

PREQUEL
MUSEUM OF FAKE



HOW TO PLAY

Playing the Prequel involves solving each marker independently. Completion of each marker is followed by a quiz containing 3 questions, which are meant as a summary for the students. In the next pages we describe the steps to solve the markers and the answers to the quizzes.

The Prequel takes place in Hannah's dystopian future. Players visit the Museum of Truth sponsored by the Ministry of Truth Inc. Each marker is a museum exhibit and can be solved by itself. Players should "disobey" their museum guide, and find out why the exhibits are showing fake information. After all 3 markers were solved, Hannah will contact the players for the first time.

WALKTHROUGH

STEP 0:

Validate your Museum ticket

Drag your **ticket** from your inventory to the validating machine.

MARKER 1: THE GREAT MOON HOAX

STEPS

Step 1: Pick up the **blue lens**.

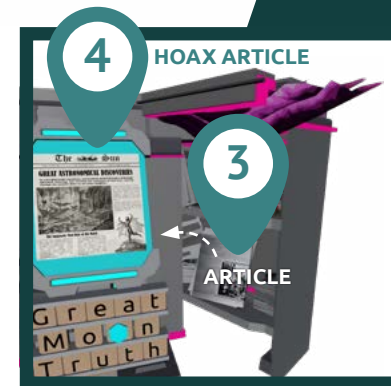
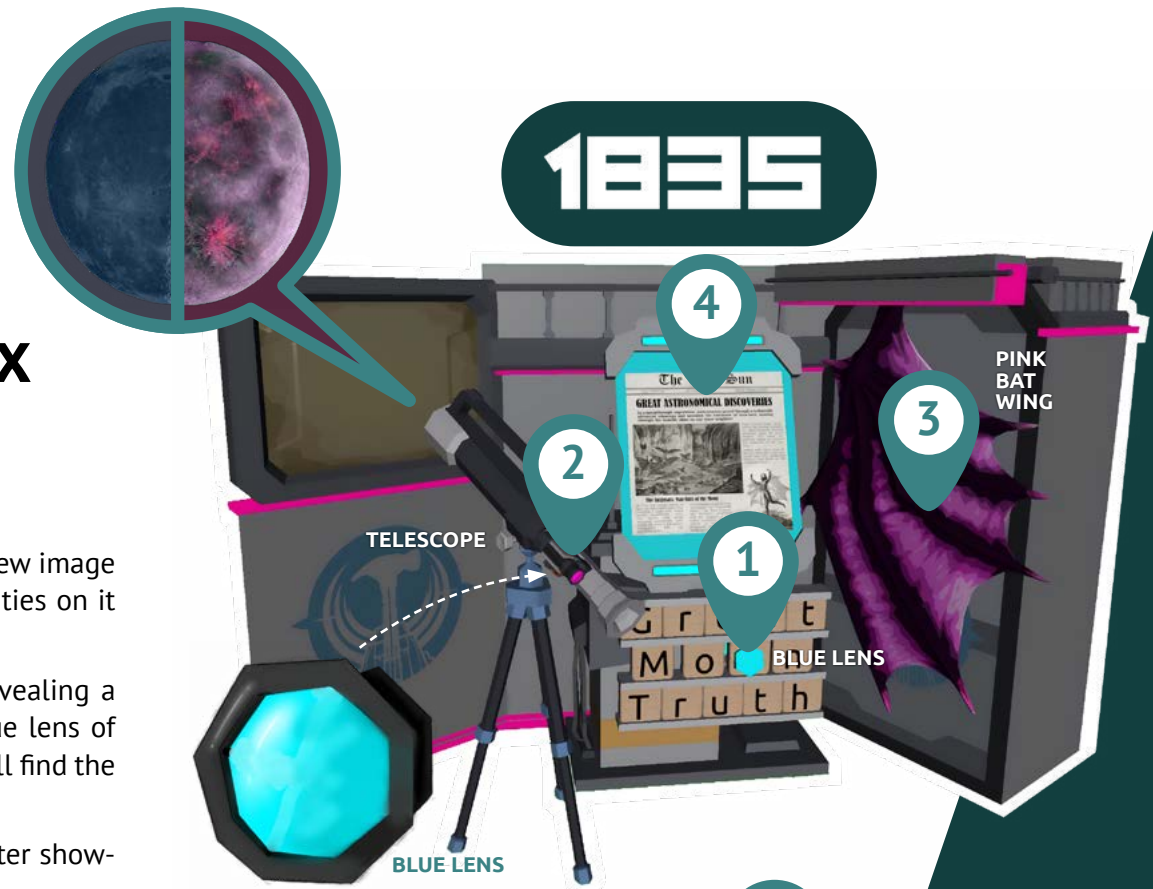
Step 2: Combine the **blue lens** with the **telescope**. The new image of the telescope shows the Moon without any cities on it and a date: **20.07.1969**.

Step 3: Tap on the **pink bat wing**. The bat wing lifts, revealing a **safe code**. Enter the date found through the blue lens of the telescope: **20.07.1969**. **Inside the safe** you will find the **article** acknowledging the hoax.

