

The Secrets of The Octopus



▶ Your spyglass 80 is the perfect tool for observing your surroundings. Access machine 80 , extend your arm and hold your device in front of you while slowly rotating. You discover several locations to choose from. Described here is the ideal route to take as you embark on this adventure.



▶ Among your possible destinations, one suddenly takes shape before your eyes: a rocky island, seemingly uninhabited. The wind pushes you in that direction. Press the "GO THERE" button. Take card 70 .



▶ Pick the flower 6 growing on this deserted island, then access machine 80 again, and look for the coastal town of Port Royal. Once you find it, press the "GO THERE" button. Take card 26 .



▶ What luck! You encounter a florist 50 at the dock. You decide to show her what you have found: $50 + 6 = 56$. Take card 56 .



▶ The florist asks that you take her to where you found this flower. You swiftly return to the deserted island 70 . Place the florist 56 on top of the island 70 so that the half-flower on her cape covers the left half of the pink flower on card 70 . The yellow flowers then form an 8. Take card 8 .



▶ You return to Port Royal 26 . Determined to enter the town, you walk up to the guard 7 . He will only let you in if you pay the tax. Unfortunately, you are broke. Baron Saturday 4 , your mischievous monkey, could probably relieve the soldier of his coin purse:

$$7 + 4 = 11$$

Take card 11 .



- Your monkey ran into town **11**, but you have what you need to get him to come back. Lured by the peanuts **8**, Baron Saturday quickly returns: **11** + **8** = **19**.
Take card **19**.



- Time to look through your spyglass **80** again! A galleon from the East India Company can be seen in the distance. Attracted by its flashing lights, you decide to weigh anchor and get closer to it (press the "GO THERE" button).
Take card **17**.



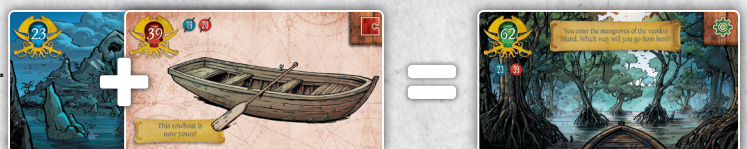
- You determine that the flashing lights are a **CODE**. On the deserted island, you found an oil lamp **73** and a message **13** left by a castaway, which mentions the **EDOC** of the East India Company. **CODE, EDOC?** Light your oil lamp and flash the East India Company's code in reverse: "dot, dash, dot, dot" becomes «dot, dot, dash, dot». Now you know the East India Company's code: **+3**. **17** + **3** = **20**.
Take card **20**.



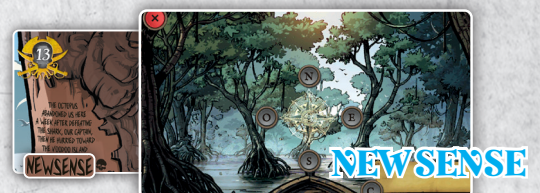
- Once he realizes that you are not pirates, the galleon's captain invites you aboard, and offers to sell you his rowboat. Perfect timing! Your spyglass **80** reveals an isle surrounded by a reef **23**; you will need a small boat to reach it safely. The matter is settled, and you hand over your ill-gotten purse **19** to the captain **20**, who gives you his rowboat: **19** + **20** = **39**.
Take card **39**.



- Now that you have a rowboat **39**, you can land on the islet **23**, which was previously inaccessible to you **39** + **23** = **62**.
Take card **62**.



- You venture deeper into the mangroves of the voodoo island **62**, also known as **NEWSENSE** Island, according to the castaway's message **13**. The island's name provides directions you need to follow in machine **62**: North, East, West, South, East, North, South, East.



- You realize that you need to break the curse on the chest, which is protected by an octopus and enshrouded in a purple mist. Press the chest, the octopus, and the purple butterfly that appeared among the mangroves. You see a swirling pattern take shape, and note that it is rotating in the opposite direction than the pattern found on the back of the all the cards, except for card 66. Take card 66.



- The curse on the chest has been broken at last! Access machine 99 and orient the 3 tentacles correctly. To do so, observe the prow of the ship 80, the Voodoo Priestess' necklace 66, and The Octopus' pipe (found on the image on the front of the box 1). The chest finally opens, but you find only a skull inside. Take card 90.



- The treasure is presumably underneath the skull. The Voodoo Priestess gives you a concoction that will allow you to locate The Octopus' remains. According to the parchment 31, The Octopus ended his life in Port Royal. Use the concoction 27 in Port Royal 11: $27 + 11 = 38$. Take card 38.



- The ribbon of red light winds its way through the town toward the cemetery, forming the number 55. Take card 55.



- According to the metal plate on the coffin, your fate is in your hands. Only 3 cards remain. Reveal them! Take cards 75, 85, and 95.
- All that you have to do now is place The Octopus' Sins in chronological order, using the insignia on each of the tricorns as a guide. First, he killed John Rickon (31 → 95), then he marooned his crew on Parrot Island (13 → 75), before meeting the Voodoo Priestess and breaking her heart (90 → 85), and finally taking his own life in Port Royal (31 → 55).
- The gold teeth on each of the cards reveal the combination you must enter in the chest (99): Shark, Parrot, Snake, Octopus.





A few clinking noises come from the skull, and the false bottom unlocks. Underneath it is a bed of gold coins on which many precious objects rest. The treasure is now yours; you are rich! You finally set sail again, taking your loot from The Octopus' chest, but realize that the greatest treasure you found was not the gold coins, but rather the accomplishment of uncovering the secrets of The Octopus.

CONGRATULATIONS!