UNLOCK! SHORT ADVENTURES

STEP-BY-STEP
SOLUTIONS

AAA LEVEL





Now that you have learned the recipe by heart, prepare Grandma Teresa's French toast:

Take the bread $\frac{+2}{4}$ from the shelf E and slice it using the knife $2:\frac{+2}{4}+2=4$.

Take card 4.



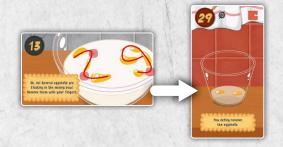
Crack the eggs and put them into the mixing bowl +4x:

+9 + +40 = 13

Take card 13.



Oh, no! Some eggshell got into the mixture! Place your fingers on the eggshells . Voilà! Your fingers and the egg yolk form number 29. Take card .



Now, add half of a bottle of milk to your mixture. It so happens that you have a bottle of milk 20, but you only need half of it: 20 / 2 = 10.

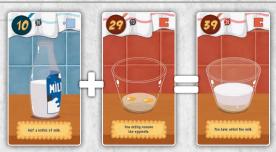
Take card 10.



Pour half of the bottle of milk 10 into the bowl 29:



Take card 39.

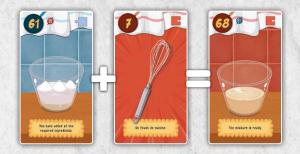






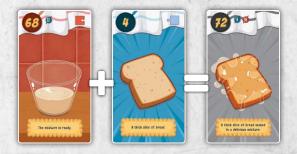
Now you have to mix your ingredients 61. A whisk 7 is at your disposal: 61 + 7 = 68.

Take card 63.



Do you remember cutting a thick slice of bread earlier? Now, it is time to soak it in the mixture: 68: 4 + 68 = 72.

Take card 72.



Time to fry! Access machine 70 . Set the temperature to 6 as per the recipe, then place your device above card 72 . Follow the recipe and fry the bread for 12 seconds. Flip card 72 , then fry for another 12 seconds. Your French toast is as golden as can be!

Take card 81.



Your empty plate 77 cries out for food! Slowly slide your French toast 31 onto the plate until the blue lines form number 57.

Take card 57.







Oops! The chef 87 is a tad dissatisfied with your dish. You must do better! But of course! Remember Grandma Teresa's note: if you fail, go up 1 notch: (87) + 1 = (88)Take card 88



The ghost of Grandma Ginger 88 appears! She is clearly upset and insists you use her recipe.

Take card 99



➤ You have no other choice but to learn Grandma Ginger's recipe by heart. First, start by adding the eggs < +9, half a bottle of milk 70, and the sugar 22 to the bowl 40: 49 + 40 + 4

Take card 45 .



Then, open up machine 25 and vigorously shake your device to sift the flour. You obtain modifier <17. Add the sifted flour to the mixture, and the batter is now ready: c+17 = 62Take card 62





Now, mix the batter 62 with your whisk 7 to make the mixture smooth: Take card 69



Now, back to your burners! Access machine 70. Set the temperature to 4 as indicated in the recipe, then place your device above card 69. Cook the pancake for 10 seconds. Flip it over, simulating the movement with your device, then cook for an additional 10 seconds. The pancake is ready 457! Go to see the chef again!

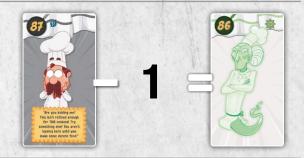
Reminder: You already have card 87.





Ouch! The chef 87 is still dissatisfied with your dish. You must do better! But, of course! Remember Grandma Ginger's note: if you fail, go down 1 notch: 87 - 1 = 86 .

Take card 86 .



Access machine **86** and try to please both grandmas by creating a new recipe for a French toast-like pancake by combining theirs. Set the temperature to 5 (the average of the original two recipes): (4+6) / 2 = 5. Cook for 11 seconds (the average of the original two recipes): (10 + 12) / 2 = 11. See the two options opposite.







It's a win! The chef gets emotional:

"How wonderful! I've never seen anything so beautiful nor eaten anything so scrumptious.

Bravo! You just won our local cooking contest. I will enroll you in the regional contest at once!

No, no, what am I saying? The national contest, of course! Ladies and Gentlemen, you should try

this recipe at home. Let me know how it turns out!"

