

# Action Story

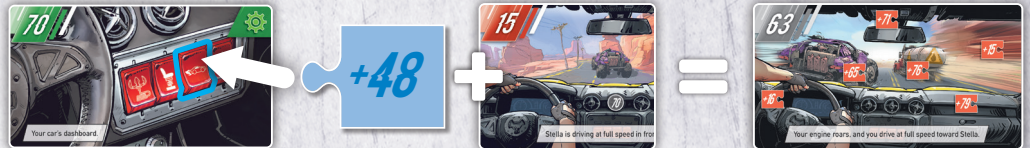
Difficulty Level:

## High-Speed Chase

- ▶ How will you catch up with Stella? Is there a solution in the glove compartment? The locked padlock symbol looks like an 8. To unlock it, look at the open padlock symbol: it forms a 6. Take card **6**.



- ▶ Before you can shoot, you must catch up with her. Use the turbo button of machine **70**:  $+48 + 15 = 63$ . Take card **63**.



- ▶ Stella's car is within gun range:  $+65 + 6 = 71$ . Take card **71**.



- ▶ Stella keeps driving. Shoot at the oil truck to make her lose control of her car:  $+76 + 6 = 82$ . Take card **82**.



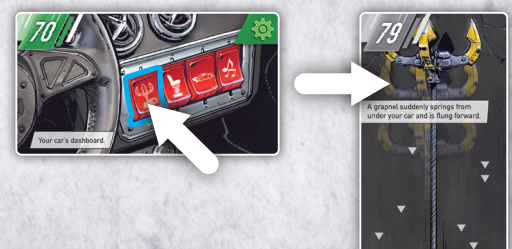
- ▶ The left wheels of Stella's car bear white marks (**71**). Lay them over the white mark left by the oil spillage (**82**): numbers 3 and 9 form. Take card **39**.



- ▶ You can't see anything! Access machine **39** and clean the oil-covered windshield by sliding your finger on the screen. Take card **24**.



- ▶ You must prevent Stella from jumping over the ravine. Press the grapnel button on your dashboard (**70**). Take card **79**.



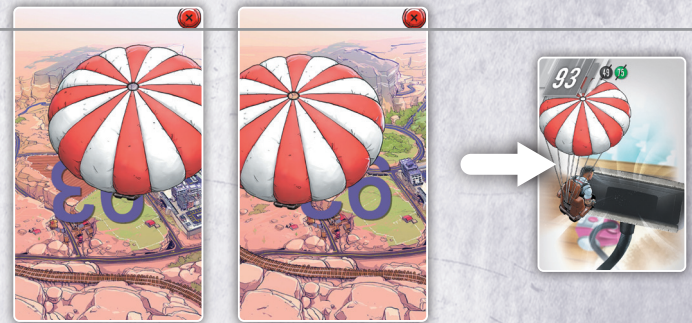
- Place card **79** under card **41**, then slide it outward. Use the grapnel's cable as a point of reference. The gray arrows point toward the red letters. By following the order obtained from the sliding of card **79**, the arrows give you the sentence: 'ADD TWELVE': **24** + **12** = **36**.  
Take card **36**.



- Great! You have a grip on it, but now, the both of you are about to fall... (Quickly) Press the ejector seat button on your dashboard (**70**):  
**+13** + **36** = **49**.  
Take card **49**.



- Access machine **75**.  
If you move the parachute a bit, you will see number 93 appear.  
Take card **93**.



- Look at the app's screen. A power outlet is plugged in on the lower left side. Press to unplug it.  
Take card **83**.



## A SMALL, QUIET TOWN

- How can you stop the train? Look at the structure (**67**). If you remove the wobbly plank, the remaining red planks form a **+9**:  
**+9** + **19** = **28**.  
Take card **28**.



- The sheriff wants his gold back in exchange for Stella's location. On card **19**, the gold is in the third wagon counting from the locomotive. The modifier to select from card **28** is therefore: **+5** : **+5** + **55** = **60**.  
Take card **60**.



- The town map is now complete. Place cards **83** and **60** next to each other to create number 48.  
Take card **48**.



- Access machine **90**, and wind up the car using the mechanism.  
Spin it very fast, and the U shape turns into H.  
Take card **H**.



- The car starts. Head toward the forest:  $+24 + 13 = 37$ .  
Take card **37**.



