

# UNLOCK!

## EPIC ADVENTURES

MISSION #07

STEP BY STEP  
SOLUTIONS

Difficulté:

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

### THE ENTRANCE

- Before anything else, don't forget to get hold of Sheryl's gadgets.

Take cards and .



- Tommy can easily force this wooden door: + = .

Take cards .

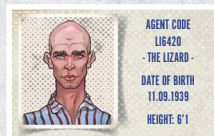


- To examine this drawer, use the mini camera: + = .

Take cards .



- You can already exonerate a suspect. The agent known as The Lizard is bald and doesn't need a comb.



- Look at the locker's contents () with the x-ray glasses. Use the app's dedicated button. There is a military jacket bearing the dates 1965-1970. So, it can't be The Hake's jacket because he was born in 1956 and would have been 11 years old. One less suspect!

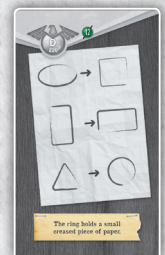


1965  
1970



- Start by scanning the ring to spot the two markers (star and dot) within it. Enter in machine and have both circlings of the ring rotate until each symbol is perfectly aligned with those within the ring. A click confirms each of the two alignments. The ring opens.

Take card .

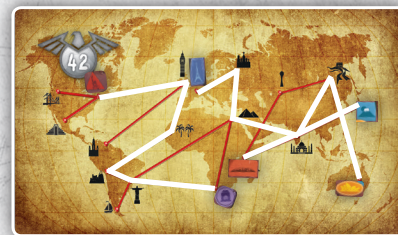
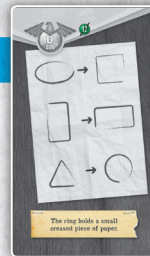




## THE INVESTIGATION

- The piece of paper you found in the ring is the deciphering code for the suitcase padlock. The drawn shapes on the piece of paper are identical to the stickers' shapes on the suitcase. These stickers indicate the locations, like those of the planisphere (42). After you associated each sticker with its corresponding shape, follow the red lines on the planisphere from one location to another taking the shortest way. 3 numbers form: first 4, then 3, and last 2.

Enter code 432 in machine 48.  
Take card E.



- On the fake passport the name John Doe is written: The Hummingbird, being a woman, is therefore exonerated!



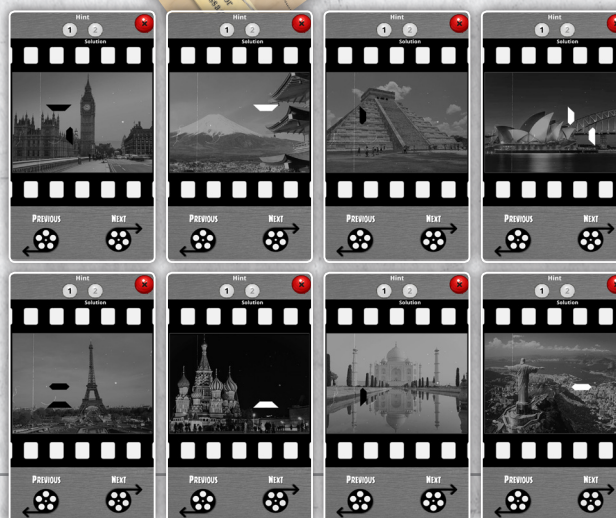
- Show the encoded message to Elvis: 10 + 47 = 57.  
Take card 57.



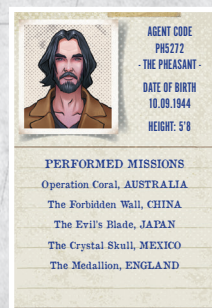
- Place the deciphering key as shown opposite. You'll just have to invert the letters at the end of each dotted arc to obtain the sentences: "Be careful" and "The gorilla is suspicious!" Well, The Gorilla is also exonerated.



- Time has come to take a look at the microfilm. Enter in machine 65.  
Carefully look at the black and white lines on the pictures. If you place them all on top of each other, you'll get number 65.  
Take card 65.



- Three locations are written on the slides. The sole agent who didn't participate in all 3 missions is The Pheasant. So, he is exonerated.



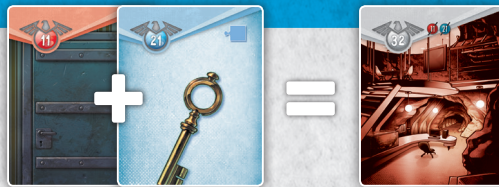
The mole is therefore The Fox. Or the Fox is the mole... Works both ways...



