

## Intro

What is up, diggity-dawgs? It's ya boi, @Raere#4667 once again to bring you a 🥰 theory full of pepega - but maybe topped off with a little bit of truth? 🤔

## Credits

First of all, I gotta give credit to zarbar 🍁 #3955, who made up this picture:



As I was reading back, my subconscious noticed this picture. This is the first instance I observed of someone drawing a key on the map. Although, this guy was only looking at the shapes that the rooms made, not food at this point. It also has a lot going on and has the “lock” placed at the Maiden boss room. It was like “subconscious inspiration” for my Meat Key.

Months later, Jen#2387 sent me this message:



Again, Jen was looking at the rooms that made the key formation at this point. Again, I think my subconscious took note.

So now we come to this week with yours truly.

I am back from a “long” hiatus from the secret. I was waiting for another hint, but I think we may be out of luck; cause we’re in a desert and we haven’t seen an oasis in quite a long time.



But enough of my heatstroke ramblings, let’s get down ‘n’ dirty with The Meat Key™. I’ll be referencing some things I’ve talked about in my [Jenafur Theory Journal](#), which you can click and check out if you want - but she’s very long and may crash your Docs app on your phone. :D

I had been sitting there, thinking to myself: “I’ve been doing music, upon music, upon music things for *months*. Every part of this puzzle points to music, maybe there’s a different connection I’m missing somewhere? Maybe I’m thinking *too* musically and making it harder than it is.”

So I revisited the hints, starting with our main man Sebastian.<sup>1</sup> He uses the word, “key,” and I think that’s when something clicked in my brain: what if the meat is the key?

Now before we go on, we have to revisit the out-of-game hints that were given to us in the Discord. Also important is that we are told that the hints can be combined, though we don’t know why that is important. My speculation on that is because the hints, together, read like a step-by-step guide.

**Step 1:**<sup>2</sup> We find the kibbles, we see that they create a 4/4 time signature. Moreso, they define the lines of our grid.

**Step 2:**<sup>3</sup> We start looking at the foods now, but there are so many! Wait, if we only look at foods that Jenafur eats<sup>4</sup> - maybe we can narrow it down? We need to feed the kitty. What do kitties eat? - meat! So now, look at only meat as the food to use.

**Step 3:**<sup>5</sup> THE CURRENT STEP THAT WE ARE ON. However, keep in mind that we’ve already done the previous two steps above. We used the kibbles and now we’ve found the meat. This hint is to help us find the pattern to use on our grid [*with our meat?*].

<sup>1</sup> Sebastian says: “Music is truly the key to happiness.” He also claps four times.

<sup>2</sup> (3/24/2020) “kibbles of 4, sets the time, of a 4/4 beat, and defines the lines”

<sup>3</sup> (5/16/2020) “Only one thing gets a kitty into the right mood, when you open up a can of just the right food”

<sup>4</sup> This is further confirmed by the Meaty Morsel. A lot of people think it must have great significance because one is missing (such as only using it, needing to find a 4th). I, however, do not think that. I believe that the reason there is a missing Morsel was to be our in-game clue that “meat foods” are important - the rest are not. It was to help narrow it down to meats if we had never gotten that out-of-game hint. Jenafur ate a Meaty Morsel, she likes meat.

<sup>5</sup> (6/24/2020) “finally you’ll just need to set the tune, to find the pattern take a top-down zoom”

### Meat Key

...is hopefully here to solve the pattern issue.

Oftentimes, people use the analogy of this puzzle being sort of like a “lock and key.” Yet, we don’t know where the key **or** the lock are located. Heck, we don’t even know what they look like.

But, this got me thinking: what if the “lock” of our puzzle is the opera house floor?

The “key” to our “lock” are the meats we find?

If you use the key on the lock, you’ll find the treasure.

If you use the meats on the opera house floor, you’ll find Jenafur.

Although, c’mon, most of us have already guessed this by now - yawn, boring Raere.

Even if we’ve narrowed our foods down to only meats, that’s still 19 foods.

But, what if we’re able to narrow it down further?

