

# RESTART

Difficulty Level:

- ▶ Time to eat! Mom goes to fetch her boy, who they think might be playing in the attic. When she gets to the top of the stairs, add the number featured in the painting (50) to the number on her t-shirt (8) to open the door.  $50 + 8 = 58$ . Take card



- ▶ You found your old computer in sleep mode, just waiting for a CD. You're in luck, as you have the Crearia game, and you feel like playing it again! In the app, press the "eject" button on the drive, then hold your device's camera over the CD-ROM . Start a new game, then select your character's class. Warrior sounds good, since it is the class you used to play . Then you must give your character a name. Why not Molimiss , your former username? Bingo, the game is loading... up to 99%. You have no other choice except to take matters into your own hands and set it to 100% manually. Take card .



- ▶ To start the game, you must press START ... or rather ST4RT. Take card .



## THE QUEST OF THE SORCERER

- ▶ Take a closer look at the sorcerer on the right side of card . There is an exclamation mark above him. This means he probably has a quest for you! Take card .



- ▶ Spinning around and around until the end of time **15** simply refers to a circle.

Take card **0**.



- ▶ The sorcerer **15** asks you to find a crealys. But how can you recognize it? Look carefully at the CD-ROM **68**; there is a crealys on each side of the game's title.

The crealys therefore corresponds to modifier (+20).

Bring one back to the sorcerer: **15** + **20** = **35**.

Take card **35**.



## EN ROUTE TO THE CASTLE

- ▶ A large wolf **6** blocks your way forward.

Try to fight it off with your sword **3**: **6** + **3** = **9**.

Take card **9**.



- ▶ Melee combat will not work against this quick and agile animal **9**.

The sorcerer gave you a staff **17**. Could it be magic?

Try to brandish it in front of the wolf **6**: **6** + **17** = **23**.

Take card **23**.



- ▶ Unfortunately, it's not magic, but the wolf **6** seems to be in a playful mood. To get rid of it once and for all, throw the staff **17** into the plains of Crearia **4**: **17** + **4** = **21**.

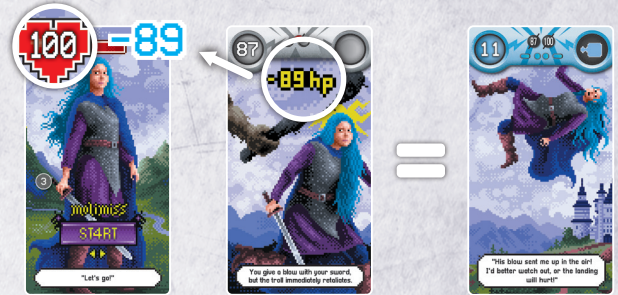
Take card **21**.



- ▶ A troll **84** now bars your way. It is time to put your sword **3** to use again! **84** + **3** = **87**.  
Take card **87**.



- ▶ You hit the troll, but he retaliates with his club **87** and deals you a solid blow, causing you to lose 89 life points. You had 100 when you began, and now you're left with 11.  
Take card **11**.



- ▶ Flung high into the air **11**, you need to soften your fall to avoid taking more damage. Maneuver yourself to land in the river **72**: **11** + **72** = **83**.  
Take card **83**.



- ▶ Phew! You landed in the water **83**. Did you notice that the splash forms the number 70?  
Take card **70**.



- ▶ Upstream **70**, the river is clean, while downstream **72**, it is polluted. To understand what is going on, you must travel to a spot between these two locations.  
Take card **71**.

