Day 1

Puzzle 1 - Tangram

Answer: The Gallery
Solution: When you arrange the letters you should get these letters
P -> L
A -> E
N -> G
D -> A
O -> Y
R -> L
A -> R
After you rearrange the letters you get Gallery
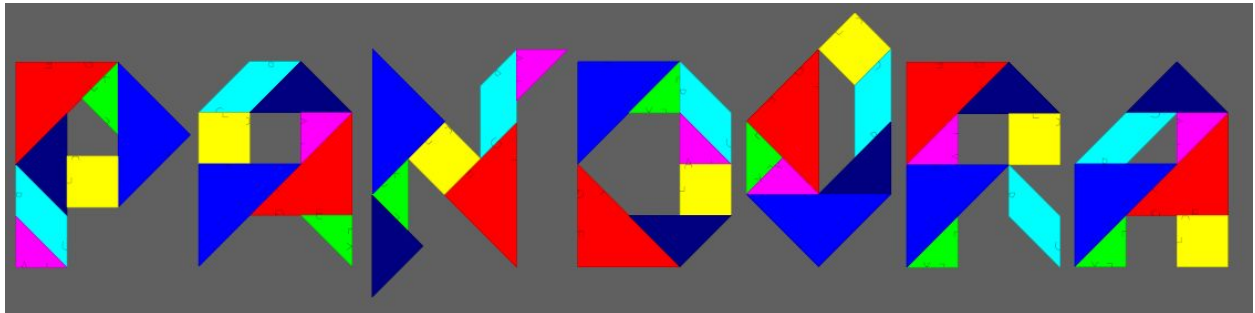
Puzzle 2 - Central colors

Answer: Linde
Solution: First take a Rubik's cube and scramble according to the algorithm in the standard notation.
Then notice that there are braille letters on the sides of a cube (except the white one)
you get d, e, i, l, n
when you rearrange them you get Linde
The white one does not have a letter

Puzzle 3 - Swipe

Answer: Seinhuis
Solution: When these lines are done on a swift/swipe keyboard you get a word for each of the lines. The lines are starting from i) = go, ii) = to and iii) = seinhuis.

Puzzle 4 - Offset

Answer: Sleutel

Solution: Take coordinates -> Figure out geographic location -> find UTCC offset of that location.

Put the coordinates in Google Maps, look for the UTC timezone en shift it according to the table.

Greenwich UTC+0 = 'G'

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
U																			
+14																			

Coordinate	Country	Timezone	Letter
(14.920049, -86.376843)	Honduras	UTC-6	**A**
(-21.142659, -175.041453)	Tonga	UTC+13	**T**
(53.148439, 158.441035)	Russia	UTC+12	**S**
(30.743140, 69.423409)	Pakistan	UTC+5	**L**
(-3.860059, -32.401153)	Fernando de Noronha	UTC-2	E
(1.927496, -157.494890)	Kiribati (Kirimati)	UTC+14	U

(-21.17,-175.31)	Tonga	UTC+13	T
(-54.159327, -36.712446)	South Georgia and the South Sandwich Islands	UTC-2	E
(-53.103703, 73.517964)	Heard Island and McDonald Islands	UTC+5	L

Puzzle 5 - Crash course audio

Answer: Nanolab
Solution: The first step just reversed the audio pattern which links to the doppler effect.
The doppler effect is the compressing and decompressing of audio waves, so the next step is to compress (speed up) the second clip and then reverse it
This leads to the hint to interference
The last step might be tricky. Interference is whenever you have an audio wave one just inverts it and you hear nothing.
The wav file has 2 tracks if one track is inverted and they are played back mono (out of the same speaker) the footprint left is that of step 2
So record that audio speed it up and reverse it for the answer

Puzzle 6 - It is not Noordhorst

Answer: Mondriaan
Hint: how many hints are there? and look carefully
Solution:

Color	Turquoise	Honolulu blue	Emerald	Purple	Umber
Nationality	Zambian	Zimbabwean	Latin	Ecuador	Italian
Drink	Sprite	Apple juice	Tonic	Tea	Hot chocolate
Building	Erve Holzik	Meander	Oosthorst	Noordhorst	Drienerburght
Book	Radialogy	Informatics	Alphabet	Artificial intelligence	nutrition

It says 16 hints, but there are only 15 hints but look at the first letter of each word it will spell out: the puzzle is at the mondriaan. This was the hint and the title says it is not noordhorst as most people would say.

