



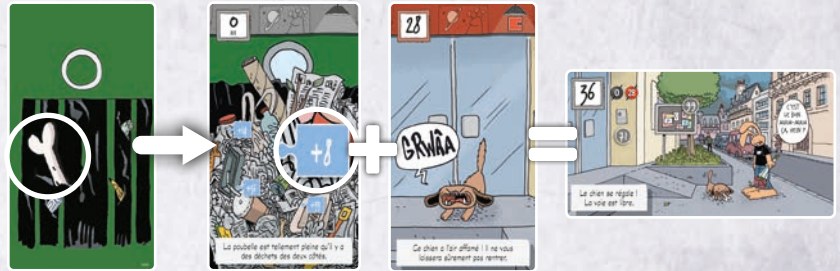
Difficulty level: 

THE LIBRARY

- You're late to meet Camille at the library and a dog (28) is blocking your way!
You lower your eyes to the trash can (0) and notice a bone sticking out of the back of the card (+!).
You immediately give it to the dog (28):

$$28 + +! = 36$$

Take card 36.



- Leaving the dog to stuff himself, you turn to the notice board (99) and read that the intercom is malfunctioning; you must ring three times to enter the library.
While you're at it, take the city map hidden underneath the notices. It is in the shape of a 6.

Take card 6.



- To enter the library, access machine (71) and ring the intercom three times, as instructed on the notice board (99).

Take card 60.



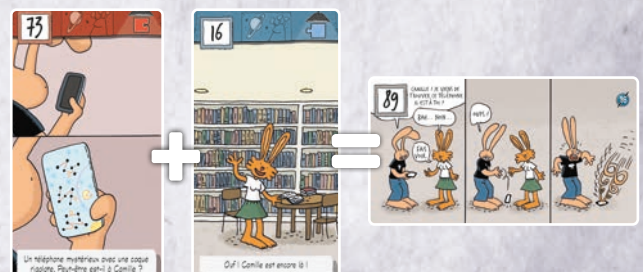
- The place is shrouded in silence, and the librarian (60) signals you to be quiet.
If you make too much noise, you risk a penalty.



- In the library, you find a cellphone (73) that might belong to Camille (16), whom you finally spot. You give her the device.

$$73 + 16 = 89$$

Take card 89.



- ▶ Camille tells you that the phone is not hers. As it slips from your hand, a cloud of smoke in the shape a 66 appears and sucks Camille in.

Take card **66**.



- ▶ The cellphone **66** is corching hot! You access machine **66** and blow on it to cool it down. However, it is locked. To unlock it, you need to trace a specific shape. The cellphone case **73** features the same stars as the screen, and you can only recreate the central constellation with the 9 dots available to you. You carefully trace this constellation on the screen, paying attention to the positioning of the star. The cellphone unlocks with a loud noise.

Take card **B**.



LE PARC

- ▶ You are chased out of the library and must find the owner of the cellphone to locate Camille.

As you explore the device's photo gallery, you retrace the route of the unknown owner. In several instances, the photographs contain either a number or a mathematical symbol.

By examining the photos in each row from left to right, you manage to read:

$$230 + 100 + 2 - 300 (\text{Mr.300}) = ?$$

$$230 + 100 + 2 - 300 = 32$$

Take card **32**.

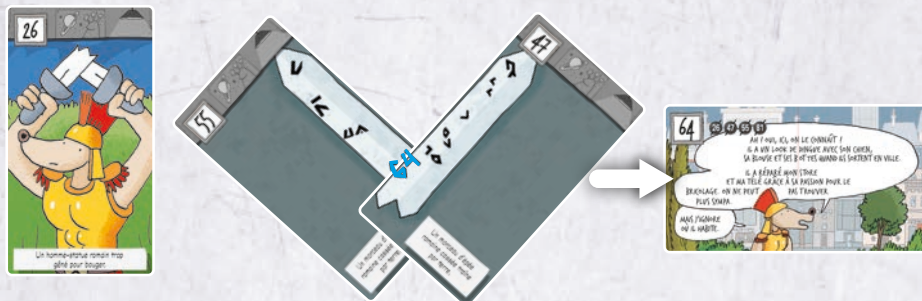


- ▶ Thanks to the photographs, you arrive at the park and ask the people there, including Richard, some questions. As you enter the park, you notice that the sign is backward from the inside. When looking at it the right way up, you can read 81.

