

# UNLOCK!

MYSTERY ADVENTURES

## THE HOUSE ON THE HILL SOLUTIONS

DIFFICULTY LEVEL:

**WARNING:  
DO NOT READ BEFORE PLAYING!**



### THE LIVING ROOM

- First, observe card .

A safe ( ) hides behind the tapestry and so does a piece of fabric ( ). This piece of fabric is perfect for dusting the painting reproduced on card .

+ = . Take card .

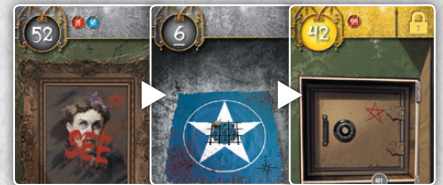


- Take note of the pyramidal shapes on the doorknob ( ).

Take the pyramid displayed on card and enter the values - from the smallest to the greatest - by adding them together: 1, 1+2, 1+2+1, et 1+2+1+4. **Result: 1348** is the right code. Enter it in the app and take card .



- Combine cards , , and which bear the same pentagram. The pebble on the fabric is your starting point. Note the values as you move south, then east, and east ("S", "E", and "E" on card ), i.e.; 6, 8, and 13. So, to open the safe enter **code 6813**. Take card .



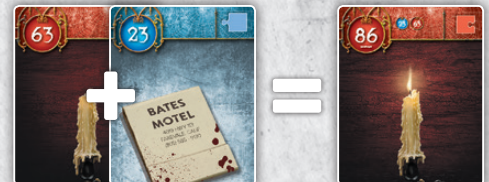
- Then, grab the new key ( ) and associate it with the safe: + = . Take card .

The key does not fit... Because of the shape of its blade (watch carefully!) is the juxtaposition of 4 numbers. Enter **code 1243**. Take card .



- To light the candle ( ), use the matches ( ):

+ = . Take card .



- Use the hammer ( ) to shatter the panes of the locked bookcase ( ):

+ = . Take card .



- Place the piece of paper of card above the candle flame:

+ = . Take card . The OPUS letters so revealed match the letters written on the book spines in the bookcase ( ). To continue, enter the matching numbers. Card provides the order: yellow, blue, red, and last, green. Enter code **7361** and take card . The bookcase pivots.





## THE SECRET ROOM 38

- Search thoroughly, especially the bottom part of the fireplace (83), to find the hidden hole (18). Take card 18.



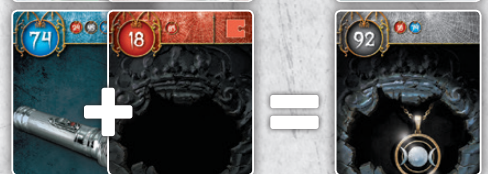
- Unscrew the old transistor radio (46) to remove the batteries: 4 + 46 = 50. Take card 50.



- And place them immediately in the flashlight: 50 + 24 = 74. Take card 74.



- Then, you can light the bottom of the hole: 74 + 18 = 92. Take card 92.



- Watch closely cards 91 and 35. The first card refers to the five senses:
- Perfume for smell;
  - Vegetable for taste;
  - Gramophone for sound;
  - Shaving brush for touch;
  - Eyeglasses for sight.



On card 35 the pin heads on the body parts bear the same colors (red, blue, green, and black) as those borne by the senses (91): nose, mouth, ear, hand, and eye.

Write down the two blue letters for smell (because the pin head is blue), the two green letters for taste (green pin head), and so forth up to the black letters for sight. Once done, you obtain the word "TEMPERANCE".

On card 7, the tarot game combines "Temperance" with VIII (Roman numeral): it is the hint for opening the organizer (93) at the right page. Take card 8.



Using the magnifying glass, enlarge the message on the side of the mask: 55 + 25 = 80. Take card 80. To decipher it, read it at a special angle: when you close one eye and lean the card, you can read "code 3726 opens the book". So, if you dare, open the Book of the Dead (2)...



To find the ultimate formula and destroy the book (82), note that all the symbols on the amulet (92) are the same as those on card 8 (moon and crescent moons). Follow the pattern "666" of the book, and observe the written instructions "SUHT KAEPS" which mean "Thus speak" backwards., i.e.; from right to left.

The days on the calendar page disclose the following code:

- The black crescent moon on the right side: 15;
- The white full moon: 8;
- The black crescent moon on the left side: 1.



**1581** frees the nasty demon Pazuzu and frees you too from this haunted house!  
**You succeeded!**