## QUEST TIWER

At the top of the tower, there is an inscription "start" pointing to the first riddle.


On one of the faces, below key №2, there is a maze diagram - ?3. After completing the maze, key №2 moves to the extreme position, unlocking key №l. Key №l can be pulled upwards.


The key has hints:

- The eye indicates that we are looking at the door (5) that needs to be opened.
- In relation to the door, determine which shape corresponds to each key based on their profiles (triangle, square, pentagon, oval).


On the lower level, there are 4 walls with figures (9) related to the side sliders, and a set of symbols (8) related to each figure. The dog in the row with the symbols indicates the counting direction, following the dog's movement.


At the bottom of the stairs, there is a hint that indicates how to find the required number for counting the symbols (8).


The steps on the stairs form an oval shape, and the question marks indicate the need to find the number of points around the shape.


Fragments of figures are scattered throughout the tower. By collecting them, we can determine the corresponding number of points for each figure.


Once we know which symbol corresponds to each figure, we set them on the sliders and rotate the crank 180 degrees, as shown in the picture.


After that, we can open the door (5) and retrieve the puzzle.
The puzzle is needed to find the symbols for the lower wheels. To do this, assemble the puzzle.


Around the perimeter of the puzzle, on the left and bottom, there are figures with empty spaces. present in these figures. For this, we place puzzle fragments with corresponding cutouts on the tower.


To simplify the task, some figures on the puzzle have symbols present.
Once we find the corresponding symbols, using the coordinates on the inner wall of the compartment where the puzzles were located


We find the symbols at the intersections of rows and columns.


After obtaining the required symbols (4 in total), we input them on the lower wheels:

The arrow of the given symbol indicates the first symbol to start the input, clockwise.


When all symbols are set, we pull out key 11 by approximately 10 mm . It doesn't come out completely! It unlocks the lower part of the stairs.

Now we can remove the stairs.


On the stairs, there are symbols needed to decipher the symbols on the faces of the 3rd tier.


The symbols on the 4 faces of the 3rd tier represent the maze route. Read the arrows as in regular text reading, from left to right, top to bottom.


Using the arrows that indicate the direction of movement in the maze, we pull the top part out from the bottom:

$$
1 \rightarrow 1 \rightarrow 1 \rightarrow 1 \rightarrow 1 \rightarrow 1 \rightarrow 1 \rightarrow 1
$$




Three out of four sets of symbols have an eye symbol, indicating that these sets are incorrect and will not allow us to pass the maze.


To solve the final maze puzzle, there are indicators showing the locations of the maze entrances. We need to align the arrow on the rotating element with one of the arrows on the dog's tail.


Dead-end mazes are indicated by the presence of an eye symbol on the plates with the dog and arrow.


Correct symbols for the side sliders.