Step 4: Drag the **article** onto the **hoax article** at the center showcase.

EXPLANATION

Of course, bat-people never existed on the Moon, or anywhere else, to our knowledge. The blue lens shows the date 20.07.1969, which is when Neil Armstrong first stepped on the Moon. We used this date as a clue, as it verified without any doubt that the Earth's satellite was never inhabited.



MARKER 2: THE AUTHENTYCHON

Step 1: Tap on the **loose edge** of the picture on the left bottom cube. The left side of the picture falls off, revealing a radio instead. On the back of the attached picture piece there is the signature “KGB”.

Step 2: Tap on the **loose frame** of the bottom right cube. The attached picture falls off, and a **key** falls.

Step 3: Collect the **key** and then combine it with the **drawer**. Inside, a safe is found. Insert the “KGB” signature as a **safe** combination. Inside, the cropped **picture** is found.

Step 4: Collect the cropped **picture** and combine it with the **top cube**. The initial image is restored.

EXPLANATION

The marker is composed of three fake images from the 1900s, from 3 geographical spaces: USSR, Italy and US. All of the images were doctored using techniques that were common at the time, such as double exposure of negatives or putting together photos and negatives in the dark room.

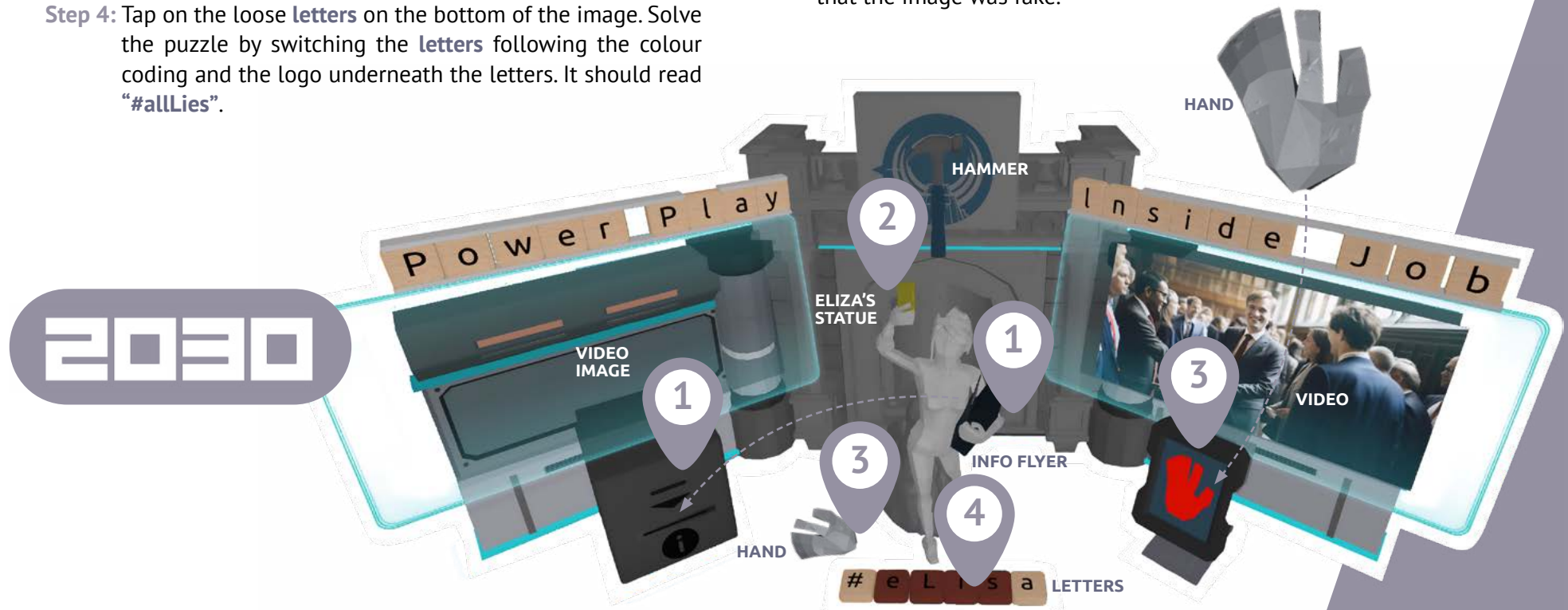


MARKER 3: #eLIZA

- Step 1:** Collect the **info-flyer** from the hand of eLiza's statue. Combine it with the **video image** on the left side.
- Step 2:** Collect the **hammer** logo from the centre of the picture. Combine it to tear down **eLiza's statue**.
- Step 3:** Collect the **hand** that fell when eLiza's statue was destroyed. Combine it with the **video** on the right side.
- Step 4:** Tap on the loose **letters** on the bottom of the image. Solve the puzzle by switching the **letters** following the colour coding and the logo underneath the letters. It should read "#allLies".

EXPLANATION

Two right hands in the video are an indication that the footage was produced with generative AI. Deepfaked images can be identified through some visual cues, such as blurry images or unnatural moving of the lips and mouth. In this case, the senator who was being discredited had two right hands, leading to the conclusion that the image was fake.





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