

1 N E O 2

# GODDIX QONNSA

## The Tomb of Khaz-Thuk Modan

### A Puzzle Master's Guide



**GREETINGS ADVENTURER,**

**NO DOUBT YOU HAVE HEARD BY NOW THE RUMORS OF A RECENTLY DISCOVERED TOMB IN THE NORTHERN MOUNTAIN RANGES. I HAVE TAKEN IT UPON MYSELF TO GATHER A NUMBER OF DIVERSE, YET TALENTED EXPLORERS NOT UNLIKE YOURSELF TO ENTER THIS MYSTERIOUS TOMB.**

**YOUR PARTY WILL CONSIST OF A DWARF, A PALADIN, A ROGUE, A CLERIC, AND A MAGE. EACH MEMBER WILL PLAY A KEY ROLE IN BOTH THE INSPECTION AND UNLOCKING OF THE VARIOUS PUZZLE DOORS FOUND WITHIN THE TOMB.**

**IN THIS QUEST DOSSIER, I'VE INCLUDED NOT ONLY SKETCHES OF YOUR PARTY MEMBERS, BUT ALSO PERSONAL SCROLLS TO EACH OF THEM ON HOW BEST TO APPROACH THE PUZZLE DOOR THEY ARE BEST SUITED FOR.**

**DO NOT READ ANY FURTHER PAST THE NEXT PAGE UNLESS YOU ARE THE OWNER OF THIS BOOK AND WISH TO UNDERSTAND THE SECRETS BEHIND THE PUZZLES...**

**YOU HAVE BEEN WARNED...**



# TO THE MASTER OF THE CODEX QUEST,

DO NOT HANDLE THIS MECHANICAL DEVICE LIGHTLY...

WHILE ITS POWER TO RECONFIGURE AND BEFUDDLE ALL OF ITS WOULD-BE EXPLORERS IS GRAND; IT IS STILL COMPOSED OF NATURAL MATERIALS THAT DO NOT DO WELL WHEN EXPOSED TO CERTAIN ELEMENTS OF NATURE OR DRAMATIC CHANGES IN THE ATMOSPHERE.

1) NOTHING SHOULD EVER BE FORCIBLY PRIED APART FROM THE CODEX, BUT THERE ARE PIECES THAT CAN BE REMOVED ENTIRELY SO CARE MUST BE TAKEN NOT TO LOSE SAID PIECES. THESE ARE USUALLY STAINED WITH THE CHOSEN ACCENT COLOR OF YOUR CODEX OR THEY HAVE MAGNETS IN THEM. (YELLOW, BLACK, GREEN, RED, OR BLUE).

2) KEEP THE CODEX STORED IN A DRY PLACE. DESPITE OUR BEST EFFORTS, WOOD WILL STILL HAVE A TENDENCY TO WARP FROM MOISTURE AND CAN CAUSE ROT AND THE FAILURE OF MECHANICAL FUNCTIONS WITHIN THE BOOK. CHIPPING IS INEVITABLE WITH THIS TYPE OF WOOD, BUT THAT ONLY ADDS TO THE HISTORY OF THE BOOK.

3) HANDLE WITH CARE - THIS IS NOT A TOY, THIS IS AN INTRICATE, DELICATE PIECE OF ART WITH MANY SMALL AND THIN PIECES THAT IF NOT CAREFULLY USED, COULD SNAP AND RENDER THE BOOK USELESS (OR THAT PUZZLE PAGE ANYWAYS.)

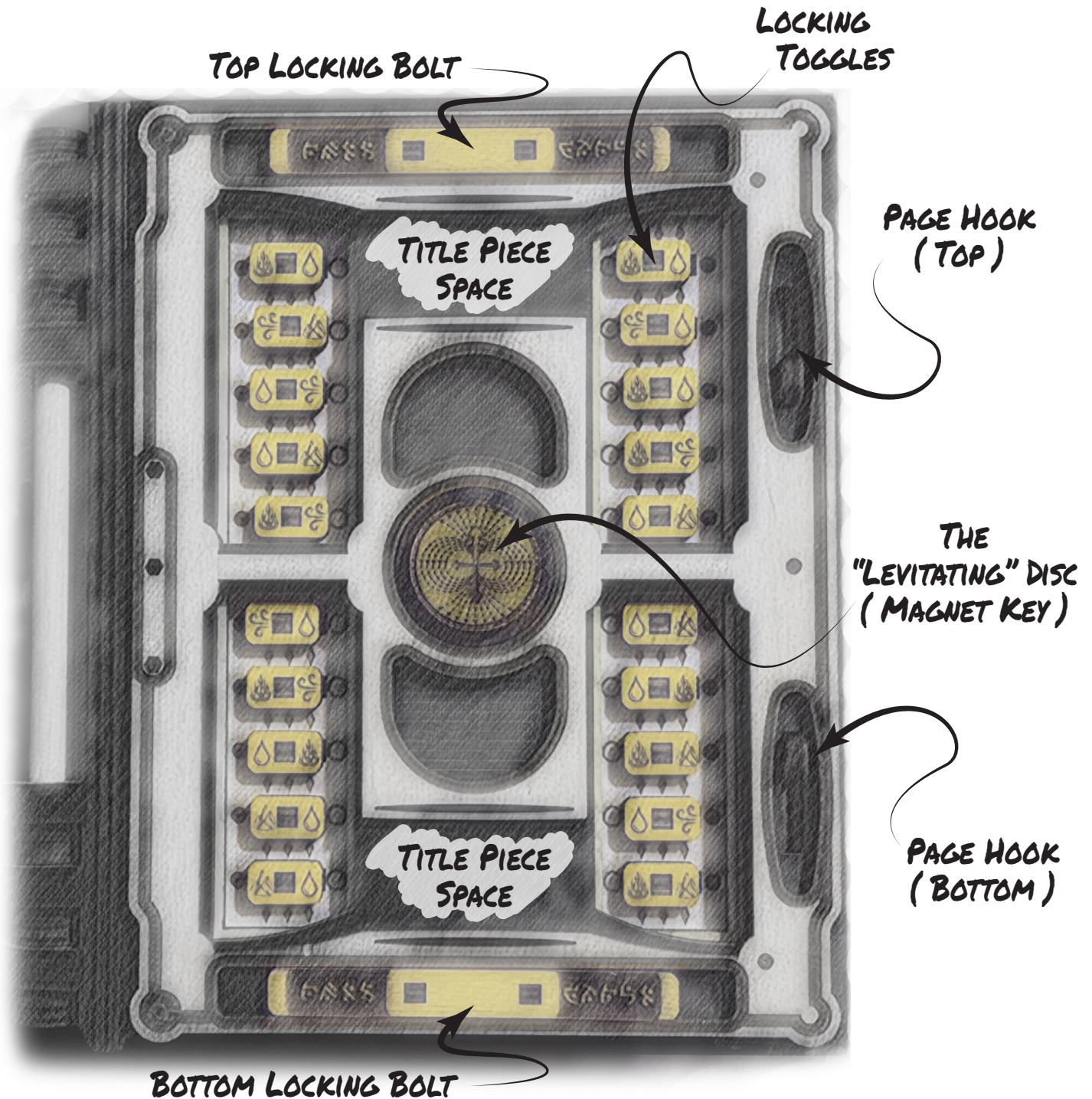
HOWEVER, IF A PIECE IS BROKEN, DO NOT PANIC AS MANY ISSUES OR BROKEN PIECES CAN BE EASILY REPAIRED ONCE PROPERLY DIAGNOSED.