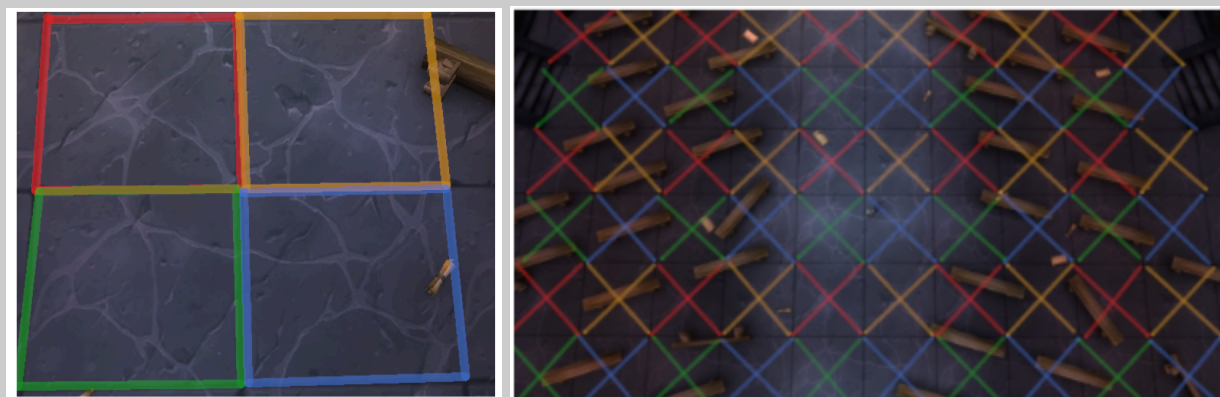
Go back to the kibbles, they are both on a very specific-looking tile.

There are multiple meats located on “opera-esque” tiles - tiles that have the same texture.<sup>6</sup>



There are only four tile patterns total and it repeats across the floor

Red is the tile we’re focusing on - this is the specific tile pattern that we find the kibbles on.



<sup>6</sup> [Pg. 91 of my Jenafur Theory Journal](#), click on the “revisited theory link” at the top of the page for an in-depth look at ALL meats on ALL different tile shapes, sizes, and all four patterns.

Here is an image of the opera house floor with all red tiles highlighted



So, what if the only meats that matter are the meats that are also *only* found on this exact patterned tile?

Going even further, the exact same tile size (*Maiden boss room tiles are bigger, banquet hall tiles are smaller*) and rotation (*Maiden boss room, banquet hall, and balcony banquet are rotated differently*)?



### Meet the Meats

There are only 4 fitting meats: Foot(rest) Chicken, Ledge Steak, Hall Bits, and Hall Morsel.



And we then notice that the Fishy Bits on the Opera Balcony (*light blue dot*) is in a direct line with the Carpet Steak (*purple mid dot*). We can make a little connection.



A Meat Key connection. 🙄

However, there are also the meats in the basement below the Maiden area. If we look at those on a 2d surface, gridded map courtesy of iya#7277, then they appear to also fall on opera texture tiles *and* the same exact “red tile” pattern.

***But they do not naturally occur on these “red tiles.” You have to transcribe them up.***



### **How to Define our Grid?**

We know that the “lock” is on the opera house floor. I think the first hint was supposed to tell us exactly how to define our grid, but we’re still confused. We have to ask ourselves this question: *What does this lock (grid) look like?*

There are many ways that people have defined their grid.

When the out-of-game hint says “defines the lines” directly after stating that the kibbles create a 4/4 time signature, it feels like a very solid, logical assumption to make that the “grid” we have to use is a musical staff.

People have various interpretations of that musical staff, my interpretation being:

A single staff that uses a treble clef in C-Major and the “defined lines” are that drawing lines out through the middle of the kibble tiles create the bottom and top lines of your staff.

We need to place the meats on the notes dictated by a simple solfege scale.

That sounds complicated on paper, so here is an image of that:



However, I just don't feel like Meat Key can fit onto a musical staff like that. I can probably create a million ways it could fit, but it just doesn't seem right. For example, an ascending or descending four notes (JD-MS-FB-MM).

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What if it's a grid, though? Like this 8x10 grid that I posted above:



That gives me many more options for placement and it's a nice 8x10 grid. There's also some red tiles outside of the 8x10 grid, gently highlighted, but I'm not sure if those matter.

But the main reason that a musical staff is supported is because of the "defines the lines" hint. It just makes sense that we go from a 4/4 time signature created by the kibbles into a musical staff as our grid.

Not just any old random grid using the whole opera house floor.

However, what if we're able to change what "defines the lines" means?

I started looking at those "red tiles" because of intuition and a lot of



thinking because I



felt as though I had been going too



### Questions to Ponder

What if “defines the lines” was supposed to be our hint to look at the tile pattern that the kibbles are on? That very specific *line* pattern underneath the kibbles.