Take card **81**.



- ▶ As you approach the entrance, you encounter a man disguised as a Roman statue, who is awkwardly crossing two broken swords (26). He appears quite embarrassed by the situation. You decide to help by taking the missing pieces of the swords (47 and 55) that you found in the park. You carefully assemble the pieces to repair the accessories of the living statue (26). Use the splits in the swords to correctly position sword 47 on top of sword 55 by crossing them in the same manner as the actor. Take card 64.



- ▶ The people you spoke to in the park (21, 64, and 82) were not very helpful, but their cards have cuts. By combining them, you reveal a hidden message.



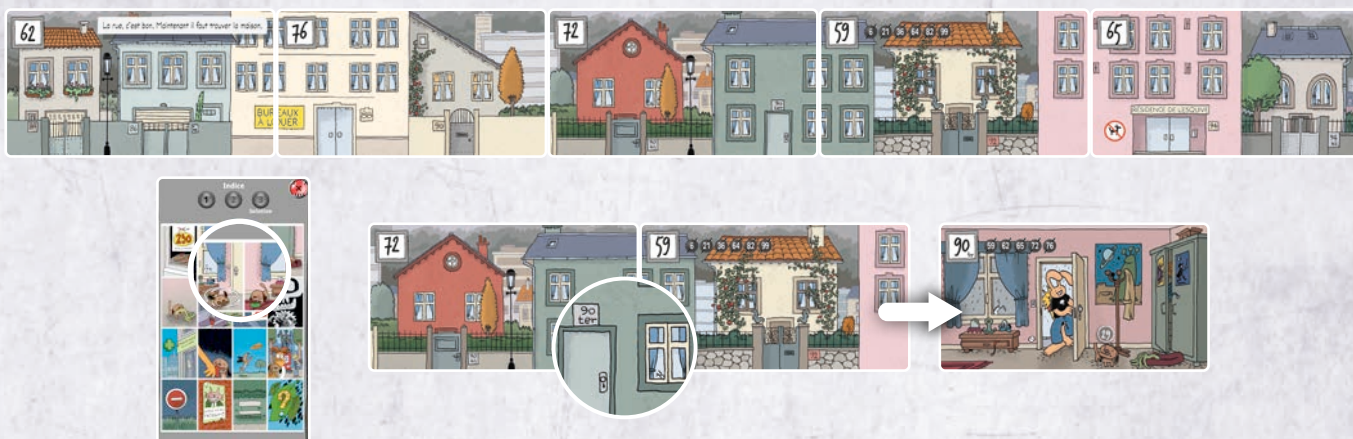
- ▶ You follow their advice and go to the store on your device. There, you search for the "Poop Passion" app, which you download.



- ▶ After opening the Poop Passion app, you find several poops, including the one that resembles the one you saw in the gallery. The poop path leads from the park you're at to Dodge St, as indicated on the map (6). To reach Dodge St, open the Cab app and enter "Dodge St" as your destination. A car will then take you there. Take cards 59, 62, 65, 72, and 76.



- You are very happy to have arrived at Dodge Street (59, 62, 65, 72, and 76), but you are unsure which house is the right one. When you return to the photo gallery, you notice that the owner of the cellphone lives in a house with a window featuring blue curtains. The window consists of four panes, one of which is broken at the bottom left corner. Additionally, the view from the window is unobstructed. By ruling out house 94, which is not dog-friendly, and house 88, which is under construction, the only possible option left is 90 B. Take card 90 B.



THE LAB

- As you enter the house, you're greeted by the dog you met earlier (29). By retracing his movements through the photo gallery on your cellphone, you draw the number 17. Take card 17.



