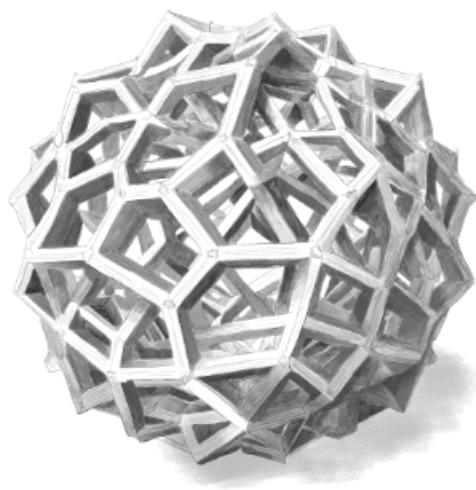


A VICTORIAN MYSTERY
PUZZLE BOOK



FORSAKEN SOULS

DIMITRIS BENDILAS



FORSAKEN SOULS

Created by: Dimitris Bendilas

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Introduction

In the secluded halls of the Hawksley Infirmary, a place of refuge for the troubled minds of 1920s England, a curious collection of puzzles has been discovered. Tucked away in the forgotten corners of the institution, their secrets have remained hidden behind a veil of riddles and illusions.

Within the pages of this book, you will find a large variety of puzzles to test your logic, your wordplay, your spatial awareness, and your mathematical prowess. From the enigmatic mind-benders of the asylum's patients, to the mysterious conundrums of the staff who once tended to them, these challenges will take you on a journey of discovery and intrigue.

So if you believe you have what it takes to unlock the secrets of the Hawksley Infirmary, grab a pencil and prepare to enter the twisted world of the institution's mysterious genius. The answers may not always be obvious, but the satisfaction of solving these puzzles is sure to provide hours of entertainment and mental exercise!

What do I need in order to play?

The only two things you need in order to play are a copy of this book and a pencil.

Do I need Internet access?

Internet connection is not required, but it can help speed things up.

You don't need an internet connection or access to a browser in order to move from one puzzle to the other; each puzzle can be solved independently.

There are some puzzles, however, that require knowledge in uncommon fields, so a source like the internet can definitely come in handy. For example, there are several puzzles that have to do with medical terminology, for which it's likely that you will need to search online.

How do I know if I have solved a puzzle correctly?

If you do have internet access, the easiest and fastest way to verify your answers is to visit **www.forsakensoulsbook.com/check**.

If you don't have internet access, you can use the book's Validation System (see Appendix), which only requires a pencil and some basic mathematic calculations, or a calculator.

Do I need to solve each puzzle before moving on to the next?

No, almost all puzzles are self-contained. You can play about 98% of the puzzles in this book without checking if your answers to previous puzzles are correct.

There are however a few puzzles, mostly placed towards the end of the book, that require you to have found the correct answers to previous puzzles. Without them, it will be impossible to solve them.

What should I know before I begin?

There are several types of puzzles in this book. In every case, though, the answer is always either a word, a number, or a set of words.

For every puzzle, there is a padlock that goes with it.



The answer
is a word.



The answer is
a 4-letter word.



The answer is
a number.



The answer is
a 3-digit number.

Any tips?

Study the instructions given with each puzzle very carefully.

Also, pay attention to the puzzle's picture, as it sometimes may carry additional context.

The author of the puzzle can also be significant.

If the solution you have obtained is a nonsensical word, try rearranging the letters to form an actual word. In very few puzzles, the answer may not be an actual word, but rather a sequence of letters. You can use the self-review mechanism to validate your answer.

The accompanying story includes important clues for some of the puzzles; be sure to read it, and refer back to it if you get stuck.

Some puzzles are visual in nature; holding the book straight won't get you far in those cases.

CHAPTER I

Prologue



Hawksley Infirmary - Sunday, 22 February 1920

The morning sun filtered through the window, bathing the ward of Hawksley Infirmary in a warm, golden light. Dr. Adam Ziegler glanced at his pocket watch as he sat at his desk, taking a moment to review the patient file in front of him. It was Sunday, his day to lead the ward. He closed his eyes, took a deep breath, and let out a long sigh before standing to begin his rounds.