So, now this changes things because “defines the lines” means something else, not staff.

Maybe we *aren't* actually restricted to a musical staff placement - maybe it is the 8x10 grid above.

Maybe the 4/4 time signature was just telling us to use the entire opera house floor because that's where the kibbles are located. It gives us orientation when we look at them as a top 4 over a bottom 4 on the left. Perhaps the biggest “musical” relationship is the fact that the opera house is the musical place to be.

I do want to say, however, that I don't really like this - but I can see that it holds weight. All of the hints that we've been given are musical, how can this puzzle be anything else but musical?

Getting rid of the musical staff and thinking about the meats as a key to put into a combination on a grid takes away almost all “music stuff” from this puzzle. I just don't like that.

Although, I do see where I'm being a bit hypocritical because in my past, I often scoffed at the idea of not using a musical staff - “*those peasants.*”

But now, I realize they might have been 2000iq and I'm just .

This might be because I have been thinking musically *for months* now and a lot of musical tie-ins to the puzzle just make sense.

So the biggest questions we have to ask ourselves are:

1. What does the “grid” look like? Is it a musical staff? Is it an actual grid?
2. Which meats are we to use? Is it only the four meats that are found naturally on red tiles? Or, do I include the basement meats? What about the two meats that make the “shaft” of the key - do those matter?
3. How do I then transcribe my chosen meats onto the opera house floor based on which grid I'm using?

I do not think we are supposed to look elsewhere and find a piece of sheet music or a full-out pattern that we're supposed to put the meats in. I think we're potentially supposed to find the pattern of the meats within the meats themselves.

Or maybe the pattern is the “scatter pattern” that the pieces of kibble are in (*unsure about this*).

Whatever it is, we're missing that pattern.  Or too dumb-dumb to see it (*at least me*). :C

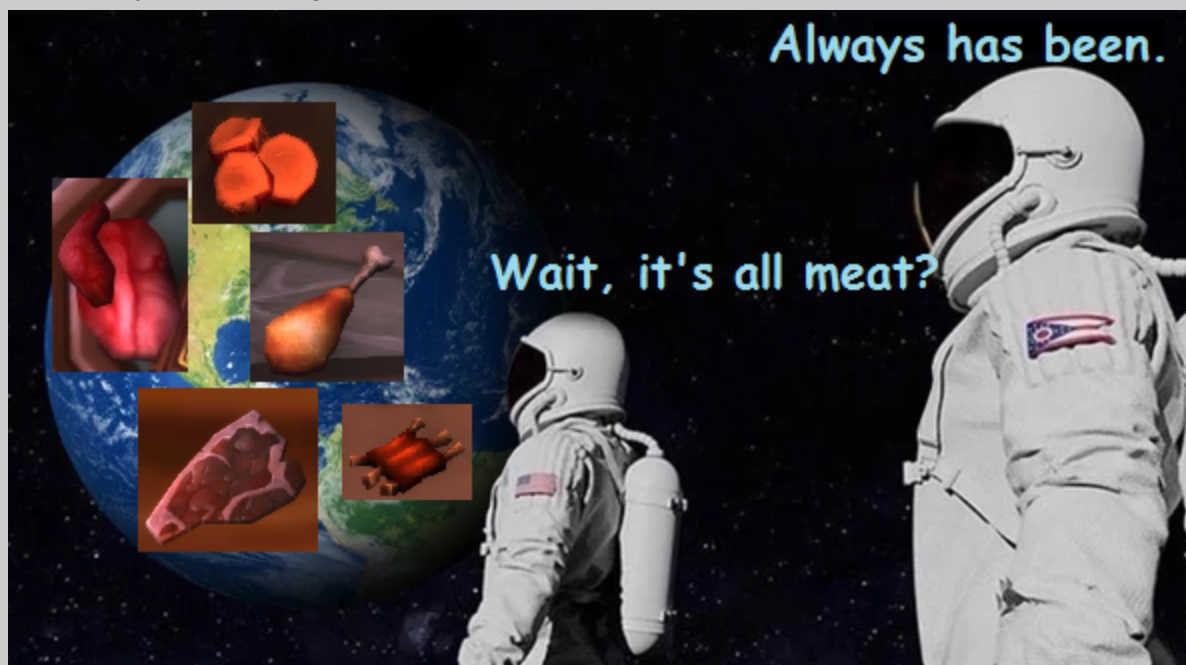


This is all my speculation though.

Have fun with Meat Key, bois 'n' girls 'n' friends! 🥰

Some people might recognize these meats from The Meat Line<sup>7</sup> as well.

