

“Answer the phone”

By The_zendman

Intro:

I know, I know, this is brought up many, many times. And you probably thinking: “not this again”
But what i found about it, is the only reasonable thing. (for now)
If you didn’t read my [eye up](#) posts and [the spread](#) post, then this post will be meaningless to read. Because it’s all connected.

To start with:

When interpret “answer the phone” literally then we have to answer the phone itself. (Instead of normally when we answer the phone when it’s ringing.) With the phone itself i mean the digits and the display.

The phone digits:

When in the Safe House, our first encounter with a phone in pd2 in the very beginning , the one we didn’t even had to touch because Bain “sees everything”
We see this [phone](#):

Breaking it down:

1 2 3
4 5 6
7 8 9
* 0 #

- The 9 numbers like the 9 cards,
- a * (asterisk) that is a life symbol used by [birth](#) date, (a start from something)
- a 0 (zero) like level zero (basement) in the Safe house were we operate from and the
- # what is a symbol of ending things. (like in a phone call)

The Safe House:

- is were we operate from,
- were it starts and ends. (in-game and story-wise)
- is were the third eye, [bodhi sign](#) is.

In this way we can see the Safe House as the card 0,
and the Safe House as the “all seeying eye” That we know from the eye in the top stone.
From here we go out in D.C., to various heists/cards from 1 till 9.

The Phone display code: idKF12321

The lettercode that is on the display is recognised as the cheat code from the game Doom.

On a Doom wiki [website](#) you can read:

"Cheat codes are disabled on the "Nightmare" skill level"

What connects it with the Safe House (Halloween) Nightmare. And that we can't use cheat codes to find the secret.

When we take the numbers from the code: 12321 then this is a pyramid formation. Like [here](#) and [here](#). This is like the top stone from the pyramid with the eye in it.

The Trade card hint

One of the trade cards is [these](#). The torn out page of the guide. Here we see card 1 and 2. Exactly in the order like they are being depicted in the guide of the game. Link to [wiki](#) about the trading cards.

The description says: "A great warrior does little cutting" - Tao te Ching, Lao Zi, 6th Century B.C. (the writer of the book: the art of war.)

we can read that as to take the order as they come and that we don't have to mix them up. "do little cutting"

Last small thing:

When in the Safe House back area by the pyramid graffiti, when looking at it, right behind you is the "answer the phone" tag. Thanks to Wijnands.

When the Pyramid graffiti is at your left and the answer the phone tag on your right, in front of you is a garage. I believe this will open after doing section salt and sulphur.

Summary:

- The Safe House is our Top Stone, with the all seeing eye.
- The Safe House contains all knowledge and references to the heists and the spread.
- Like a legend on a map that matches the links between them.
- The spread is like a mediator between in-game heists and the cards.
- The phone numbers 1-9, together with the torn out page hint can hint to the tarot cards and how to line them up. (as I did with the spread)

PS:

When you like to read more posts that I wrote, see [here](#).

I suggest that you start with the Rats rug post and then the rest above.