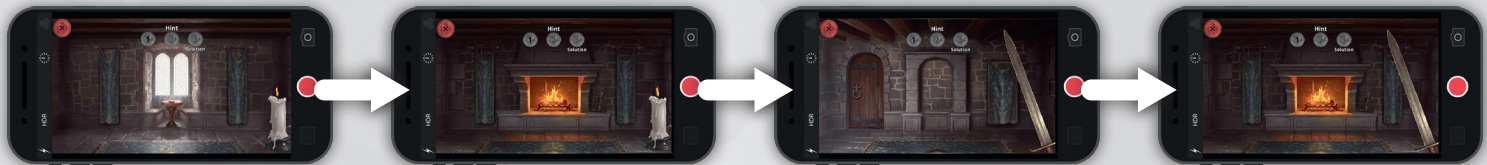


The Curse on CAMELOT

Difficulty level:

CAMELOT

- ▶ You discover King Arthur and the Knights of the Round Table, frozen in place (62). On the king's throne, you notice the coat of arms on his shield, which features a sword inside flames. Access machine 18 and try to replicate this symbol. To do so, first press the candlestick, followed by the fireplace (creating a flame). Repeat this sequence with the sword (placing the sword within the flame). A hidden passageway opens up.

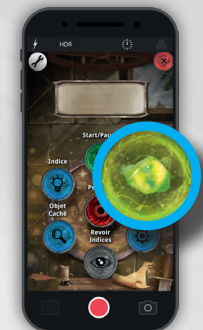
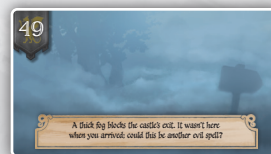


- ▶ Merlin is trapped inside the mirror (79). He draws strange symbols which resemble those found on the floor (23). To free him, place Merlin's mirror over the "floor" so that the runes visible on both cards combine to create the number 35.

Take card 35.



- ▶ The Dragon's Eye given to you by Merlin enables you to cast spells by reciting the corresponding incantations. To find out what you can do, press the dedicated button. You will learn that spells can be reversed; if you recite the words in reverse order, the effect will be the other way around. You arrive at the castle entrance (49), which is shrouded in a thick fog. Press the Dragon's Eye button and say *Magika Fogus* aloud to dispel the fog.



MAGIKA FOGUS

- ▶ Upon reaching Tintagel, a villager (97) warns you about a mysterious woman lurking in the shadows. Inside the inn (84), you notice an unusual shadow on the floor, which forms the number 45.

Take card 45.

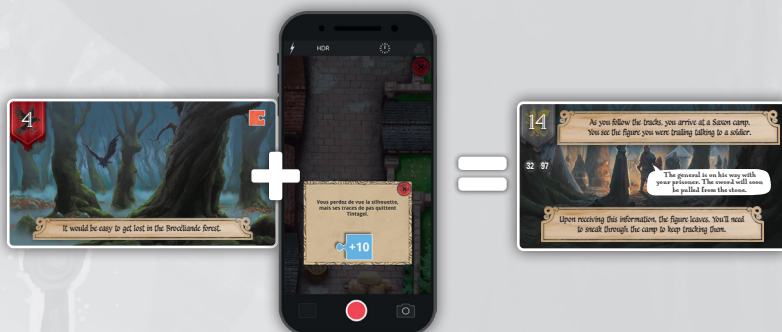


- You follow the silhouette through the alleys of Tintagel. Access machine **45**. When the silhouette isn't looking, move to a new hiding place so you can continue to trail them unnoticed.



BROCÉLIANDE

- You follow the footprints **10** to Brocéliande **4**.
 $4 + 10 = 14$.
 Take card **14**.



- You follow the footprints to the edge of a Saxon camp. The silhouette speaks with a soldier and then begins to depart. To cross the camp without being caught, you will need to use magic to conjure fog. Press the Dragon's Eye and say *Fogus Magika* aloud.