Puzzle 7 - I work out at the gym

Answer: 31 -> Windpark

Solution: it is the gym number that is in the series the first is the gym of brock second one of roark etc, look at https://bulbapedia.bulbagarden.net/wiki/Gym to find the rest.

The first one is onix and geodude this is the first gym with brock so 1

The second one is onix and cranidos and geodude this is the 25th gym with roark

The third one is abomasnow and cryogonal and avalugg this is the 51th gym with wulfric

The fourth one is vanillish and cryogonal and beartic is the 31th gym with brycen

The last one snover and sneasel and medichamp and abomwasnow

Puzzle 8 - Same place

Answer: 6 - Paviljoen

Solution: Each word is split into the longest possible element abbreviations, converted to numbers by using the number of stable isotopes and summed up. Every second word is negative. The total is the answer.

9 = Once

-2 = upon

0 = a

-5 = time

7 = there

-6 = was

0 = a

-8 = doctor.

2 = Her

-1 = name

6 = was

-6 = Margaret

5 = and

-1 = the

5 = last

-1 = name

8 = resembled

-6 = german

2 = death.

-1 = That

1 = day

-6 = was

0 = a

-10 = sunday

5 = and

-6 = she

3 = didn't

-3 = have

3 = to

-3 = go
3 = to
-10 = work
7 = so
-6 = she
3 = decided
-3 = to
10 = continue
-13 = writing
2 = her
-7 = first,
1 = yet
-3 = to
1 = be
-10 = published
10 = book.
-5 = It's
7 = title
-6 = was
9 = something
-5 = about
7 = escaping
-5 = and
1 = it
-5 = began
7 = with
-8 = such
8 = words:
-1 = It
6 = was
0 = a
5 = bitter
-5 = December
7 = night,
-2 = but
1 = the
-11 = Paris-Lyon
5 = express
-6 = was
6 = speeding
-4 = gaily
6 = along
-1 = in

12 = search
-4 = of
1 = the
-18 = flowers
5 = and
-1 = the
13 = sunshine.
-6 = After
7 = some
-5 = time
9 = passed
-6 = she
3 = decided
-3 = to
3 = go
-3 = out.
6 = She
-6 = was
11 = surprised
-3 = to
0 = meet
-2 = an
3 = old
-3 = family
6 = friend
-4 = of
6 = hers.
-2 = They
3 = talked
-4 = for
0 = a
-8 = while
5 = and
-10 = exchanged
7 = some
-2 = ideas.
11 = Frederick
-2 = had
12 = discovered
-9 = something
2 = but
-6 = was
7 = unsure

-6 = how
3 = to
-1 = name
1 = it
-5 = and
6 = Margaret
-3 = helped
3 = him.
-2 = He
2 = normally
-6 = was
0 = a
-8 = very
7 = stable
-2 = man
5 = and
-1 = did
0 = not
-4 = break
10 = down
-2 = but
1 = it
-6 = was
7 = visible
-1 = that
2 = he
-3 = really
4 = liked
-1 = the
1 = name.
-6 = After
6 = this
-10 = encounter
6 = Margaret
-3 = decided
3 = to
-5 = call
1 = it
0 = a
1 = day

Day 2

Puzzle 1 - Tupper's formula

Answer: Hogedruklab
Solution:
When you decode the numbers, you can do it here http://tuppers-formula.tk/, you get 4 words in pigpen cipher and a plaintext hint to use the pigpen cipher in the last one.
Decode the words and you have the answer.
The
Right
One
Hogedruklab

Puzzle 2 - Book code

Answer: Schuur
Solution: You resolve all the urls to ipv4.
victorinox.com 3.29.21.3
stackoverflow.c om 3.3.7.9
facebook.com 3.17.31.11
reddit.com 3.48.27.1
instagram.com 3.12.50.8
google.com 3.32.23.8
The first number is the issue, 2nd is page number, 3rd line, 4th word. Then you look up the words in the utoday they received and take the first letters to get the building. Switzerland certainly has ultimately unrealistic robots.