However, Meat Line had always bothered me because after JD-MS-FB-MM, it just didn't line up properly the rest of the way. Especially in the Banquet Hall area and Carpet Steak has always been an eyebrow-raising piece of meat.



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<sup>7</sup> Meat Line is all over my [Theory Journal](#), you can probably find it on every 5 pages or so. Pg. 65-67 is probably a good place to look if you want to jump into the Meat Line theory. Meat Line was also first discovered by the previously mentioned iya.

## **FAQ**

**Q:** “How are you gonna use that key?”

**A:** I’m not sure yet, that’s currently where I am with testing it out. Trying to spot a way that the key pattern within those meats makes sense. I’ve not been sticking strictly to the 8x10 grid or the single treble staff “grid”. Or even only 4 meats - sometimes 6, sometimes 8. I’ve been using one or the other, depending on the idea that pops into my head. I’m so conflicted over whether to use the musical staff or the grid.

**Q:** “[What] if the lock is in the maiden's room, why are you putting stuff on the opera house floor?”

**A:** I do not think that the “lock” is the Maiden’s boss room. I think the very first picture may have confused some people - that picture is not my own. I think it was like “subconscious inspiration” that was buried deep within the caverns of my mind that emerged when I thought of creating a key via the meats. I believe whole-heartedly that the “lock” or “key hole” is the opera house floor due to the plethora of hints that we’ve received nudging us in that direction.

## Patterns I've Tried

If you have a question about one of the patterns, or have a pattern you want me to try, feel free to hit me up and ping me on the Discord - or PM! Raere#4667



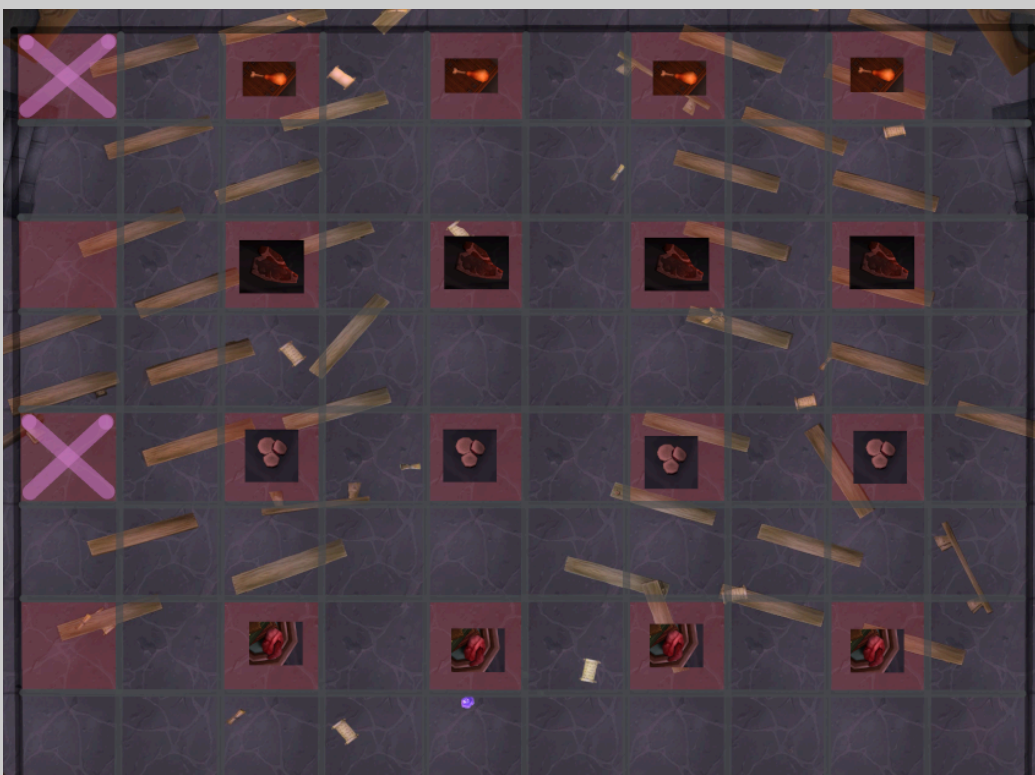
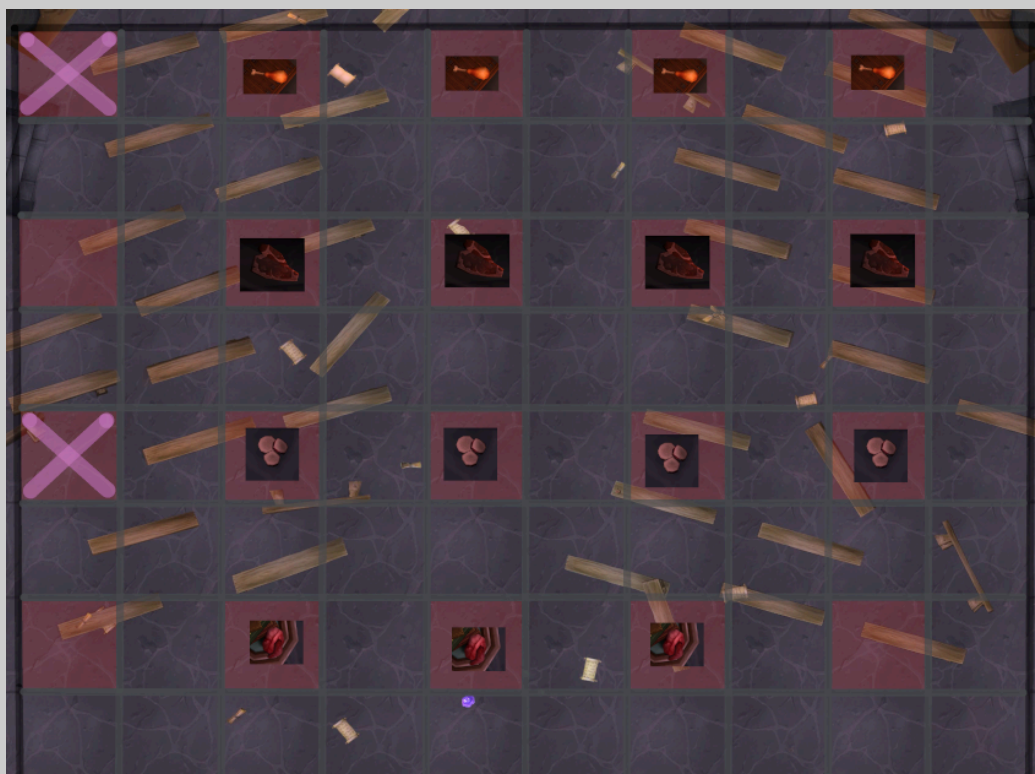