As the director and head physician of this small, private mental institution, Dr. Ziegler was responsible for overseeing the care of a few dozen patients plagued by various mental illnesses. Some were prone to violent outbursts, while others were withdrawn and sullen.

To ensure the best possible care for all his patients, Dr. Ziegler had assembled a staff of six extraordinary doctors, each an expert in their field. Despite their differences in methodology, they all worked in tandem, each taking charge of the ward for one day of the week: a quite unorthodox arrangement.

Ever diligent in his duties, Dr. Ziegler made certain to visit each of his patients, inquiring after their health and welfare with a warm smile and a gentle voice. It was his utmost desire to provide the finest care to everyone under his charge.

Dr. Ziegler was well-liked by all patients. Even those who were prone to fits of violence or easily agitated, seemed to respond positively to his approach, finding comfort in his presence and soothing demeanour. He had a talent for diffusing tense situations with his calm words and was always ready to listen and offer support to those in need.

The new patient

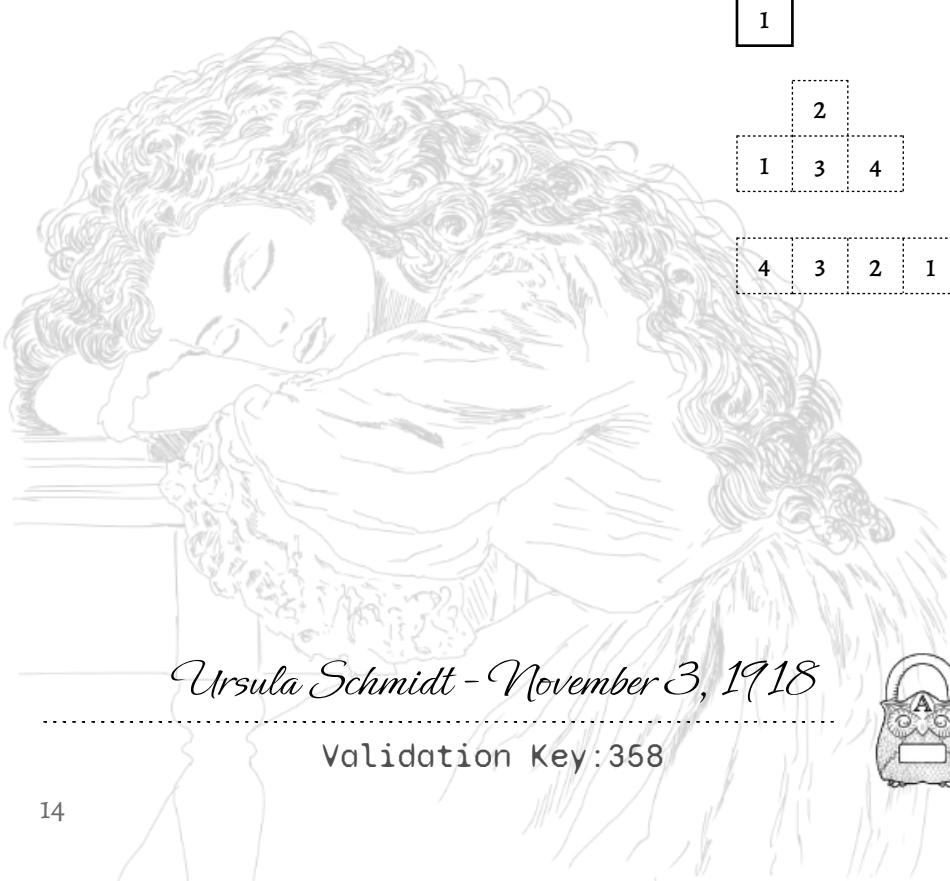
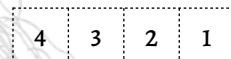
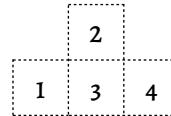
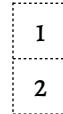
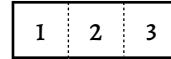
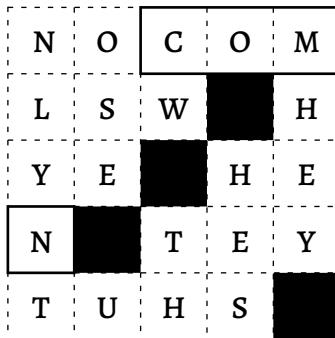
As Dr. Ziegler returned to his office, a nurse entered with a young couple in tow.

