

# UNLOCK!

LEGENDARY ADVENTURES

## STEP BY STEP SOLUTIONS

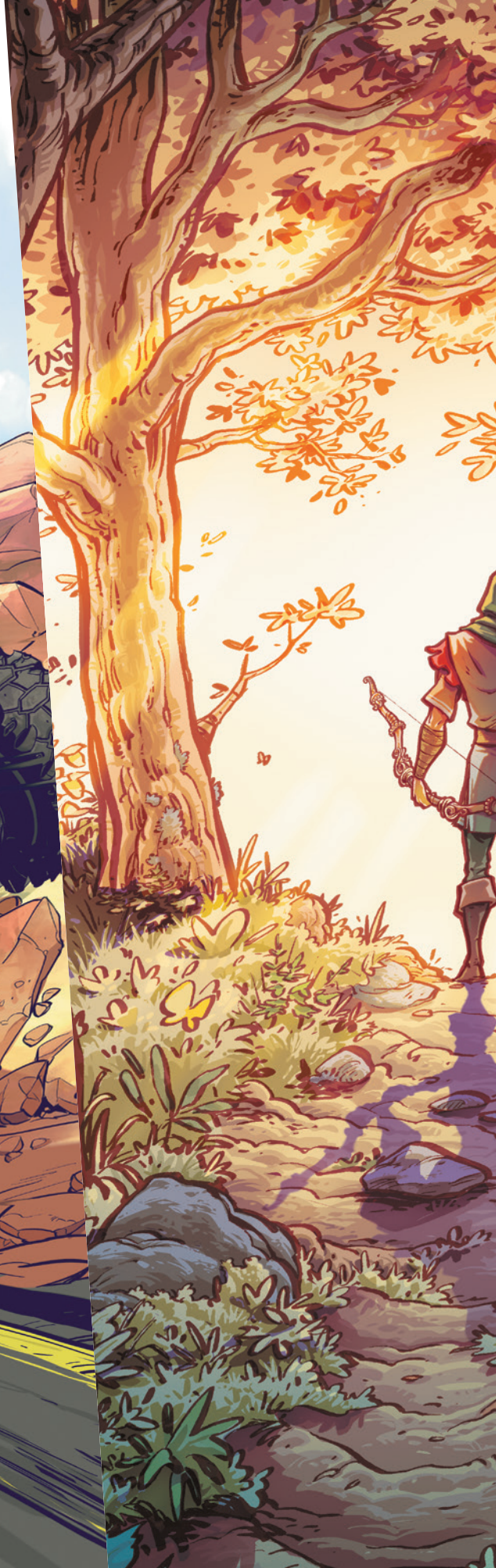


**IMPORTANT: DO NOT READ THESE PAGES UNTIL  
PROMPTED TO DO SO.**

**ONLY REFER TO THIS BOOKLET IF YOU ARE STILL STUCK AFTER  
TRYING THE HINTS AND SOLUTIONS PROVIDED BY THE APP OR  
AFTER COMPLETING THE ADVENTURE.**

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# Action Story

Difficulty Level:

## High-Speed Chase

- How will you catch up with Stella? Is there a solution in the glove compartment? The locked padlock symbol looks like an 8. To unlock it, look at the open padlock symbol: it forms a 6. Take card **6**.



- Before you can shoot, you must catch up with her. Use the turbo button of machine **70**:  $+48 + 15 = 63$ . Take card **63**.



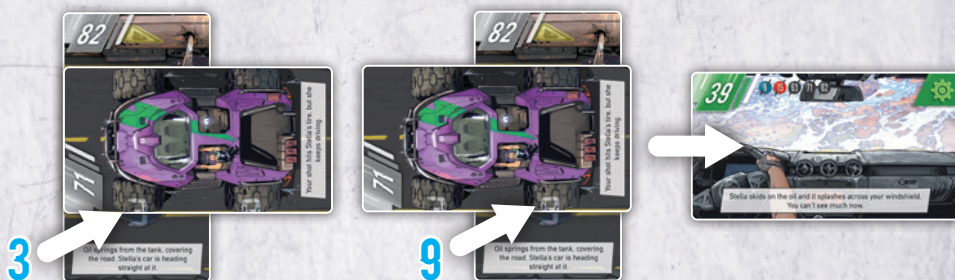
- Stella's car is within gun range:  $+65 + 6 = 71$ . Take card **71**.



- Stella keeps driving. Shoot at the oil truck to make her lose control of her car:  $+76 + 6 = 82$ . Take card **82**.



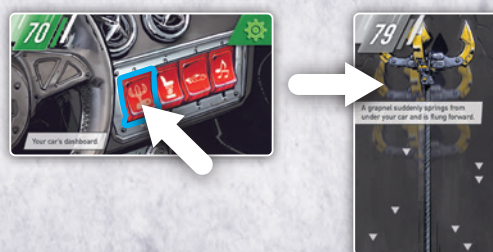
- The left wheels of Stella's car bear white marks (**71**). Lay them over the white mark left by the oil spillage (**82**): numbers 3 and 9 form. Take card **39**.



- You can't see anything! Access machine **39** and clean the oil-covered windshield by sliding your finger on the screen. Take card **24**.

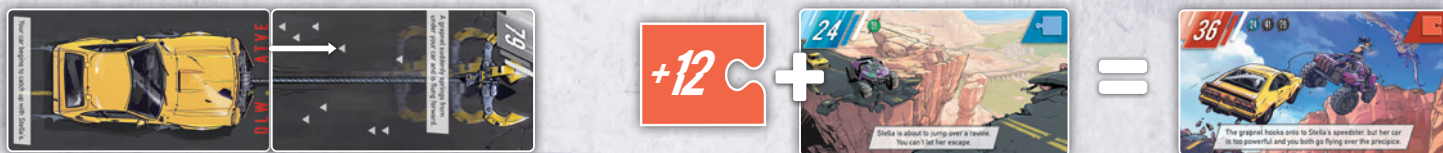


- You must prevent Stella from jumping over the ravine. Press the grapnel button on your dashboard (**70**). Take card **79**.





