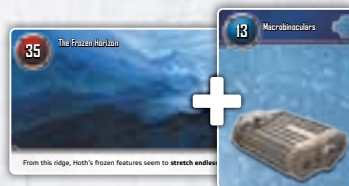▶ First, spot number **35** in the fog.
Take card **35**.
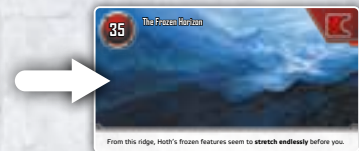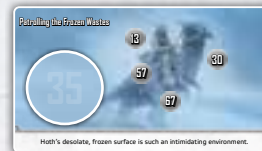
▶ Proceed with a visual check of the surroundings.
Use your macrobinoculars and scrutinize the huge horizon
stretching as far as the eye can see: **35** + **13** = **48**.
Take card **48**.

▶ Enter machine **48** and scan the horizon by pivoting your device
(or using the arrows): you spot a droid. Be accurate when placing
the droid in the center of the viewfinder to get card **01**.
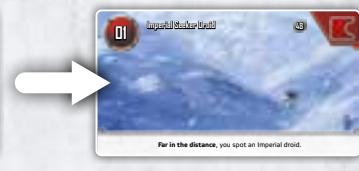
▶ Once you spotted the droid, go toward it with the help of your
faithful tauntaun: **30** + **01** = **31**.
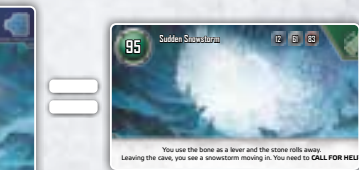Take card **31**.
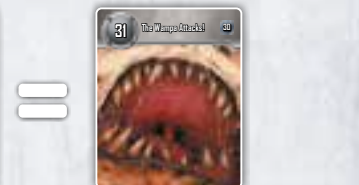
▶ Suddenly, a wampa attacks you (**31**).
You barely have time to count its teeth before fainting.
So, count the wampa's teeth: there are **19** of them.
Take card **19**.

▶ Hanging by the feet (**19**), you see everything from
a different perspective. Turn the card upside down:
now, number 19 becomes number **61**.
Take card **61**.

▶ Inside the cave (**61**), spot the number **83** formed
by the bones, and then take card **83**.
Use this animal bone as a lever to move the rock
and clear the entrance to the cave: **83** + **12** = **95**.
Take card **95**.
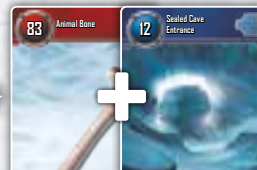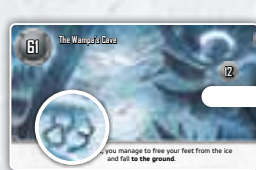
▶ Enter machine **95** and call for "help" out loud into your device's mic. It is a voice recognition machine. A team of Rebels comes to rescue you so that you can resume the search for droids.
Take card **63**.

HELP!

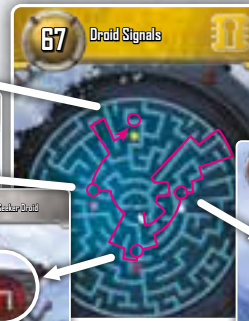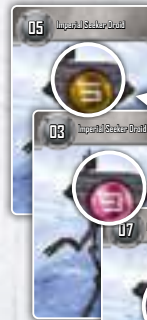63 Imperial Seeker Droid

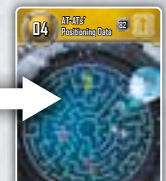As the snowstorm calms down, you discover the source of the **three remaining signals**.

▶ You now have the ID numbers of each of the 4 Imperial droids. Each of these numbers is embedded in the central eye of each droid, and corresponds to the card number. On the radar (**67**), move through the "maze" from your START position to identify the correct order of the signals: you first detect the white droid **01**, then the red droid **07**, the pink droid **03**, and lastly the yellow droid **05**.
So, enter code **1735** in the app.
Take card **33**.

05 Imperial Seeker droid

03 Imperial Seeker Droid

07 Imperial Seeker Droid

67 Droid Signals

01

33 Droid Signals

After locating all four Imperial droids, you intercept one of their transmissions.
You need to relay this information and head back to **Echo Base.** ⟫ 58 ⟫ 92

▶ When you arrive at Echo Base (**10**), you get help from: the protocol droid (**+24**), the mechanic Chewbacca (**+8**), and one of the pilots (**+36**).
First, have the protocol droid decipher the coded message: **58** **+24** = **82**.
Take card **82**.