CONTACT US AT [ARCANECONCEPTSINC@GMAIL.COM](mailto:ARCANECONCEPTSINC@GMAIL.COM) IF YOU HAVE ANY PROBLEMS.

DO NOT READ BEYOND THIS PAGE UNLESS YOU ARE  
EITHER THE OWNER OF THIS BOOK  
OR ARE TRULY STUCK ON A CERTAIN PUZZLE . . .

# GODDEX QUEST

## | Page 1 - Toggles of Truth |

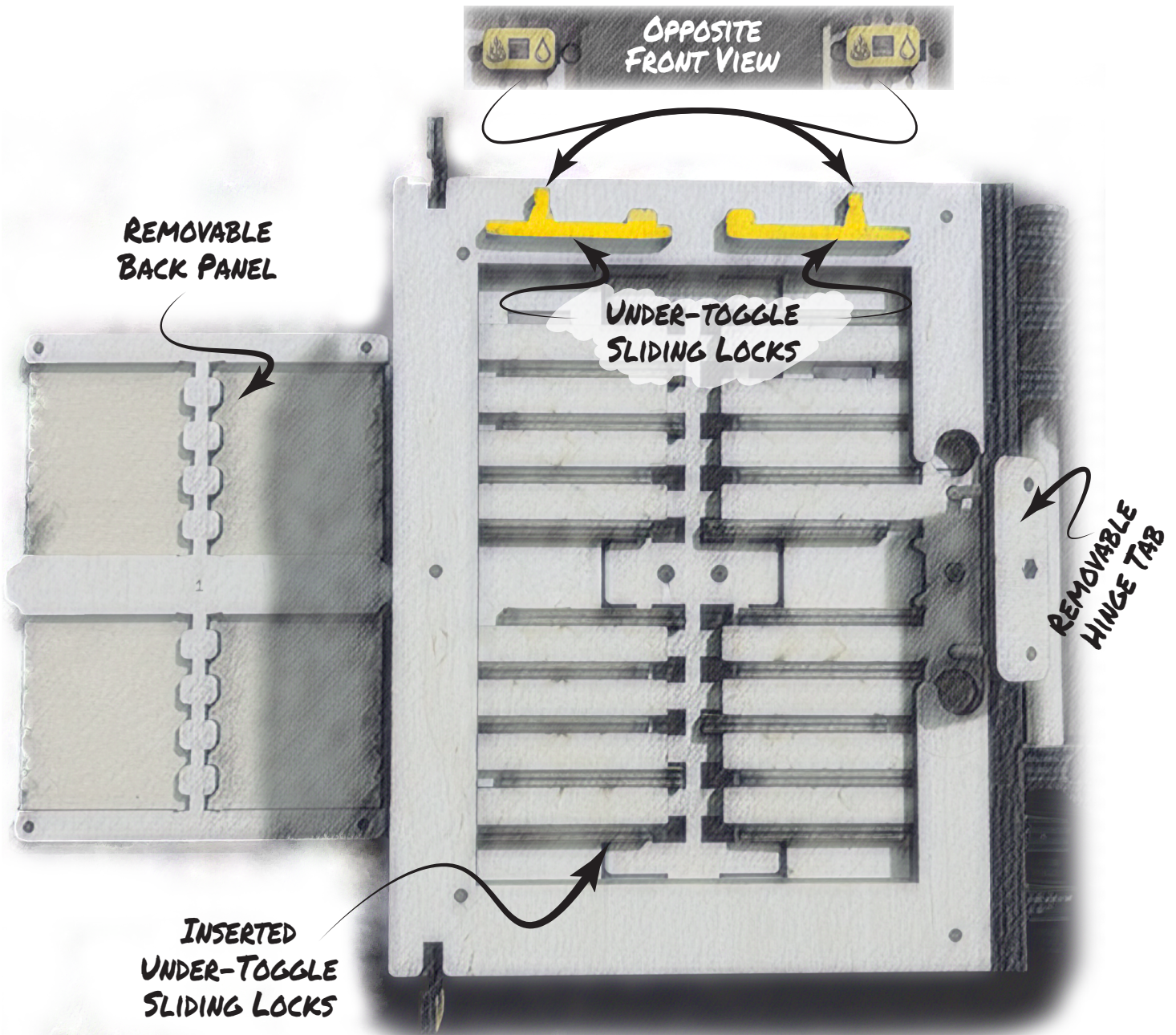


### Unlocking Procedure

To unlock this page, one must align the 20 toggles to their correct left or right positioning based on the answers to the riddles found on the hidden scrolls; The Scrolls are rolled up & hidden beneath the Title Pieces (Not Shown)