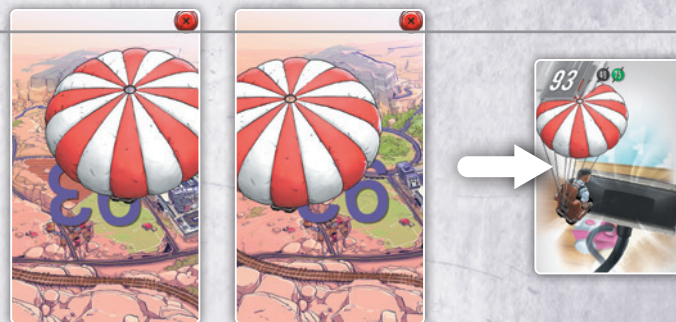
- Place card **79** under card **41**, then slide it outward. Use the grapnel's cable as a point of reference. The gray arrows point toward the red letters. By following the order obtained from the sliding of card **79**, the arrows give you the sentence: 'ADD TWELVE': **24** + **12** = **36**.  
Take card **36**.



- Great! You have a grip on it, but now, the both of you are about to fall... (Quickly) Press the ejector seat button on your dashboard (**70**):  
**+13** + **36** = **49**.  
Take card **49**.



- Access machine **75**.  
If you move the parachute a bit, you will see number 93 appear.  
Take card **93**.



- Look at the app's screen. A power outlet is plugged in on the lower left side. Press to unplug it.  
Take card **83**.



## A SMALL, QUIET TOWN

- How can you stop the train? Look at the structure (**67**). If you remove the wobbly plank, the remaining red planks form a **+9**:  
**+9** + **19** = **28**.  
Take card **28**.



- The sheriff wants his gold back in exchange for Stella's location. On card **19**, the gold is in the third wagon counting from the locomotive. The modifier to select from card **28** is therefore: **+5** : **+5** + **55** = **60**.  
Take card **60**.





- The town map is now complete. Place cards **83** and **60** next to each other to create number 48.

Take card **48**.



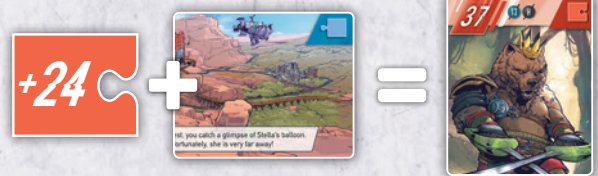
- Access machine **90**, and wind up the car using the mechanism. Spin it very fast, and the U shape turns into H.

Take card **H**.



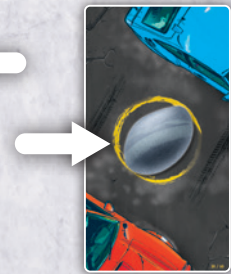
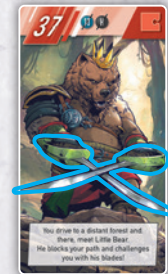
- The car starts. Head toward the forest:  $+24 + 13 = 37$ .

Take card **37**.



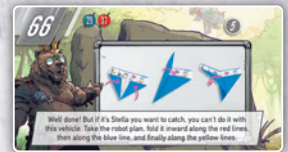
## THE FOREST

- To defeat Little Bear and his scissors, you must use a rock! In the roshambo game, the rock beats the scissors (amazing, right?). Look at the back of the cards; there is a rock on one of them. Take the rock card (**29**).



- Use the rock against Little Bear's scissors:  $37 + 29 = 66$ .

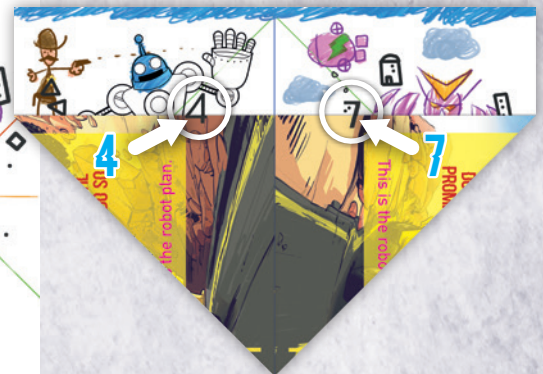
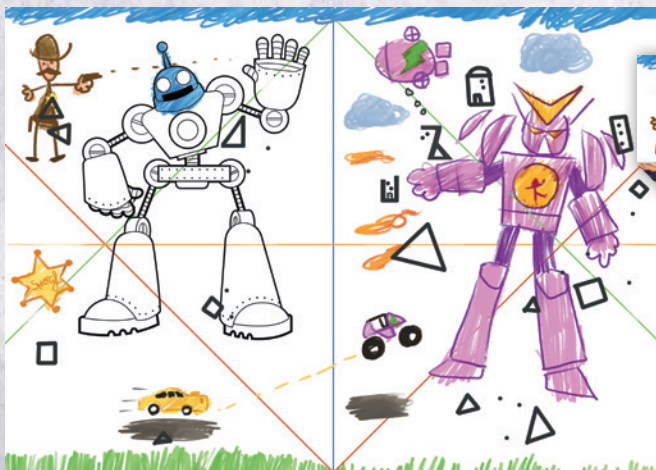
Take card **66**.



- By folding the robot plan as instructed, you can make a plane out of it, revealing the number 47.

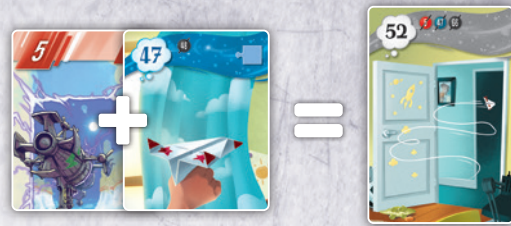
You can now catch up with Stella!

Take card **47**.





- Fly off to join Stella:  $5 + 47 = 52$ .  
Take card 52.



- Look closely at the movements the paper plane (52) makes: you see number 35.  
Take card 35.



## THE NEW WORLD

- Read card 80 carefully. The monster that placed water in its body is none other than the bottle (54).  
Bee and pea - or rather B and P - have to be removed.  
So delete letters B and P from the bottle's brand.  
The remaining letters form the word TWELVE.  
Take card 12.



- Take the spirit of water back to their native land:  $12 + 20 = 32$ .  
Take card 32.