Puzzle 3 - Delicious but dangerous

Answer: 41 -> Cubicus
Hint: name the colors
Solution:
#4b0082 -> Indigo -> E132
Delta-Tocopherol -> E309
(220,20,60) -> crimson -> E 120
Al2(SO4)3 -> Aluminium sulfate -> E520

132 + 309 + 120 - 520 = 41

Puzzle 4 - Math maze

Answer: 53 -> Box
Solution:

	78											
	-											
	var3		7F0	/	CCLIV	=	8	+	2	=	10	
	=						+		XOR		+	
	-11		var4				Westhorst	+	13	=	35	
	*		^				=		=		=	
	var2		0				30		15		45	
	=		=				/		NAND		*	
	-55	+	1	+	var1	=	Ravelijn		11		var5	
	+		*				+		=		-	
	var1		2				Spiegel		4		1	
	-		=				=		*		=	
	(8,15)		Var5 (2)		Var2 (5)	*	5	+	Var1 (64)	=	Var3 (89)	
	=						^		/			
	?? (1)						var2		(2,3) (1)			
							=		=			
							3125	mod	64	=	53	

Puzzle 5 - Can blind people play this game?

Answer: UTrack
Hint: Do you know tetris, and why are there only two colours.
Solution:

gravityfalls

gravity falls is awesome but for the next puzzle
go to utrack good luck!

Puzzle 6 - Overlay

Answer: BMC
Solution:

1. Interactief
2. Cubicus
3. Pandoraparadise
4. Tangram
5. Pandoradio
6. Horst
7. Kolommen
8. Bubus
9. Minutes
10. Hetding

Then the answer of the column will be turn around, this will be turning around 180 degrees.
If you turn the puzzle around the green squares will overlay with the normal puzzle and the
letters C,B,M will appear which will give the solution BMC.

Puzzle 7 - Coldplay likes baudot

Answer: DJ booth
Solution:
The first part is to solve the image with colored baudot of the album from Coldplay this will give
you a coding where every number maps to a letter.