# How to Reconfigure

## | Page 1 - Toggles of Truth |



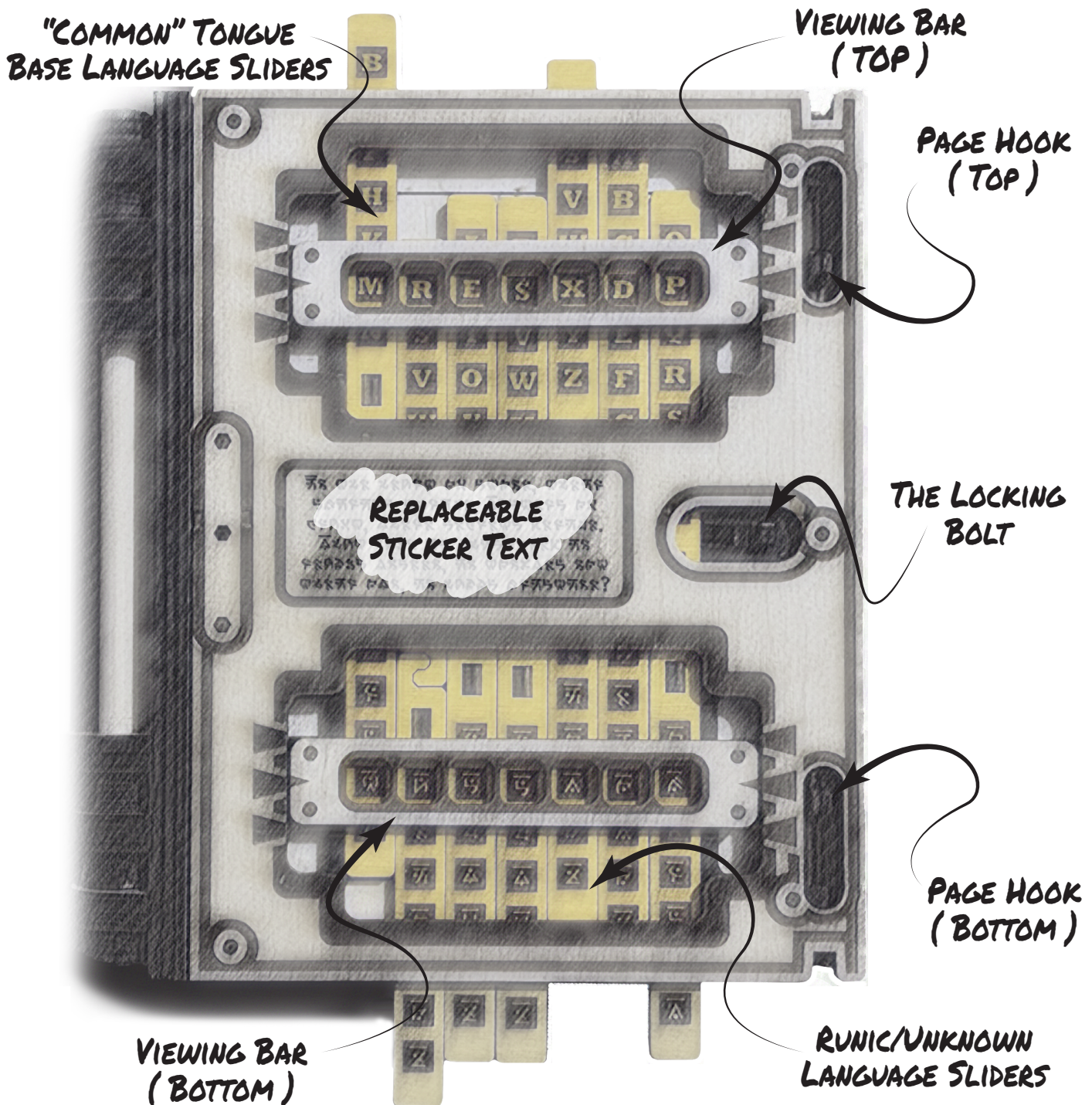
### Setting Up the Puzzle Procedure

In order to access the interior of any puzzle page, you must first take out the “Removable Hinge Tab”. After that, you are free to take out the “Removable Back Panel”. From here you can then remove the twenty “Under-Toggle Sliding Locks”

In terms of setting up the toggles, the Under-Toggle Sliding Locks have two versions, one allowing the Front Facing Locking Toggle to move to it’s right and the other version to the left. This essentially allows endless combinations of the Twenty Locking Toggles.