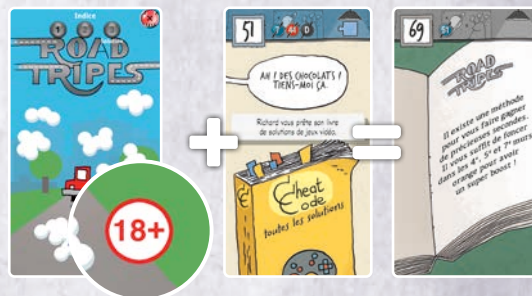
- Ever since you found Richard (44), he has been claiming to be starving. Although the chocolates (7) were not originally intended for him, you decide to come to your friend's rescue, which may result in fewer complaints from him. $44 + 7 = 51$. Take card 51.



- Richard lunges for the chocolates and leaves you his book of video game solutions (51) which has been a hindrance for him. On the Road Trips game screen, there is an unusual +18 that allows you to open the book of solutions to the correct page.

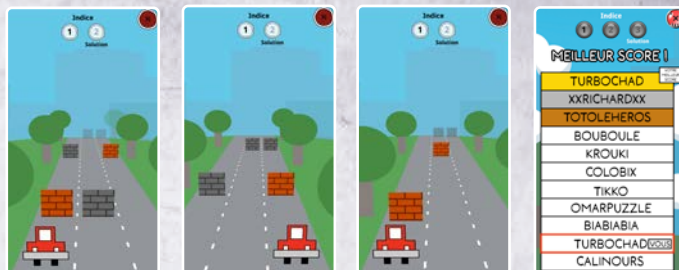
$$+18 + 51 = 69$$

Take card 69.



- ▶ You discover a way to cheat in the game Road Trips (69). By crossing the 4th, 5th, and 7th orange walls, your car receives a super boost.

However, when you perform this action, the screen malfunctions and takes you directly to the scoreboard. There, you learn that the top player goes by the pseudonym Turbochad.



- ▶ This trophy is awarded for being the best Road Trips player and can be found on the desktop of the central computer unit (12).

When you start the computer, it prompts you for an account name and a password. You've discovered the account name of this Road Trips expert: Turbochad. Fortunately, passwords don't seem to be his forte, as he has left notes all over the place reading, "password: 1234."

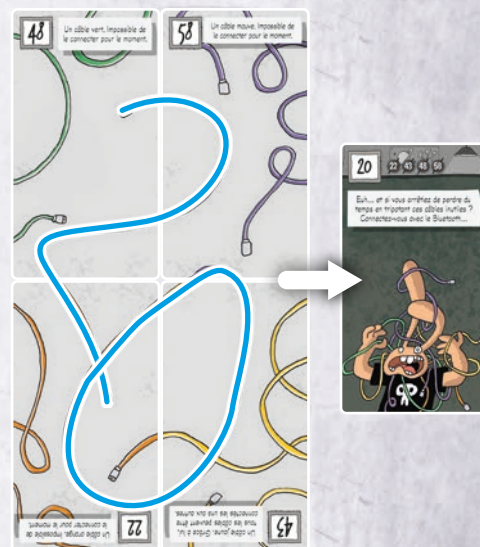
So, you enter the account name Turbochad and the password 1234.

Take card 98.



- ▶ The computer (98) prompts you to connect the Vialibris, which, according to the notes (53) is the cellphone in your possession. You also discovered several tangled wires that you connect to one another.

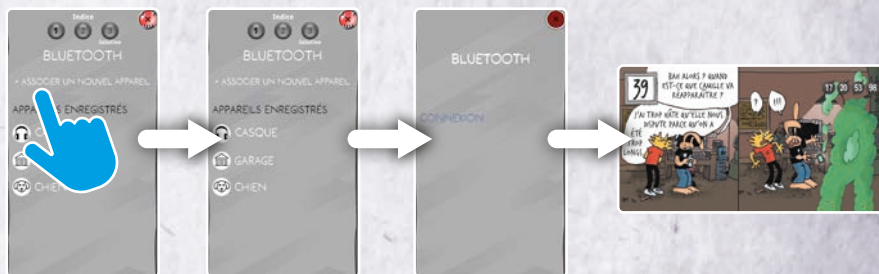
Take card 20.