If you find another baudot code that consists of 5 dots that can be black or white. You can fill
this in accordingly to the code that was given in the first part. If you fill it in correctly it will give a
qr-code
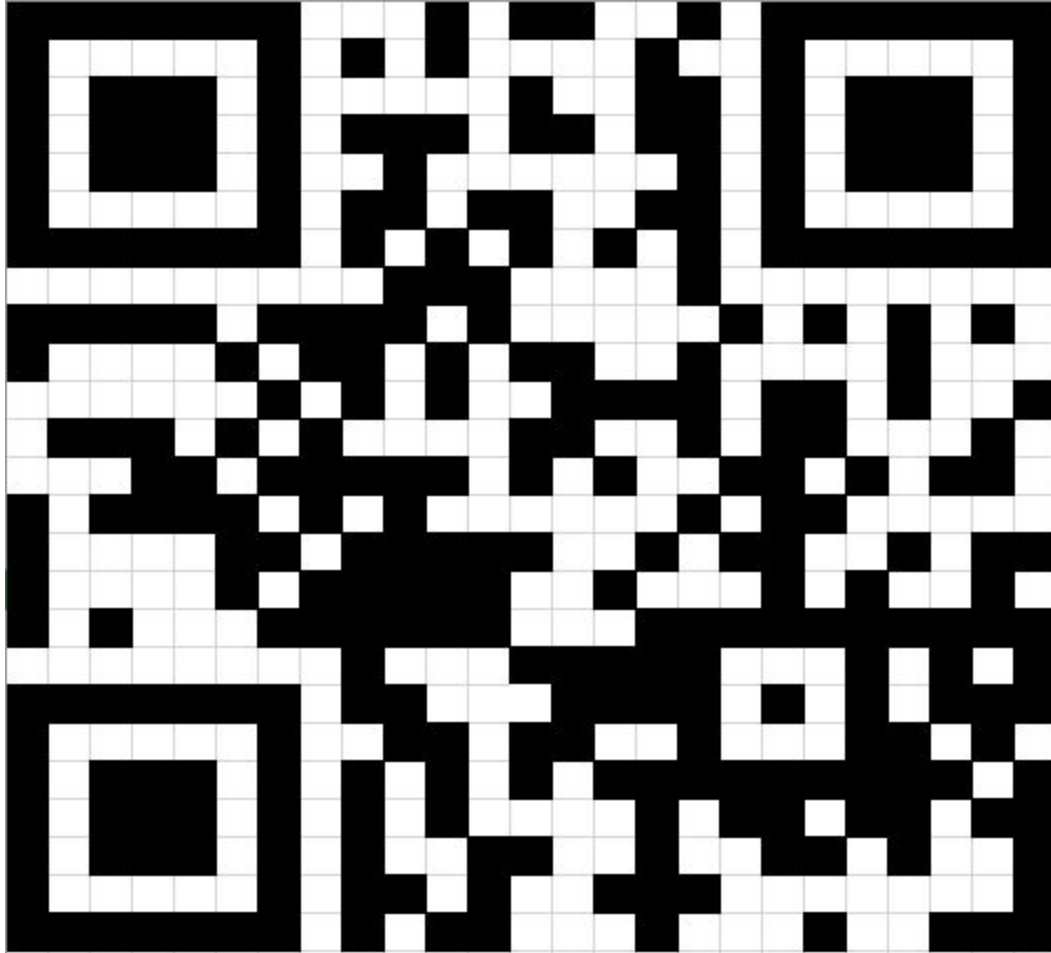
and if you scan it it will give you the answer: go to DJ booth.

Puzzle 8 - Number labyrinth

Answer: 49 - Sportcentrum
Solution: The possible paths are:

```
First one:
 3    9    6    7    5    3    8    8    5    3
 v

 9    9    1    6    5    7    7    2    9    9
 v

 9    2    4    8 > 8    5    8    4    8    7
 v              ^    v

 9    5    5 > 6    1 > 4 > 6 > 8 > 6    2
 v         ^                        v

 9 > 6    1    6 < 5    6    2    7    7    6
      v    ^    v    ^                   v

 1    7    8    5    6 < 9    9    9    5 > 2
```

```
        v       ^       v               ^                       v
    2 < 7    2     5 > 2     9     3     4 < 8 < 9
    v               ^             v       ^               v
    5 > 6 > 2     7     3     6 < 3     3     7     4
                            v             ^     v
    5     7     4 < 2 < 7     9     4 < 5     6     9
            ^       v
    1     6 < 5     1     7     1     7     3     1     6


Second one
    3     9     6     7     5     3     8     8     5     3
    v
    9     9     1     6     5     7     7     2     9     9
    v
    9     2     4     8 > 8     5     8     4     8     7
    v               ^     v
    9     5     5 > 6     1 > 4 > 6 > 8 > 6     2
    v               ^                           v
    9 > 6     1     6 < 5     6 < 2 < 7     7     6
            v       ^       v       ^       v           ^       v
    1     7     8     5     6 < 9     9     9     5 > 2
            v       ^       v                       ^               v
    2 < 7     2     5 > 2     9     3     4 < 8 < 9
    v               ^               v
    5 > 6     2 < 7     3 > 6     3     3     7     4
            v               ^               v
    5     7 > 4 > 2     7     9 > 4     5     6     9
                                        v
    1     6     5     1     7     1     7     3     1     6
Third one:
    3     9     6     7     5     3     8     8     5     3
    v
    9     9     1     6     5     7     7     2     9     9
    v
    9     2     4     8 > 8     5     8     4     8     7
    v               ^     v
    9     5     5 > 6     1 > 4 > 6 > 8 > 6     2
    v               ^                           v
    9 > 6     1     6 < 5     6     2     7     7     6
            v       ^       v       ^                   v
    1     7     8     5     6 < 9     9     9     5 > 2
            v       ^       v               ^               v
```

