of *plenty of room* and *tea* are references to the [Mad Hatter's Tea Party](#) (CA28).

***"Opera \_aleficorum s\_\_t talia, quod non po\_sunt nisi ope\_\_ Daemonum fi\_ri"***

The text is from the [Malleus Maleficarum, the Hammer of the Witches](#) (CA29). The suggestion is of course that the Godstow Witch used it as toilet paper. The missing letters are a red herring. It translates broadly to: *"The deeds of witches are such that they cannot be done without the help of Devils"*.

***"They took me along a tunnel such as this, after my fate was sealed, but before it came to pass."***

This is a reference to the fact that there is a [tunnel that runs from the old court house in Oxford](#) to the castle, down which prisoners were sent after sentencing (CA30). The Godstow Witch was taken along here after her trial (CA31).

## **Cat**

*"You have found my cat!"* - this is the Godstow Witch's cat (CA32). Alice Liddell also had a cat called Dinah (CA33). In the Animatrix series of animated shorts related to the film The Matrix, there is also a cat character called Dinah (CA34). That Dinah is in fact a computer program, much like the Cat in this game (CA35). The main hunt contains several matrix references (Data Matrix codes, letter matrix, "The Matrix" game name etc) (CA36).

## **Floating down the shaft**

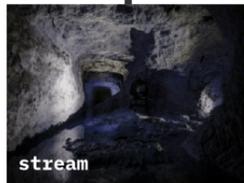
This is a reference to Alice in Wonderland, floating down the rabbit hole (CA37). "Down the rabbit hole" is an idiom meaning getting deep into something or ending up somewhere strange, which could apply to the treasure hunt!

# Caves

COUNTRYSIDE



LABYRINTH



CATACOMBS



This is one of the three ways of obtaining the correct directions to reach the cabin in the Coppice level.

## Thematic References

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***"You freeze in terror only for a hedgehog to scuttle past you..."***

The hedgehog is a reference to Alice in Wonderland ([CV18](#)).

***"It was misty the night they took me"***

This is a reference to the fact that the villagers of Wolvercote captured the Godstow Witch on a misty night ([CV19](#)).

### The Pizza

The absence of cheese should hint to the fact that it is a vegan pizza, specifically a [White Rabbit Vegan Pizza](#) ([CV20](#)) created in Oxford in the White Rabbit pub - a connection both to Oxford and Alice.

***"The candle is yellowish, and burns with a sweet scent ... You try to imagine what it might look like after it has been blown out, but find it impossible"***

This is a reference to a line from *Alice in Wonderland*: "She tried to fancy what the flame of a candle is like after the candle is blown out, for she could not remember ever having seen such a thing" ([CV21](#)).

### The Gold Watch

The watch belongs to Alice's White Rabbit ([CV22](#)), and though his watch typically shows the time to be a little after 6, the time here is 3, because 3-4am is the "The Witching Hour".

***"I once knew a street along which a stream ran that shone with such whiteness that they called it "White Street", or sometimes Canditch. Sadly my experiences there were somewhat darker."***

This is a reference to Broad Street where the witch was burned ([CV23](#)), as noted on the Godstow Witch site: "Broad Street was originally called Canditch after the ditch, and subsequently White Street after the shining whiteness of the stream in the ditch".