- ▶ As you grapple with this tangled mess, an idea sparks. What if you connected your cellphone's Bluetooth to the computer?

You press the Bluetooth icon on your cellphone to connect to a device. The central computer is not listed among the saved devices, so you select "+ Pair a new device" to find the central computer.

Take card 39.



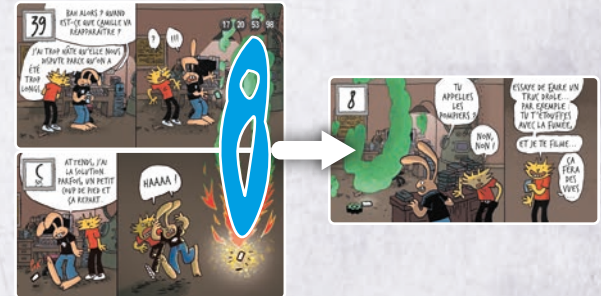
- ▶ Even though the cellphone is connected, nothing seems to be happening (39). Suddenly, a green smoke in the shape of an "A" emerges from the device. Take card A.



- ▶ As Richard gives up (A), the smoke continues to spread, forming a C. Take card C.



- ▶ But the cellphone hasn't said its last word (C), and a column made of green flame rises to the ceiling, joining the box above and forming an 8. Take card 8.

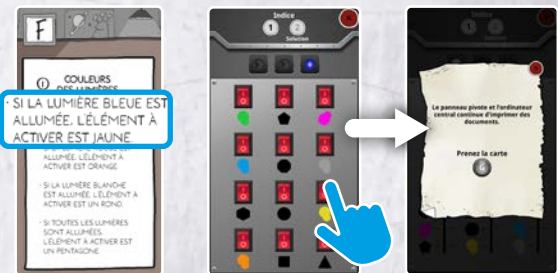


- ▶ Panicking, you contemplate running away as the cellphone continues to emit green smoke, now taking the shape of a green gear (8). All these events create the impression of a green 85, with the gear resembling the machine symbol in Unlock! Access machine 85.

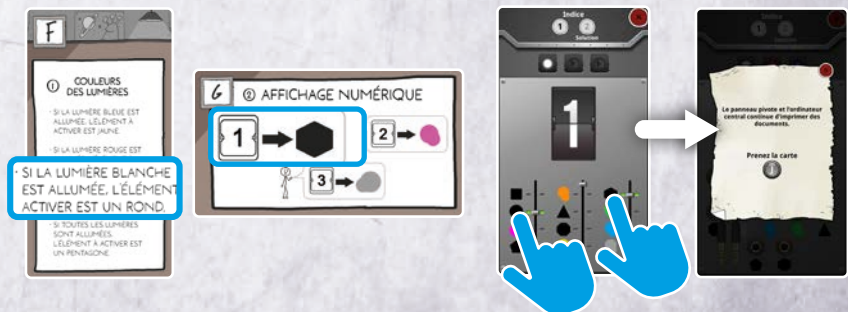


THE VIAL-

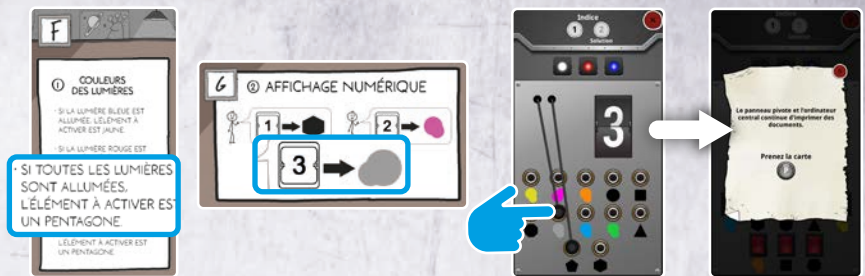
- ▶ The cellphone transforms into a complex machine (85) with a blue light. Following the instructions (F) you just received, you know you must activate the yellow button.