2 < 7   2   5 > 2   9   3   4 < 8 < 9
˅   ^   ˅   ^   ˅

5 > 6   2 < 7   3   6 < 3   3   7   4
      ˅   ^   ˅   ^   ˅

5   7 > 4 > 2   7   9   4 < 5   6   9
                  ˅

1   6   5   1   7   1   7   3   1   6

Day 3

Puzzle 1 - What the brainfuck

Answer: Citadel
Hint: https://copy.sh/brainfuck/
Solution: The brainfuck is CSS. save the file as html and recognize the shape of Citadel

Puzzle 2 - Complement me

Answer: 53 - Box
Hint: complementary colors
Solution:
You get a binary number (110101001101010000000) which when converted to hex gives a colour (#353500), from there you use the hint (complementary) which results in one complementary colour (#000035 in hex) which when converted to decimal gives 53 - number of the building.

Puzzle 3 - "The Wire"

Answer: 49 -> Sportcentrum
Solution: In the television series The Wire, drug dealers encrypt telephone numbers with a simple substitution cipher based on the standard layout of the phone keypad. Each digit of the number, with the exception of 5 and 0, is replaced with the corresponding digit on the other side of the 5 key ("jump the five"); 5 and 0 are exchanged. When changed the numbers on the paper give: 111160-111164+659459-659406 which is 49 (sportcentrum). If we would to just use the numbers on the paper and solve it we would get -54 (obviously invalid).

Puzzle 4 - DDR and moon code

Answer: The Linde
Hint: https://www.youtube.com/watch?v=tEc9MxH8xko
https://en.wikipedia.org/wiki/Moon_type
Solution:
Use Stepmania to play the song. Write down the shapes you see and check the Moon code alphabet for blind people to convert them to regular English.
The stepmania file says:
nice
you
can
read

let
us
go
to
the
linde
enjoy

Puzzle 5 - Pandora in Pandora

Answer: Seinhuis
Hint: Where do the numbers between [] fit?
Solution:
Coordinates to "Seinhuis" in Belgium: 50�51'45.5"N 4�41'41.5"E

Number	Hint to there	Location	Hint to next	Location next
-	-	-	Wim T. Schippers	Drienerlo sunken tower
5	Wim T. Schippers	Drienerlo sunken tower	Studying with a view	Horsttower
0	Studying with a view	Horsttower	3 white chimneys	Nanolab
5	3 white chimneys	Nanolab	Northernmost project rooms	Vr library
1	Northernmost project rooms	Vrijhof	Kronos	Utrack
4	Kronos	Utrack	Who's up for a LAN?	SmartXP lab
5	Who's up for a LAN?	SmartXP lab	All a-board!!	Inter-Actief office
5	All a-board!!	Inter-Actief office	Is the limit!	Sky
4	Is the limit!	Sky	Think outside the box	Square near Box
4	Think outside the box	Square near Bkox	Cantina	antinaC	Spiegel Cantina
1	Cantina	antinaC	Spiegel Cantina	Fortifies the O&O	Citadel
4	Fortifies the O&O	Citadel	Where students sweat	Sports Hall
1	Where students	Sports Hall	Itsgray when alls	Westhorst

	sweat		destroyed	
5	Itsgray when alls destroyed	Westhorst	-	-

Puzzle 6 - Connecting Places (formerly World Tour)