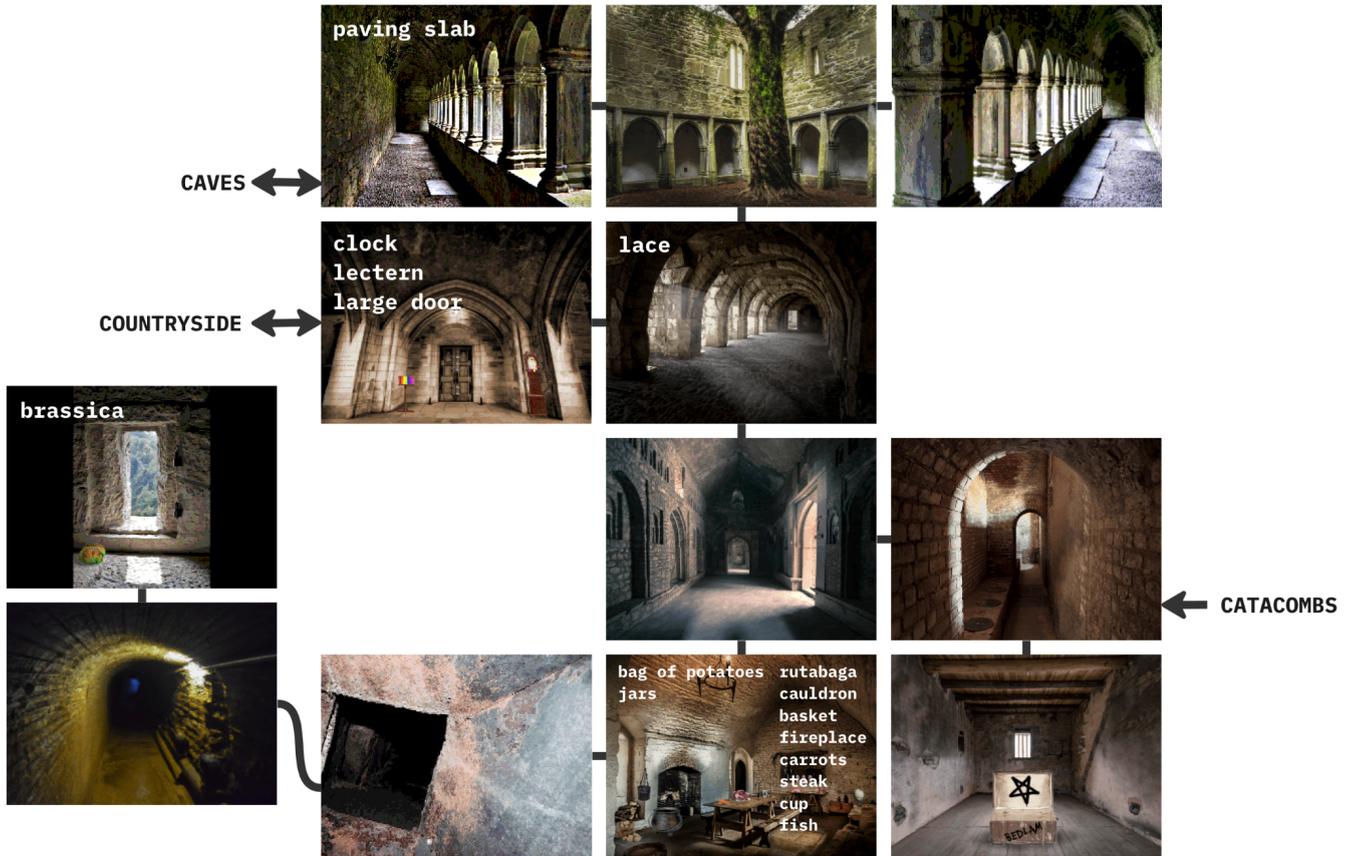
***"Alios age incitatos, alios age rabidos!"***

The line is from Catullus ([CV24](#)) and translates as "Some act excited, others act mad". It is what Fred Thacker reported the old crone on the Godstow Road said to him ([CV25](#)), and is repeated on the Godstow Witch site. She is of course Agnes, fellow nun to the Godstow Witch ([CV26](#)).

### The Labyrinth

As well as the Borges references mentioned above, [Rosamund Clifford](#) had an affair with King Henry II, and according to folklore, met him in a complicated underground labyrinth in nearby Woodstock Palace ([CV27](#)).

# Cloisters



## Musical Locks

The large door in the Narthex has five locks that are controlled by the lectern. Each colour of the rainbow (ROYGBIV) on the lectern corresponds with a musical note (**CL1**) from A-G. The objective is to find items that can be spelled using the letters A-G (**CL2**), and therefore can be typed onto the lectern by colour.

<b>CL3</b>	<b>FACE</b>	IRYB	Hint on the clock <i>face</i>
<b>CL4</b>	<b>FEED BAG</b>	IBBGORV	Basket in kitchen (" <i>looks like it goes around a horse's mouth</i> ")
<b>CL5</b>	<b>AGED BEEF</b>	RVBGOBBI	Steak in kitchen (" <i>it looks very old</i> ")
<b>CL6</b>	<b>BAD CABBAGE</b>	ORGYR0ORVB	Rotten brassica in the sacristy
<b>CL7</b>	<b>DEFACED BAGGAGE</b>	GBIRYBGORVVRVB	Graffiti'd trunk in the misericord

The "bad cabbage" can be found in the sacristy, accessed through the secret passage above the chimney in the kitchen, found by **CLIMB IN FIREPLACE** (or similar) (**CL8**).