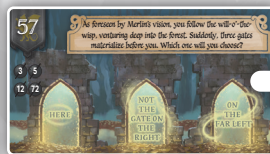
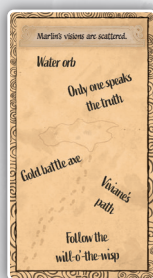


 **FOGUS MAGIKA**

- You successfully navigate through the mist but find yourself lost in the forest. Luckily, a will-o'-the-wisp appears, leading you through the trees. By placing the **3**, **5**, **12**, and **72** cards to recreate the will-o'-the-wisp's path, you'll be able to read the mathematical formula $5 \times 12 - 3$. $5 \times 12 - 3 = 57$.
 Take card **57**.



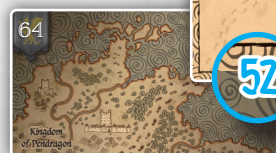
- The will-o'-the-wisp leads you to three mysterious gates (57). Each gate features a message matching the back of a card in your draw pile. According to Merlin's visions (98), "Only one tells the truth." Since only one of the gates tells the truth, the other two must be lying. Thus, the only gate that tells the truth without creating a paradox is the one in the middle, since the messages "On the Far Left" and "Here" both refer to the gate on the left. Take the card that reads "Not the gate on the right."



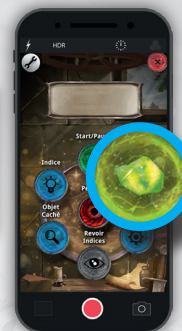
- Walking through the correct gate leads to Viviane's Lake. You remember Merlin saying that you must bend reality to summon the fairy. When you gently bend the card in order to reveal both its front and back simultaneously, you'll notice the number 82. Take card 82.



- The map provided by Viviane to help you reach Avalon (64) lacks clarity and appears to be incomplete. Merlin's visions (98) show that the lower section of the card features footprints akin to those found on Viviane's map. Place card 98 atop the map 64 to complete the trail of footprints, which will reveal the number 52 where the cards overlap. Take card 52.

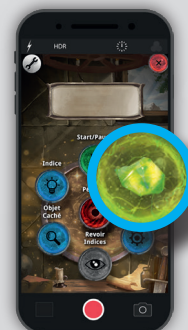
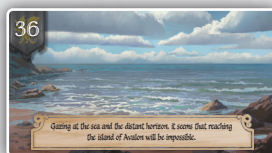


- Following Viviane's directions, you arrive at the shore and encounter a Saxon general. To defeat him, you must turn his gold armor into stone by reversing the spell *Lapis Orum*. Press the Dragon's Eye and say *Orum Lapis* aloud.



 **ORUM LAPIS**

- Once the general is defeated, and his prisoner rescued, you'll need to find a way to cross the sea. To do this, use the spell that Viviane (82) cast, allowing you to walk on water. Use the Dragon's Eye and say *Aqua Ambula* aloud.



 **AQUA AMBULA**

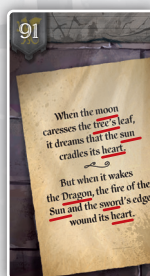
- You reach Avalon and begin to explore the island. During your wandering, you come across an enigmatic circle of standing stones. One of them is engraved with a symbol that features the numbers 6 and 9.

Take cards 6 and 9.

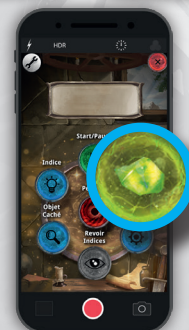
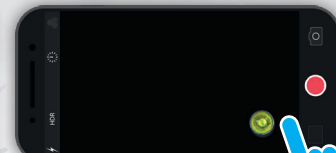


- You can reconstruct the circle of stones by combining cards 6 and 9. The poem found in Merlin's study (91) alludes to the symbols found on the stones. Trace along the stones in the order found within the poem. The initial paragraph includes the words Moon, Tree, Sun, and Heart. Tracing these symbols draws the number 4. The second paragraph includes the words Moon ("it"), Dragon, Sun, Sword, and Heart. Tracing these symbols draws the number 3.

Take card 43.



- When you descend into the dungeon (43), you find it engulfed in darkness. You can illuminate your path by conjuring fire with the Dragon's Eye. Use the Dragon's Eye by accessing machine 43, then say *Ignis Magika* aloud.



