

# UNLOCK!

MYSTERY ADVENTURES

## THE NAUTILUS' TRAPS SOLUTIONS

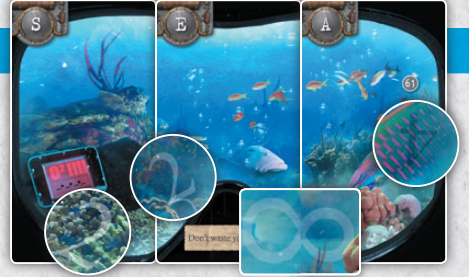
DIFFICULTY LEVEL:

**WARNING:**  
DO NOT READ BEFORE PLAYING!

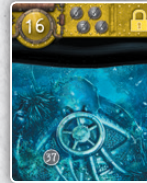


### UNDER WATER

- ▶ Place cards **S**, **E**, and **A** next to each other and look through your diving mask. On the right side, you can see the hidden numbers among the corals and the large fish: 2, 2, 8, and 4. Note the "+" signs on your screen (**S**) that encourage you to add:  $2+2+8+4 = 16$ . Take card **16**.

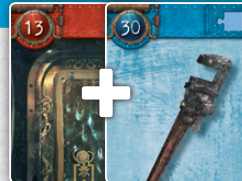
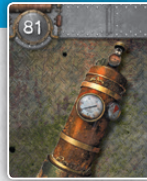


- ▶ Open the hatch (**16**) using the rusted plate (**37**). The missing text hides the words: "TO", "FORe", "someONE", and "SIXtains", i.e.; 2, 4, 1, and 6. Unblock the hatch by entering code **2416** in the app. Take card **M**.



### IN THE PASSAGEWAY

- ▶ Use card **81** to take a deep breath.
- ▶ Unlock the armored airlock with the pipe wrench:  $13 + 30 = 43$ . The engine room is accessible. Take card **43**.



- ▶ Open also the airlock (**95**) by rotating the first gear two cogs counterclockwise. Thus, you place the red cog on the red notch. Follow the path up to the last gear and enter the 4 numbers that are facing the red indicators. **7251**: The library is accessible. Take card **R**.



### IN THE ENGINE ROOM

- ▶ Use the sonar (**19**) in the app (). The button bearing the "sound" symbol plays a sequence of 4 sounds: medium, high, medium, and low. Press the matching buttons to obtain a manometer:
  - 1st row: center;
  - 2nd row: top;
  - 3rd row: center;
  - 4th row: bottom
 Take card **99**.



## IN THE LIBRARY

R

- ▶ Don't forget to take 4 useful books (on card 5).
- Take cards 9, 15, 24 et 72.
- Then, combine the lantern 88 with the globe (10): place card 88 on card 10 so that each colored light beam points to a number.
- Enter them in the order shown by the airlock (49): yellow, blue, red, then green. **4235** : the living room is opened.
- Take card P. Cross it and go into Nemo's cabin.



## IN NEMO'S CABIN

J

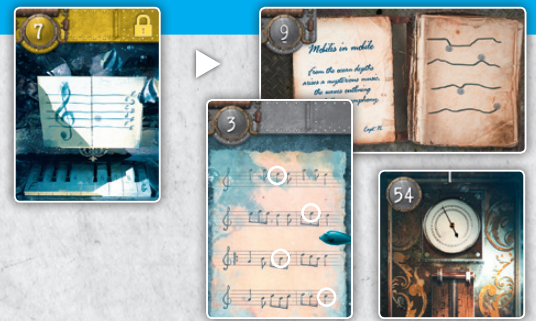
- ▶ Breathe again using the scuba tank (B) that is slightly hidden.
- ▶ Connect cards 75, 72, and 79.
- To obtain a new code, carefully read the narrative of the first trip that is described in the Captain's log book (72). Place the divider (79) on top of the world map (75):
  - Go from North Cape to Havana (the maximum autonomy of 3 000 miles is shown on card 24): 5;
  - Then, go to Good Hope: 4;
  - Cross the Indian Ocean and make a stop in Darwin: 7;
  - And last, go to Tokyo exactly half-way through the maximum autonomy: 6
- Result: Enter **5476** in the app (gear icon), take card 92, and go back to the living room (P).



