



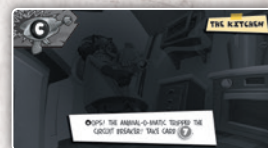
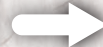
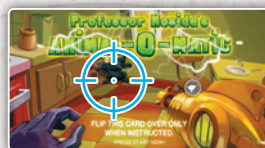
Professor Noside's ANIMAL-O-MATIC

Difficulty
Level:

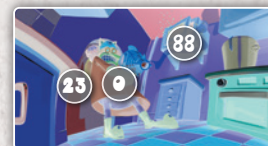
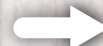


THE KITCHEN

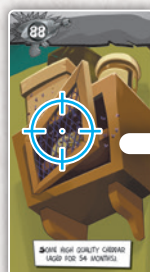
- Don't wait to test your new invention: the Animal-O-Matic. Scan the Introduction card with your device. Align your sight with the cat and shoot. You can flip the card over.



- The circuit breaker tripped and plunged the room into darkness. Perfect timing! You are now inside the body of your cat, Liederkranz, and cats see in the dark. Enter machine **7** and scan the kitchen **C** with your device. Take cards **0**, **23**, and **88**.



- Your only way out of the kitchen is through the keyhole. But, you must be small enough to move through it. Press the button of your Animal-O-Matic, and aim at the swarm of flies **88**. Take card **1**. Take advantage of your small size to escape from the kitchen, flying through the door's keyhole:



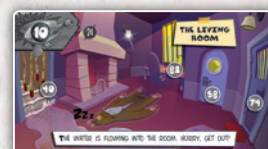
$$1 + 23 = 24$$

Take card **24**.

- Your fly sight is rather unnerving, but like all flies, you are attracted to light. When you focus, you see that the lamps form the number 10. Take card **10**.

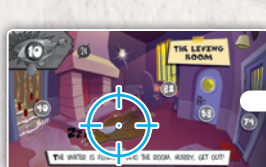


10



THE LIVING ROOM

- The living room is about to get flooded. You must leave the house as soon as possible. First, transfer into the body of the snoring bear by pressing the button. Take card **20**. Use all your strength to open the kitchen door: $20 + 58 = 78$. Take card **78**. Use the Animal-O-Matic to transfer once more into Liederkranz. Take card **6**. Now, go to the yard through the cat flap:



$$6 + 74 = 80$$

Take card **80**.

THE YARD

- ▶ You are in the yard **80**, but the atomic battery is in the attic. So you must find a way to get there. Take note of the fish in the cow's fishbowl. If you were in the fish's body, you could face the waters. Grab the  Animal-O-Matic and shoot at the cow. Take card **18**.



You learn that the fish, Maurice, expands when afraid. Take some chewing gum to start blowing a bubble: **18** + **72** = **90**. Take card **90**.

- ▶ Enter machine **90** and blow the bubble. To that end, blow into the mic of your device until the bubble pops. There is a hidden **+8** in the **BOOM!**. Use this explosion to frighten Maurice: **65** + **8** = **73**. Take card **73**.

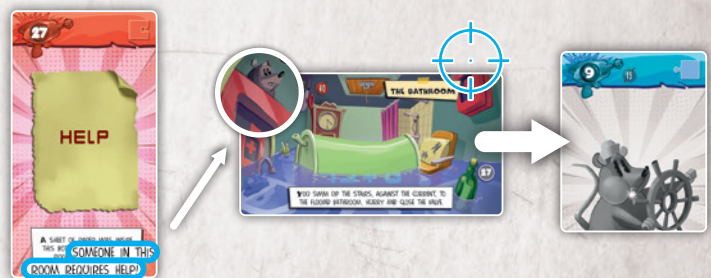


- ▶ Hurry and draw your  Animal-O-Matic to transfer into Maurice's body. Take card **15**. With this new fish body, you can now swim up the stairs: **15** + **40** = **55**. Take card **55**.



THE BATHROOM

- ▶ You are now in the bathroom **55**. You need to shut the water off, but in this fish body, it is rather difficult to reach the valve. According to the message found in the bottle **27**, you are not alone in this room. Spot James, the mouse. But from here, you can only see his reflection. Press the  button and aim to the right, above the medicine cabinet. Take card **9**.



- ▶ You are now in a body that allows you to reach the valve, which unfortunately, is on the other side of the room. To reach it, you will have to cross the water. So, make a paper boat: **27** + **64** = **91**. Take card **91**. Then, set this magnificent boat **91** afloat by placing it on the water of the bathroom **55**. Thus, you can read **45+8**. So, take card **53**.



- ▶ Board your boat to sail to the valve: $9 + 53 = 62$. Take card 62 . Enter machine 62 and close the valve. To do this, rotate your device clockwise. Take card 5 .



