Only the chosen may proceed beyond this page.



PROJECT ILUNIA

Do not let the light reveal what was meant to be hidden.

YOU CAN'T TELL ANYONE OUTSIDE WHAT YOU SEE HERE

This manual is given to the field operator authorized by the Istanbul Government, to you, and to the Instruction Holder who reads the instructions.

Every line here opens a door hidden in the shadow of the masks.

And remember: A single mistake doesn't just close the lock; it changes the room, the time, and you.

Who are you in this game?

Field Operator (You): The only person who moves around the mansion. The one who implements, touches, and solves.

Instruction Holder (The person next to you): Reads this manual, sees things you don't, and gives you clear and concise instructions.

The Operator never sees the manual. The Instruction Holder never leaves his room.

BOOK PUZZLE - FIRST PART

- Dusty bindings, glossy covers, titles that don't necessarily have to be honest.
- This module contains 3 to 6 books. Each shelf contains only one correct book; pulling them unlocks the shelf.

If it's a 3-Book Shelf:

- If no book's cover is Red

⇒ select the second book.

- Otherwise, if the last book's text color is Blue

⇒ select the last book.

- Otherwise, if more than one book has“Green” written on it

⇒ select the last book with the Green inset.

- Otherwise

⇒ select the first book.



BOOK PUZZLE - SECOND PART

If it's a 4-Book Shelf:

- If more than one book has a BLUE cover and the text says RED, select the last book with a BLUE cover.

- Otherwise, if any book's text matches the text color, select that book.

- Otherwise, if the first book has a green cover and there are no books on the shelf with red covers, select first book.

- Otherwise, if only one book has a blue cover
and no book cover or text matches, select
third book.

- Otherwise, if more than one book has a green cover, select the last book.

- Otherwise, if the text color of the last book is blue, select second book.

BOOK PUZZLE - THIRD PART

If it's a 5-Book Shelf:

- If the last book says "BLUE" and the second book has a GREEN cover, select the fourth book.
- Otherwise, if only one book has a red cover and more than one book has green text, select the first book.
- Otherwise, if the text and the text color in any book match, select fifth book.
- Otherwise, if none of the books say green, select the second book.
- Otherwise, if the fourth book's cover color matches the text, select the last book.
- Otherwise, select the third book.



BOOK PUZZLE - FOURTH PART

If it's a 6-Book Shelf:

- If more than two books have RED text and the third book says "BLUE", select the last book with a red cover.

- Otherwise, if the first book has green text and there are no books with red covers on the shelf, select the first book.

- Otherwise, if more than one book has a green cover and the text color in one of these green books matches the color said in the text, choose the fourth book.

- Otherwise, if a book's text matches the color specified in the text, select the next book numbered sequentially (6 becomes 1).

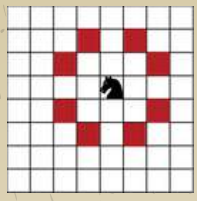
- Otherwise, select the second book.

CHESS PUZZLE - FIRST PART

- There is no board! Giant chess pieces decorate the room, and poor positioning can lead to failure.
- Step on a safe square to progress