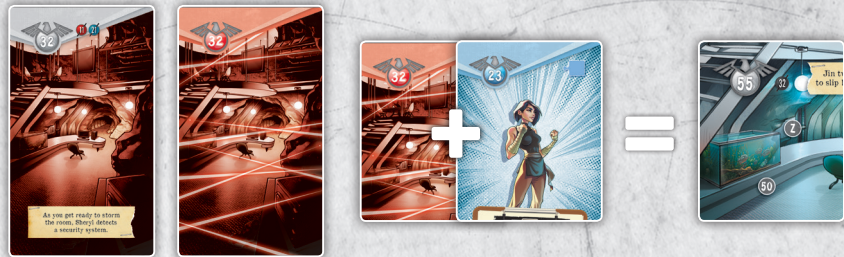


## THE INVESTIGATION (CONT'D)

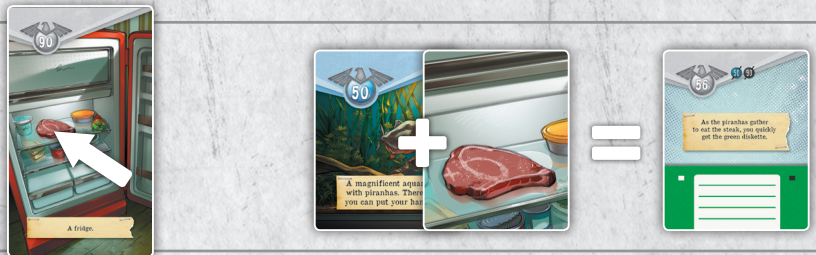
- Open the door with the key:  $\text{11} + \text{21} = \text{32}$ .  
Take card  $\text{32}$ .



- X-ray card  $\text{32}$  using the app's dedicated button. You can see laser beams and the card number in red! So, now you can combine it with a blue number. Jin should be able to avoid the laser beams:  $\text{32} + \text{23} = \text{55}$ .  
Take card  $\text{55}$ .



- +6 is written on the red steak in the fridge.  
Give it to the piranhas to recover the diskette:  
 $\text{50} + \text{6} = \text{56}$ .  
Take card  $\text{56}$ .



- X-ray the poster ( $\text{Z}$ ). You can see numbers where the woman's mouth, eye, nose, and ear are. So, you can open the safe ( $\text{38}$ ) if you dial the numbers in the right sequence: 8319. Enter that number in machine  $\text{38}$ .  
Take card  $\text{R}$ .



- The keys of the pad ( $\text{66}$ ) are oddly placed: you can read the word EIGHT in the last row.  
Prenez la carte  $\text{8}$ .



- Let Elvis handle the computer:  $\text{10} + \text{8} = \text{18}$ .  
Take card  $\text{18}$ .



- Place the three diskettes as shown opposite (make sure you place them on top of each other according to the colors on card  $\text{18}$ ) and you'll be able to read number 26.  
Take card  $\text{26}$ .



- You have unmasked The Fox. Therefore, enter his agent code FO2587 in the computer (machine  $\text{26}$ ).  
Take card  $\text{63}$ .



- Protect yourself from the self-destruction blast with the armored umbrella:  $\text{17} + \text{63} = \text{80}$ .  
Take card  $\text{80}$ .







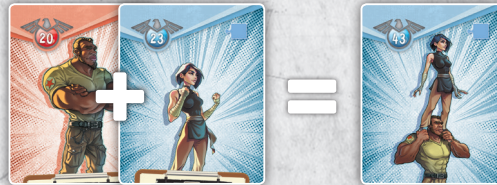


## THE FINAL RACE

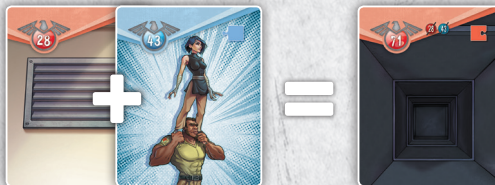
- There is a hidden 28 in card . Take card .




- Have Jin hop on Tommy's shoulders:  +  = . Take card .



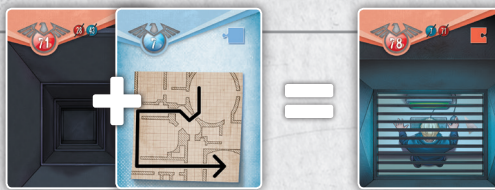
- You gained access to the air vent:  +  = . Take card .