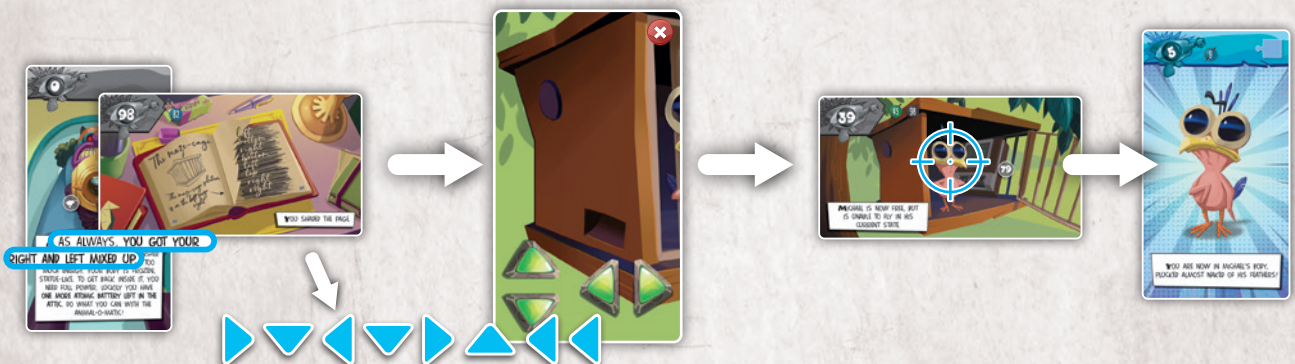
- ▶ The water is carried away. You are getting closer to the battery. Now, sharpen the pencil with your rodent teeth: $9 + 4 = 13$. Take card 13 .



- ▶ You can now retrieve the maze-cage solution. When you take a closer look at the right-hand page, you see a writing impression. Now, you can shade the paper to reveal the solution. However, note that number 82 is a reference to page 82 . But, it is page 85 that you want to shade: $85 + 13 = 98$. Take card 98 .



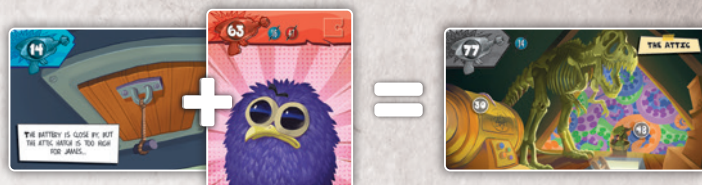
- ▶ Here is the maze-cage solution 98 . But remember how you got here: As usual, you got your right and left mixed up 9 . To correct the mistake, reverse the lefts ($\blacktriangleleft$) and the rights ($\blacktriangleright$) of the solution. Enter machine 45 and input the following sequence: right/bottom/left/bottom/right/top/left/left. Take card 39 . Aim 🎯 at Michael, the birdie, to transfer into his body. Take card 5 .



- ▶ You are inside Michael. But with no feathers, you will never be able to fly. To resolve the situation, first drench yourself in honey: $5 + 11 = 16$. Take card 16 . Then, wrap yourself in the pillow's feathers: $16 + 47 = 63$. Take card 63 .

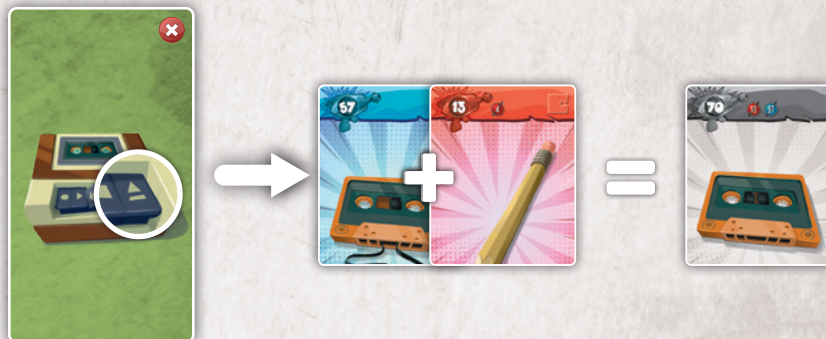


- Fulfill one of your biggest dreams by flying away! Don't miss the opportunity to fly up to the attic hatch: $14 + 63 = 77$. Take card **77**.



THE ATTIC

- Enter machine **79**. The audiotape seems to have reached the end, but the rewind button is broken. Eject the tape by pressing . Take card **57**.
To manually rewind the tape, use the pencil:
 $57 + 13 = 70$.
Take card **70**.



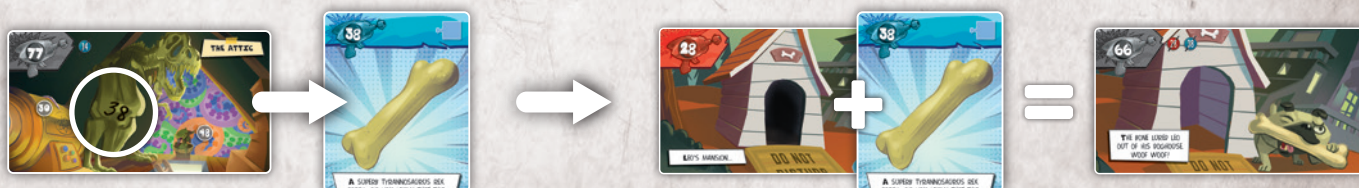
- To insert the tape again, just follow the instructions: Enter machine **79** and keep the buttons and pressed down, then press the button 3 times. Once the tape is in place, press to start the audio. This smooth mosquito chant will drive Josy, the famished plant **48**, crazy. Then, fly over her using your device (the camera of your device must be positioned toward card **48**). Take card **35**.