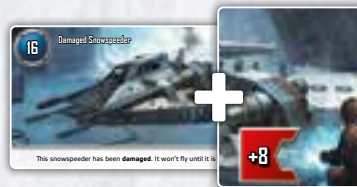58 Encoded Message **10** **+24** = 82 Protocol Droid 58
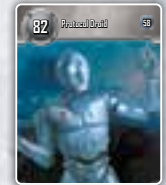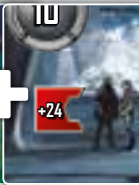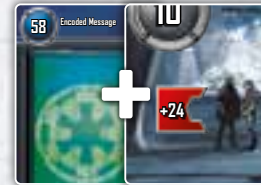
▶ The protocol droid (**82**) informs you that the AT-ATs are going to launch an attack and tells you how to triangulate their position from the Imperial droids' signals: connect the signals in ascending order, using straight lines (1, 3, 5, then 7). The line forms a **4**.
Take card **04**.

82 Protocol Droid 58

"Of course I can help decipher the code you intercepted. As a protocol droid, I have been programmed to speak more than six million languages."

To reveal the AT-ATs' position, **connect** the Imperial seeker droid signals **in ascending order**, using **only STRAIGHT LINES**.

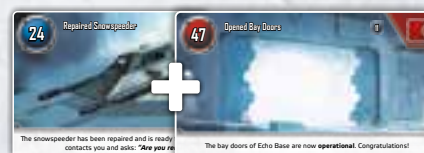33 Droid Signals 01 03 05 07 63 67

04 AT-ATs Positioning Data 82

▶ Now, fix the damaged snowspeeder with Chewbacca's help: **16** **+8** = **24**.
Take card **24**.

16 Damaged Snowspeeder **+8** = 24 Repaired Snowspeeder 18

This snowspeeder has been **damaged**. It won't fly until it is...

The snowspeeder has been repaired and is ready for action. Your squadron leader contacts you and asks: *"Are you ready for take off?"*


▶ Also, make sure to melt the ice blocking the hangar bay doors by exposing them to the hot engines of other ships: **11** **+36** = **47**.
Take card **47**.

11 Sealed Bay Doors **+36** = 47 Opened Bay Doors

Heavy snow and ice from the surface have fallen in front of the ... out of Echo Base. It is sealed shut.

The bay doors of Echo Base are now **operational**. Congratulations!

▶ Now everything is ready to counter-attack the AT-ATs. Get into your snowspeeder and take off, leaving through the hangar doors: **24** + **47** = **71**.
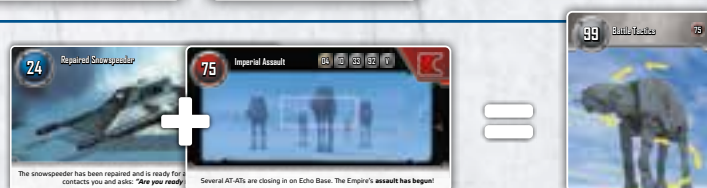Take card **71**.

24 Repaired Snowspeeder 47 Opened Bay Doors 11 = 71 Squadron Formation 47

The snowspeeder has been repaired and is ready ... contacts you and asks: *"Are you re...*

The bay doors of Echo Base are now **operational**. Congratulations!

You head out in your snowspeeder. You contact the squadron leader: *"There's nothing to report yet. We will continue to patrol in a specific formation."*

▶ While waiting for the flight orders, continue to *patrol in a specific formation* (**71**). Observe the shape of your flight formation: the ships form a **V**.
Take card **V**.
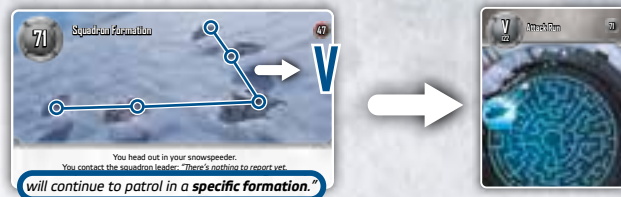
▶ The assault is going to be launched. From your current location, lead your squadron toward the AT-ATs. Locate the squadron's starting point that card **V** provides. Then, the squadron **04** must pass through numbers 3, 7, 1, and 8 of the maze on card 4 to get to the AT-ATs. Enter code **3718** in the app.
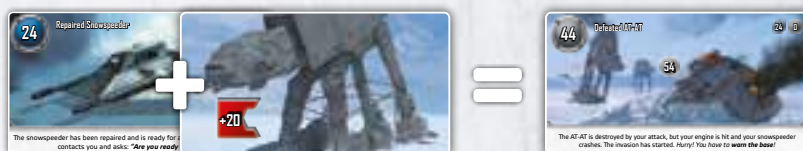Take card **75**.

