

First, read the Survival Guide.

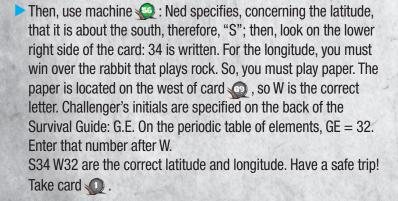
## **CHALLENGER'S OFFICE**



- Look closely at the painting. The boxed text reads fourteen. Take card 🐠 .
- Place the sheet of paper under the candle flame to reveal the text written with invisible ink:  $\bigcirc$  +  $\bigcirc$  =  $\bigcirc$  . Take card .



- $\triangleright$  Open the coconut using the shoehorn:  $\bigcirc$  +  $\bigcirc$  =  $\bigcirc$  . Take card < .
- On the *Alice in Wonderland* book cover, a red F, a blue C, and a little wave are reproduced. F stands for Fahrenheit and C for Celsius, while the little wave symbolizes water. Water boils at 212 °F and freezes at 0 °C. The correct code is: 2120. Take card .
- The page number is 34. Take card .
- Place card 🚳 on top of card 🚳 using the marks. A new paragraph appears!























TO THE PARTY OF



► Here you are in the lost world! Search the camp before leaving and take another look at the Survival Guide...



## **RANDOM ELEMENTS**

- NOTE: You can be caught off guard any time during your adventure by these random elements!
- Attack of the Velociraptors:

  Fire a rifle ( ) to make them flee.



Triceratops bursting in:

If you remain silent, it will go away. Otherwise,
the triceratops will get scared and will charge you.



- Let the exploration begin! Go to the top, card , and spot number 94 in the mist.

  Take card .
- Hage an mile tradel in this manis.



- Pick up the rifle (<a>)</a>. If you run out of bullets, press the rifle to reload.
- Go again to the top, card : pick-up the paddle ( ) and fill your bottle with water: + = = = .

  Take card : .





Go to your left, card . To move the stone, lever with the paddle: + + = . Take card .





In machine , you can hear Morse. It is an S.O.S. Move your finger on the black screen and listen attentively. The noise grows stronger until it makes a validation sound. You will meet up with professor Summerlee!





## THE LOST WORLD (CONT'D)

Go to the top, card .



Go again to the top, card < .</p>



Go to the right, card , and assemble the small holed claw with the shoelace to form a primitive fishing line:



Take card <a></a>.



Fish in the lake using the fishing line (no need to go there, the card does not bear an anchor):  $\bigcirc$  +  $\bigcirc$  =  $\bigcirc$ . Take card 😥.



Go back to the lower left side, card , and give the fish to the Pteranodon (it is a piscivore per the Survival Guide): 49 + 40 = 40. Take card 🕢 .







Use machine 🔬 : friction the two rocks together to produce sparkles. Observe the sparkle: you can see number 18:  $\bigcirc$  + 185 =  $\bigcirc$  . Your torch is lit. Take card ......



Go back to the top, card Q , and enter the cave with the torch: 🐠 + 🔞 = 🕡 . Take card .



Use your rope to climb the cliff:

Take card ...



Go to the right, card , to resolve the inscriptions code. If you follow the arrows on the stone slab ( ), you can form the same symbols as the writings on card 🕢 . To find out which one is the correct one, look at the chalk color: the white one is the correct one. Then, spot this symbol on each row: 1st row: 3; 2nd row: 6; 3rd row: 7; and 4th row: 4.

The correct code is 3674.

Take card < .





## THE LOST WORLD (CONT'D)

- ➤ You are now in the Aboriginal village. Use machine on to prepare a decoction for Roxton. Ned mentions it in the Survival Guide. Here is the recipe:
  - Blood herb: press the pot with red plants;
  - Sunflowers: press the pot with big yellow flowers;
  - Mushrooms: press the only pot with mushrooms,
  - Giant Deer herbs: press the pot with purple flowers. These flowers are the ones around the deer (aka the megaceros) on card

Now, press the "concoct" button, then enter code 0094 to cure Lord Roxton.





So to the lake ( $\bigcirc$ ) using the pirogue :  $\bigcirc$  +  $\bigcirc$  =  $\bigcirc$ . You just reached the rapids!





Activate machine . To choose the right path, you need to use the rupestrian painting (.) Imagine that there is an arrow between each of the fingers and press them according to the number of dots: going from left to right, 2nd arrow; 4th arrow; 1st arrow; 2nd arrow; and 3rd arrow.

Take card .



You are now on a battlefield, card . Talk to Zambo and give him water to drink. To thank you, he will give you a map that will enable you to cross the forest: + = = . Take card .





Here you are in the jungle, card . Rely on the Zambo's map: straight on, left, right, right, left, left, right.
Take card .
.





Ned is saved, but you are surrounded! Blow in the parasaurolophus skull to lure a T. rex: use machine and keep blowing in the mic of your device until a sound is generated. The tyrannosaurus is coming!



You can flee to London with all the survivors. Well done!