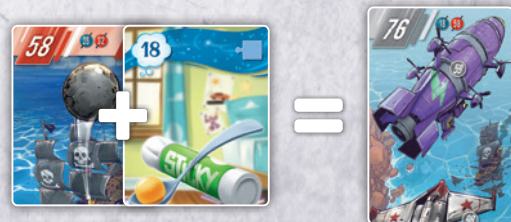
- Dry the plane so that it can take off:  $10 + 16 = 26$ .  
Take card 26.



- Now, get after Stella's balloon!:  $32 + 26 = 58$ .  
Take card 58.



- Down with the pirates! Shoot your Catapult:  $58 + 18 = 76$ .  
Take card 76.





► Now that Stella has her big robot, the time has come to activate yours!  
Carefully look at each of the limbs of Stella's robot to work out how you need to build yours.

- To block the sword of the right arm, a shield on your left arm;
- To counter the laser of the left arm, a mirror on the right arm;
- To put out the fire of the right foot, a bottle of water on the left foot;
- To magnetize the metal of the left foot, a magnet on the right foot.

Access machine **59**.

By pressing the buttons on each limb, they change color.

To find out which ones to choose, look at the colors of the cards you placed on your robot:

Right arm **GRAY**

Left arm **BLUE**

Right foot **GRAY**

Left foot **RED**

And the robot's head is **BLUE**, same as on the plan.



You did great!  
Your robot is victorious, and Stella is defeated.  
Now, go and clean up the mess...







# Robin Hood: Dead or Alive!

Difficulty Level:

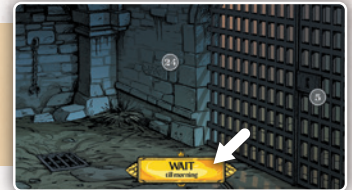
## Nottingham's Town Wall

- ▶ Your adventure begins at the gates of Nottingham. Access is only granted to those who can pay the toll, but you have no coins. Are you desperate enough to threaten this guard with your axe so that he lets you pass? If that's the case:  $20 + 9 = 29$ . Take card .



The guard is not easily intimidated and threatens to throw you in the dungeon. You then have a choice: either you back down or persist. Choose another approach and head to the chapel .

However, should you decide to threaten the guard again, you will spend a night in the dungeon:  $29 + 9 = 38$ . Take card . This will cause a loss of time, nothing more. You just have to serve your sentence.

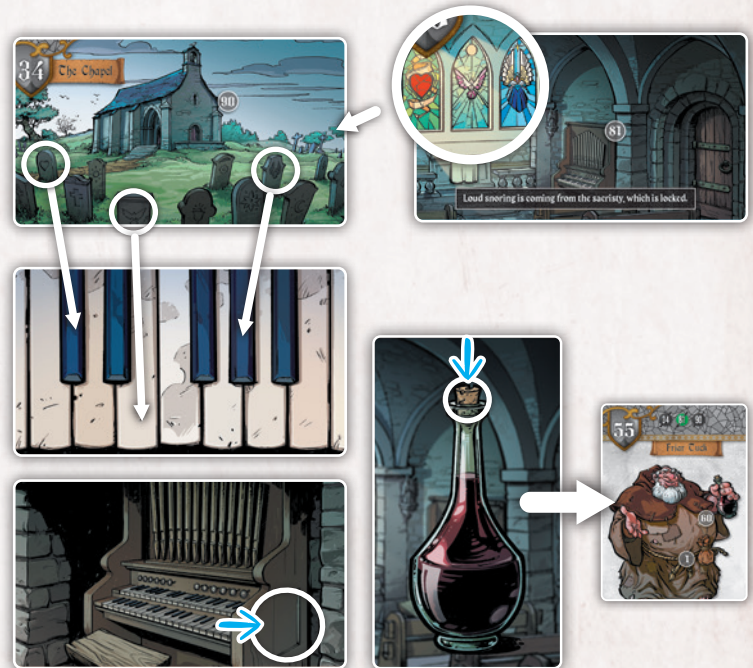


## The Chapel

- ▶ Inside the chapel, you feel compelled to look at the secret compartment of the organ . But how can you open it? Look carefully at the tombstones which are laid out exactly as the organ keys: 2 on the upper left side, 3 on the upper right side, and 7 on the bottom.

Also, pay attention to the symbols on the stained glass windows . These 3 symbols are also depicted on the tombstones. Press (in sequence or simultaneously) the 3 organ keys, which are laid out like the 3 tombstones bearing these symbols (heart, bird, angel). The secret compartment opens!

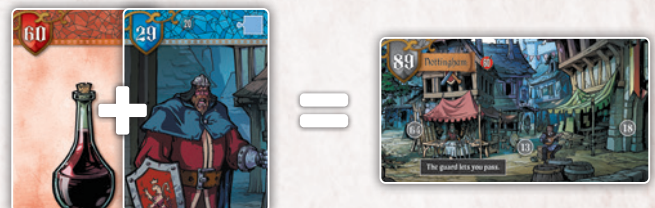
Press the compartment, and you will find a bottle of liquor (moderate consumption, please!). Uncork it to wake up Friar Tuck. Take card .






## Nottingham

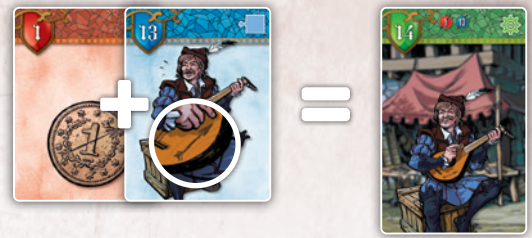
- ▶ The guard will gladly accept a fine bottle in exchange for your right to pass:  $60 + 29 = 89$ . Take card .






If you haven't threatened the guard yet, do this instead:  $60 + 20 = 80$ . Take card .





- ▶ Here you are in Nottingham. You must now find a way to get to Robin's Merry Men. Observe the minstrel's lute . It bears the same arrow as does Friar Tuck's bronze coin . This man is probably a friend of the Merry Men. Give this minstrel your coin and listen to his ballad:  $1 + 13 = 14$ . Take card .



- ▶ Access machine  in the app. Listen carefully to the words the melodious voice sings. Pay close attention to the following passage:  
***"Find in my verses the key to your freedom  
 The first words are here to overcome"***  
 The minstrel tells you how to find the Merry Men in Sherwood Forest  through his ballad. To that end, use the first word of each verse:  
***"In Sherwood Remove One To Find The Merry Men."***  
 As Sherwood is card , by removing 1, you obtain . Take card .