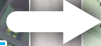
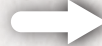
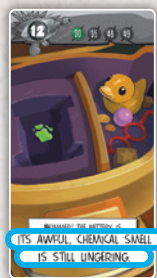
- Recreate the sprawling wallpaper **48** and **49**, and correctly superimpose Josy's new shape **35** on her pot. Each of the 4 tongues points to a color on the wallpaper in the background. It is the combination of the radioactive-proof safe **30**. Enter machine **30** and change the color of the buttons. From top to bottom: . Take card **12**.



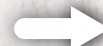
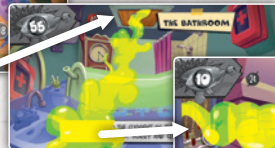
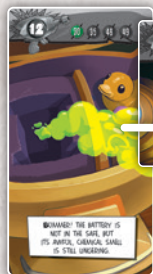
- Take a close look at the T-rex skeleton **77**, number 38 is hidden. Take card **38**. Use the bone to lure Leo out of his doghouse: $28 + 38 = 66$. Take card **66**.



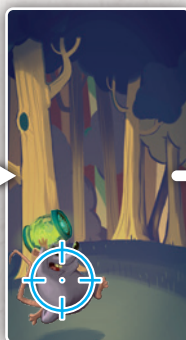
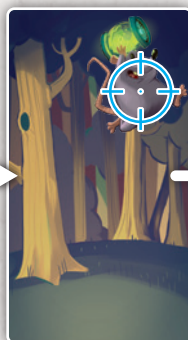
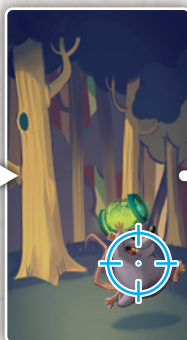
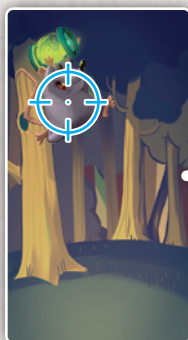
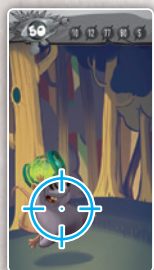
- ▶ The battery is no longer in the radioactive-proof safe **12**. But with a good sense of smell, you could probably follow its trail and find it. So, you need Leo. Take your  Animal-O-Matic and shoot at Leo **66**. Take card **3**.



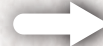
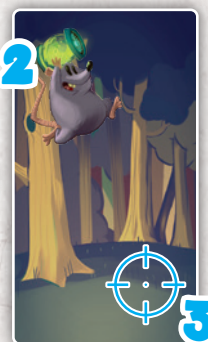
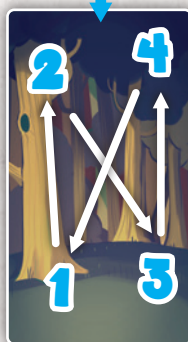
- ▶ Enter machine **3** and smell the odor emanating from the atomic liquid stain **12** by placing the camera of your device above it. Follow the odor by moving the camera to the attic **77**. The odor leaks through the hatch leading to the bathroom **55**, then moves toward the leaving room **10**, to finally reach the yard **80**. Move the camera of your device above these cards, in that order, to obtain card **50**.



THE ATOMIC BATTERY



- ▶ The recovery of the battery requires only one well-placed  Animal-O-Matic shot. But James is a rascal and dodges each of your shots **50**. He seems to always be one step ahead... Pay attention to his moves. He repeats the same 4 moves one after the other. So, anticipate his next move by shooting where he'll be next:
- If James is in move **1**, then shoot at **2**;
 - If James is in move **2**, shoot at **3**;
 - If James is in move **3**, shoot at **4**;
 - If James is in move **4**, shoot at **1**.



- The Animal-O-Matic slowly loads. You can wait for it to load or spot the flashing symbol that instructs you to plug in your charger. It will instantly load your Animal-O-Matic.

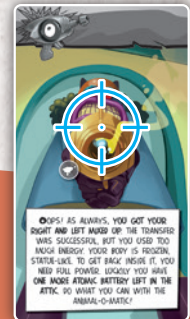
Wait while loading
(1 minute and 30 seconds)



Plug in your device
(instant load)



- Once the weapon is loaded, proceed with your final transfer . Aim at the Professor's body , then shoot!



FWOOSH!

A gigantic flash comes out of the Animal-O-Matic, and suddenly you are inside the Professor's body. As you regain your bright wits, you congratulate yourself, thinking about giving yourself a well deserved bath.