# GODDEX QUEST

## | Page 2 - Sliders of Power |

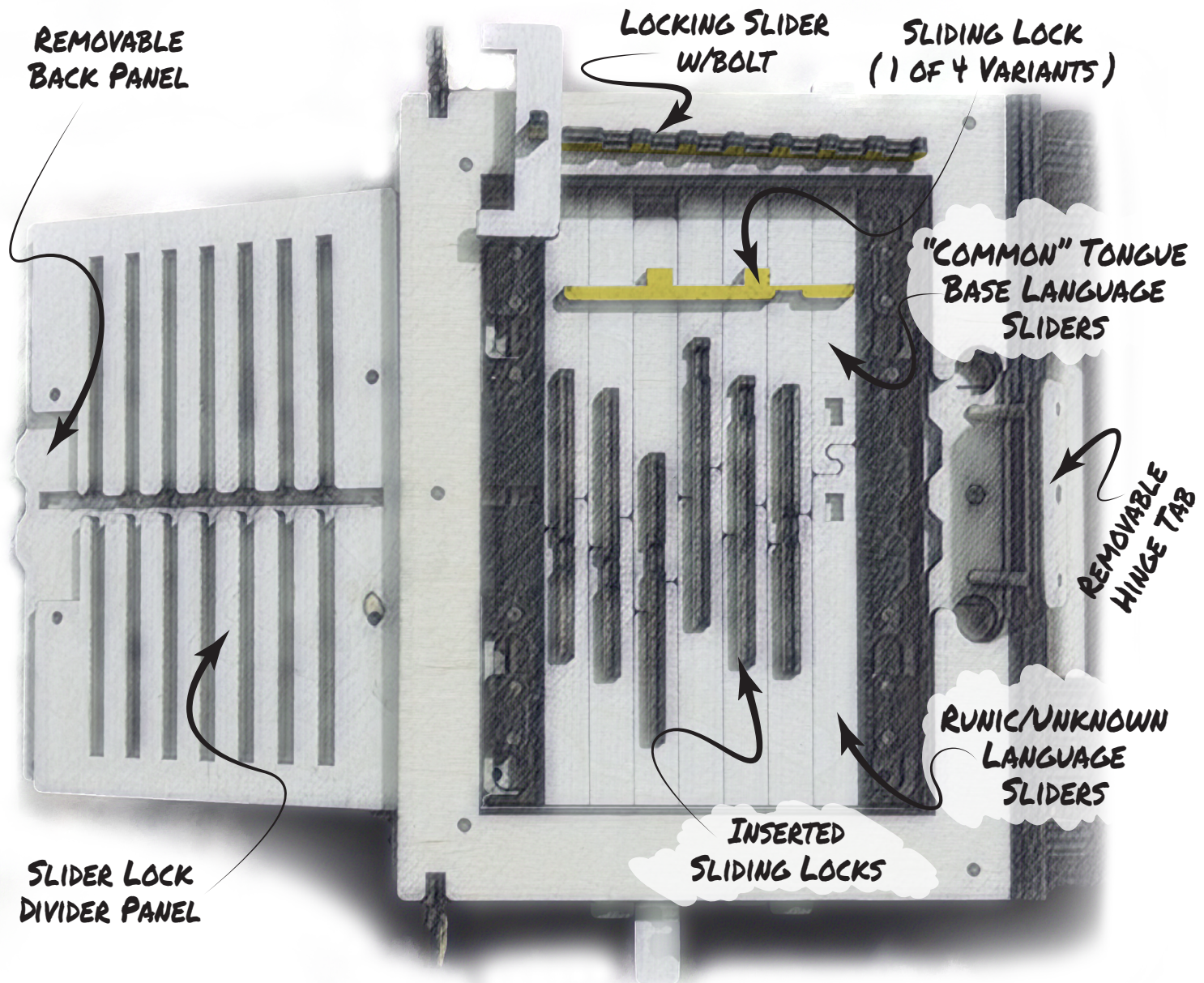


### Unlocking Procedure

To unlock this page, one must first center the Viewing Bars so that they align with the central triangles as seen above. Next, the Sliders must be slid around to spell out the word that is hinted to in the various texts and provided scrolls. Once the word is spelled out (Answer is Not Shown here), slide over the Locking Bolt, which should allow the Pages Hooks to move freely.

# How to Reconfigure

## | Page 2 - Sliders of Power |



### Setting Up the Puzzle Procedure

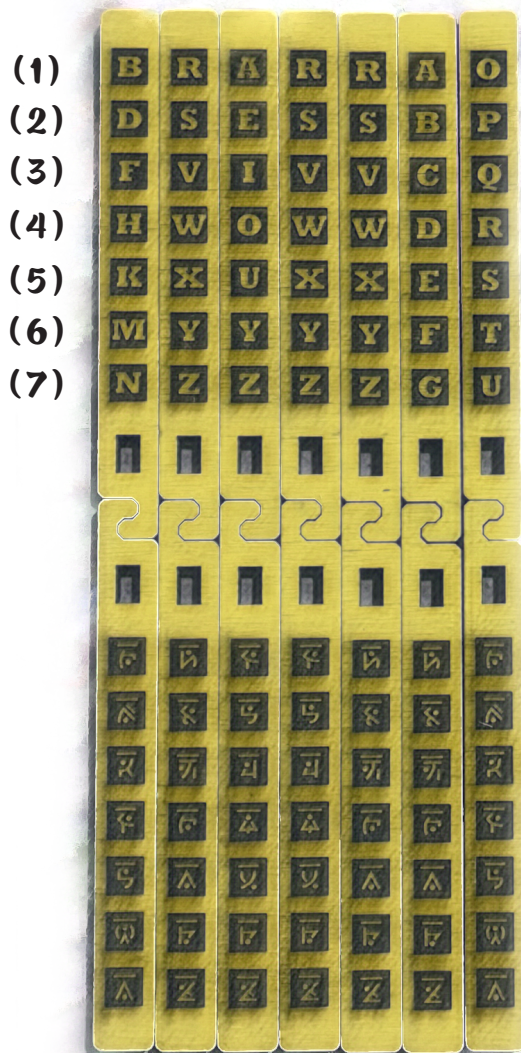
Upon successfully entering in the correct word (Dwarves), you may now proceed to crack open the back of the page much like you did with the First Page, by pulling out the Removable Hinge Tab along with the Removable Back Panel.

Now here you will see both the Locking Slider w/Bolt and the Slider Lock Divider Panel. These both need to be removed before proceeding to alter the Common Tongue and Runic Sliders as well as their corresponding Sliding Locks. See the Next Page for more in-depth description on how to set up a new password for this puzzle page.

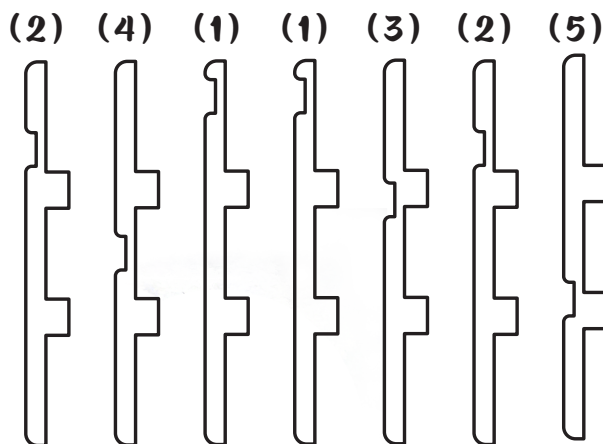
# How to Reconfigure

## | Page 2 - Sliders of Power |

### "COMMON" TONGUE BASE LANGUAGE SLIDERS



### RUNIC/UNKNOWN LANGUAGE SLIDERS



### How the Sliding Locks Work

There are 4 variants of these Sliding Locks as numbered above. Other than #4, the rest can be flipped to match to their respective letters on the Sliders  
(see #5 above)

ᚷ	ᚹ	ᚺ	ᚫ	ᚱ	ᚴ	ᚵ	ᚶ	ᚷ	ᚸ	ᚹ	ᚺ	ᚻ
A	B	C	D	E	F	G	H	I	J	K	L	M
ᚾ	ᚿ	ᛀ	ᛁ	ᛂ	ᛃ	ᛄ	ᛅ	ᛆ	ᛇ	ᛈ	ᛉ	ᛊ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

