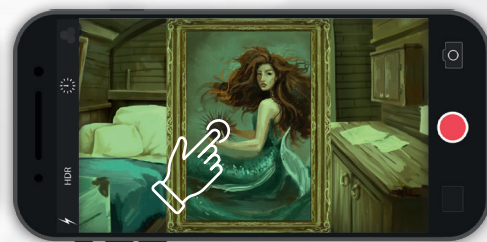


THE OCEAN'S HEART

Difficulty level:   

ABOARD THE BOAT

- ▶ You decide to take a little rest in your cabin. Access Machine **1**. When you reopen your eyes, you find your cabin in complete disarray. Click on each of the floating objects and observe the changes in the cabin, such as the mark on the porthole and the transformation of the painting. When there are no more objects left, click on the painting of a mermaid holding a sea urchin. Click on the sea urchin to wake up.



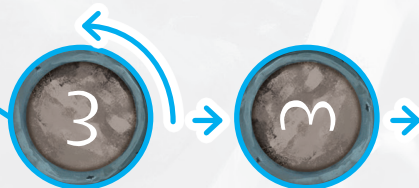
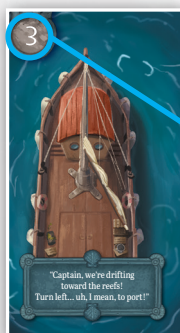
- ▶ Once you emerge from this strange dream, you retrieve the items from your cabin and join your crew on your ship's deck. Look at the backs of the cards and take the one that depicts a ship's deck.

Take card **3**.



- ▶ Once on deck, you learn that the ship is drifting toward some dangerous reefs; you'll need to steer the helm to port. Rotate the boat 90 degrees to the left, so that the 3 becomes an M.

Take card **M**.



- ▶ The current is stronger than expected, and you are getting dangerously close to the reefs. To navigate your ship properly, adjust the helm to starboard, the opposite of port requested earlier (3), which means you should turn right. Rotate card M 90 degrees to the right, so that the M becomes a 3. Access Machine 3.



- ▶ To safely guide your boat through the reefs, refer to card 62: the arrangement of the reefs matches the layout of the objects on the table. Fill the empty spaces between these objects with sand from the cracked hourglass 14 to create an outline of the path you must follow. $14 + 62 = 76$. Take card 76.



- ▶ Using Machine 3, steer your boat by following the same path that you created with the sand 76.



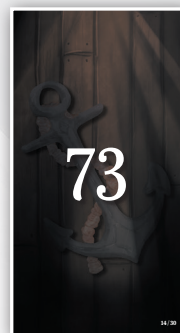
- ▶ Now that you have arrived at your fishing grounds, you first need to install the crane 98 onto your boat 3. Then, you must rotate the crane toward the right side of the boat until the number 97 is revealed. Take card 97.



THE WORLD OF THE DEPTHS

- Unfortunately, your net suddenly gets caught on something, and the resulting jolt to the boat throws you overboard. Everything goes dark, so you must now take the card with the darkest back.

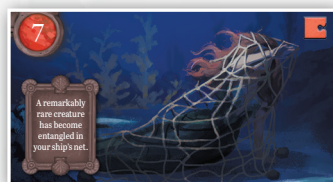
Take card **73**.



- As you awaken underwater, you discover a creature entangled in your fishing net **7**. Using your shaving kit **30**, you cut the net to free her.

$$7 + 30 = 37$$

Take card **37**.



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- The creature quickly flees, leaving only a trail of bubbles behind. This trail forms the number 25.

Take card **25**.



- You arrive at several caves. In order to determine the correct one to enter, you examine the branches of your glowing staff **39**, and notice that if you were to flip it horizontally, its tips would match the same pattern as the cave entrances. One of the branches has a different end than the others, indicating the correct cave to enter **+21**.

$$39 + 21 = 60$$

Take card **60**.



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- ▶ You catch up with the creature and find her in a dangerous predicament. The cave is so dark that the card's number and color **60** are obscured. Notice the puzzle piece in the upper right corner. Since card **60** is red, you need to combine it with the glowing staff **39** to drive away the monsters.

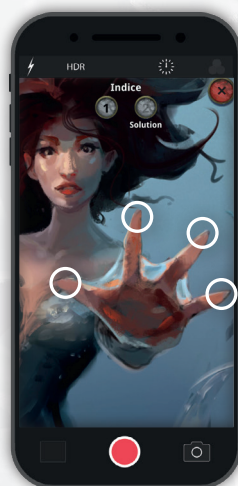
$$60 + 39 = 99$$

Take card **99**.



THE MERMAID'S QUEST

- ▶ You try to communicate with the Mermaid. To do so, access Machine **99** and position 4 of your fingers so they are touching hers.
- ▶ The Mermaid, Shâ-nah, tells you that she is on a quest for the Ocean's Heart and asks for your help.



- ▶ Shâ-nah also tells you that the Sanctuary you are looking for is at the very bottom of the sea. Therefore, you need the card with the lowest value, i.e., card **0**.
Take card **0**.



- You come across a Triton **0** who doesn't seem willing to let you pass. Shâ-nah suggests going around him. You can see a partial 5 sticking out from behind the Triton. If you flip this card over, you will see an inverted number 4 behind the anchor. Combining these two parts gives you the number 45.

Take card **45**.



- You find yourself at the entrance of the Sanctuary of the Mermaids **45**. To prove you are worthy to enter, you must trace the symbol representing the Mermaids. The shield held by the statue **A** features the symbols of **BOTH** the Mermaids and Tritons. The Triton you just met **0** wears an amulet that depicts the Triton symbol. Thus, to represent the Mermaids, you must trace the symbol shown on the shield, except without the part representing the Triton's symbol - the shape of a diamond. Access Machine **45** and draw that shape.



- Only fingerprints remain on the gate **38**. Just place your hand **5** there, but remember Mermaids have only 4 fingers! The card depicting your hand shows 5 fingers, so deduct 1 from 5 to make 4 to match the 4 fingers of the Mermaid's hand.

$$38 + 4 = 42$$

Take card **42**.



- You are now in the Sanctuary, which has been plunged into total darkness. **42**. Use the mirror from your shaving kit **30** to deflect the light towards the crystals.

$$42 + 30 = 72$$

Take card **72**.



THE OCEAN'S HEART

- Deep within the sanctuary, you discover that the Ocean's Heart has disappeared. Shâ-nah tells you that all is lost - her people are doomed. However, this event is very similar to the one from your earlier dream **1**, and you even see the same sea urchin. Access Machine **10** and click on the sea urchin to awaken from your dream, safely back on your boat.



- You now understand the essence of these dreams. You must return the Ocean's Heart! Thanks to what you saw in the Sanctuary **72**, you learn that the stone is circular and features an eight-pointed star. You remember seeing a similar item in your cabin. Return to your cabin by accessing Machine **1**, then click on the round stone to the left of the painting. It is the Ocean's Heart. Congratulations!



In a frenzy, you snatch the stone, which you discovered caught in your nets during a recent fishing trip. You hurry to the railing and toss it overboard. For a brief moment, it floats on the surface of the water before slowly sinking into the depths...

Years later, while savoring a well-earned retirement, you recount the tale of what you witnessed that day to anyone willing to listen: a four-fingered hand rising from the sea to wave at you, followed by a magnificent emerald tail disappearing into the waves...

