

UNLOCK!

GAME ADVENTURES

STEP BY STEP SOLUTIONS



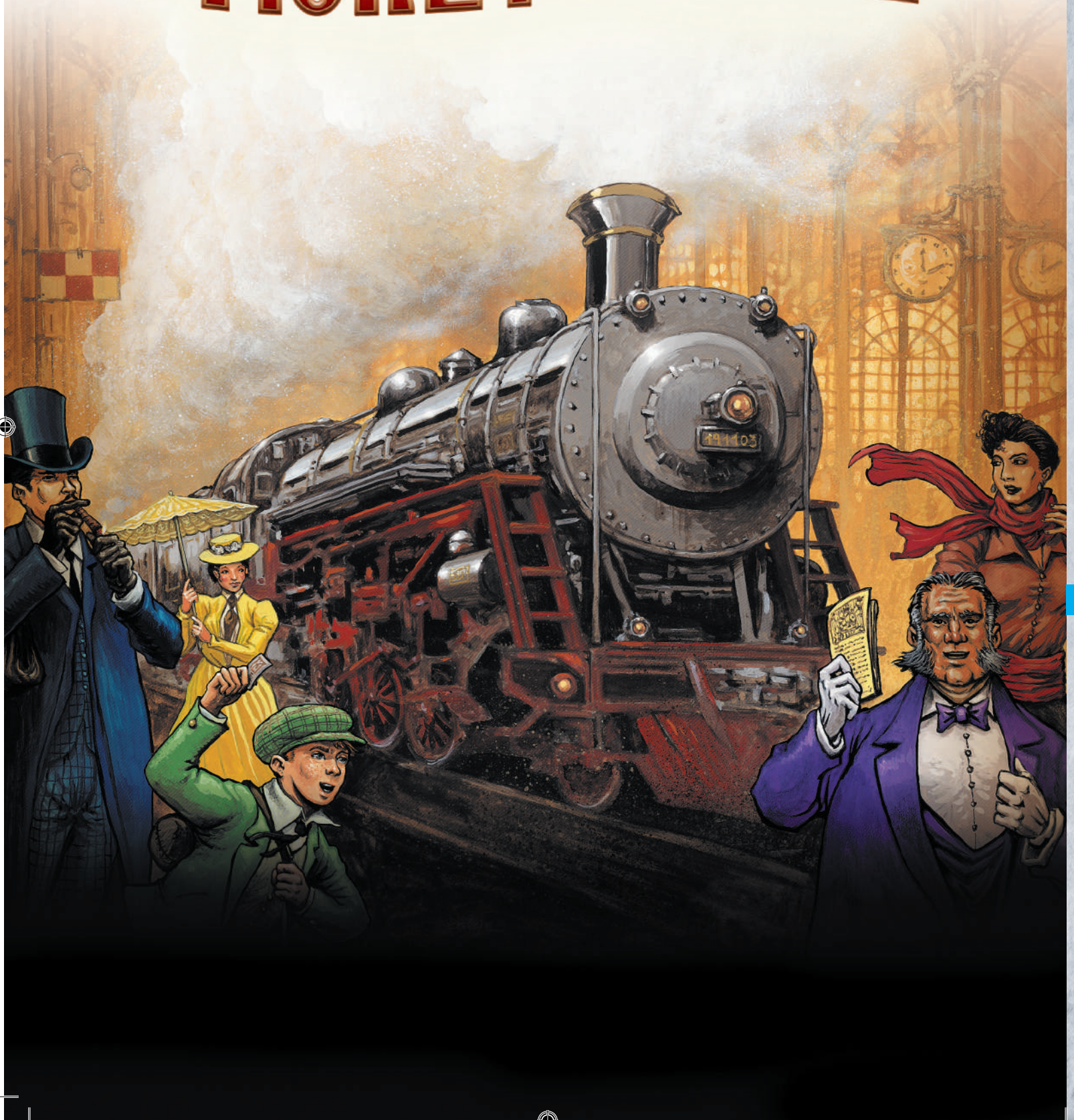
IMPORTANT: DO NOT READ THIS BOOKLET BEFORE PLAYING.

**ONLY REFER TO THIS FILE IF YOU ARE STUCK IN THE ADVENTURE,
IF YOU HAVE ALREADY TRIED THE APP AND SOLUTIONS,
OR HAVE SUCCESSFULLY ESCAPED.**

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Alan R. Moon
TICKET TO RIDE®





NEW YORK

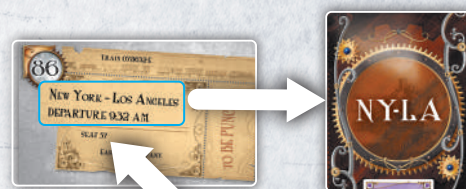
- Your adventure starts in the newsroom. Do not dwell on the cat or real estate sections. What matters to you, and more importantly to your editor-in-chief is the article about the Railroad Baroness .

$$\text{49} + \text{+31} = \text{80. Take card } \text{80}.$$



- The editor-in-chief then gives you a state-of-the-art camera and a train ticket . The ticket indicates the cities of departure and arrival: **New York - Los Angeles**. The trip NY - LA is also on the back of one of the cards.

Take card .