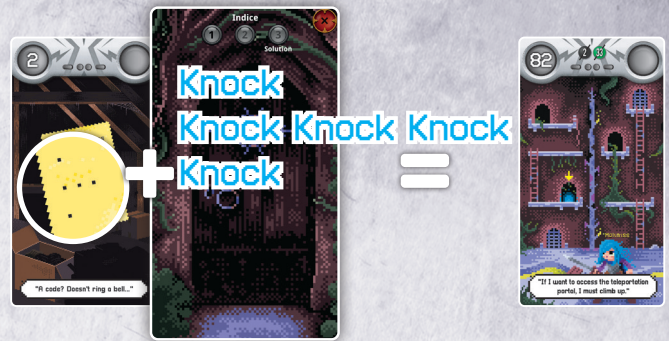


- ▶ Where did this pollution-spewing factory **71** come from? Unsheathe your sword **3** and destroy it all! **71** + **3** = **74**.  
Take card **74**.



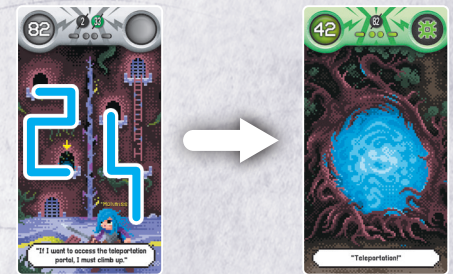
- ▶ Well, that was unexpected! Your former base appears behind the ruins of the factory (74). Inside, you recognize the entrance to a teleportation portal. Access machine (33). You can open the door thanks to the sequence marked on the sticky note (2) you found near the computer. Knock on the door using the following sequence: 1 knock, pause, 3 knocks, pause, 1 knock.

Take card (82).



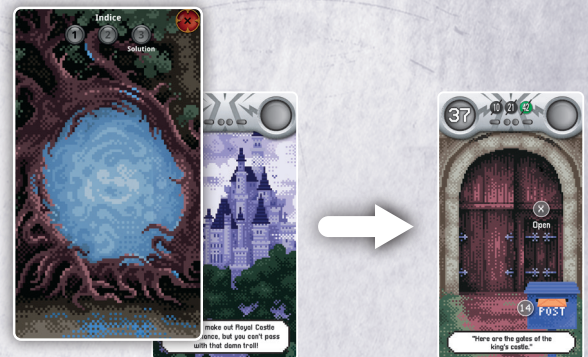
- ▶ You must climb the ladders and vines to get to the door with a yellow arrow above it. First, on the right, use the ladder then the vine to reach the tunnel. When you trace this with your finger, you get a "4". Then, starting at the other end of the tunnel, trace your path to the door, forming a "2". Since you drew the 4 first, you get the number "42".

Take card (42).



- ▶ The sorcerer (35) asked you to go to the Royal Castle (10). Access machine (42), and hold your device's camera above the Royal Castle to teleport there. You will arrive in front of the castle's gates.

Take card (37).



- ▶ Opening the castle's gates is easy! Simply press the X button on the controller at the bottom of the app's screen.



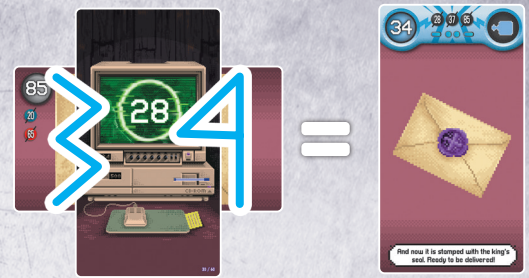
- ▶ The sorcerer stops you to make sure your game is not a pirated copy! Access machine 30 and align the eye with the mushroom on the dial, according to the 2 ingredients shown on card 36. The dial's openings indicate page 4 of the manual (the Unlock! rulebook), as mentioned by the sorcerer, as well as the yellow and pink colors. Inside the colored fumes coming from the cauldron on page 4, you'll see the numbers 4 (yellow) and 8 (pink). Take card 48.

## THE KING AND THE QUEEN REUNITE

- ▶ Once inside, you tell the king 48 that the dryad 12 is none other than the queen herself! To reconcile them, the king should offer his beloved the Wedding Ring 52. To help him do so, start by inserting the ring into the empty envelope 13:
 
$$13 + 52 = 65$$
 Take card 65.