"Dr. Ziegler, this is Ms. Jasmine Bloom and her fiancé, Detective Nathan Reed. They would like our help," the nurse explained.

"Of course, thank you, nurse. Ms. Bloom, Mr. Reed, nice to meet you. I'm Dr. Adam Ziegler. Please take a seat. How can I be of assistance?"

Jasmine nervously looked down at the floor, her hands shaking as she clutched her purse tightly. She then looked up at Dr. Ziegler with a pained expression, tears welling up in her eyes.

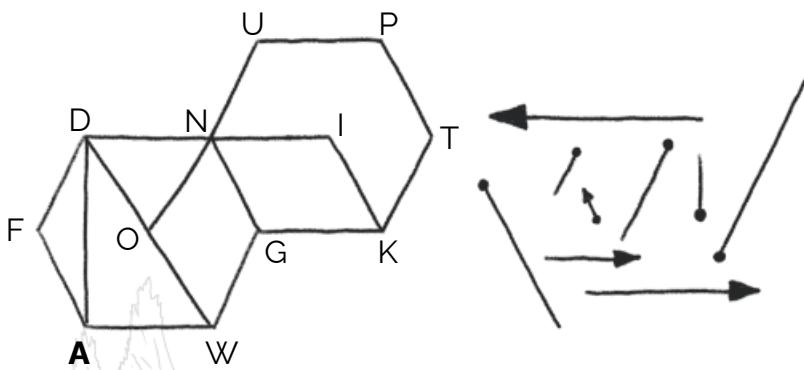
Puzzle No. 001



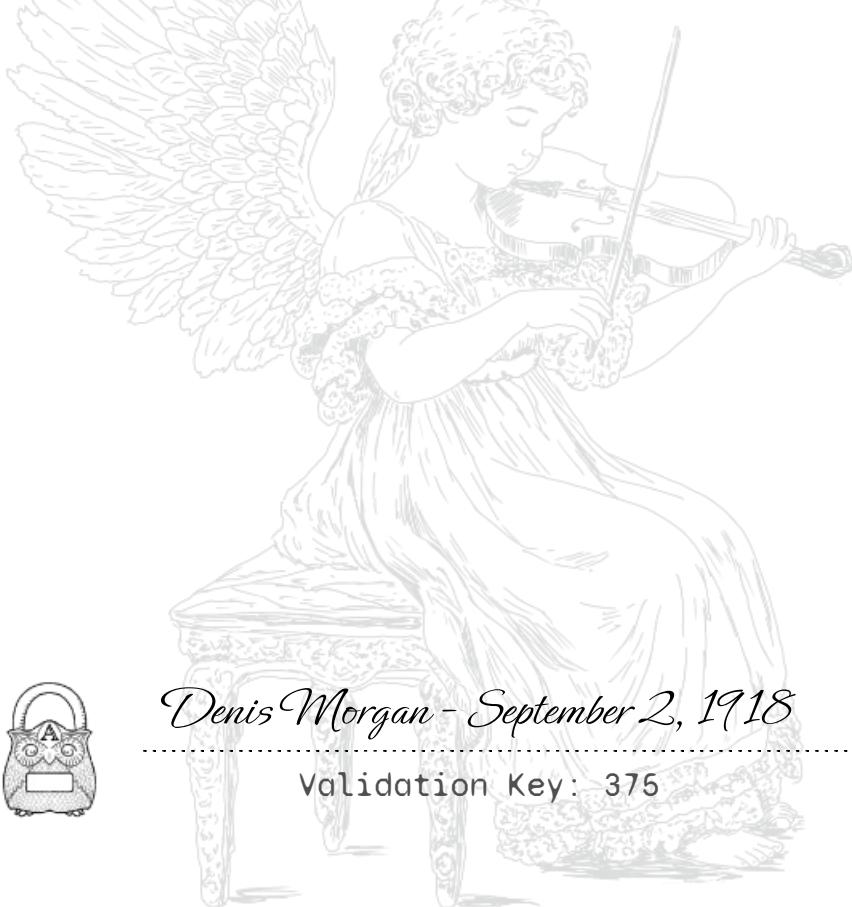
Validation Key: 358



Puzzle No. 002



Seek the origin and embark on the journey.
Progress through the sequence, from small to large.
Mind the arrows and the dots, they're obviously not the same.