### Setting Up the Puzzle Procedure ( cont. )

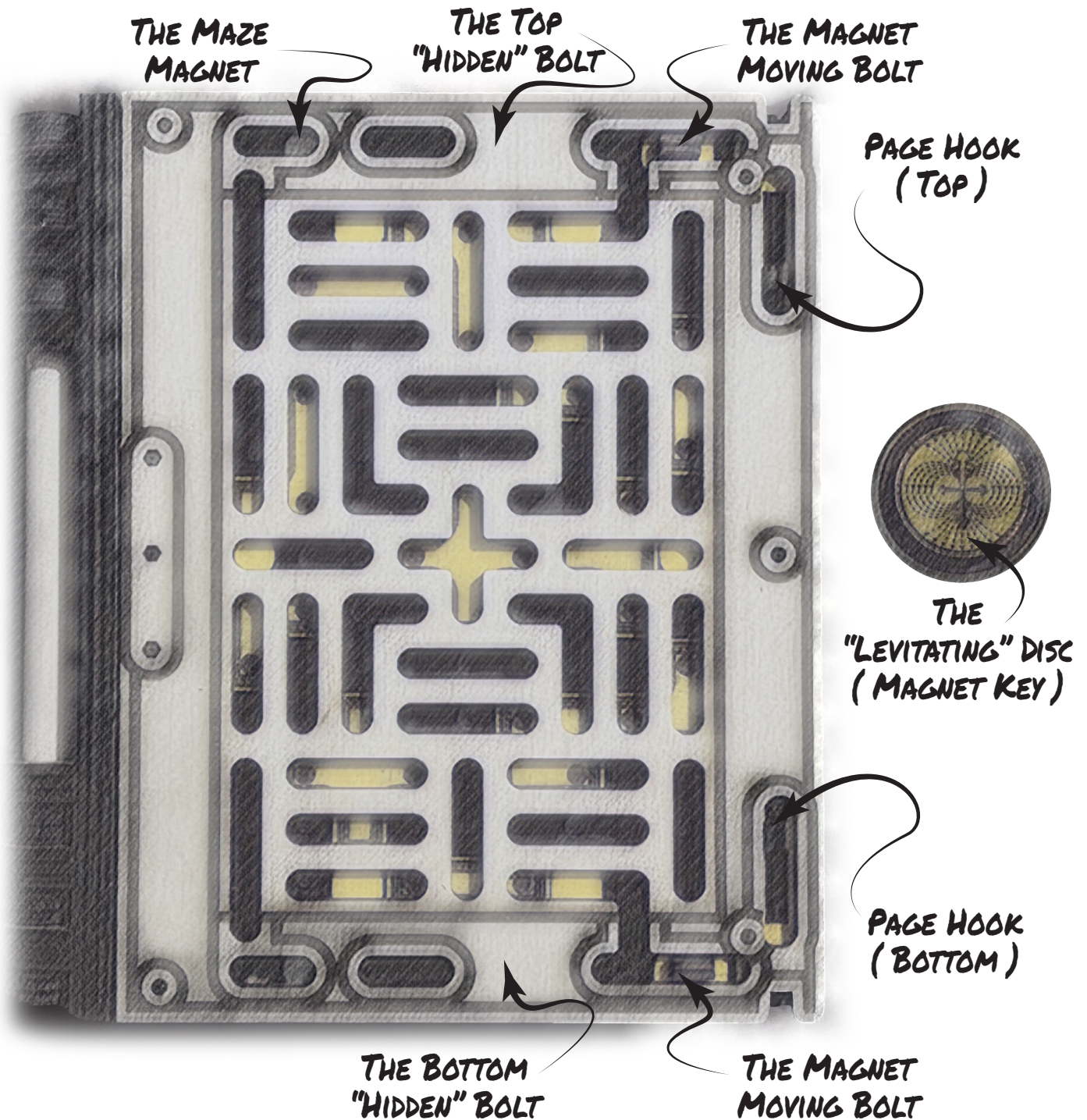
Remember that while you are altering the puzzles from their backsides, they will appear mirrored on the Front Facing Side. So if you want a letter D on the far left, you will have to insert it's corresponding slider to the far right, in a face down position, when inserting it through the back of the page.

Use the Decoded Text Table above to find the corresponding Runic Sliders that match their respective English (Common) Tongue Letters.