- ▶ Then, you must seal the envelope 65 with hot wax 20:
 
$$65 + 20 = 85$$
 Take card 85.

- ▶ Now, place card 85 (the wax-sealed envelope) face up horizontally. Then place card 28 (the king's ring) vertically facedown on top of it. Where the two cards meet, you can see two numbers form: a 3 (to the left of the computer) and a 4 (to the right of the computer) 28. Take card 34.



- ▶ Now that the envelope 34 is ready, all you have left to do is hand it over to the dryad 12: 34 + 12 = 46. Take card 46.



- ▶ Unfortunately, the troll 46 is still blocking your way. You notice that his shield is damaged, so you try to trick him by giving him the promotional flyer 14. Well done! He leaves to get himself a new shield or two: 46 + 14 = 60. Take card 60.

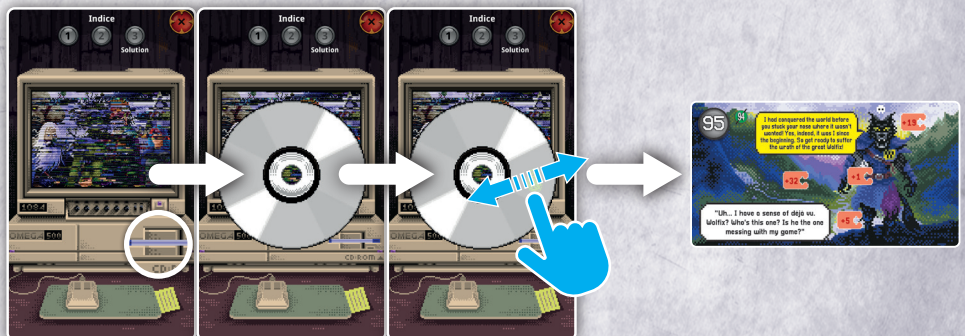


- ▶ After getting rid of the troll, you give the dryad the envelope bearing the king's seal. 34: 60 + 34 = 94. Take card 94.



## THE RETURN OF WOLFIX

- ▶ Access machine 94. The game seems to have crashed! Press the "eject" button to eject the CD-ROM, then blow on it to remove the dust from the disc and reveal the fingerprint, which you can clean by rubbing your finger against it. Take card 95.



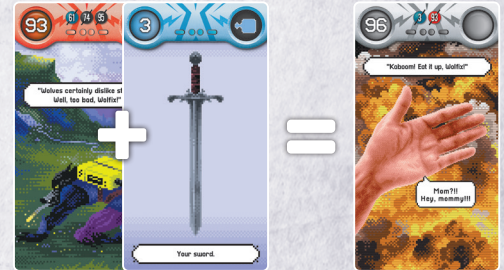
- ▶ Wolfix? This must be the true form of the wolf you encountered earlier, and got rid of by throwing your staff into the plains. Now, what if you threw your ornament bar **61** instead

$32 + 61 = 93$   
Take card **93**.



- ▶ Taking advantage of Wolfix's vulnerable position **93**, you use your sword **3** to strike his jetpack, which explodes:  $93 + 3 = 96$ .

Take card **96**.



- ▶ Your son is trying to bring you back to the real world. You see his hand in front of the screen—a normal, 5-fingered hand—indicating which card you must reveal next.

Take card **5**.



- ▶ Access machine **5**. Having lost the battle, Wolfix flees the world of Crearia with his tail between his legs, probably to find refuge in another game... Don't let him get away! Tap the console stowed in the cardboard box. Superboy will chase Wolfix through the labyrinth. Use the mushrooms to increase your speed and trap him!



**Bravo!**

You have freed the world of Crearia from the clutches of Wolfix. You've trapped him where he can't cause any more harm, at least for the time being... You hear a voice calling: "Is everything OK up there? It's time to eat!"