Answer: 32 - BMC
Solution:
The background is Frank Sinatra's album "Come fly with me". We take two trips based on the places mentioned throughout the album.
The numbers are track numbers. If there are multiple places mentioned in a song, there's a hint pointing to the right one. Drawing out the two trips on a map (using for instance http://afstandmeten.nl/) you can see the number 3 appear from trip 1 and the number 2 appear from trip 2.
DIGIT 1 (3):
Hawaii, Saint Paul, Quincy, Acapulco, Quincy, Bermuda, Peru

DIGIT 2 (2):
Vermont, County Down, Paris, New York, Peru, Capri

Puzzle 7 - Mate in one

Answer: Zwembad
Hint: https://en.wikipedia.org/wiki/Descriptive_notation
Solution:
The chess boards are all checkmate-in-one puzzles. The URL is made up of chess moves in the Descriptive Notation ("Please be Descriptive"). Solutions to the chess puzzles:
1. RxB   (Rook takes Bishop)
2. P-QB4   (Pawn to Queen's Bishop 4)
3. N-QB7   (kNight to Queen's Bishop 7)
4. O-O   (Castle on the King's side)
5. PxPe.p. (Pawn takes Pawn en passant)

Following the rules on the bottom of the puzzle, you get:

http://tiny.cc/RxBP-QB4N-QB7O-OPxPe-p- or
http://tiny.cc/RxBP-QB4N-QB7O-OPxPe-p

This takes you to https://www.reddit.com/r/dhQzzw815df92z1214A/

Here you find two hints (sidebar, title of the text post) that refer to "Shape", so the answer is the shape of a building.

Follow the (in Descriptive Notation) Directions in the text post to change the positions on the image post using an online tool (like lichess.org/editor) or a real chess board. The shape you get is something like:

```
_ _ _ _ _ _ _ _
_ _ _ X X X X _
_ _ _ X X X X _
_ _ X X X X X _
_ X X X _ _ _ _
_ X X _ _ _ _ _
_ X X _ _ _ _ _
_ _ _ _ _ _ _ _
```

Which if you look around the campus map carefully is the shape of the Zwembad (57)

Puzzle 8 - Out of order

Answer: HTF - High Tech Factory
Hint: The "resolution" is obviously not 2x8. Why does it say 2x8?
Solution:
See "answer.zip" for a visual solution.

The puzzle is "out of ORDER". That means that we can rearrange the coloured shapes that are scattered throughout the test screen. Under "Sorry!" it is written that the resolution is 2x8. The reSOLUTION is 2x8. Another clue to the shape the answer is going to be in are the 4 squares in each corner, which have gray borders if you look closely, which are also in a 2x8 formation. The shapes are rearranged in a 2x8 canvas according to the ORDERS that are shown in the big circle. That means you must keep to the rules:
Bigger lines are more to the left than thinner lines (Under the "This puzzle is" text).
Colours are arranged like Yellow - Light Blue - Green - Purple - Red - Dark Blue (Under the "2x8 Resolution" text).
Shapes with a darker background are placed above shapes with a lighter background (Like the bar next to the big circle).
Following the rules you get HTF, which is the High Tech Factory. See "answer.zip" for a visual solution.

Day 4

Puzzle 1 - Which one will get filled first

Answer: Hogedruklab
Hint: Aliens have their own language in futurama...
Solution:
The symbols are in Futurama's "Alienese" language. It decodes to ciphertext irhnhzdomjg . In the bottom left corner, "Groening" is crossed out and replaced with "Gronsfeld". Googling Matt Gronsfeld or simply Gronsfeld will lead you to the Gronsfeld cipher. You can find that it's the same as Vigenere, except it uses numbers. Given the title, we know that the numeric key is on Fry's ass. If you do some digging you'll find that in the episode from the picture this ass tattoo contains a key: 001100 010010 011110 100001 101101 110011. Convert this key to decimal and use it to decrypt the alien message to HOGEDRUKLAB