In truth, my dear jolly Fellows  
 Sherwood, with revolt, grows  
 Remove from the rich, give to the needy  
 One single gesture to set them free,  
 To thwart and fight the awful mockery.  
 Find in my verses the key to your freedom  
 The first words are here to overcome  
 Merry despots and the mean kingdom.  
 Men, march to your goal, fearsome!





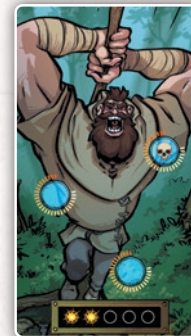
$$40 - 1 = 39$$





## Sherwood Forest

- ▶ As you are walking through Sherwood Forest, you come across a waterway. Observe the river : the tree's shadow forms +7. Cutting it to make a bridge is a good idea:  $9 + 7 = 16$ . Take card .



- ▶ Access machine  in the app. Don't let this stave expert catch you off guard! Try blocking his blows by quickly pressing the blue buttons when they appear. Do not press buttons with a skull. If you succeed 5 times in a row, victory is yours! However, if you fail to block him, keep trying, your assailant will eventually get tired and slower. Take card .





- ▶ You meet Robin's famous brother in arms: Little John. To join the Merry Men, you must prove your worth. How can you find the convoy? There is only one card "between here  and Sherwood's entrance ." It is card . Take card .






check the location of our next robbery.  
 A convoy is somewhere between here  
 and Sherwood's entrance. Find it.

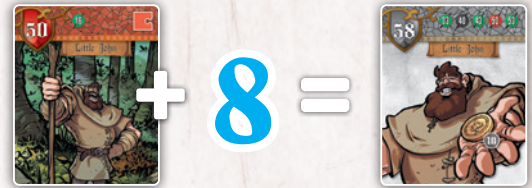


- ▶ Access machine  in the app. Here, you must remember as much information as you can about the convoy. The Merry Men want to prepare as best they can for the next robbery by asking you questions about some essential details.







- How many men are there in the convoy? 4.
- How many men are riding horses? 2.
- How many men wear armor? 3.
- What is the coachman's weapon? A crossbow.
- Is there any other loot in addition to the cargo? Yes, a purse.
- Where is that purse? At the coachman's feet.
- How can you access the cargo inside? Through the tradoor in the roof.
- How many horses are there in total? 6.
- How are the 6 horses placed? 4 horses are pulling, 1 horse to the right and another to the left.
- What is the symbol of this squadron? 







- ▶ Now, report back to Little John about the convoy:  + 8 = .
- Take card .

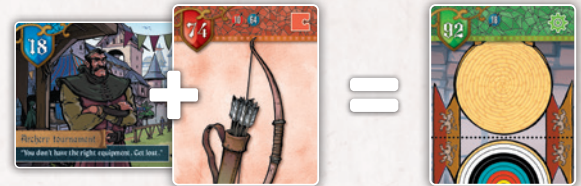





## The Archery Tournament

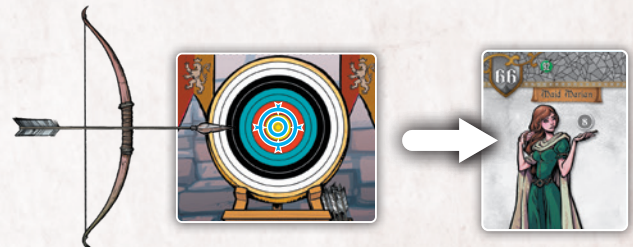
- ▶ According to Little John , Robin is presumably in Nottingham. The latter probably went to the archery tournament , but the only way to get admitted there is with a bow.
- So, buy a bow. Give your gold coin to the weapon dealer:  +  = .
- Take card .







- ▶ You can now participate in the archery tournament:  +  = .
- Take card .



- ▶ Access machine  in the app, fold card  in half. Follow the instructions for aiming and shooting arrows with your device. Aim at the center of the target to rank among the best archers. If your score is too low, each player will be asked to shoot another arrow. Take card .



- ▶ Robin has been imprisoned. Marian begs for your help. But it is rather difficult to access the dungeons without getting noticed by the guard. Unless the soldiers take you there... Threaten the guard again with your axe:  +  = .
- Take card .




Provoke him twice if you haven't done so yet:

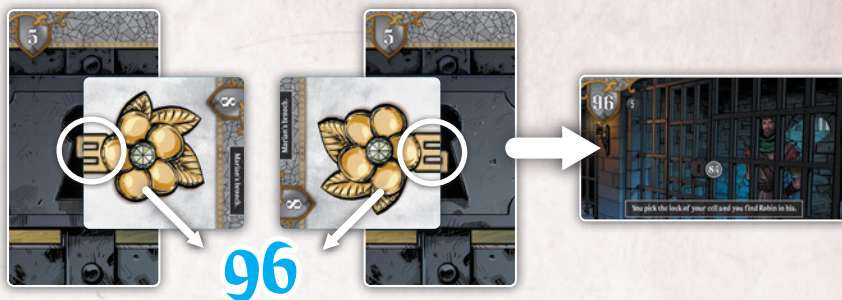
$$\text{20} + \text{9} = \text{29} \text{ and then } \text{9} + \text{29} = \text{38}.$$





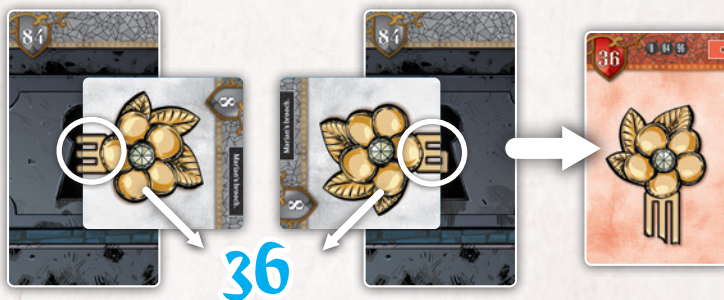




## The Dungeon

- As expected, you are brutally brought to the dungeons. Now, you must find a way to leave your cell... Fortunately, you managed to hide the brooch . Use it to pick the lock : slide the brooch in it, one way then the other. You will see two numbers appear: 9 and 6. Take card .