- Now that you have found the train, you need to find your car. On card , you see a series of numbers (68, 69, and 70) corresponding to the cars. And each of them has 10 seats. Your seat is #57. Continuing this numerical sequence, in car 71 are seats 41 through 50, and in car 72 are seats 51 through 60. Take card .



WALTER BAKER

- In the bar car, you meet Walter Baker . Reading his description on card , you learn that he is passionate about hunting, specifically birds. Go to cabin and, through the window, take a picture of the bird using the button in the app. Take card .



- Show Walter the picture you took of the bird to make him talk to you. Listen carefully to what he says as this is a clue for later on.

$$\text{24} + \text{39} = \text{63. Take card } \text{63}.$$



- You must distract Walter's henchmen. To do so, spot hidden number (1) on the matchbook . This lights a match. Use that match to set the newspaper on fire:



$$\text{46} + \text{1} = \text{47}. \text{ Take card } \text{47}.$$



- Throw the burning newspaper  into the cabin . The smoke will drift through the ventilation duct into the cabin next door .



$$\text{47} + \text{15} = \text{62}. \text{ Take card } \text{62}.$$

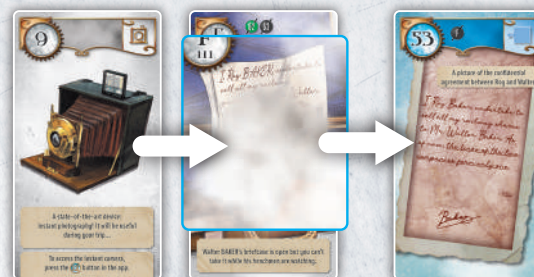







- The henchmen leave their cabin, and you take this opportunity to look at the briefcase. It is locked with a code. Machine  shows four dials that you can turn. Put the symbols mentioned in Walter's story  in order: HUNTERS, DEER, LEAF, then PARTRIDGE.

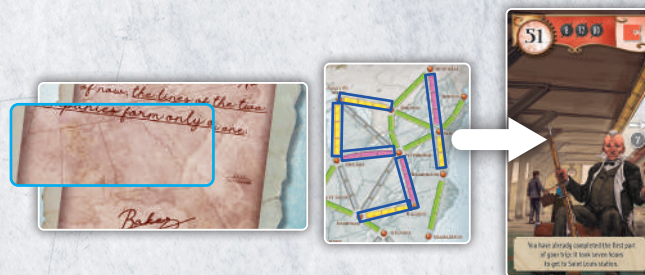
To confirm, press the  button. **Take card** .



- Excellent! You have opened the briefcase. Walter's henchmen will come back any moment now. You have no time to read the document, but you can take a picture using the  button in the app and thus, keep a record. **Take card** .



- You learn from the text you photographed  that Roy's and Walter's lines form only one as of now. By merging the pink lines (card  - Roy) with the yellow ones (card  - Walter) of card , you can see number 51. **Take card** .



SAINT LOUIS

- ▶ On platform 51, you witness two people exchanging something behind Walter, who partially blocks your view. To get a better look at the scene, toss the cookies to the dog. Making a run for them, the dog pulls on his leash and sweeps his master along, thus clearing your field of vision.

$$34 + 7 = 41. \text{ Take card } 41.$$



- ▶ These two people 41 seem to be up to something. Take a picture as proof of this suspicious exchange. Take card 40. The app then alerts you to the imminent departure of the train to Santa Fe. Take card C.



GRACE BAKER

- ▶ In the bar car, you meet with Grace Baker 87. Help her determine the number of bridges necessary for building the final structure. Considering that the bottom layer of each pyramid in the sequence has one extra bridge than the one before, you add $6+5+4+3+2+1$ to get your answer: 21 bridges. Take card 21.



- ▶ You decide to tell Grace that something is happening behind her back. You show her the picture of the agreement between Roy and Baker.

$$53 + 21 = 74. \text{ Take card } 74.$$



- ▶ Grace 74 gets mad and prohibits the train from using her railroad. To find the fastest route between Saint Louis and Santa Fe, disregard the green lines (T - Grace) and count the rectangles on the M and N railroads. Two routes are possible: the southbound one (going through Little Rock) has 13 rectangles, while the northbound (going through Omaha) has only 12. Take card 12.



SANTA FE

- ▶ On the platform in Santa Fe 12, you catch a glimpse of a man leaving the train hastily. Take a picture of him before he gets out of sight. Take card 4. The train is about to leave for Los Angeles, take card 42.



MS. SMITH

- ▶ Aboard the train, you engage in conversation with Ms. Smith, whom you recognize from the picture . Show her the picture you took on the platform in Saint Louis to find out more about the exchange:

$$\text{card } 40 + \text{card } 42 = \text{card } 82. \text{ Take card } 82.$$



- ▶ Ms. Smith cuts the conversation short and leaves. Take a picture of her purse as it holds something suspicious. **Take card** .



- ▶ Inside car , Grace and Walter are arguing about Roy. Show them picture . You may have recognized Roy's shoe in the shot (also visible on cards and , $4 + 19 = 23$. **Take card** .



- ▶ You hear an alarming noise between cars and . To find out what is happening, **take card** . You can see that the cars form hidden number 33 as they split. **Take card** .