Puzzle 2 - The key is on his ass

Answer: Hogedruklab
Solution:
The symbols are in Futurama's "Alienese" language. It decodes to **ciphertext irhnhzdomjg** . In the bottomleft corner, "Groening" is crossed out and replaced with "Gronsfeld". Googling Matt Gronsfeld or simply Gronsfeld will lead you to the Gronsfeld cipher. You can find that it's the same as Vinegere, except it uses numbers. Given the title, we know that the numeric key is on Fry's ass. If you do some digging you'll find that in the episode from the picture this ass tattoo contains a key: 001100 010010 011110 100001 101101 110011.   Convert this key to decimal and use it to decrypt the alien message to HOGEDRUKLAB

Puzzle 3 - A-Z

Answer: Vlinder
Hint: Letter
Solution:
The text is a encoded with an alphabet mapping and can be decoded by looking at the text and looking at frequency analysis of the text.
The mapping is as follows, upper row is a letter in the cypertext and lower row is a letter in the plaintext:

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T

V	L	I	N	D	E	R	F	Q	W	F	P	G	Z	A	Y	B	O	U	M

U	V	W	X	Y	Z
X	S	H	T	J	K

The answer 'Vlinder' appears as the key from cypher- to plain-text is laid out a-z.

Puzzle 4 - Blauwvingers

Answer: 22 -> Westhorst
Hint: What Dutch city could the "Blauwvingers" come from?
Solution:
The coordinates all lead to railway stations. If you take the first letter of each of the city's names, you get Z H R N W A AdR B H ?? E, which is also the train line from the city of the "Blue Fingers" (Zwolle) to here (Enschede). To clarify: you can see the letters as the beginning of all stations on the line; Zwolle, Heino, Raalte, Nijverdal, Wierden, Almelo, Almelo de Riet, Borne, Hengelo, ??, Enschede. The missing station is of course Enschede Kennispark. When you look it up, you'll find that this station was opened on November 22nd (Westhorst).

Puzzle 5 - Calendar

Answer: Waaier
Solution:
Every activity has a start and end, there are 26 lines which represent the 26 letters of the alphabet. The first line (0) is 'z' so 'a' is 1.

Sun 13th:	a - c, i -n, l - o, o - t	'location'
Mon 14th:	f - o	'of'
Tue 15th:	e - n, t - x	'next'
Wed 16th:	z - p, e - l, u - z	'puzzle'
Thu 17th:	i - s	'is'
Fri 18th:	a - i, a - e, r - w	'waaier'

Puzzle 6 - Interesting Letters

Answer: Keet
Solution:
1. B at H in G = Bathing
2. P in G P on G = Pingpong
3. U top is a -s = Utopia
4. No M in eight = Nominate

5. M Big U tiny i -in = Ambiguity
6. B and K not E -d = Banknote
7 Under G R and U at E -n = Undergraduate
8. L in E up = Lineup

Quote:To find the next puzzle, 7 2 1 3 6 4 8 5
The letters at the boxes are:
1. T
2. O
3. O
4. E
5. T
6. K
7. G
8. E
So, filling in the numbers:

Quote:To find the next puzzle, G O T O K E E T

Puzzle 7 - Tap-code

Answer: Open air theater
Solution:
Every point is a tap and every / is a pause between a word

... . / ... . / . ... / ....
.... / .. .. / ... . / .. .. / .... / . ... / ..
... . / ... . / ... . / .. . . / .... / ...
.... / . . .. / ....

mayday mayday can you hear me if you can hear me please go to open air theatre thanks for
helping me

Puzzle 8 - In time

Answer: Teehuis
Solution: Arrange the times in chronological order.

Sep 6, 1752, 11:20 AM Rotate left by one letter (that is, move the first letter to the end).

Apr 19, 1769, 3:15 PM Caesar shift to the right by 8.

Feb 29, 1800, 2:30 PM Replace the last three letters with CUS.

Jan 17, 1875, 1:11 PM Replace the first and the fifth letter.

Oct 12, 1920, 1:09 AM Caesar shift to the right by 22.

Apr 26, 1970, 2:32 AM Caesar shift the second letter to the left by 7.

Aug 3, 1975, 9:04 PM For any letter which is also in the word JUMANO, replace it with the corresponding letter in TOUPES.