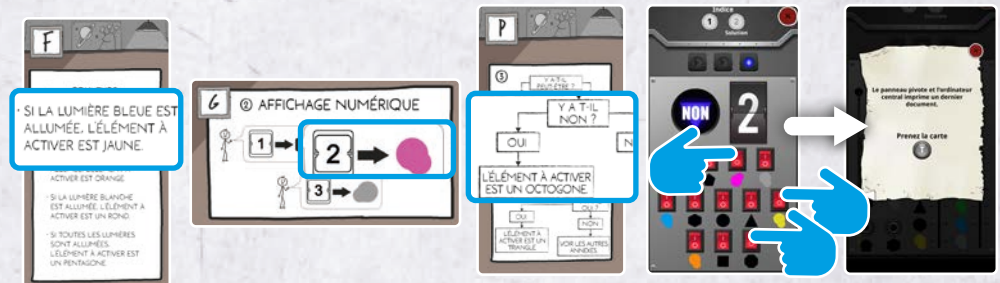
- ▶ Machine 85 transforms, displaying a white light and the number 1. Following the instructions you received (F and 6), you position the levers on the circle and hexagon.



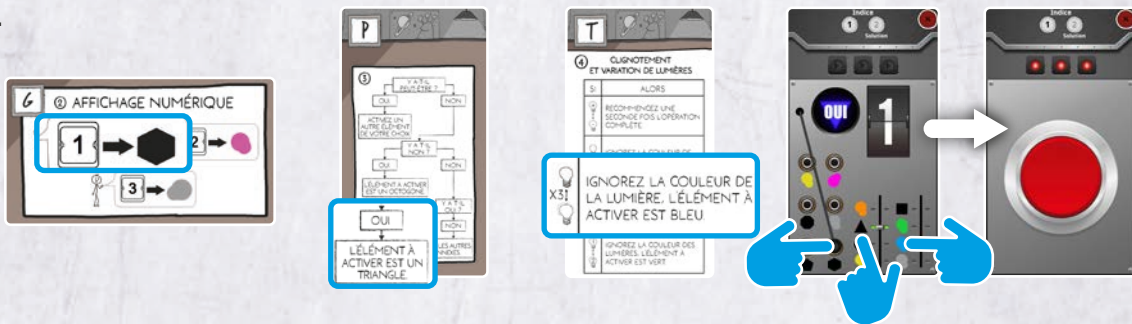
► Machine **85** transforms: all its lights are lit, and the number 3 is displayed. Following the instructions you have (**F** et **G**), connect the wires to the plugs marked with a pentagon and gray color.



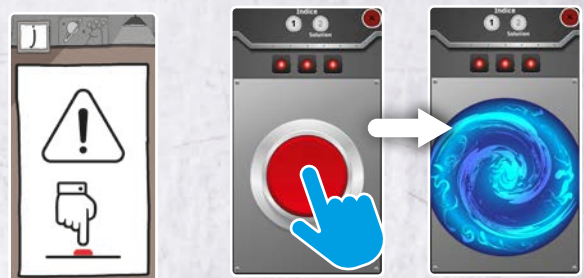
► Machine **85** transforms again, displaying a blue light, the number 2, and the word "NO". Using all the instructions you have (**F**, **G**, and **P**), activate the yellow, pink, and octagonal buttons.



► Machine **85** pivots and, this time, a red light flashes three times in a row. It also displays the word "Yes" and the number 1. Using the instructions you have (**G**, **P**, and **T**), you position one lever on a triangle and another on the blue color, then connect the wire to the hexagon.



► Machine **85** now features a red button, but instruction (**J**) does not prevent you from pressing it. So, by pressing the red button, you open a portal that sucks you.



Congratulations! You found Camille, even though you are in a universe completely unknown to you. Maybe you'll figure out a way to return home. Maybe...