- ▶ Ms. Smith has unhooked the cars, and the locomotive is out of control. To stop the train, you must get to the locomotive. Remember the text on card , which reads: "In the front car, Walter and Grace...". The locomotive is placed immediately in front of car 19 and can only be car . Also, a locomotive being depicted on the back of card confirms that hypothesis. **Take card** .

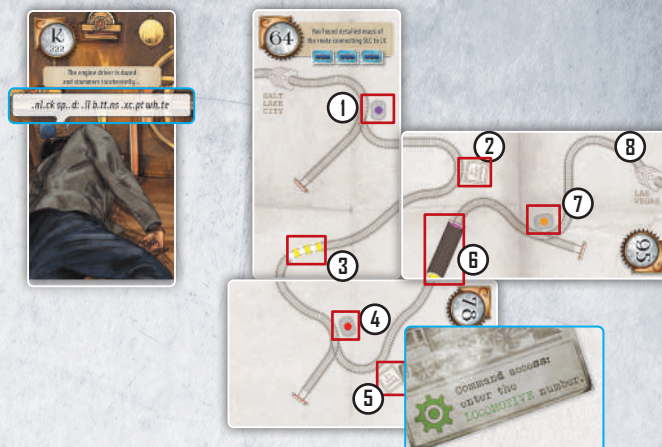


IS THERE AN ENGINE DRIVER IN THE LOCOMOTIVE?

- ▶ The engine driver is dazed. You are on your own. You must find out which railroad you are on. Currently, you are somewhere between Salt Lake City and Las Vegas. Spot that section on map . It is composed of 3 blue rectangles. On the back of the remaining cards, you notice that three of them depict a blue car. **Take cards** , , and .

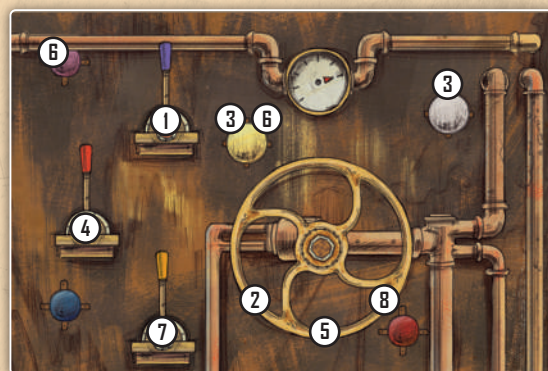


- Recreate the SLC-LV route map and enter the locomotive number as shown on card 78. The locomotive is card 20: open machine 20 in the app. Before using it, you must understand what the engine driver K tells you: “Unlock speed: all buttons except white.” So, press all buttons except the white one to adjust the speed.



- You must use machine 20 for the route below. Here are the steps you need to follow to reach Las Vegas safely:

- ① Push the purple lever to the left;
- ② Turn the wheel to reduce the speed to three;
- ③ Press the buttons in the following order: Yellow, white, yellow, white, yellow, and white;
- ④ Push the red lever to the left;
- ⑤ Turn the wheel to reduce the speed to two;
- ⑥ The train enters a tunnel. It is difficult to see the buttons, but you can manage! You must press the buttons in the following order: yellow, purple, yellow, purple, yellow, and purple;
- ⑦ Push the orange lever to the left;
- ⑧ Reduce the speed to zero to stop the train in the station.



For each correct handling, you get a green light.

You have the scoop of your career. Putting together all the elements of your investigation, you write the article about the sensational Railroad Tycoons case. Your article makes the headlines of the *New York Times*.

CONGRATULATIONS!





MYSTERIUM



MYSTERIUM

Difficulty level:



En route to the manor

► The chief superintendent came to fetch you, and you are en route to the manor. Now is the time to read the documents the Count sent you . Have you seen the lightning bolt shaped like a 4 on card , then the other one in the shape of a 3 on card ? **Take card** .

► Using machine if you look at card , you can see the lightning bolts highlight number 10 on the gate. **Take card** .

Did you take a look at the rearview mirror?
The number you see is not 08 but 80. The ghost is trying to communicate with you for the first time.

Take Vision card .



The manor

► The housekeeper greets you and gives you a tour of the estate. Use the plan of the manor to identify the layout of the rooms:

- The living room is at the bottom (shown on the plan);
- The only room on the right side to be directly connected to the living room is the study ;
- The pool is in the center, and the chief superintendent is waiting for you there ;
- The kitchen is on the opposite side to the living room, taking into account the pool, so at the top;
- The bedroom is not directly connected to the kitchen. It is one of the two rooms directly connected to the living room. As the study is to the right, the bedroom can only be to the left;
- To go to the bathroom , you must cross the greenhouse, then the kitchen. The bathroom is not next to the bedroom. It is therefore on the upper right side; The last space remaining is, therefore, on the upper left side. This is where the greenhouse is .

► You are looking for the ghost. If you step back, you can see a part of an electromagnetic energy field on each card mentioned above. Together these parts form 0. Take card .



First series of Visions: SCENE

- ▶ The ghost appears in front of you: bring him to the Ouija board in the living room to try communicating with him: $10 + 9 = 19$.
- ▶ The ghost points, in no particular order, to the letters E, I, L, S, and W. You understand that he is spelling his name (LEWIS, as shown on card 36). In the app, enter sequence L-E-W-I-S in the Ouija board 36 to have the first part of the SCENE Vision, card 48 .