- Here is Robin's cell. Now to try and free him, pick this lock  using the same method as previously. This time the numbers 3 and 6 form. Take card .



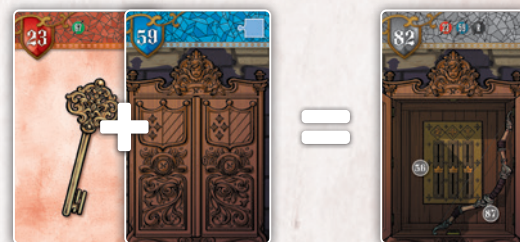
- Robin is going to be hanged! You must hurry and find his Merry Men to warn them. The only way to leave this place alive is by going through the Sheriff's bedchamber to get to the catacombs. Robin tells you that the bedchamber is located in the castle , EXACTLY at the very end of the corridor. The very end of the word **CORRIDOR** is the letter R. Take card .



- To access the secret passage leading to the catacombs, you need a key. But how can you retrieve it without awakening the Sheriff? The Sheriff is sleeping restlessly, you must know the method for calming down an agitated snorer. Don't you? Access machine  in the app and whistle in the mic of your device to try appeasing the Sheriff's sleep and thus, take the key. If that does not work, either you didn't grant the app access to the mic, or you whistle very poorly. Take card .

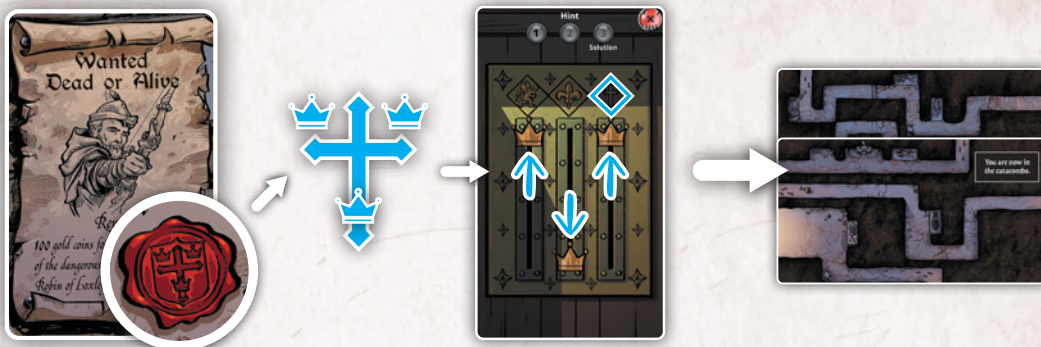


- You can now use the key to discover what is hidden inside this wardrobe:  +  = . Take card .








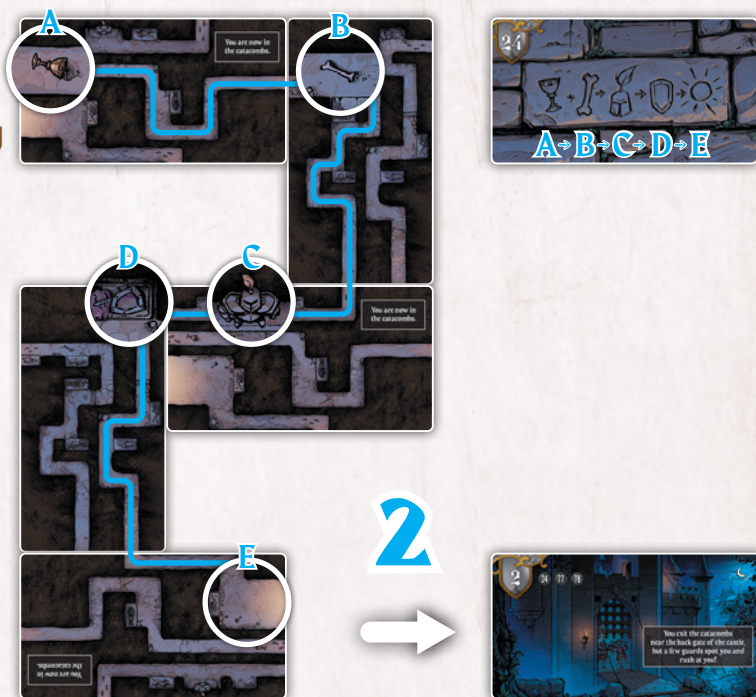




- ▶ A strange mechanism secures the entrance to the catacombs. The solution lies in the Wanted notice. It is sealed with Nottingham's coat of arms: 3 crowns positioned on a cross. Access machine  in the app and select the button with the cross symbol, then use the coat of arms as a guide to position the 3 crowns: the left and right ones up, the middle one down. Take cards  and .







## The Escape

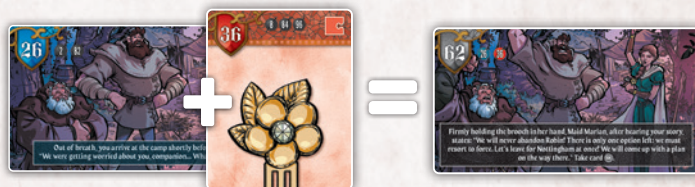
- ▶ Here are the catacombs, but if you can't find your bearings in this maze, you'll never save Robin!  
The carved symbols  in your former cell indicate the path to follow: Start from the **CHALICE**  and place card  at a right angle to extend the path to the **BONE**.  
The footprints indicate the direction of travel.  
Then move card  to extend the path to the **HELMET**.  
Do the same for the **SHIELD** and finally the exit (**SUN**) of the catacombs.  
The pattern created by the movement of the two catacombs cards forms the number 2.  
Take card .



- ▶ You barely have time to regain your composure when you are set upon by many guards! You will only get rid of them by using trickery. Access machine  in the app to use your new bow and shoot precisely at one of the two pieces of the rope holding the portcullis. It then closes in front of the guards!  
Take card .







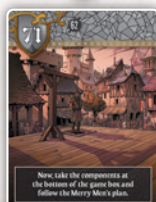
- ▶ Once you have joined the Merry Men, give Marian her brooch back, which unfortunately proved useless in freeing Robin from Nottingham's dungeons:  +  = .  
Take card .