These two need a little explanation. Now, try as I might, I think the MAX runs you're able to do - to collect the same exact food spawn - is two.<sup>8</sup> So, I've used every spawn point of all four of the meats with four spawns (JD, MS, FB, MM). For Meaty Morsel, I collected every spawn, but then waited for the one on the Banquet Balcony to respawn, picked up that, then placed it.

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<sup>8</sup> As in run, collect Meat Key meats, wait for the bag timer to go down to like 2 minutes remaining, place them, run back to the spawns. Wait for them to respawn, pick them up again, then place them again while the first "set" are still on the ground.





I was going to do the same patterns on pg. 12-13, but reversed meats. However, I feel like it's not as simple as "place all the meats from Meat Key onto the same patterned tile" - so I've given up that placement pattern.

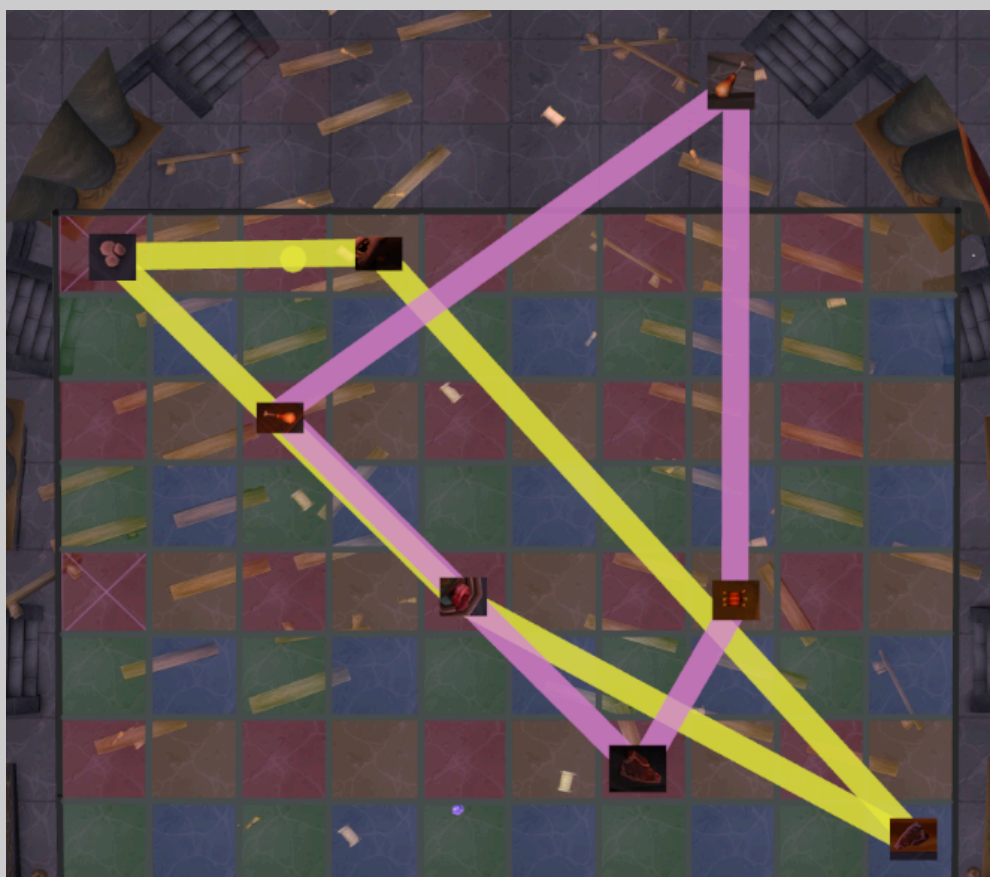
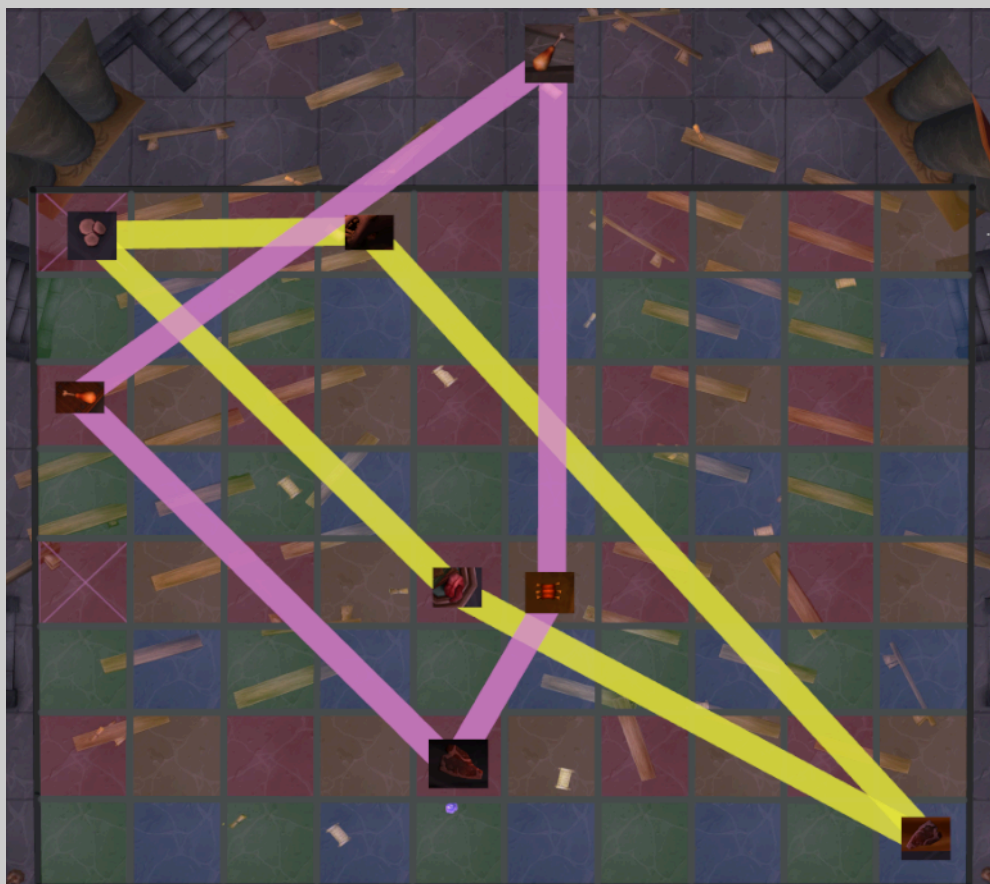


I tried to combine grid and music into one big, happy family here.