- ▶ The ghost seems to have left curious hints all over the manor. For the time being, set the marbles 11 aside. You must have noticed that the cars have numbers. They also bear the same colors as the bars on the xylophone 88 , which is also shaped as a car:

- ▶ Car #1 (in the greenhouse 30): green;
 - Car #2 (Vision 80): yellow;
 - Car #3 (poster in the bedroom 50): green;
 - Car #4 (on the bedroom floor 50): orange;
 - Car #5 (shelf in the study 20): pink.
- In the app, play the sequence of notes on the xylophone 88 : green, yellow, green, orange, pink. Again, you draw the ghost's attention, who gives you the second part of the SCENE Vision, card 45 .

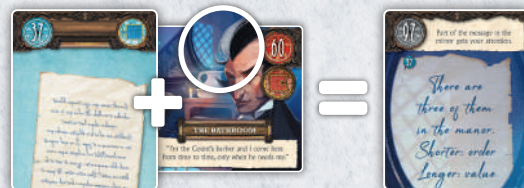



- ▶ You now have both of the SCENE Visions. Go see the chief superintendent 60 and give him an answer. Select the BATHROOM. He will give you his Police Report 60 and an incomprehensible message 37 .







Second series of Visions: OBJECTS

- ▶ Since the message is written backward, it would be easier to read it in a mirror. There is a magnificent one in the bathroom: $60 + 37 = 97$. Take card 97 .





- “There are three of them in the manor.” You may have noticed that there are three clocks in the manor. Each gives a different time. They provide two pieces of information: the longer hand provides the digits for the code to open the safe ; the shorter hand provides the order of the digits.

- The clock in the kitchen  is the first one (shorter hand on 1) and points to 4 (longer hand on 4);
- The clock in the bedroom  is the second one (shorter hand on 2) and points to 2 (longer hand on 2);
- And finally, the third clock  (shorter hand on 3) points to 1 (longer hand on 1) is in the study. The code which opens the safe is 421. **Take card** .




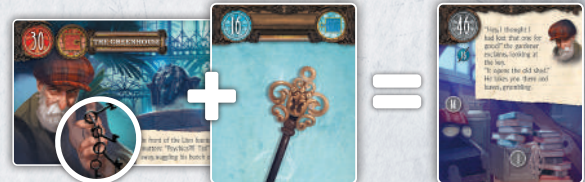
- By returning the medal (+ 3) where it belongs, i.e., to the wall in the study, the ghost comes to you:






$$\text{20} + 3 = \text{23}. \text{ Take card } \text{23}.$$

- Read the information for machine  as thoroughly as you can. One of the players has the information to help you work out the number of the NEXT Vision card. That player can only answer with yes or no. The NEXT Vision card is .





- The gardener in the greenhouse is the manor's key master and can certainly tell you what the key opens: $\text{30} + \text{16} = \text{46}$. **Take card** .



- Once the shed is open, you retrieve the third part of the OBJECTS . Place it between  and . If you sweep the pendulum  above these cards, you can read number 47. **Take card** .



- You now have both of the WEAPON Vision cards. You can now talk to the chief superintendent . Select the sleeping pills. The chief superintendent gives you another piece of his report. **Take card** .



FLOWERS / PLANTS + DARKNESS / NIGHT → SLEEPING PILLS

Third series of Visions: CULPRIT

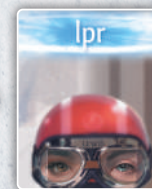
- ▶ A few seconds later, you hear a deafening noise coming from the kitchen.

Take card 63.

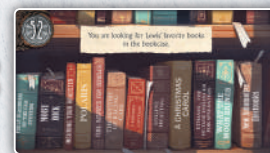
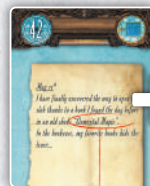
- ▶ The ghost left you a message in the kitchen: the scattered silverware on the floor 63 forms number 44. Take card 44.



- ▶ In the shed, you find a helmet covered in dust 14. Wipe the goggles in the app: the ghost gives you another Vision. Take card 17.

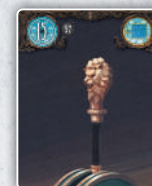


- ▶ The message mentions books twice. Lewis' favorite books are in the bookcase. In light of this information, you immediately go to the living room: 10 + 42 = 52. Take card 52.



- ▶ Lewis wrote "my favorite books hide the lever". From your investigation, you can deduce that his favorite subject is cars. Take the first letter of each car-related title:

Fault diagnosis of the car systems; Insuring your roadster; Fuel sources for vehicles; The history of racing cars; Engine Heating; Ethanol, the octane enhancer for speedsters; New automotive electronics, and you obtain FIFTEEN. Push the books aside to access the lever. Take card 15.



- ▶ The lever's lion-head indicates that it triggers something at the Lion fountain in the greenhouse: 30 + 15 = 45. Take card 45.