## IN THE LIVING ROOM

P

- ▶ Observe the Captain's organ (7) using cards 9 and 3.
- The four lines of card 9 match the four staves on the music sheet.
- Each dot matches a note: follow the pattern of the notes written high and low, then refer to card 7 to understand which notes are to be played.
- 1<sup>st</sup> and 2<sup>nd</sup> lines: E / 3<sup>rd</sup> line: B / 4<sup>th</sup> line: C. Play these notes on the piano: **7745**.
- Take card 54.



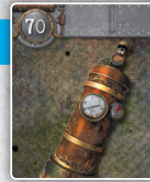
- ▶ Now, you have the four detachable manometers (99, 29, 54, and 92) that enable to unlock the access (65) to the engine room.
- Each manometer is tagged with a letter.
- Join the manometers – two by two – as instructed in the message (65), and note the number to which the needle points:
- W and Y: the needle of card Y points to number 2 of card W;
- Z and Y: the needle of card Z points to number 5 of card Y;
- Z and X: the needle of card X points to number 3 of card Z;
- W and X: the needle of card W points to number 8 of card X.
- Code **2538** opens the control room and so does **8352** (the message can also be read from bottom to top).
- Take card K.



## IN THE CONTROL ROOM

K

▶ Spot the scuba tank (70), breath, hang back...



▶ Hatch (40) refers to card (24) :

TO. LE "minus" MA. SP means that the T<sup>O</sup>Tal L<sup>E</sup>ngth (70 meters) must be subtracted from the M<sup>A</sup>Ximum S<sup>P</sup>eed (50 knots):  $70 - 50 = 20$

Take card (20).

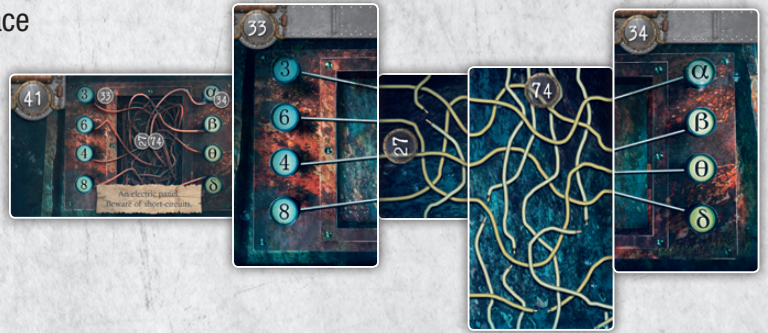


▶ Now, look at the electric panel (41), it shows how to place cards (27) et (74) so to connect cards (33) and (34).

Rotate card (27) 90 degrees to the left and partly slide it under card (74) to connect each number to a Greek letter using a continuous wire.

To unlock card (20), enter the 4 digits in the order the letters are engraved on the hatch: **6843**.

Take card (98).



## IN THE BATHYSCAPHE

98

▶ Follow the instructions of card (15) to electrify the hull:

Envision that on the control panel (55), rotate buttons E and L 180° (place them at 6 o'clock) and button I 90° (place it at 3 o'clock).

Therefore, "E" becomes "3", O is O, "I" becomes "-", and "L" becomes "7".

$30 - 7 = 23$ .

Take card (23) !



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▶ Last challenge: navigate through the maze of caves (91) using the information of card (51) :

- T1: The bathyscaphe is facing number 2 on the altimeter.

Add 1 for each movement.  $2 + 1 = 3$

- T2: The bathyscaphe is facing number 5 on the altimeter.

Add 1 for each movement.  $5 + 2 = 7$

- T3: The bathyscaphe is facing number 3 on the altimeter.

Add 1 for each movement.  $3 + 3 = 6$

- T4: The bathyscaphe is resurfacing (number 0).

Add 1 for each movement.  $0 + 4 = 4$

Enter the final code **3764** and you win!

Can't say the abyssal monster will feast today!