Denis Morgan - September 2, 1918

Validation Key: 375

Wehn I tnihk fast, smoetiems I hvae a porbelm: my wirting is totllay jmubeld. It's sitll raedalbe, but it's cetrailny dffliclut.

For every word that is messed up, only keep the good parts. Everything else, just throw it away.

Then lay down and pick:

6 18 20 2 33 21 23 31 7



Nikolaj Ivanov - April 9, 1919

Validation Key: 575



Puzzle No. 018

III

Intolerant	Vain
Cunning	Flawless
Loyal	Ignorant
Lucky	Generous
Callous	Charming
Innocent	Authentic
Humble	Assertive
Greedy	Honest

I'm not angry, I'm not brave, neither caring or deranged.
Empathetic - not a lot, fierce or generous I'm not.
Wasn't happy all these years (I had shed a lot of tears).
Jubilant? Of course not. Kind, or lovely? Well, I'm not.

I don't know what I've missed, but there's one thing I never stopped saying:
I'm...



Denis Morgan - July 29, 1919

Validation Key: 442

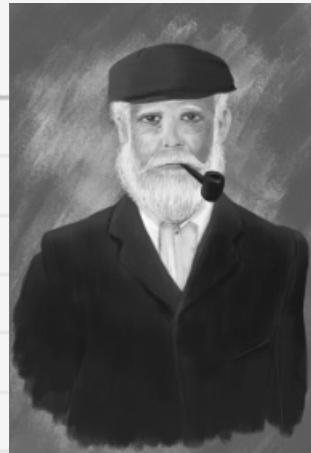
Hawksley - Session Notes

Peter Scott

Date: September 29, 1918

Diagnosis: Multiple Personality Disorder

Attending Physician: Dr. Jules Finnegan



Nº: A214

Mr Scott had it rough. He was born in the United States, shortly after his parents moved there. When he was a young child, his father died unexpectedly, leaving his mother to raise him, and his younger sisters, on her own. She did her best, but money was tight and they often struggled.

His mother was always hard on him, but not to his sisters, which led him to feel a deep envy towards them. He moved back to England in his early twenties to try and make a better life for himself.

Unfortunately, things didn't quite work out as he had planned and often had to take odd jobs just to make ends meet. Eventually he became depressed and began drinking heavily.

His personalities call themselves The "Little One", The "Angry One", and The "Thinking One". I got to see the first two today.

What is wrong with us?

Puzzle No. 090

Denis Morgan

22, 49

Validation Key: 216



Puzzle No. 091

Ursula Schmidt

51

Validation Key: 233



Puzzle No. 092

Erwin C. Cardozo

38, 46

Validation Keys: 410, 974, 432



Puzzle No. 093

Kieran R. Cromwell

50, 53

Validation Key: 213



Puzzle No. 094

Nguyen Van Duc

45, 52

Validation Key: 319



IMMERSE YOURSELF IN A UNIQUE COLLECTION OF MIND-BENDING PUZZLES, IN A DARK, THRILLING VICTORIAN SETTING.

Unlock the secrets of the Hawksley Infirmary, from the asylum's enigmatic patients to the staff's mysterious conundrums. Grab a pencil, challenge your mind, and experience hours of entertainment and mental exercise!

- Test your logic, wordplay, spatial perception, and mathematical prowess.
- Play using only a copy of the book and a pencil.
- Validate your answers on the book - internet access not required.
- Play the vast majority of puzzles in any order you like.

102
PUZZLES

120+
MECHANICS

20
STORY PAGES



DIMITRIS BENDILAS, a seasoned game designer and software engineer, loves creating captivating puzzles for all ages. With this venture, Dimitris ventures into the realm of book puzzles, seamlessly blending a new form of intricate challenges for the mind with an intriguing storytelling and mesmerizing illustrations.

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