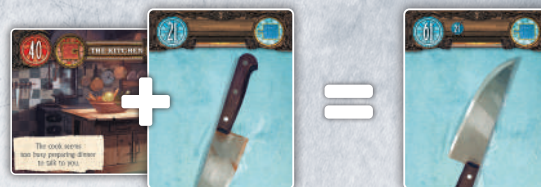
- ▶ The Lion fountain slides aside and reveals a sealed stone slab 45 with a few reliefs engraved with Elemental symbols. You do not have the "Elemental Magic" book, which was stolen (cf. card 42), but the ghost knows the combination and gave it to you using the marbles 11. Organize the symbols according to the marble placement. Take card 7.





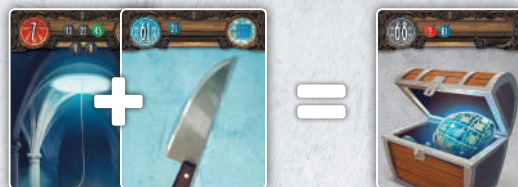
- To use the blunt knife, you must first sharpen it. Go see the cook; he will be able to assist you: $40 + 21 = 61$.

Take card



- Cut the rope around the safe using the sharpened knife:

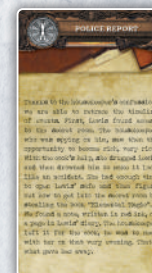
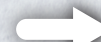
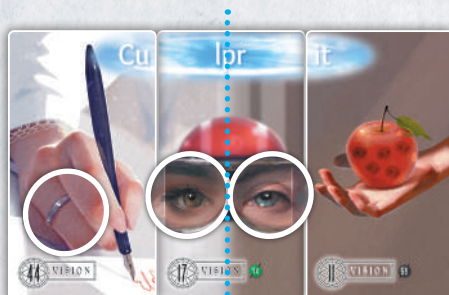
$7 + 61 = 68$. Take card



- You have found a treasure: a Fabergé egg! You have a third Vision after touching it. Take card



- You now have the three CULPRIT Vision cards. Go give your conclusions to the chief superintendent . You may have deduced from page (someone else other than Lewis wrote a note in red and addressed to a third party) that two people committed the crime. The Visions help you identify them: the housekeeper (brown eyes, ring, red writing) and the cook (blue eyes, food, page found in a kitchen drawer). Select both culprits, then confirm. Take card



RING / RED WRITING + BROWN EYE / WOMAN

BLUE EYE / MAN + FOOD / POISON



HOUSEKEEPER
COOK

NB: Now that you know there were two, feel free to flip card S over and add that letter to CULPRIT.

Thanks to your talents as mediums and brilliant understanding of the Visions from the beyond, you have helped the chief superintendent apprehend the culprits. Lewis' ghost can now rest in peace.

WELL DONE!





PANDEMIC[®]



PANDEMIC

Difficulty level:



THE RESEARCH STATION

- ▶ Your mission starts in **Atlanta**. Before leaving the premises, you ask a scientist to take a blood sample from one of the sick:

$$22 + 32 = 54 \text{ Take card } 54$$



- ▶ Then, identify the 6 cities that Graham Cook, patient zero, infected. Each member of your team has a plane ticket detailing the 6 stopovers of Graham Cook's trip: **Atlanta (ATL)**, **London (LDN)**, **Lima (LMA)**, **Delhi (DEL)**, **Hong Kong (HKG)**, and **Khartoum (KTM)**. Place the 6 cubes on these 6 cities of the Quarantine Map.



- ▶ To fight off this world pandemic, you must build a research station. The Operations Expert states that it must be in "the only city that has no direct connection with the six infected cities." Only St. Petersburg fulfills that condition. Use the button for the Dispatcher in the app to select St. Petersburg, then confirm.

Take card 41



- ▶ In the course of your adventure, the Medic will ask you to manage epidemic emergencies. You will need to remember your choices to provide the correct answers.

Answer 1: Start by containing the disease within exactly one infected city in each of the colors. There are no tricks here. Choose one infected city in each color: yellow, blue, and red.

Answer 2: Select the same three cities as previously selected.

Answer 3: Select the other three cities in the following order: blue, yellow, then red.

Answer 4: Select the 6 cities in the same order.

Answer 5: And last, select the 6 cities in reverse order.

Each time you answer correctly, you earn a few minutes in the app.



EXAMPLE:

1: ATLANTA, LONDON, DELHI

2: ATLANTA, LONDON, DELHI

3: KHARTOUM, LIMA, HONG KONG

4: ATLANTA, LONDON, DELHI, KHARTOUM, LIMA, HONG KONG

5: HONG KONG, LIMA, KHARTOUM, DELHI, LONDON, ATLANTA

- The research station is under construction. The Operations Expert should be able to have the construction works finalized:

$$33 + 41 = 74. \text{ Take card } 74.$$



THE YELLOW VARIANT

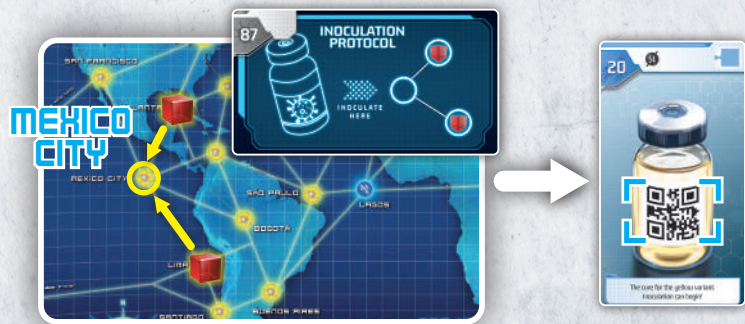
- Once the research station is completed, you can start your research work. The Research Scientist Manager 12 asks you to identify the classification of the yellow variant. First, open the microscope 88 to observe the blood sample taken in Atlanta 54 . Next, determine the virus classification 44 , using the computer 1 , the spikes are yellow ($X = 1$), and the shape is triangular ($Y = 4$). Report this crucial information to the Research Scientist Manager: $12 + 14 = 26$. Take card 26 .