IGNIS MAGIKA

THE DUNGEON

- You can explore the dungeon rooms by placing the cards at the bottom of the game box. Place the Light token on a card and use your device to scan the interior of the dungeon to reveal it.



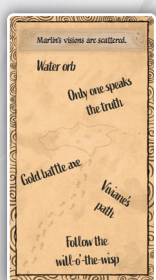
- In the first room (60), you light a large brazier with your light (+48). You can use it to melt your candle (20). $48 + 20 = 68$
Take card 68.



- As you explore another room, you accidentally trigger a trap, which fills the area with thick red smoke (10) obstructing your way. The smoke partially covers the card's number, yet its color gives you a clue about what color the card is. You use your melted wax (68) to plug the holes in the walls. $10 + 68 = 78$
Take card 78.



- As you continue exploring the dungeon, you discover a room featuring an axe carved into the stone floor (63). Merlin's visions made reference to a gold axe. You can turn this axe into gold by casting the spell *Lapis Orum*. Use the Dragon's Eye and say *Lapis Orum* aloud to alter the room's appearance.



LAPIS ORUM

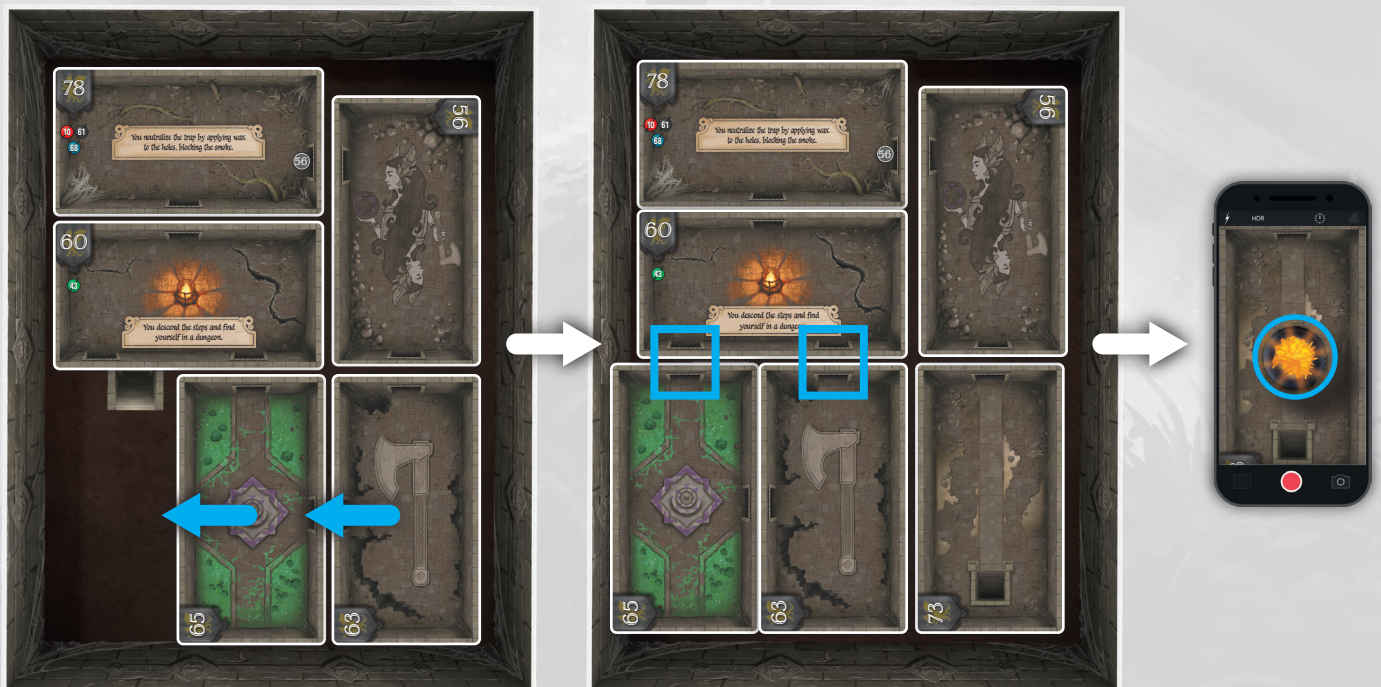
- In another room, you find a dried-up fountain (65). Although you don't know the spell to refill it, you notice two spells on your list: one for conjuring fire, *Ignis Magika*, and another for summoning fog, *Fogus Magika*. They both have the word "Magika," and you deduce that this means "conjure". You also remember that the "Walking on Water" spell consists of the words *Aqua Ambula*, and by the same reasoning you can infer that "Aqua" signifies "water." Use the Dragon's Eye and say *Aqua Magika* aloud to refill the fountain and transform the room's appearance.