# GODDEX QUEST

## | Page 3 - Maze of Levitation |

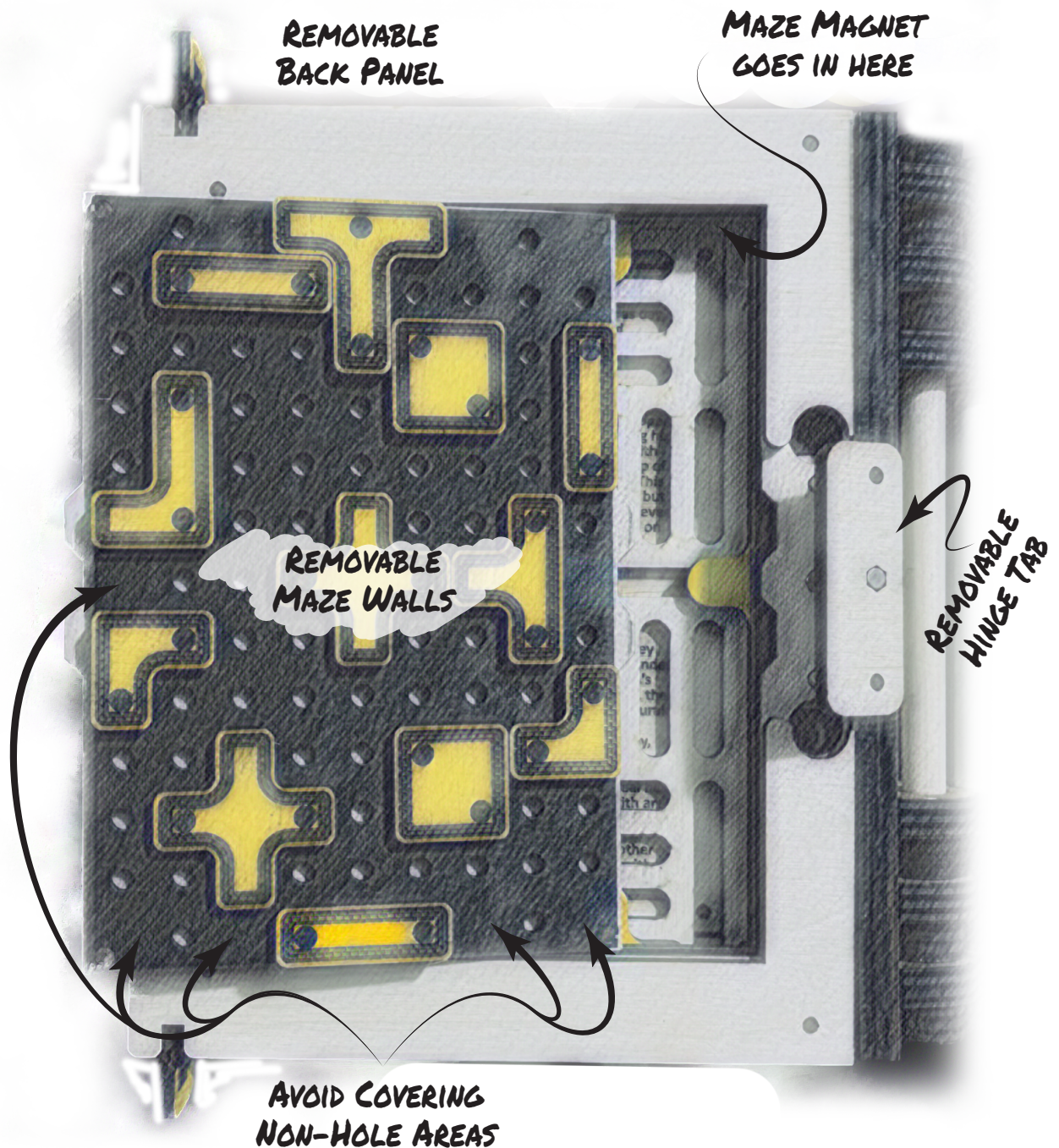


### Unlocking Procedure

To unlock this page, you must use the Levitating Disc found on the first page, Toggles of Truth. Then using either the Repelling side or the Attraction side of the Magnet, lead the Maze Magnet through the maze until it rests between either the Top or Bottom Magnet Moving Bolts and the "Hidden Bolts". After pushing the Hidden Bolt to the left, repeat the step for the opposite side.

# How to Reconfigure

## | Page 3 - Maze of Levitation |



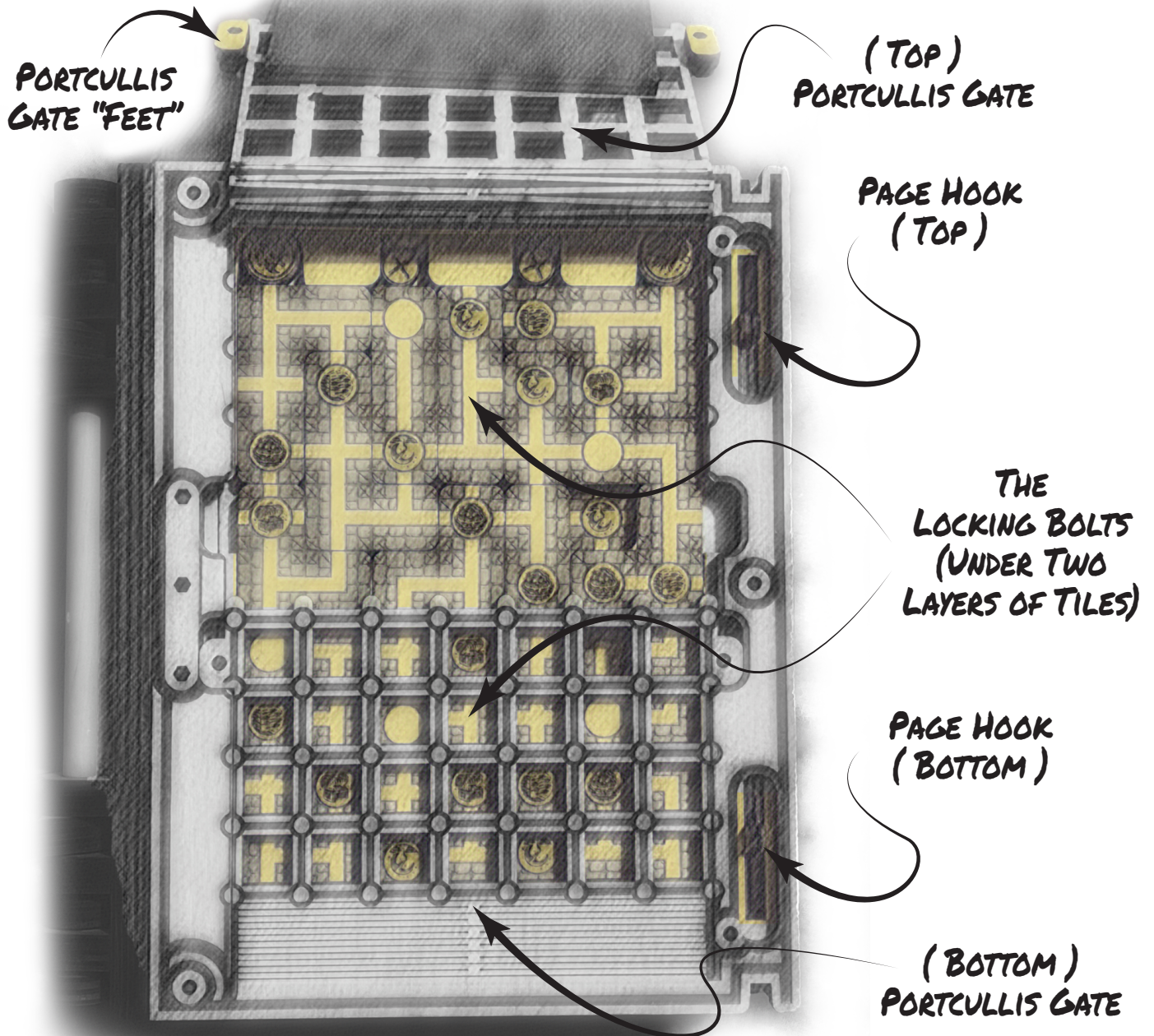
### Setting Up the Puzzle Procedure

Simply pull off the Maze Wall pieces and reinsert them into the configuration that you desire. Do not overlap any area of the "Peg Board" that doesn't have a hole in it (See Non-Hole Areas)

If the Maze Magnet falls out of the page at some point, make sure that when inserting it back into it's resting position, it magnetizes in place, you should feel it "catch".