## Thematic References

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### BEDLAM

This is an anagram/misspelling of **BELDAM**, a derogatory word for an old woman (CL9). It's conceivable that someone defaced the trunk belonging to the Godstow Witch. The pentagram is also a witchcraft symbol (CL10).

### Cup

This is a Starbucks cup, and is a reference to a similar [cup accidentally being left](#) in a scene of *Game of Thrones* (CL11).

### Mirror

There is a slightly out-of-place mirror in the kitchen; this foreshadows the end of the game where you step through the looking glass (also obviously a reference to Lewis Carroll) (CL12).

### Fish

This is of course a red herring, and warns you that there are several items in this room that have no use.

### Jars

This is a (somewhat obscure) reference to the classic 1990s video game *7th Guest* (CL13). Specifically, a [puzzle](#) where you had to spell words with limited letters.

***"A hedgehog, curled into a tight ball, is snoring gently under a tree. The ground around it is pitted with holes, presumably made by the snout of the hog as it sought out a worm or an eel or whatever it is hedgehogs eat"***

The hedgehog is another Alice in Wonderland croquet reference (CL14); the holes are those made by the croquet hoops (CL15). The "snout..eel" reference is a nod to "[You are old Father William](#)" (CL16).

***"my sisters and I spent many happy hours beavering away on our lace here!"***

The mention of beavering away making lace is a reference to the lace-making beaver in *The Hunting of the Snark* (CL17).

***"We walked this way to Matins each morning. We should have been equal in our vows but some sought ranks of higher station"***

"Sought ranks" is an (obscure) reference to *The Hunting of the Snark*: *sought* meaning *hunt*, and *ranks* being an anagram of *Snark* (CL18).

***"but once it was full of food - sides of mutton, casks of oysters, baskets of eggs, and fowls you won't even have heard of!"***

This is a reference to *Hunting of the Snark*: "...flavour of the Jubjub bird more exquisite than mutton, or oysters, or eggs" (CL19).

***"Not the fire!" says the voice "Please not the fire again!"***

This is a reference to the Godstow Witch being burned at the stake (CL20).

***You ring the bell and it tingles excitedly.***

This is a *Hunting of the Snark* reference: "And the Bellman cried 'Silence! Not even a shriek!' And excitedly tingled his bell." (CL21)

***On the window ledge is a rotten brassica. "Huh" says the voice "I remember when a king used to visit this place to meet his lover and now there is only this remaining".***

This is a twofold reference to "cabbages and kings" in *The Walrus and The Carpenter* (CL22) and also the fact that the King Henry II's mistress [Rosamund](#) lived in Godstow Abbey (CL23).