▶ Attack the AT-ATs with your snowspeeder: **24** + **75** = **99**.
Take card **99**.

▶ During your first maneuver to neutralize the AT-ATs (**99**), you snake between their legs forming the letter **S**.
Take card **S**.
Similarly, you maneuver around the AT-ATs forming the letter **O**.
Take card **O**.

▶ The AT-ATs are now neutralized (**O**).
Now, launch the final attack against them with your snowspeeder: **24** **+20** = **44**.
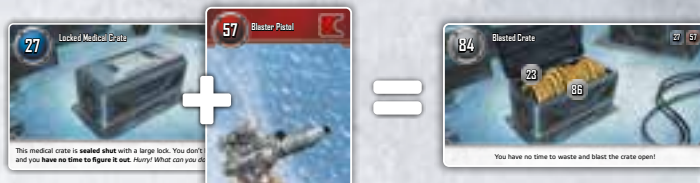Take card **44**.

▶ Your pilot is injured. You must contact Echo Base but the radio is covered with ice. Enter machine **53** and rub your finger against the screen to remove the ice.
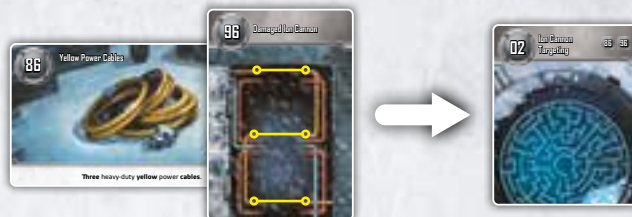Take card **62**.

▶ Once you're back at Echo Base, enter machine **72** to crack the coded data. Feed the computers with 4 of the 5 cards bearing the data symbol. That symbol is reproduced on cards **44**, **58**, **63**, **82**, and **99**. (The *INSIDE INTEL* Advantage Card also gives you number 90). Take card **29**.
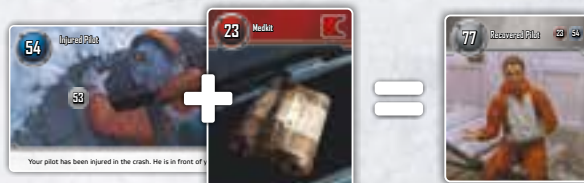
▶ Now, the time has come to use your blaster.
Shoot at the locked crate to open it: **27** + **57** = **84**.
Take card **84**.

▶ Using the 3 heavy-duty yellow cables you retrieved (**86**), repair
the ion cannon (**96**). Only connect the yellow cables to the cannon:
the yellow cable now forms a **2**.
Take card **02**.

▶ Treat the pilot's injuries using the medkit: **54** + **23** = **77**.
Take card **77**.

▶ An Imperial blockade prevents the Rebels from leaving Hoth.
Use the ion cannon to disable each ship in the correct order.
Start by matching the Imperial blockade (**29**) with the posi-
tion of your ion cannon (**02**) to determine the order in which
the 4 vessels are to be disabled: ⬡, ▲, ⬤, and ■.
Thanks to the pilot(**77**), you understand that each symbol's
value equals the number of sides of the geometric shape:
⬡ = 6, ▲ = 3, ⬤ = 1 (0 is also a valid number), and ■ = 4.
Enter code **6314** (or 6304) in the app.
Take card **41**.

▶ The ion cannon has disabled all Imperial ships.
Take this opportunity to escape from the planet before the Empire reacts.
Enter machine **41** and visualize the positions of the Imperial ships of card **29**
to avoid the passages blocked by these ships.
By doing so, you will be able to come up with the correct itinerary and safely
evacuate Hoth (see example to the right).
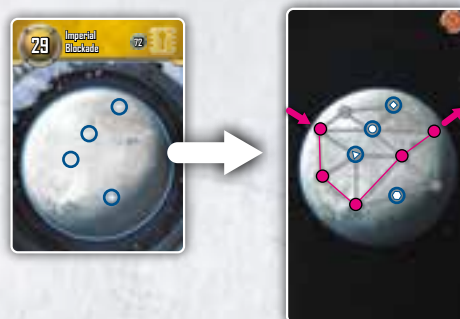
**CONGRATULATIONS! YOU MANAGED TO ESCAPE THE EMPIRE AND
TO SAVE THE REBELS FROM A DANGEROUS IMPERIAL ATTACK.
YOU DEPART HOTH AND DIVE INTO HYPERSPACE.**