- After the axe room (63) and the fountain room (65) have both been transformed, you return to the room featuring the carving of a queen (56), which was also affected by your spells. As you enter the room, the dungeon responds and two rooms slide to the left, revealing a new room.



- To place this new room (73), slide rooms 65 and 63 to the left, covering the staircase and aligning the doorways. Place the new room (73) in the newly-created space, as shown below. Position the Light token on this new room and scan it using your device.



- You enter Morgana's lair, where the legendary Questing Beast (11) attacks you. The statue you found in Merlin's study (38) closely resembles the Beast. To defeat the creature, you must replicate the statue's appearance: using your sword (29), you must sever its right front leg (+42), then drive the sword into its neck (+15).

$$+42 + +15 + 29 = 86$$

Take card 86.



SAVING CAMELOT

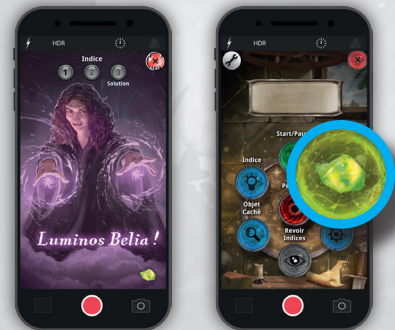
- Searching Morgana's secret chamber, you discover a scroll depicting a structure and a sword embedded in a stone. This structure looks familiar; you've seen it earlier in Tintagel. Merlin told you (35) that Morgana's magic is emanating from there, indicating that's where she cast her spell! Return to the streets of Tintagel (45). As you look around, you will notice symbols that resemble those found on Morgana's artifact (27). In machine 45, rub the symbols on card 27 to erase them.



- As Viviane told you previously, Excalibur is once again embedded in the stone. It can only be pulled from the stone by someone with the same bloodline as King Arthur. The best match is Elaine (47). Access machine 25 and scan Elaine 47.



- As Elaine pulls Excalibur from the stone, Morgana seizes the opportunity to reveal herself. She strikes Elaine with the *Luminos Belia* spell, unleashing a fire bolt. In retaliation, you cast the *Aqua Belia* spell. Use the Dragon's Eye and say *Aqua Belia* aloud.



 **AQUA BELIA**

- With Elaine wielding Excalibur, you set off for Camelot, where the Saxons have already begun their assault (41). Merlin manages to communicate that you must “gather Morgana’s ravens and divide them in two.” During your adventure, you have seen the ravens on three cards (62, 4, and 52). To follow Merlin’s instructions, “gather them” by combining their values, then “divide them in two” by dividing the result by two. $62 + 4 + 52 / 2 = 59$

Take card 59.



- With the curse lifted, Arthur and his knights engage in battle against the Saxons. Access machine 59. During the battle, you find Excalibur on the ground, and you follow Arthur’s orders to use the legendary sword. When Elaine pulled it from the stone, runes appeared before you (1), matching many of those found on the stone slab in the castle courtyard (83). Each rune corresponds to a word, and you can translate the runes on the sword into the sentence “wield Excalibur and say dragon awoken”. Wield your device so that Excalibur is visible and say “Dragon, awoken” aloud.



 **DRAGON, AWAKEN!**

- The dragon has awoken, but you must now find it. It is hiding in the mountains (88). Scan card 88 with your device.



- Now that you have control over the dragon, you can unleash it against the Saxons to save Camelot (41). Scan card 41 with your device.



Congratulations! The Kingdom of Pendragon has been saved, and Arthur will soon welcome a new knight to the Round Table!