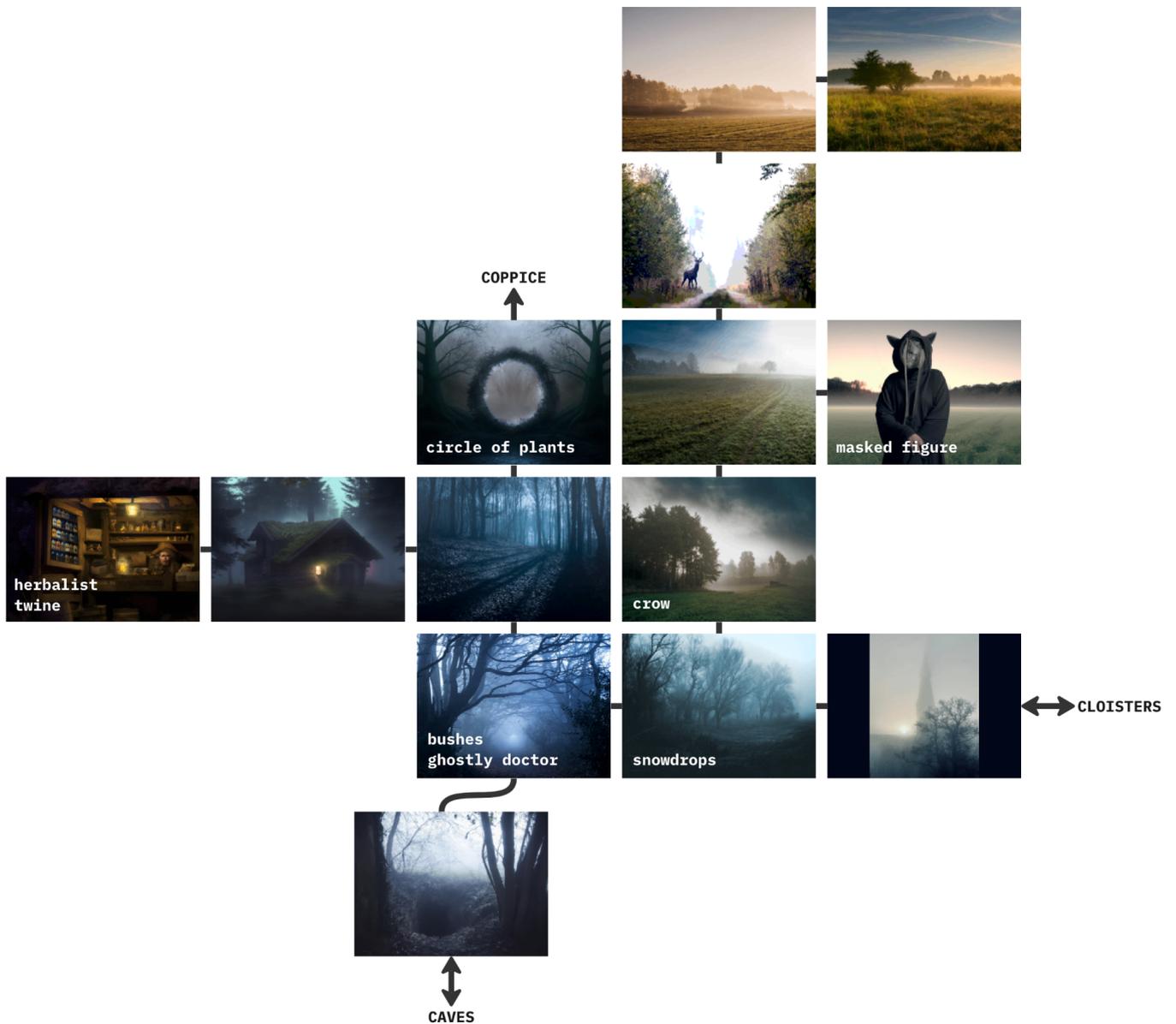
***"I remember when they broke open those doors and dragged us out of our sanctuary and flung us into the mud..."***

This is a reference to the nuns being thrown out of Godstow Abbey in the tale of the Godstow Witch (CL24).

***"After we were cast out" says the voice "they said that we turned our service from the one who failed to protect us to His sworn enemy. But why would we enter the service of another who once shared His sky?"***

This a reference to the fact that in the Godstow Witch myth it is said that one or more of the nuns became satanists - and hence witches (CL25). However they actually choose to worship the earth and healing - which didn't stop them getting persecuted!

# Countryside



## Herbs

If you **TALK TO MASKED FIGURE** and then **ASK FIGURE ABOUT ORACLE (CS1)**, **ASK FIGURE ABOUT CIRCLE (CS2)**, and finally **ASK FIGURE ABOUT DOORWAY (CS3)**, she will give you descriptions of four herbs you need to find.

<b>CS4</b>	A white star-shaped flower...	<i>Stellaria holostea</i> Greater Stitchwort
<b>CS5</b>	A yellow flower from the land of dragons...	<i>Neconopsis cambrica</i> Welsh Poppy

<a href="#">CS6</a>	Near the woods you'll find this yellow flower...	<i>Geum urbanum</i> Wood Avens
<a href="#">CS7</a>	Small white flowers with a sweet scent...	<i>Achillea millefolium</i> Yarrow

The plants (including the lotus flower you are given) must be taken to the kitchen and **USE [HERB] WITH CAULDRON** ([CS8](#)), and then **DRINK CAULDRON** ([CS9](#)). You must then **STEP THROUGH CIRCLE OF PLANTS** ([CS10](#)) to travel to the Coppice level.

**Elsbeth** refers to [Elsbeth Reoch](#) ([CS11](#)), an alleged Scottish witch who used Yarrow.

## Thematic References

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### Crow

This is a reference to *Alice in Wonderland*: “Just then flew down a monstrous crow. As black as a tar-barrel” ([CS12](#)).

### Ghostly Doctor

The abbey itself was given to Henry VIII's physician, George Owen ([CS13](#)). Owen tore down the abbey church and built a mansion called Godstow House from the abbey ruins ([CS14](#)). In 1645 Godstow House was badly damaged in the Civil War, and stone from the site was robbed for local buildings.