## The Hanging

- To rescue Robin from the terrible fate awaiting him, start by placing the bottom of the box, upright. Then take the wooden platform (on the back of the Wanted notice) and lay it flat inside the box so that the artwork matches. Then, follow the Merry Men's plan  for placing the characters. From left to right: Little John, the executioner, Maid Marian, the Sheriff, Friar Tuck, and the priest. Once everyone is at their post, you must cut the rope . Find the correct position from which to view the scene. Unfortunately, the rope is hidden by the beautiful Marian. So, you will need to find something for the arrow to ricochet off. But what should you shoot at? Close one eye and observe the luminous shape in the background. This is your inspiration for a legendary shot: the executioner's axe. Now, aim at the executioner's axe with your bow  to make the arrow ricochet until it cuts the rope. Access machine  in the app and shoot at the executioner's axe.



for the rope. You'll have to try an indirect shot. Observe the scene closely for a luminous inspiration.




It is indeed a legendary shot! Your arrow ricochets off the executioner's axe, then off Friar Tuck's tankard, and ends its course by cutting the rope clean. Robin is saved! Taking advantage of the ensuing confusion, you flee with the Merry Men to Robin's lair. While waiting for King Richard's return, you will keep bringing justice throughout England.

CONGRATULATIONS!





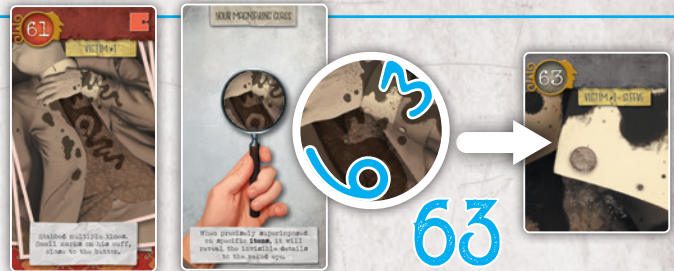
# SHERLOCK HOLMES




## THE CASE OF THE BURNT ANGELS

► Difficulty Level: 

### 221B BAKER STREET




- So, you are the ones Mr. Holmes put in charge of this mysterious case? There is no time to waste!  
The first lead to follow is Victim #1's cuff .  
Place the magnifying glass over it to find out more.  
The bloodstains form the number 63.  
Take card .

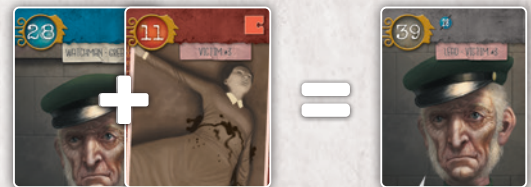


- Where should you start?  
The newspaper  specifies that one of the victims was found at the north corner of Green Park.  
Head there to investigate the murder and the gang.  
Use the  button in the app and enter coordinates F2.  
Take card .






### GREEN PARK



- The Green Park watchman probably has some information about the murder that took place there. Interrogate him about Victim #3:  +  = .

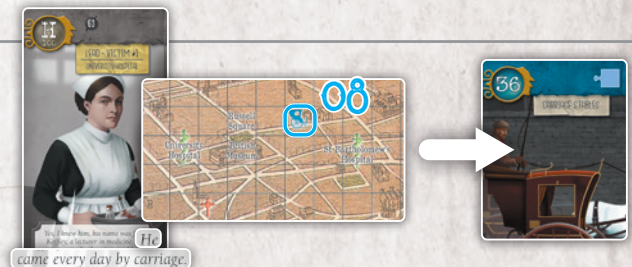





### JOHN KOFFLEY

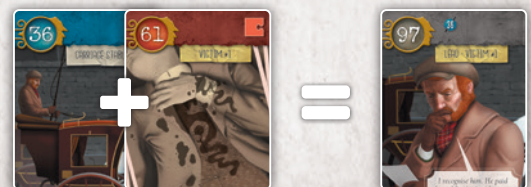
- Return to the cuff  lead and take note of the symbol depicted on the cufflink. According to the key , it is the one used to represent hospitals. The antiseptic stains strengthen the hypothesis that Victim #1 is a physician. But which hospital must you go to? The chalk dust leads you to believe that the victim is also a lecturer.  
You can bet that this victim is a lecturer of medicine.  
So, enter coordinates K7 in the app to get to University Hospital.  
Take card .



- A nurse  tells you that the name of Victim #1 is John Koffley and that he used to come to the hospital by carriage.  
Enter coordinates 08 in the app to go to the Central Carriage Stables.  
Take card .



- Once at the carriage stables, interrogate the coachman about Victim #1:  +  = .

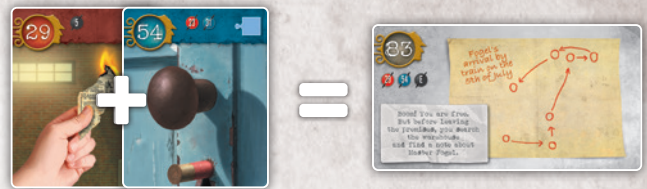




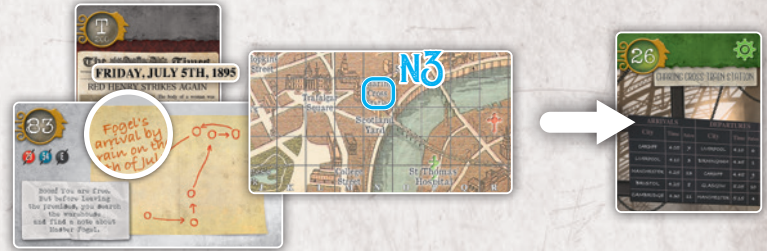




- ▶ Set the cartridge on fire to blow up the lock and recover your freedom:  $29 + 54 = 83$ . Take card  $83$ .



- ▶ Despite the trap, you do not leave empty-handed. The note you found in the warehouse  $83$  tells you that Master Fogel, the gang leader, will arrive today at a London train station. Hurry to N3 to try and catch him. Take card  $26$ .



## MASTER FOGEL

- ▶ Charing Cross train station is large and very busy. To have a chance of catching Fogel, you must first find out which platform you must go to. To that end, you have to decipher the note  $83$ . The drawing refers to a journey between the cities on the map of Europe  $M$ : **B**arcelona, **R**ome, **I**nnsbruck, **S**tockholm, **T**allinn, **O**slo, then **L**ondon. The 1<sup>st</sup> letter of each of these stopovers gives you the inbound train: **BRISTOL**. So, it is on platform 8 that you can catch Fogel! Access machine  $26$  in the app and enter platform 8. Take card  $50$ .