The Knight's L shaped path spells down



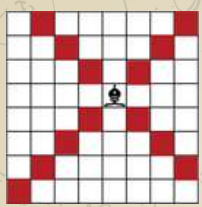


Beware the Rook's straight lines





Avoid diagonals in the eyes of the bishop



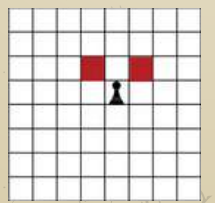


Do not approach the tiles next to the King



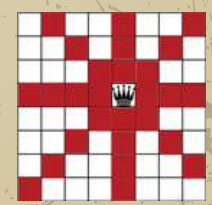


Keep away from the pawn's reach in front



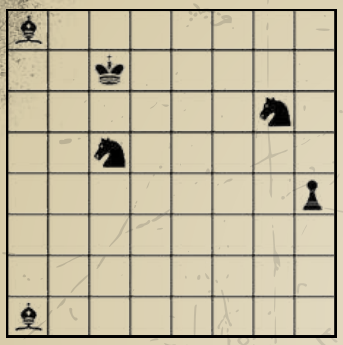


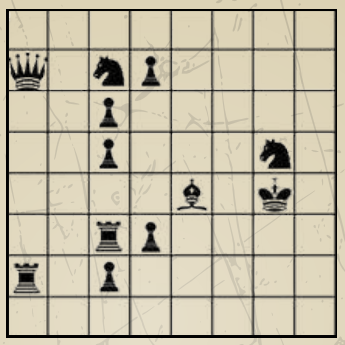
Stay away from the Queen's ranks

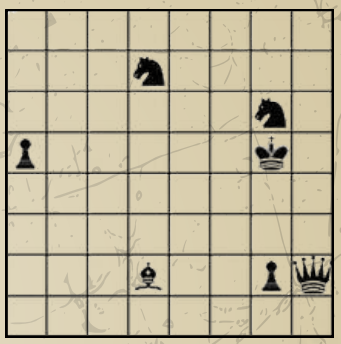


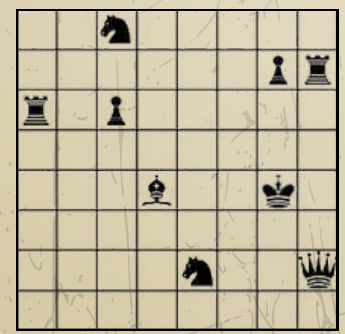
CHESS PUZZLE - SECOND PART

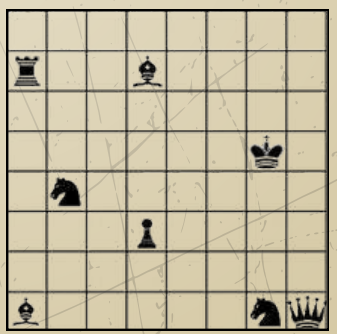
- Determine which chess map you're on and then press the red button on the opposite side as soon as possible.
- Once you do, all tiles will return to normal.
- Normally, if tiles in the attack line are blocked by other chess pieces, that tile is safe.





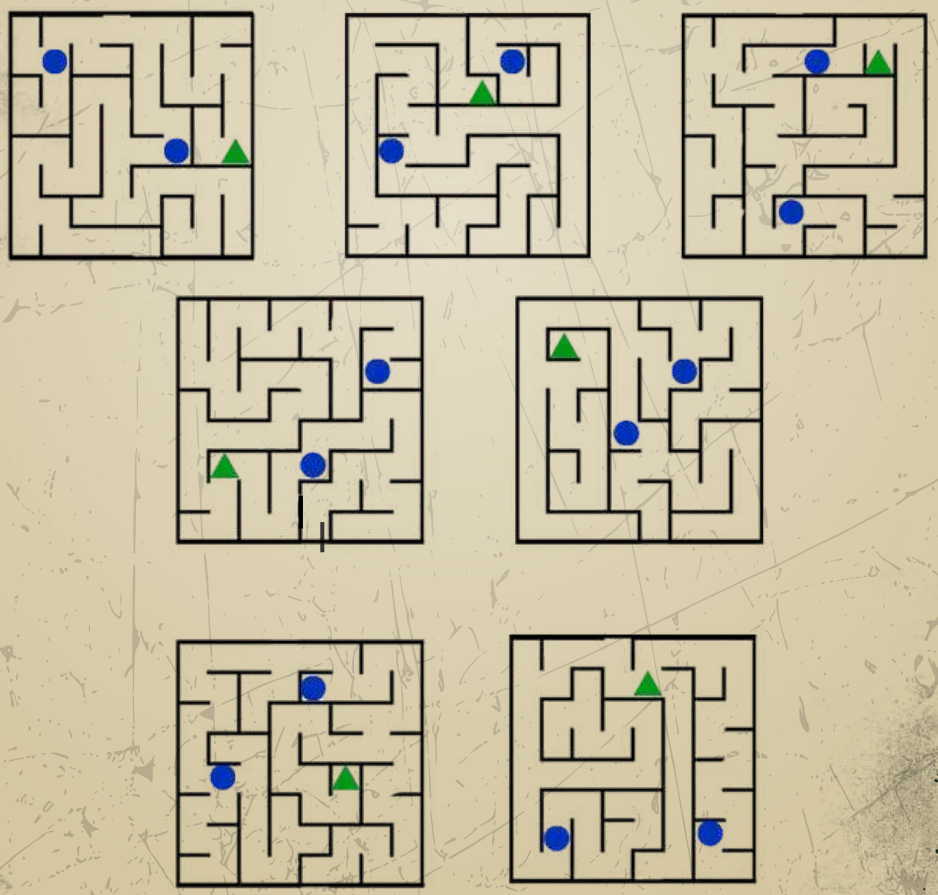






BLOOD-ROOT PUZZLE

- You will see a column covered with blood roots.
- ` Figure out what the blue circles represent!
- The triangle will be your destination.
- The player must make sure they're going the right way; you don't want to hit any hidden lines!
- And don't forget, if you don’t push the buttons in 3 seconds, tower will start to go back.



VASO PUZZLE - FIRST PART

- You see seven different vases lined up side by side. But to figure out which picture it is, you must first solve the riddle there.
- Then, carefully examine the colors in the correct picture. Whichever color collages predominate, the correct vase will also have those stripes.



VASO PUZZLE - SECOND PART





FINGERPRINT PUZZLE

- To open the safe, you must first find the correct fingerprint.
- You'll see a QR code on your fingerprint ID.
- Scan that QR code and find the bloody words in that character's story.
- You need to arrange those words to form a meaningful sentence.
- Once you've sorted them, count the number of letters in each word.
- If the number of letters is a two-digit number, consider 10 as 0 and continue counting in that manner.