***“We waited under the shade of this tower for days” says the voice “hoping that we might be allowed to return, but we never were.”***

This is a reference to the nuns being outside of the walls of the abbey ([CS15](#)).

***You carefully pluck a snowdrop and fasten it under your hairband.***

The protagonist is clearly wearing an [Alice band](#) ([CS16](#)). Also, *Snowdrop* is the name of Alice's sister's cat in *Alice through the Looking Glass* ([CS17](#)).

***“Alone amongst my sisters - bar one whom you may have already met - I remained in these woods, hoping that one day I could return. And return one day I did, though I waited a life-time or more...”***

This ties into the Godstow Witch myth that the witch hung around for a century after the dissolution until the abbey fell into ruin and she could return ([CS18](#)). The sister of whom she speaks is Agnes - the old woman in the caves and the one that Thacker met on the road.

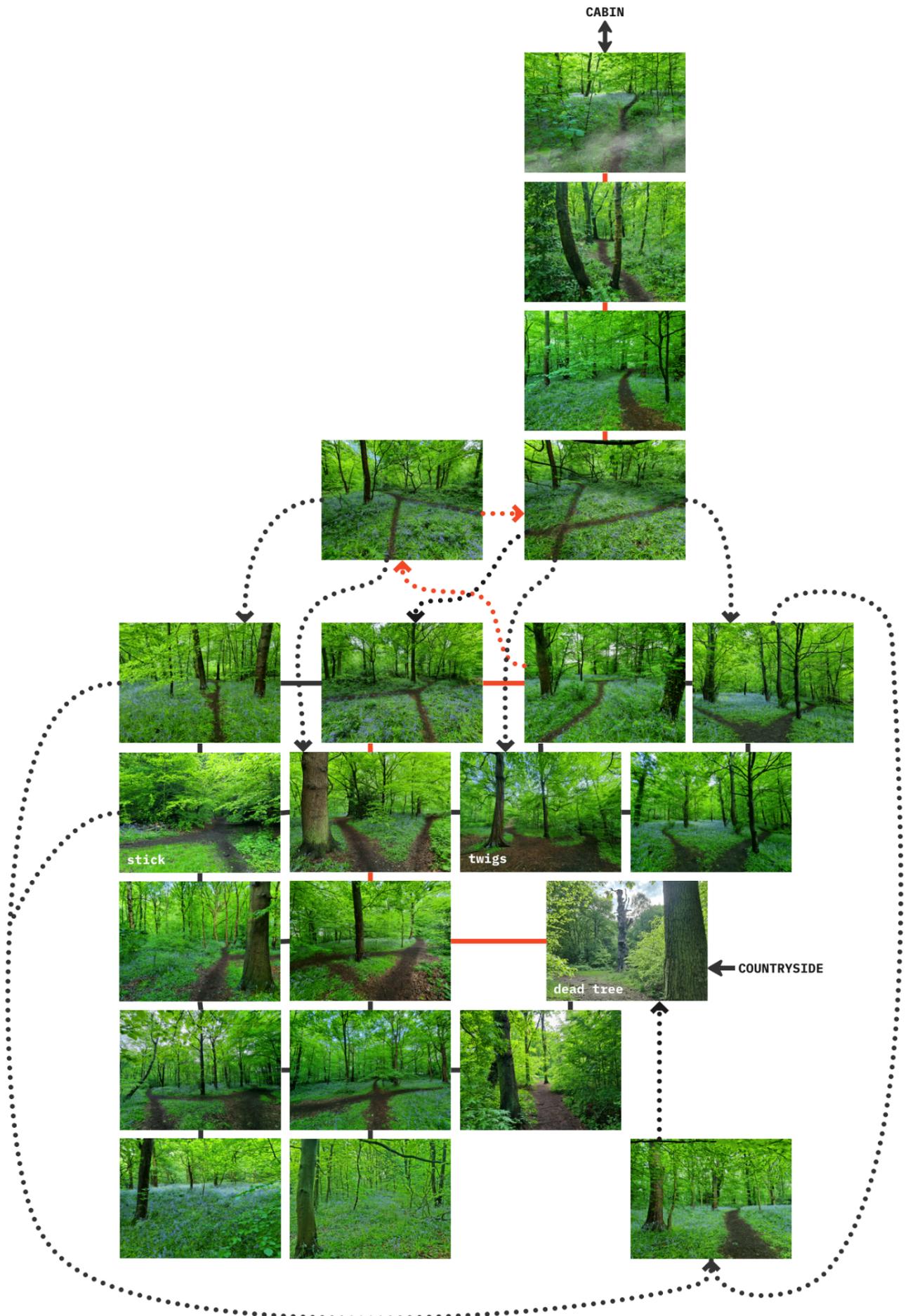
***“I used to block a road once” says the voice “I charged a small fee...”***

This is a reference to the Godstow Witch charging tolls on the road ([CS19](#)).