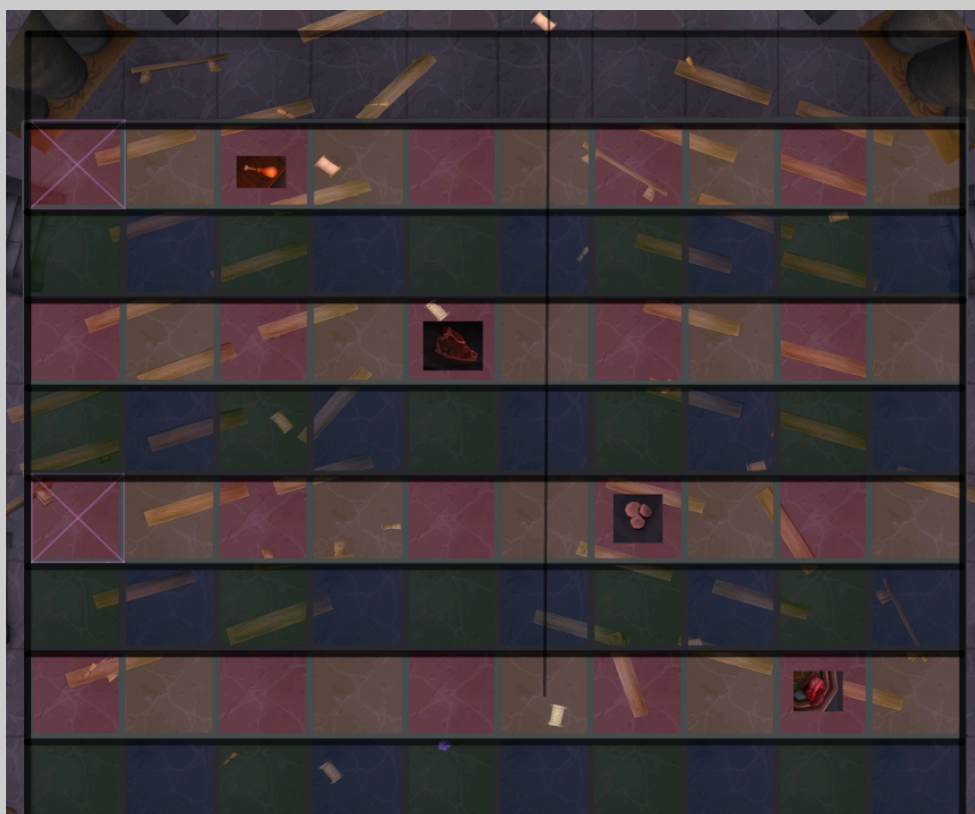
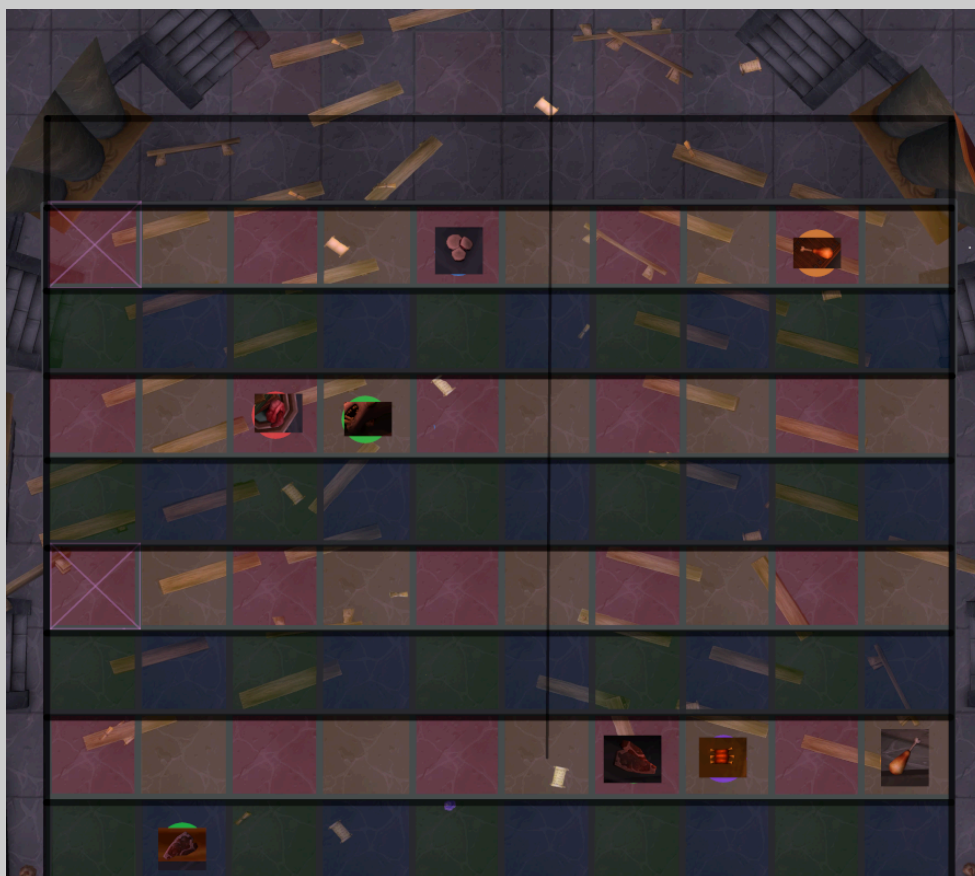
I had such high hopes for these ones. :'(