- ▶ You have caught Master Fogel. If one of the gang members committed the murder, their leader must know who the murderer is. But Fogel refuses to spill the beans. So, you must find something to make him talk. Start by searching him. Spot the hidden number in his coat pocket. Take card  $75$ .

Fogel's diary  $75$  mentions the receipt of loot at Oxford Street today. Maybe you're in luck! Enter G5 in the app to go to Oxford Street. Take the card  $56$ .



- ▶ Oxford Street  $56$  is a very long street. To find the loot, you need the exact address. What street number do you need to go to? The diary  $75$  indicates #2, but you find nothing there. However, you notice the dots under the date and address. Only keep the numbers (I=1 and O=0) placed above them: 51 - 20. Access machine  $56$  to go to 31 Oxford Street. Take card  $B$ .



- ▶ This is undeniable proof that the gang was committing robberies. Now that you have this evidence against him, Master Fogel will be more than happy to tell you everything he knows about the murderer:  $48 + 50 = 98$ . Take card  $98$ .





- ▶ Fogel 98 gives you crucial information about the killer: now, you know that Red Henry grew up in the Hopkins Street orphanage. Enter coordinates J4 in the app to get there and investigate. Take card 14.



## THE ORPHANAGE

- ▶ You are now at the orphanage archives 14, in search of Red Henry's true identity. Based on his alias Red Henry, you can guess that the killer's FIRST NAME is Henry. But there are many files in these archives. So, you must proceed by elimination and fill at least 2 of the 3 fields. You have no lead as to his LAST NAME. What about the DATES? You learned from FOGEL 98 that a certain Jack Young grew up with him at the orphanage. Start by entering the last name **YOUNG**, then the first name **JACK** to access his file and find out when they lived together: **1884-1887**.



- ▶ Red Henry was probably at the orphanage at this same period. So, do a search using the first name **HENRY** and the years **1884-1887**. Four files match these entries, but only one should be of interest to you. Have you noticed the common denominator shared by victims #1 and #3? John Koffley 61 and Edith Chadha 55 were both health professionals. One of the 4 children refused to be examined by a physician. Further, that same child was hospitalized with burns. Chances are it is related to the note published in the newspaper T mentioning the "Burnt Angels." Keep investigating and go to B6, Henry Evans' former address in Manchester Square. Take card 17.



## AT RED HENRY'S

- ▶ His home is empty, but you find a clipping of an old newspaper article, clarifying the "Burnt Angels" mystery. Red Henry takes revenge for the death of his parents. He is killing the members of the medical staff who provided care to the wealthy spectators to the detriment of his parents, the members of HEAVEN'S CHOIR, leaving them to die in the FLAMES. Therefore, the "Burnt Angels" are none other than the Heaven's Choir members who died in the fire. Bring the newspaper article to Sherlock: 7 + 46 = 53. Take card 53.



- ▶ On the floor 17, the 3 pieces of torn paper together form a card number. Piece together the gray circle to form the number 16. Take card 16.





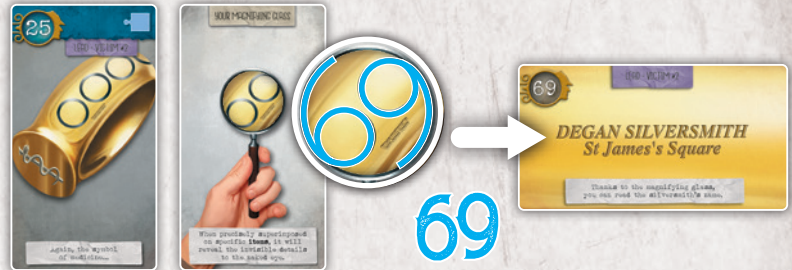
## EDITH CHADHA

- ▶ Among the items of the loot **B**, you find the purse belonging to Edith Chadha, victim #3 **40**, which holds a quarter of a map **55**. The cross indicates the location of Edith Chadha's apartment on one of the 4 quarters (**P**, **L**, **A** or **N**) of the London map: C1, C6, L1, or L6. But based on the information provided by the watchman **39**, the victim lived close to a church. L6 is the only location next to a church (L5). Go to L6 to investigate. Take card **24**.



## DR DRAY

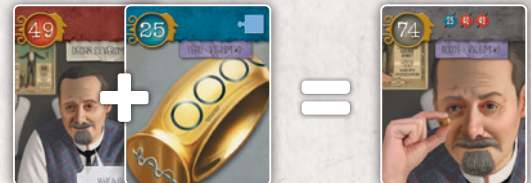
- ▶ You also find a ring **25** in Red Henry's bedroom, which probably belongs to victim #2 **40**. Something is engraved in it, but it is invisible to the naked eye. Place the magnifying glass over the ring: the outer edge of the magnifying glass and the silver circles form the number 69. Take card **69**.



- ▶ You can now read the address of the silversmith **69** who crafted this ring. Maybe he will have some information about victim #2 **40**. Enter coordinates I2 in the app to get to St James's Square. Take card **49**.



- ▶ You came all the way here in an attempt to learn more about the owner of this ring. Show the silversmith the ring:  $49 + 25 = 74$ . Take card **74**.

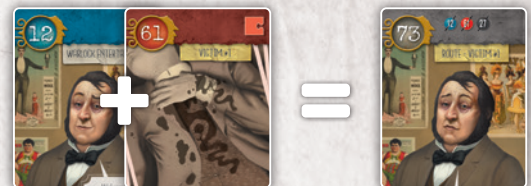


## JOHN KOFFLEY

- ▶ According to his wife **27**, John Koffley was on his way to Warlock Entertainers on the day he was murdered, but you did not have their address. Take note of the poster behind the silversmith **74**; it is an advert for Warlock Entertainers, and even provides its address: College Street. Enter M0 in the app. Take card **12**.



- ▶ You are at Warlock Entertainers' to get information about John Koffley, victim #1. Interrogate this man about him:  $12 + 61 = 73$ . Take card **73**.