- You have the cure for the yellow variant. Notify the Medic to obtain the inoculation protocol: $57 + 26 = 87$. Take card 87 .



- According to protocol 87 you must begin inoculation in a city directly connected to 2 cities infected with the same variant. Only Mexico City is directly connected to 2 cities infected with the yellow variant (Atlanta and Lima). Use the button in the app to get there. Scan the yellow variant's QR code 20 .



THE BLUE VARIANT

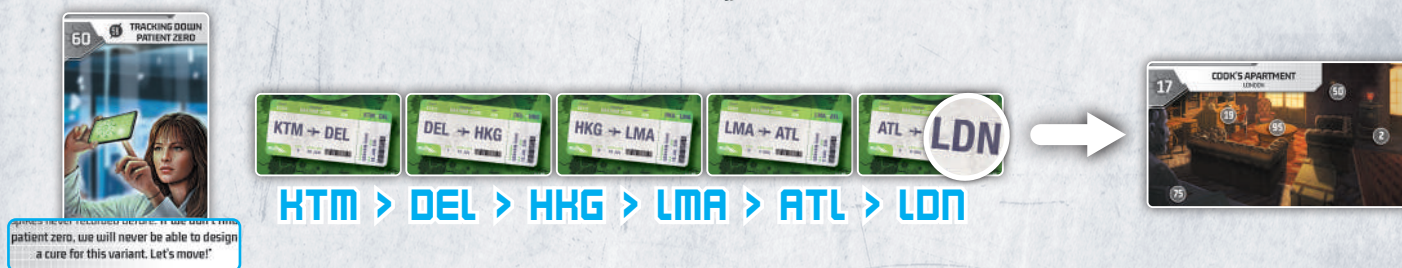
- Good job! The inoculation for the yellow variant is underway. Now, you need to work on the other variants. Also, the Research Scientist Manager 26 is not feeling well. It would be wise to study his case during this pandemic. Take a blood sample to check if he is a disease carrier: $26 + 32 = 58$. Take card 58 .



- Observe the sample 58 under the microscope 88. This variant has some spikes (the short dark blue ones) that are not identified in the database. Focus on the placement of these spikes. They form a 60. **Take card** 59.



- To design a cure for the blue variant, you need patient zero, Graham Cook. But where is he? The plane tickets provide his last known position. If you put them in the correct order, using the dates, you will find out that he ended his journey in London (LDN). So, use the button in the app to get to London. **Take card** 17.



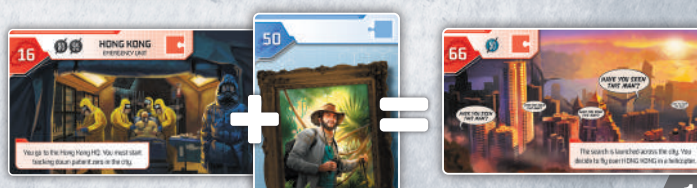
- When you arrive at Graham Cook's apartment, you learn from a letter 95 that he has already left for a new expedition. So, you must find the details of his whereabouts to track him down. Start by looking at his safe 2 and take notice of the majestic cup which sits on top of it. It is the same one as in the picture of the archeological site 15. The placement of the cup at the archeological site gives you the code. The safe displays the order of the coordinates: yellow then purple. Open machine 2 in the app and enter code 1016. **Take card** 69.







- Letter 95 informs you that G. Cook has left London by boat. The strip of paper 80 provides the route he took. The letters indicate the directions: **W = WEST, S = SOUTH, E = EAST, and N = NORTH**. The numbers represent the number of spaces on the Quarantine Map. Starting from London, count 4 spaces west, 16 south, 20 east, 3 north, 8 east, 3 north, and then 1 west. This is how you get to Hong Kong. Then use the button in the app to get there. **Take card** 16.






- Here you are at the **Hong Kong** Emergency Unit. Take notice of the soldier standing at the entrance. He may be able to help you track down patient zero. Show him Graham Cook's picture. 16 + 58 = 66. **Take card** 66.






- The soldiers take you on a helicopter flight over Hong Kong . Observe Hong Kong on the Quarantine Map. Through the red cube, you can read **+18**. Head there by helicopter.
-  **+ 18** = . **Take card** .



- Graham Cook has already left **Hong Kong**. But the crumpled piece of paper  you found in his hotel room seems to indicate the next stopover of his trip. To find out where he went next, place the piece of paper correctly on the map, starting at **Hong Kong**. The route leads you to Miami. Use the  button in the app to get there. **Take card** .