Sep 25, 1981, 1:49 PM Caesar shift the second letter to the right by 27.

Jul 17, 2025, 3:22 AM Replace the first letter with C.

We observe, however, that:

- Sep 6, 1752 did not exist. In the switch to the Gregorian calendar, Sep 2 was followed by Sep 14.
- Feb 29, 1800 did not exist. There is no leap day in years which are multiples of 100 (unless they are multiple of 400 - which 1800 is not).
- Apr 26, 1970, 2:32 AM did not exist. During the switch to DST, the hour from 2 AM to 3 AM is skipped.
- Oct 25, 1992, 1:13 AM and 1:49 AM each exist twice. During the switch from DST, 3 AM jumps back to 2 AM, so that hour occurs twice.
- Furthermore, you will not execute the 2025 step by the time you need to call in an answer in 2018.

So to solve the puzzle we do only the following steps, starting with ABCDEFG:

Sep 6, 1752, 11:20 AM Rotate left by one letter (that is, move the first letter to the end).

Apr 19, 1769, 3:15 PM Caesar shift to the right by 8.

I J K L M N O

Feb 29, 1800, 2:30 PM Replace the last three letters with CUS.

Jan 17, 1875, 1:11 PM Replace the first and the sixth letter.

N J K L M I O

Oct 12, 1920, 1:09 AM Caesar shift first four letters to the right by 22.

J F G H M I O

Apr 26, 1970, 2:32 AM Caesar shift the second letter to the left by 7.

Aug 3, 1975, 9:04 PM For any letter which is also in the word JUMANO, replace it with the corresponding letter in TOUPES.

T F G H U I S

Sep 25, 1981, 1:49 PM Caesar shift the second letter to the right by 27.

T G G H U I S

Oct 25, 1992, 1:13 AM Caesar shift the second and the third letter to the right by 12.

T S S H U I S

Oct 25, 1992, 1:49 AM Swap the second and the third letter.

T S S H U I S

Oct 25, 1992, 1:13 AM Caesar shift the second and the third letter to the right by 12.

T E E H U I S

Oct 25, 1992, 1:49 AM Swap the second and the third letter.

T E E H U I S

Jul 17, 2025, 3:22 AM Replace the first letter with C.

Bonus puzzles

Precision is key

Answer: Tennispark
Solution: From the key you get
First cut from the shoulder 6K
2nd 2D
3rd 3Q
4th 1K
5th 5S
Then when you look up what the table gives for the number letter combinations you get the answer

Radio

Answer: Sleutel
Solution: In the "Escalation mix" that can be heard at various times throughout the week, All the songs in the mix will have a title that map to a building on campus (Dave Buddha - Waaier -> Waaier, Da Blechhaufn - Bh Polka -> Buitenhorst etc). Keeping track of this you can cross out every single campus building except one: Sleutel.

Cake puzzle

Answer: Garage
Solution:
Every row will give the most common digit in the first
100,1000,10.000,100.000,1.000.000,10.000.000 digits of Pi and you have to fill in this in the position for
100 it is 9
1000 it is 1
10.000 it is 5
100.000 it is 1
1.000.000 it is 5
10.000.000 it is 4
If you add this up per column it will give the numbers 7 1 18 1 7 5 this will translate to letters and it will give garage.

Backup puzzles

Book cipher

Answer: Schuur
Solution: You resolve all the urls to ipv4 (hopefully through a server we are running). Then you look up the words in the utoday they received and take the first letters to get the building. Switzerland certainly has ultimately unrealistic robots. The first letters form the answer.

Inverse

Answer: Keet
Solution: When you inverse each sentence you get an English sentence written in International Phonetic Alphabet. When you read them out you will see that they all describe a beer. Each sentence starts with "This beer is a". The descriptions are taken from the vb website. If you google any of the sentences you will find the exact name of the beers. In the end just take the first letters of each beer (Kasteel Donker, Estrella Daura, Erdinger Alkoholfrei and Texels Skuumkoppe = K E E T).