## THE FOREST

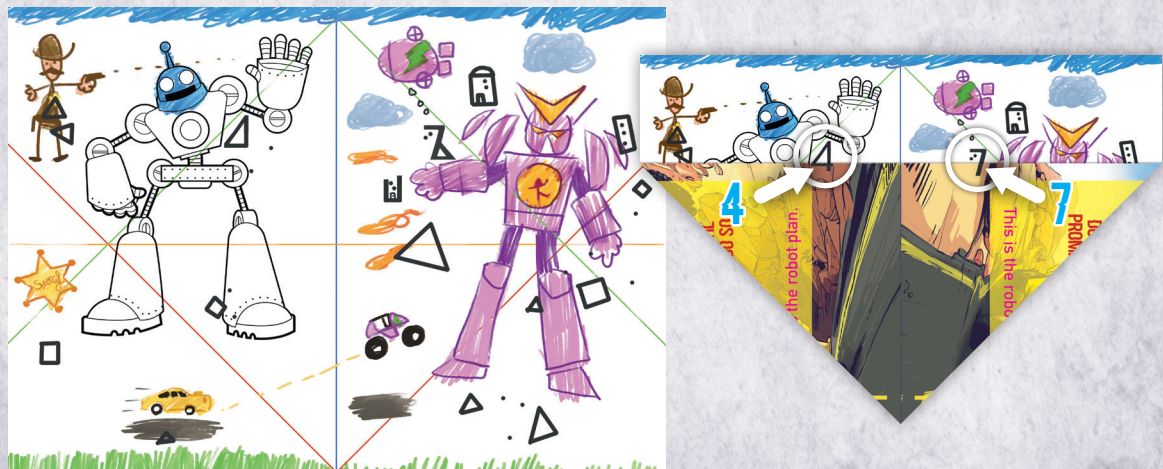
- To defeat Little Bear and his scissors, you must use a rock!  
In the roshambo game, the rock beats the scissors (amazing, right?).  
Look at the back of the cards; there is a rock on one of them.  
Take the rock card (**29**).



- Use the rock against Little Bear's scissors:  $37 + 29 = 66$ .  
Take card **66**.



- By folding the robot plan as instructed, you can make a plane out of it, revealing the number 47.  
You can now catch up with Stella!  
Take card **47**.



- Fly off to join Stella:  $5 + 47 = 52$ .  
Take card **52**.



- Look closely at the movements the paper plane (**52**) makes:  
you see number 35.  
Take card **35**.

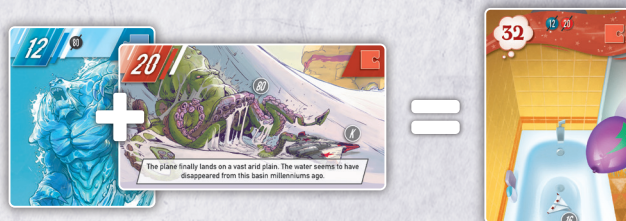


## THE NEW WORLD

- Read card **80** carefully. The monster that placed water in its body is none other than the bottle (**54**).  
Bee and pea - or rather B and P - have to be removed.  
So delete letters B and P from the bottle's brand.  
The remaining letters form the word TWELVE.  
Take card **12**.



- Take the spirit of water back to their native land:  $12 + 20 = 32$ .  
Take card **32**.



- Dry the plane so that it can take off:  $10 + 16 = 26$ .  
Take card **26**.



- Now, get after Stella's balloon!:  $32 + 26 = 58$ .  
Take card **58**.



- Down with the pirates! Shoot your Catapult:  $58 + 18 = 76$ .  
Take card **76**.



► Now that Stella has her big robot, the time has come to activate yours! Carefully look at each of the limbs of Stella's robot to work out how you need to build yours.

- To block the sword of the right arm, a shield on your left arm;
- To counter the laser of the left arm, a mirror on the right arm;
- To put out the fire of the right foot, a bottle of water on the left foot;
- To magnetize the metal of the left foot, a magnet on the right foot.

Access machine **59**.

By pressing the buttons on each limb, they change color.

To find out which ones to choose, look at the colors of the cards you placed on your robot:

Right arm **GRAY**

Left arm **BLUE**

Right foot **GRAY**

Left foot **RED**

And the robot's head is **BLUE**, same as on the plan.



You did great!  
Your robot is victorious, and Stella is defeated.  
Now, go and clean up the mess...