## THE VICTIM'S ROUTES

▶ Now that you know the route of each of the victims on the day they died, you must look for the common location on these 3 routes to try to find where Red Henry comes into contact with them:

- Edith Chadha came into contact with Red Henry somewhere between **The Strand** and **Green Park** 39.
- Mr. Dray came into contact with the killer between **Charing Cross** and the shop at **Saint James's Square** 74.
- John Koffley must have crossed paths with Red Henry somewhere between **College Street** and **University Hospital** 75.

By transposing these 3 routes onto the map, you can see that the common location for all of them is **TRAFALGAR SQUARE**.

This must be the location where Red Henry comes into contact with his victims. Enter L3 in the app to get there.

Take card 85.



## TRAFALGAR SQUARE

▶ To drive Red Henry out of this crowd 85, remember what you have learned about him: Red Henry's parents were singers (see card 46), and he, himself, plays music: the violin 17. Also, remember the ballad you found in his bedroom 16. To spot his victims, Red Henry must regularly be at Trafalgar Square.

If that is the case, Red Henry must be this street singer, next to the fountain. Go and interrogate that individual.

Take card 2.



## MIND PALACE

▶ Before Red Henry turned around and walked away, you were able to observe 4 characteristics: his pale complexion, his chewed jacket, his faded trousers, and the feather hanging from his hat. Access machine 2 and click on these items. No exposure to light, frequent comings and goings through water, and proximity to rats suggest that Red Henry hides in the sewers. Seagulls attracted to fish usually live close to the places where fishing boats can dock. So, the hideout must be in sewers accessible from the banks of the Thames. Locate the tunnel's small entrance by the waterside of the Thames. This is where Red Henry must have fled to. Go to Q4 to check your deduction.



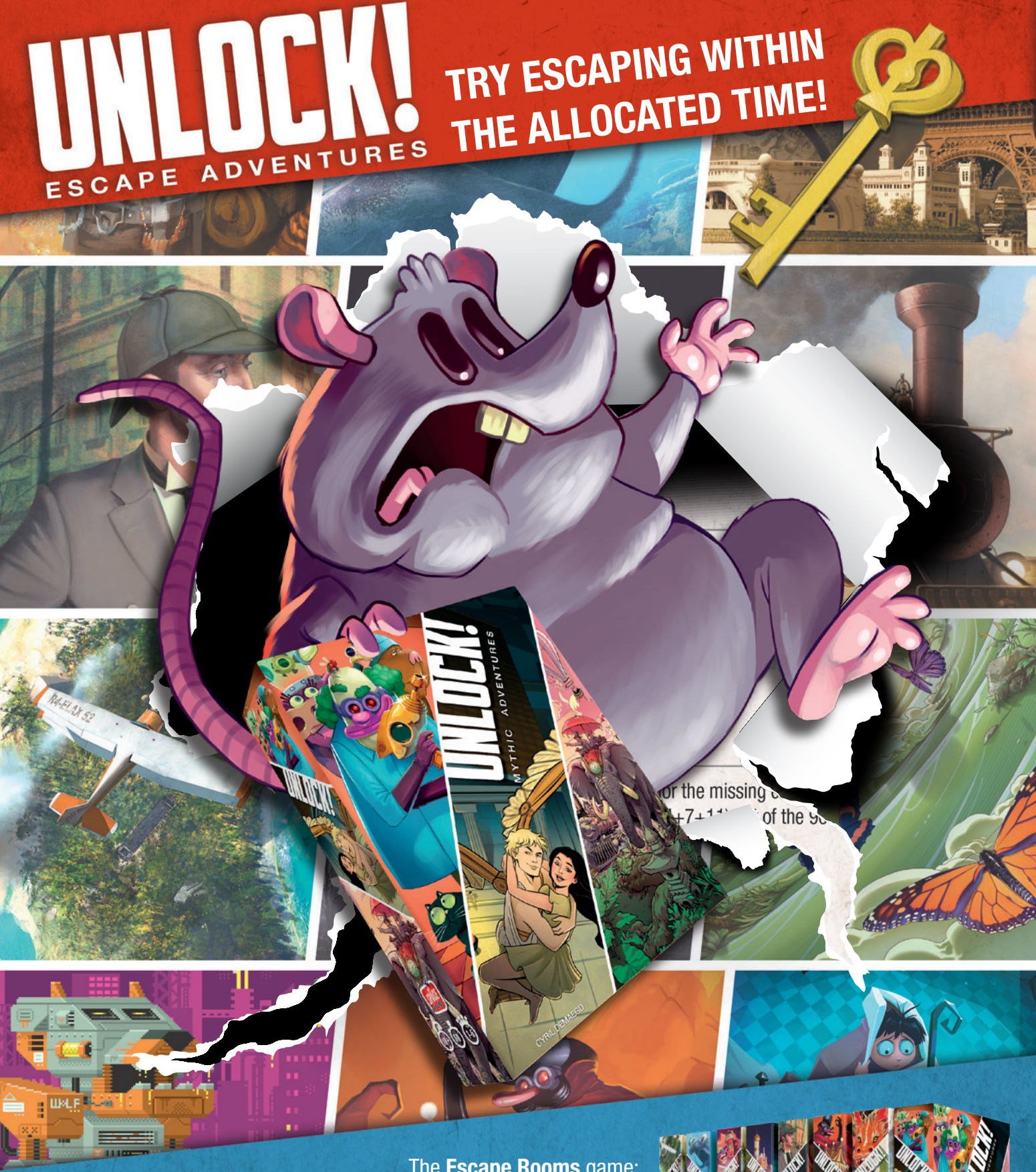
You are now at the banks of the Thames, your feet deep in water, sneaking into the tunnel, which leads you to the London sewers. After a few minutes walk, you come to a dead-end. Right there, Red Henry turns his back on you, looking down. He seems willing to accept his fate. Without further ado, you handcuff him, and off you go to hand him over to Scotland Yard. When you exit the tunnel, you come face to face with Sherlock Holmes, who seems to have solved the case long ago. He gives you what appears to be a look of approval.



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**IMPORTANT:  
DO NOT READ THESE PAGES BEFORE  
YOU HAVE PLAYED.**



**ONLY REFER TO THIS BOOKLET IF YOU ARE STILL STUCK AFTER  
TRYING THE HINTS AND SOLUTIONS PROVIDED BY THE APP OR  
AFTER COMPLETING THE ADVENTURE.**