- You find out that Cook has left aboard a private jet, whose flight distance you know. Transfer that distance onto the map, superimposing card . Two cities are located at that distance from **Miami**: **Istanbul** and **Khartoum**. However, you know that the airports of contaminated cities are closed. By eliminating **Khartoum**, you deduce that Cook went to Istanbul. Use the  button in the app to get there. **Take card** .





- Cook has already left **Istanbul**, but it is possible to deduce his next stopover thanks to the radar echoes of the control tower . Cook is in a city located three aerial connections from Atlanta, Khartoum, and Delhi. The only city fulfilling that condition is Essen. Use the  button in the app to get there. **Take card** .






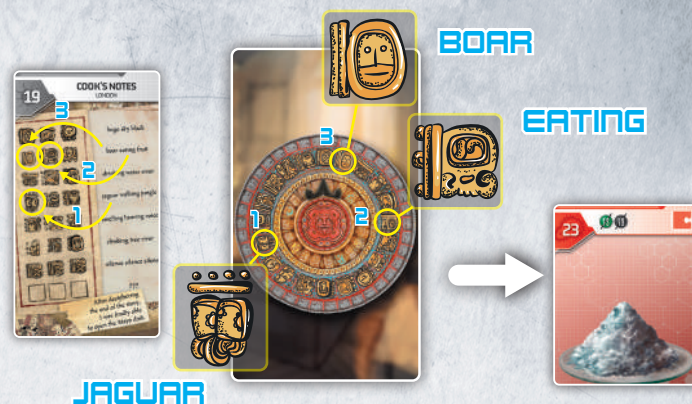
- You have nearly found him, he can't be far away now. According to his note , ESSEN "this last stop-off is also the route to follow". ESSEN is not only a city but also a succession of directions: **EAST / SOUTH / SOUTH / EAST / NORTH**. By following these indications from Essen, you uncover a well-hidden **+39**. Take the car to get there:
-  **+ 39** = . **Take card** .







- You finally get your hands on patient zero. No time to waste! Take a sample:  **+ 32** = . **Take card** .






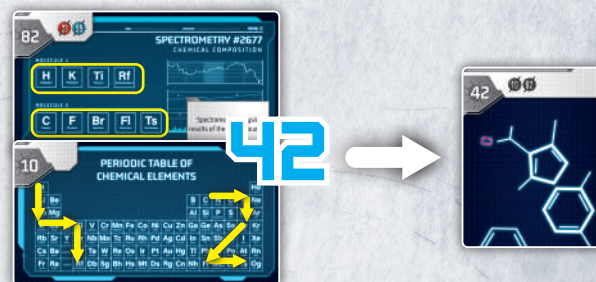
- You now must find the origin of the disease. Does this global pandemic have anything to do with the Maya disk . To open it, you must work out the end of the story . Cook's translation gives you the significance of each of the glyphs. The story is about a boar near a river, chased down by a jaguar. The jaguar climbs up a tree near the river; then, after a moment of silence, one can imagine that the jaguar eats the boar. Spot these glyphs and select them on the disk in the correct order to open it. **Take card** .






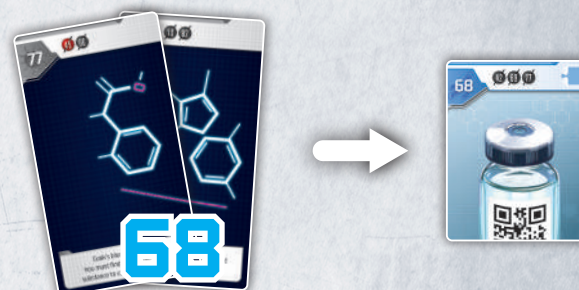
- Use the mass spectrometer to analyze the mysterious white powder you found inside the Maya disk:  +  = . **Take card** .






- The spectrometric analysis of the white powder  shows 2 molecules. Transfer each molecule's elements sequentially onto the periodic table of chemical elements . The elements H, K, Ti, and Rf of molecule 1 form a 4. The elements C, F, Br, FI, and Ts of molecule 2 form a 2. **Take card** .







- So, the white powder did indeed infect patient zero, Graham Cook, and provoked this global pandemic. To design the blue cure, you must research the white powder molecules  and Cook's blood . Superimpose them to create a match between the communal molecular structure (in purple) and the oxygen atom (O). The molecules now form number 68. **Take card** .



- Apply protocol  to determine where to begin inoculation using the newly designed blue cure as you did for the yellow cure. Only **Algiers** is directly connected to 2 cities contaminated by the blue variant (**London** and **Khartoum**). Use the  button in the app to get there and scan the blue cure's QR code .



- Remember that the Research Scientist Manager was also infected with the blue variant. Therefore, treat him with the blue cure:  +  = . **Take card** .



THE RED VARIANT

- Now, you must deal with the red variant. Take a sample of the variant in Hong Kong's Emergency Unit. Take a sample: 16 + 32 = 48. Take card 48.



- Observe the red variant sample 48 under microscope 88. Zoom until you can see the DNA. To extract the DNA, you need to use an "infrared filter." To achieve this, use one of the cubes and slide it across your screen. You can then make out a 4 among the DNA fragments. Take card 4.