# CODEX QUEST

## | Page 4 - The Precipitous Tiles |

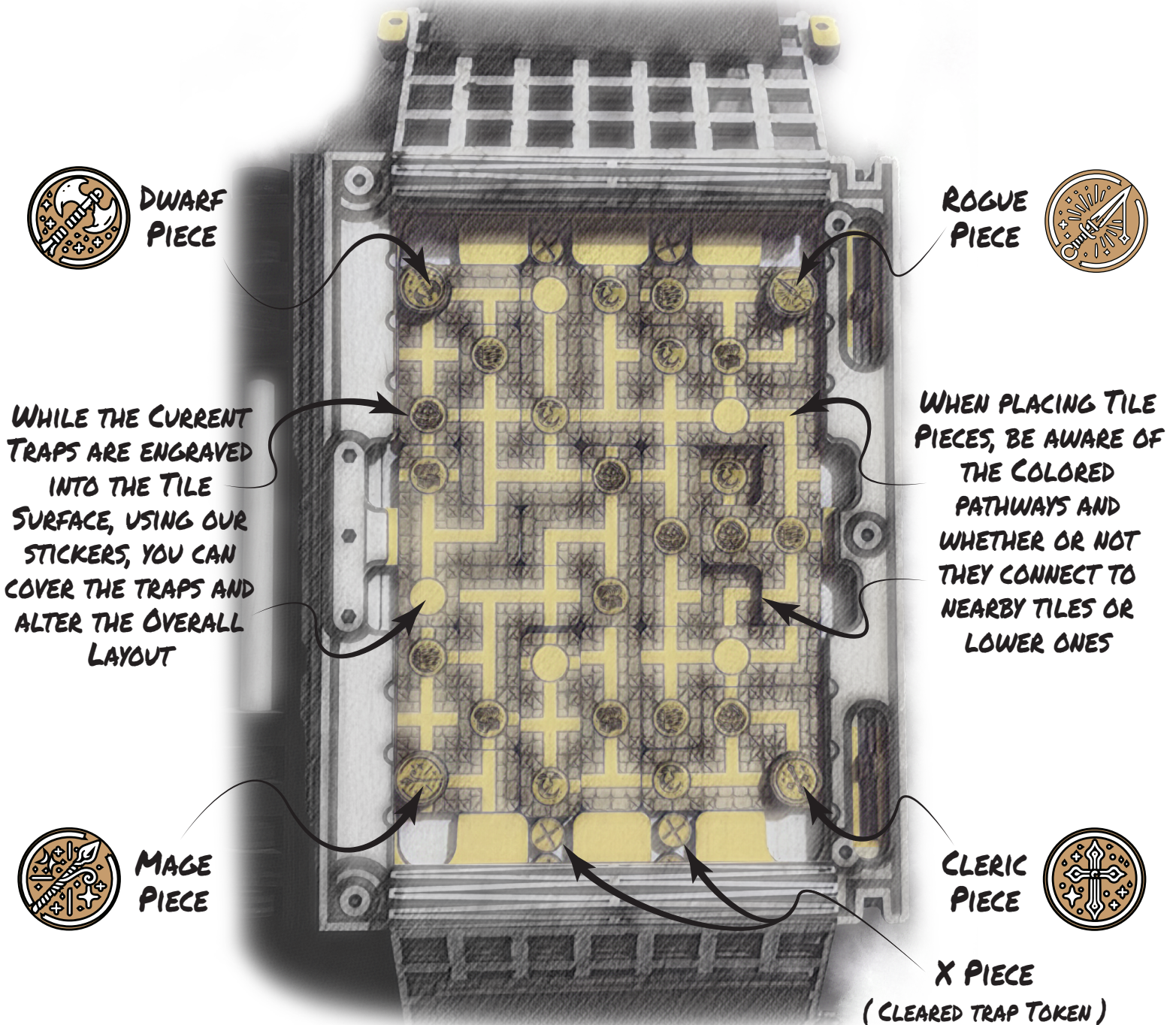


### Opening Procedure

To unlock this page, push one of the two Portcullis Gates towards the center, then lift. You can only open one of the gates at a time, but they can be held open by placing something over the top of them. I like to use the Title Pieces from Page 1 (Toggles of Truth), hanging them on the little colored (yellow) feet that are attached to the Portcullis Gates.

# How to Reconfigure

## | Page 4 - The Precipitous Tiles |



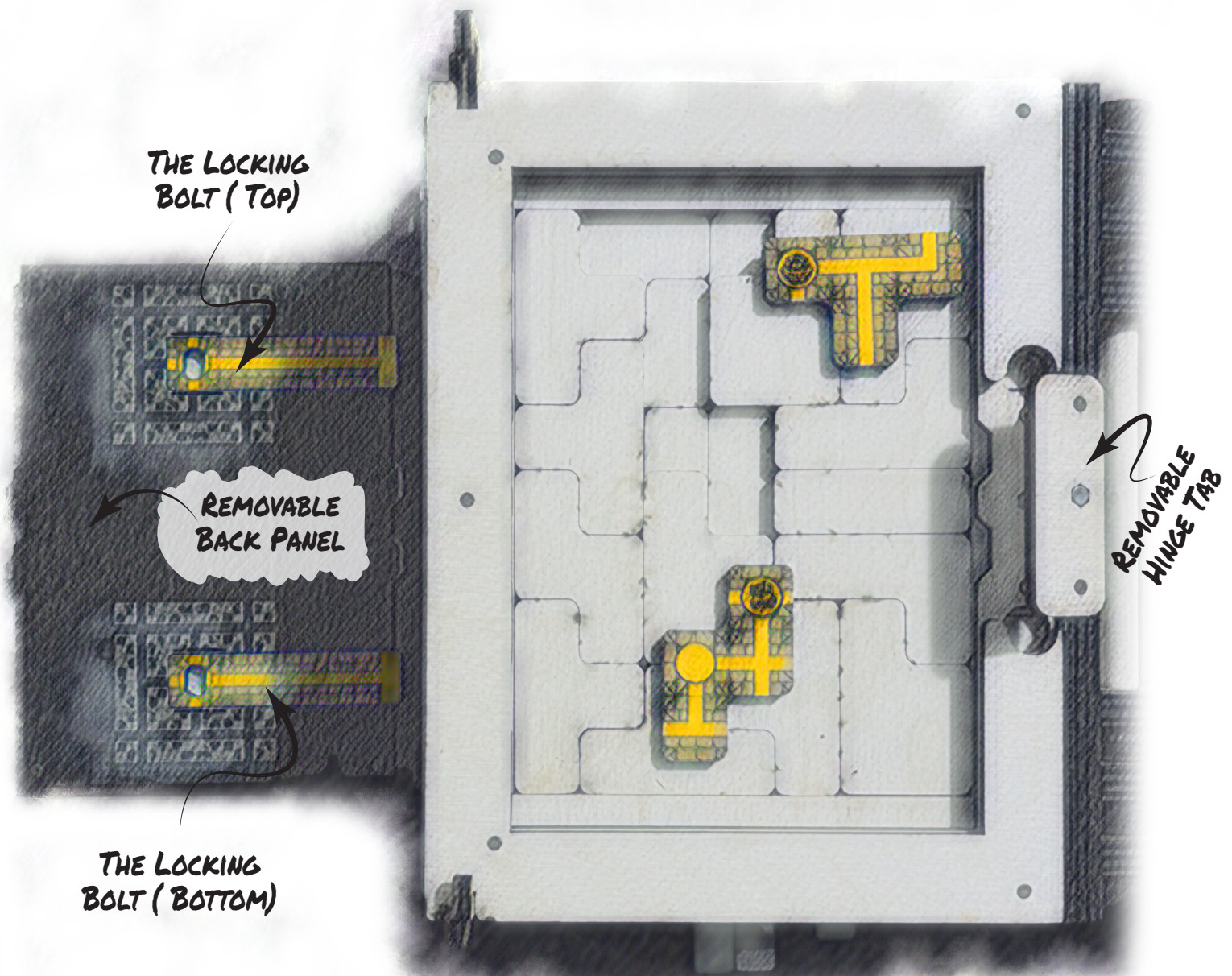
### Unlocking Procedure (see next page too)

Once the Portcullis Gates are held open, the unlocking of this puzzle is rather simple in the sense that it's more of a Written Rules & Honor Code puzzle instead since one can't really prevent the Tiles from being removed freely otherwise.