***How nice it would be, you think, to have a picnic right now... “Stop dreaming my dear” says the voice...***

This is a dead giveaway to the mystery of who you are, and obviously refers to the fact that in reality, you are asleep at a picnic ([CS20](#)).

# Coppice



This map is considerably more complex:

- Three of the paths lead to the same place (bottom right of map), where you can only then travel north back to the dead tree. This is to simulate being lost in the forest and going round in circles.
- This is in fact another labyrinth, continuing the Borges theme (CP1), but a dynamic one. There is a specific route you must take, and if you do, some paths will change, allowing you through to the cabin. If you deviate from the correct route, the paths reset and you must start again.

The correct route is marked in red on the map. Dotted lines are one-way paths.

There are three ways that the correct route through the forest is revealed:

- The wall monster's cryptic clues are the cardinal directions to take, starting at the dead tree (CP2).
- The branches of the dead tree at the start of the level point in the correct directions to take, reading from top to bottom (CP3).
- The "voice" only speaks to you when you are on the correct route (CP4).

The correct route from the dead tree is WEST, NORTH, NORTH, EAST, WEST, EAST, NORTH, and then NORTH until you reach the cabin.

## Thematic References

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The voice is now telling the story of the Godstow Witch from her perspective.

# Cabin

## Octagram

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There are several solutions to correctly swap the positions of the red and green cats.

One solution is:

- MOVE 1-4
- MOVE 3-6-1
- MOVE 5-8-3-6
- MOVE 7-2-5-8-3
- MOVE 4-7-2-5
- MOVE 1-4-7
- MOVE 6-1

## “Witch’s Kit”

Bonus points are awarded (via the spell **REINCARNATIA**) for assembling the broomstick (**USE TWIGS WITH TWINE, USE BUNDLE WITH STICK**) and bringing it to the cabin along with the hat from the catacombs. These belong to the Godstow Witch and she temporarily materialises so you can return them to her.

## Crimson Hexagon

Type **REGISTER**. You must enter the requested letters from the coloured letter grid on the final page of the main hunt PDF.

<b>CH1</b>	1st white letter	<b>O</b>
<b>CH2</b>	3rd nepal letter	<b>D</b>
<b>CH3</b>	1st yellow letter	<b>E</b>
<b>CH4</b>	6th very dark blue letter	<b>U</b>
<b>CH5</b>	1st tom thumb letter	<b>E</b>
<b>CH6</b>	1st santas gray letter	<b>C</b>
<b>CH7</b>	2nd bossa nova letter	<b>A</b>

The resulting letters spell **ODEVECA**, which when reversed spells **ACEVEDO** (**CH8**). This is [Jorge Luis Borges’ surname](#) (**CH9**). It translates to “holly grove”, which is slightly Christmassy (**CH10**). Consequently, **SPELLCASTING ACEVEDO** will teleport you to a secret room, which is in fact the *Crimson Hexagon* in *The Library of Babel* (**CH11**).

Once there, use the broomstick (see above) to clean the wall (**CH12**). A message is revealed in the Theban alphabet, this translates to **OVERLAY DEAD ENDS ON GOD AND THENCE THEN READ LAMPS** (**CH13**). This is instructing you to overlay the cave labyrinth map onto the **DATA** section of the **BASIC** program, aligning the words “**GOD**” and “**THENCE**” on two of the dead ends of the maze (**CH14**). *Lamps* refers to the lamps of the *Library of Babel*, which are the *Spherical Fruits*. Reading the **DATA** words in the locations of the fruits from largest to smallest reads **FOLLOW FELINES SEARCH UPRIVER BRIDGE** (**CH15**). This is a clue for the Borges Bonus treasure, suggesting that you follow the cats up Binsey Lane and look for a bridge that is upriver. This is Godstow Bridge; the bonus treasure is located close by.