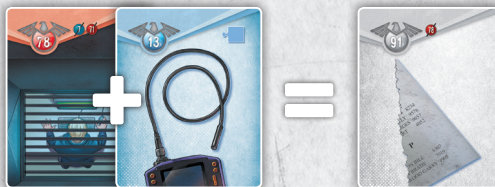
- X-ray the president's office using the app's dedicated button and you'll see appear on both cards on the left side the air ducts that draw: « 2 + 5 ». 2 + 5 = 7. Take card .







- Now, you know what path to take:  +  = . Take card .




- Observe the scene with the mini camera:  +  = . Take card .







- Make sure that Tommy shakes the security supervisor a bit:  +  = . Take card .



- The SOS can also be read 505. Dial 505 on the phone. In machine , you must press the number, then slide your finger along the circle to the other end.




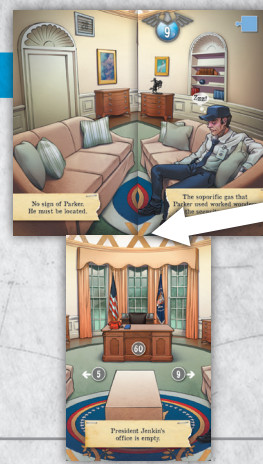
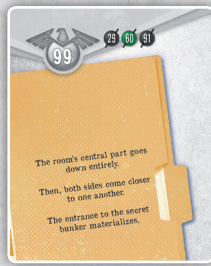
- The message is: "Mr. President, please come have dinner tonight with your wife followed by Edward. Then, ELIMINATE George, I don't trust him. This is an encoded message. Look at the pages of telephone numbers on cards  and . You can read the names of Edward, George, and Kate Jenkins, president Jenkins' wife. If you place Kate's (8196) and Edward's (5723) numbers next to each other, you obtain number 81965723. Now, remove George's number (seen on the missing page: 9657) from 81[9657]23. Thus, you obtain 8123. Call 8123 in machine . Take card .













## THE FINAL RACE (CONT'D)




- If you place the cards as shown opposite, the letter X forms.  
Take card .



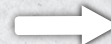
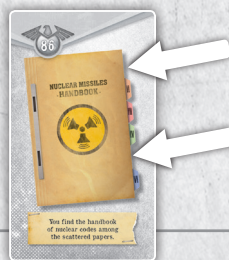
- The puzzle piece of card  is purple and four other pieces can be added to it. Form a team of 4 to defeat agent Parker.  
 +  +  +  +  = .



Take card .



- Two pages are missing from the handbook () , pages 1 and 5 in roman numerals.  
Take cards  and .


Take cards  and .

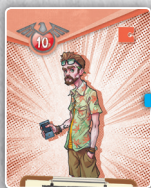


- The BOX that is mentioned on cards  and  is in fact the game box with its three adventures. Remove the plastic storage tray to see the bottom. You must deactivate the nuclear code casing. Follow then the track going from the detonator to the heart. You must comply with the handbook's instructions. When coming across a symbol, cards I and V will provide you with the new track to follow.

If you make no mistakes, you should at some point come across ERROR +87.


Elvis will handle that:  +87 = . Take card .

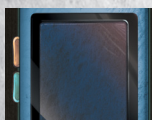
Place card  on the ERROR symbol. Now, there's an OK instead and you can keep going.



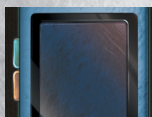
+87 =



The combination colors correspond to the volume keys on Elvis' mini computer. Enter in machine  and use the VOLUME+ and VOLUME- buttons of your device. The correct code depends on what is displayed on your screen:



VOLUME + VOLUME + VOLUME - VOLUME + VOLUME -  
(on the screen: orange, orange, blue, orange, blue)



VOLUME - VOLUME - VOLUME + VOLUME - VOLUME +  
(on the screen: orange, orange, blue, orange, blue)

Congratulations! You saved your country! And captured this damned mole!

The path to follow is:

- LAUNCH> red line
- empty red circle> red line
- empty blue square> orange line
- empty red circle> red line
- full blue circle> blue line
- empty red circle> red line
- full yellow circle> orange dots
- empty yellow circle> blue line
- three blue triangles> three other blue triangles > blue line
- empty red circle> red line
- empty blue square> orange line
- ERROR turned into OK
- empty blue circle> orange dots
- empty orange circle> blue line (double)
- empty blue square> yellow line
- end of the track: enter the combination: orange, orange, blue, orange, blue