- To design a cure for the red variant, you must handle the virus' DNA. Use sequencer 70 and start by scanning the red variant's DNA 4. You can then download the immune data of the first two variants. Take cards 27 and 28.



NB: If you are missing data, that means you failed to inoculate with the relevant cure (see p. 16 for the yellow variant and p. 19 for the blue variant).

- Correct the DNA anomalies to obtain the red cure. Each base is a logical sequence to complete:
- For the first one, it is a simple repetition of a 3-part pattern. The missing link is the one with a polka dot texture. According to the yellow antibody 27, this link is formed with the proteins T (Thymine), G (Guanine), and T (Thymine). So, enter TGT in the app, then confirm.
 - The second base is also a repetition of a 4-part pattern. The missing link is the one without texture. The blue antibody 28 indicates that it is a texture formed from AAA proteins. Enter AAA in the app.
 - The 3rd base is symmetrical. The center is the link to the checkerboard texture. Therefore, the missing link is the one with the bias stripe texture. These are the GCT proteins. Enter GCT in the app. Take card 11.



Again, apply protocol 87 to determine where to inoculate the red cure. Only **Kolkata** is directly linked to 2 cities infected with the red variant (**Delhi** and **Hong Kong**). Use the 🌐 button in the app to get there and scan the QR code of the red cure 11. Take card 3.



THE PURPLE VARIANT

- ▶ You have begun inoculation using the three cures and are nearing your goal. But Cook's state is worrisome, and none of the cures seem to work. It probably means that you are facing another variant.

Take another sample 3 + 32 = 35.

Take card 35.



- ▶ Observe this new sample 35 under the microscope 88. It is definitely a new variant of the disease: the purple variant. The cure could very well be a mix of the blue and red cures (blue + red = purple). Try mixing them together:

11 + 68 = 79. Take card 79.



- ▶ Pour some of the red and blue cures in a test tube, and shake it to obtain a purple solution. Open machine 19 in the app and shake your device.

Take card 90.



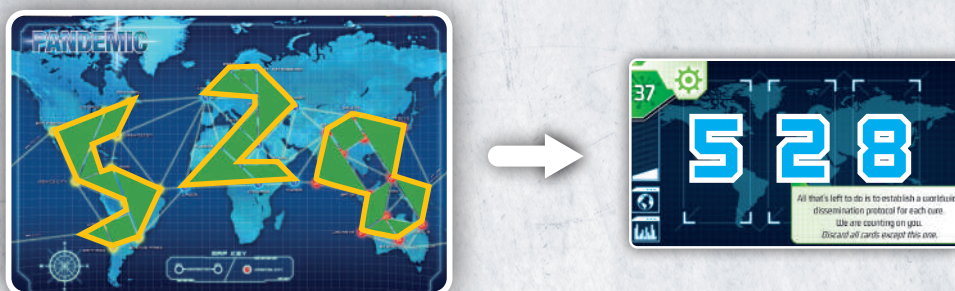
- You are running out of time to save Cook. Hurry and inject him with the purple cure: $3 + 90 = 93$. Take card 93 .



- You must, for one last time, apply protocol 87 to determine where to begin inoculation with the purple cure. But this time, there are no cities contaminated by a purple virus. However, you have discovered that the purple variant is a mix of blue and red variants. Only **Riyadh** is directly connected to a city contaminated by the blue variant (**Khartoum**) AND to a city infected with a red variant (**Delhi**). Use the button in the app to get there and scan the QR code of the purple cure 90 . Take card 37 .



- You have designed and distributed all the cures. With a suitable inoculation protocol, you will manage to eradicate this global pandemic. You must disseminate the cures to provide coverage as best as you can in each territory of each continent. Use the game components at the bottom of the box. Place them on each continent, covering the areas formed by the connections between cities. You can read a number for each variant: a 5 for yellow, a 2 for blue, and an 8 for red. Open machine 37 in the app and enter the protocol's code **528**.



YOU MANAGED TO SET UP YOUR CURE DISSEMINATION PROTOCOL SUCCESSFULLY. THANKS TO YOUR TEAM'S SKILLS, THE PANDEMIC IS TOTALLY UNDER CONTROL. AFTER A FEW WEEKS, THE DISEASE IS TOTALLY ERADICATED. YOU HAVE SAVED HUMANITY.

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ESCAPE ADVENTURES

TRY TO
ESCAPE IN TIME!



The escape room board game:
10 boxes, 30 adventures
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MYSTERIUM

A ghost haunts the manor. His visions will be the only clues allowing the psychics to discover the truth about his disappearance!

Mysterium is a cooperative game, where a player plays the ghost and communicates only through picture cards. The other players are the psychics who interpret these images and help each other understand which are the suspects, places, and objects the ghost points out.

Let your intuition guide you!



Oleksandr Nevskiy
& Oleg Sidorenko

Xavier Collette
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TRAIN ADVENTURE BOARD GAME!



DAYS OF
WONDER

2-5 8+ 30-60'

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You and your companions are part of an elite team fighting off four deadly diseases.

Your team will travel the world to stop the diseases from spreading and develop the resources needed to discover cures.

You will need to cooperate and make the best of your individual skills to contain the diseases before they can afflict the whole world.

Time is running out: epidemics and outbreaks accelerate the spread of the plague.

Will you find the cures in time?



Chris Quilliams



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