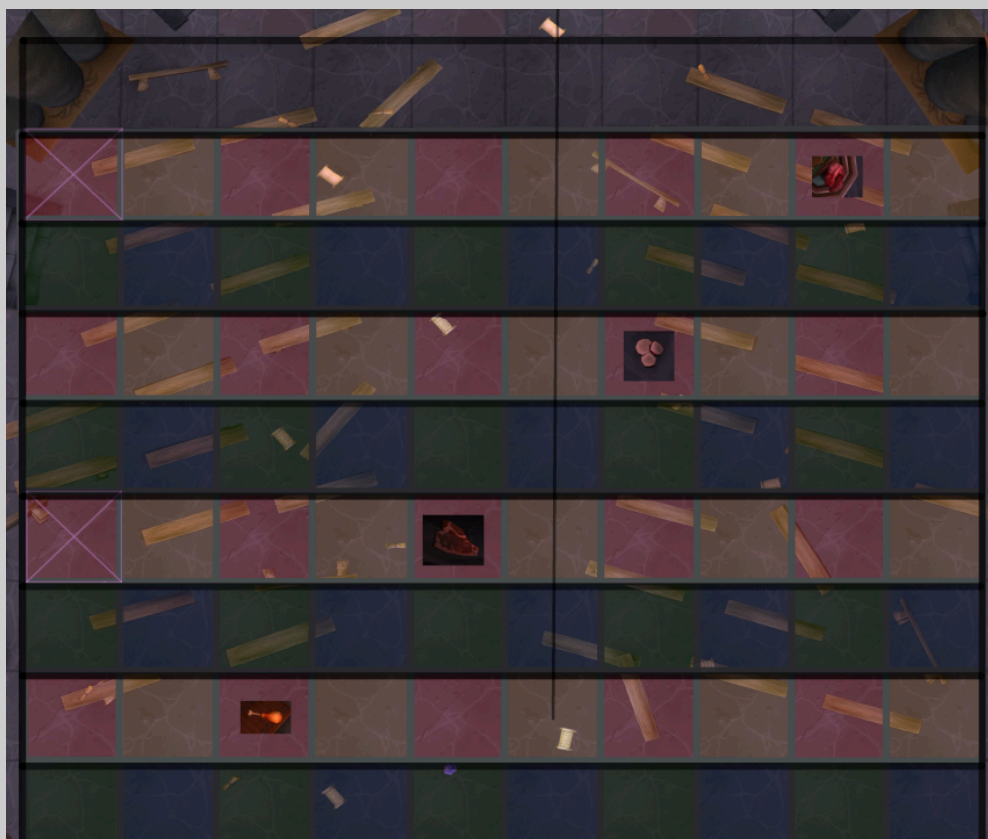




In-depth analysis here: [link to one of my messages in the Discord chat.](#)







TREBLE CLEF

FB

(C) Do  
(B) Ti  
(A) La  
(G) Sol  
(F) Fa  
(E) Mi  
(D) Re  
(C) Do





MM FB JD SR MS

TREBLE CLEF

FB

4

(C) Do  
(B) Ti  
(A) La  
(G) Sol  
(F) Fa  
(E) Mi  
(D) Re  
(C) Do

TREBLE CLEF

FB

(C) Do  
(B) Ti  
(A) La  
(G) Sol  
(F) Fa  
(E) Mi  
(D) Re  
(C) Do

4