When locking this page up however, I would suggest inserting the Tile pieces you see above from this Front View Perspective rather than the back like most of the other pages.

# How to Reconfigure

## | Page 4 - The Precipitous Tiles |



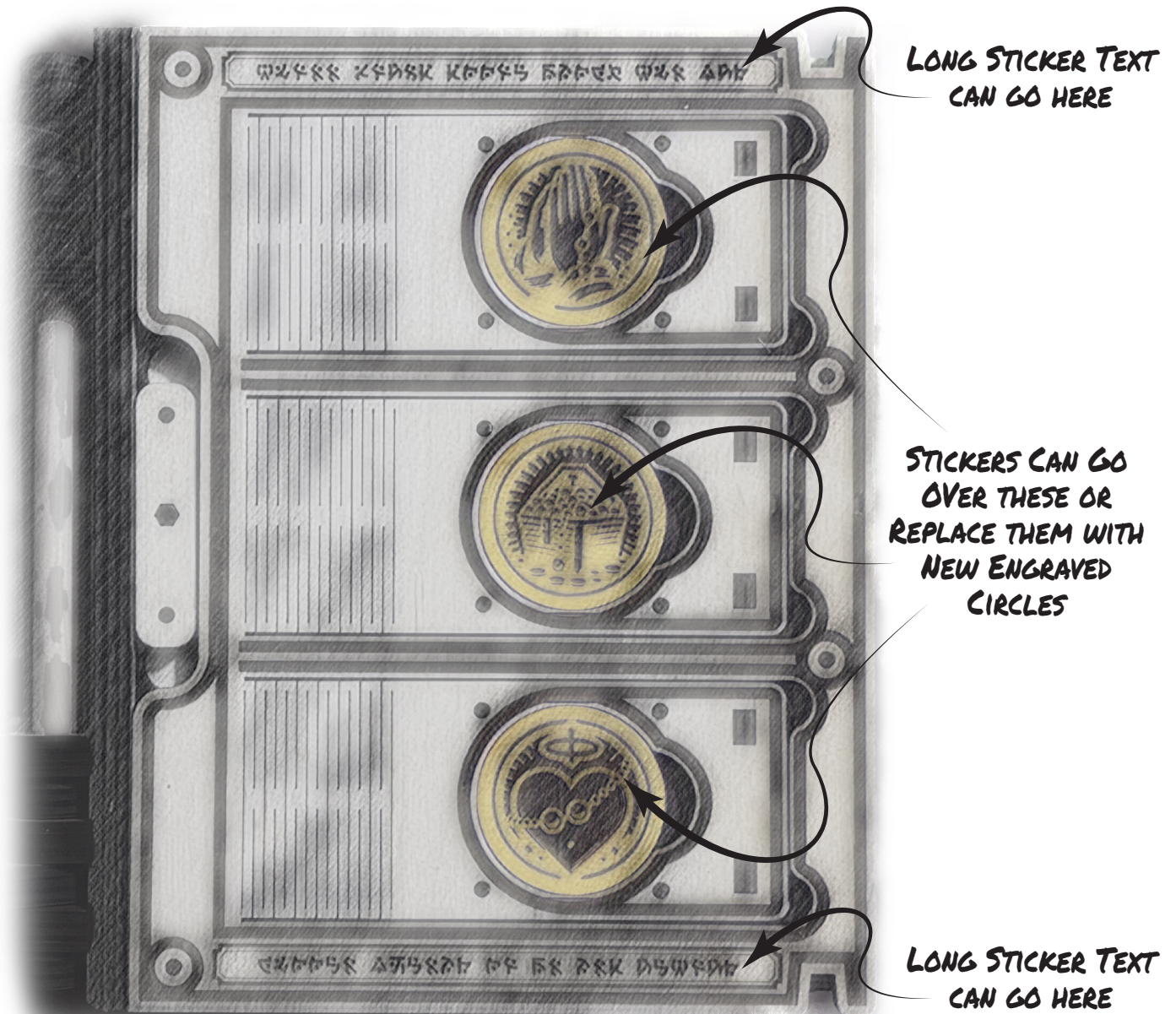
### Setting Up the Puzzle Procedure

However, before inserting the tiles, make sure to put in the Removable Back Panel and the two Locking Bolts back into the page first before flipping back to the front to insert the Tiles.

If you wish to alter the Traps or just want to keep easier track of which tiles have been cleared, make sure to use the provided Sticker sheet for replacing or covering over the various circle and trap spots for a custom puzzle layout. We will be creating future story modules that not only give you additional stickers to replace your existing ones, but also blank ones for fully custom puzzle creations.

# GODDEX QUEST

## | Page 5 - The Three Doors Riddle |



### Interacting with this Puzzle

This Page is more of a Storage Compartment rather than a true puzzle, so the ultimately the opening of this page will depend more on your ability to create clues and misdirections throughout the rest of the book as to which of these three doors is the “Right” one.

Some folks may have a slightly different view of this page. Ultimately this version above was considered too inefficient due to the underlying Kerf pop-up pieces (next page) would keep breaking. Either way, you should be able to place the Stickers over the circles regardless.

# How to Reconfigure

## | Page 5 - The Three Doors Riddle |



### Setting Up the Puzzle Procedure

As for actually unlocking the page, you must use the “Levitating” Disc Magnet Key from Page 1 and position it near each door as shown above. Then using one hand, slide it over enough that the lower lip of the Magnet Key is no longer overlapping the Door’s edge. Then using your other hand, lift the door to reveal the outcome.

Currently we have these three Kerf “Pop-Out” Pieces, but future ones will be released for more varied and diverse outcomes. As for Removable Hinge Tabs and Back Panels, this Puzzle Page is the only one that doesn’t require a Removable Back Panel, with the Hinge Tab simply holding it to the hinge.