

UNLOCK!

SHORT ADVENTURES

STEP-BY-STEP SOLUTIONS

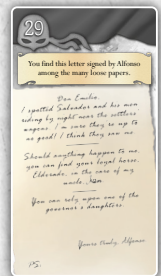
LEVEL:

Red Mask

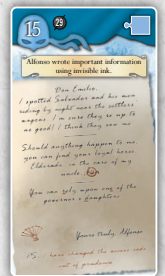
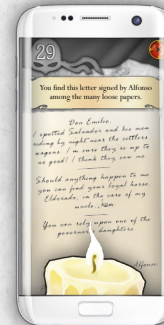


YOUR HACIENDA

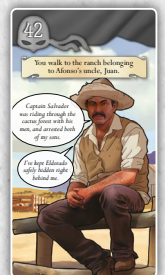
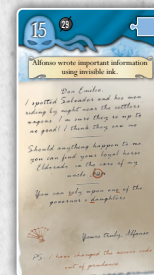
- There has been some sort of struggle in your hacienda! Two numbers are partially covered, but if you look at the numbers on the back of the cards, you can see that only one starts with a 6 (card) , and only one ends with a 9 (card) . Take cards and .



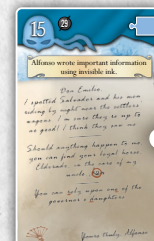
- It would seem that Alfonso did not finish writing his letter. Access machine and sweep your device above the letter (). This will reveal additional information he wrote using invisible ink. Take card .



- Now that the letter's content is entirely visible (), you can determine the location of Alfonso's uncle. Look closely at the name "Juan". The two letters circled in red form the number 42. Take card .



- Alfonso's letter () also hides the new access code to your secret cave: "prudence". Access machine and click on the **PRU**, **DEN**, and **CE** books. Then press OK to confirm. The bookcase swings open. Take card .



I have changed the access code out of prudence.



- The cave is shrouded in darkness, so you'd better use your candle. Access machine and sweep your device above the cave (). Take cards , , and .



AT UNCLE JUAN'S

- Alfonso wrote in his letter (15) where you can find Eldorado. So, wearing your vigilante outfit, you walk to uncle Juan's location to fetch your loyal horse. He tells you: "I've kept Eldorado safely hidden right behind me."

Flip card 42 to find the number 11.

Take card 11.



- Now that you have your horse (11), you can make your way to the governor's reception to which you were invited (62). If you pay close attention to the invitation, you can see a 6 imbedded in the wax seal: $+6 + 11 = 17$.

Take card 17.



THE GOVERNOR'S HACIENDA

- As you arrive at the governor's reception (17), you see his daughters standing on the balcony (78). Thanks to Alfonso's letter (15), you know that one of them is trustworthy. Alfonso's letter had a picture of a fan, and he has underlined the letters «r», «e», and «d»: RED; so it must be the one holding the red fan (+9). Show her the letter (15): $+9 + 15 = 24$.

Take card 24.



- According to Milena, the house will be empty at sunset. Look through your facedown deck. The back of card 25 depicts the sun descending below the horizon.

Take card 25.



- If you haven't done so yet, go to your cave (2) to retrieve your outfit (10), and sneak unnoticed into the governor's hacienda (25):

$10 + 25 = 35$.

Take card 35.



- ▶ Rummaging through the governor's study, you find the hidden number 95 in one of the paintings. Take card 95.



- ▶ Using the fan (92) Milena gave you, you can open the governor's safe (95): First, place the corner of the fan so as to complete Violetta's dial. The heart of the fan points to the letter V. Repeat these steps for Milena's, Sofia's, and Luna's disks. The heart points respectively to the letters I, I, and a space. These three letters form the Roman numerals VII, i.e. SEVEN. Take card VII.



- ▶ You open the safe (7) and take card 70. Suddenly, you notice the shadow of a man about to attack you with his sword. You turn around and block the blow with your weapon (13): 7 + 13 = 20. Take card 20.



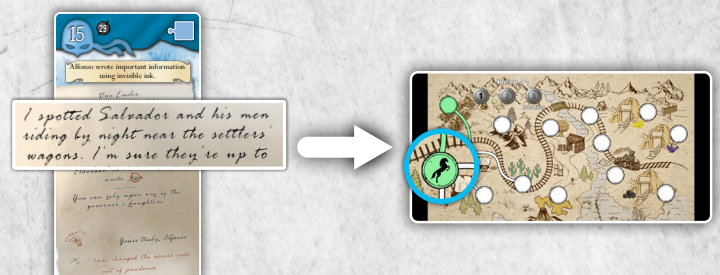
- ▶ It's a good job you have your whip with you: access machine (80) and sweep your device above the chandelier (20), then confirm to swing over the guards. Take card 86.
- ▶ From the railing you're standing on, you see your horse Eldorado, but he is too far away. How can you make him come to you? Just whistle into your device's microphone. By following the instructions on your device, you access a map of the region. You must keep the map open. Otherwise, you will have to repeat the steps above to access it again.



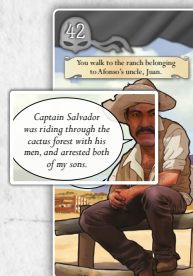
THE MINE

- ▶ Now that you have the map of the region, you can go to the mine where the governor is. Here is how you retrace the path of his journey:

- 1) According to Alfonso's letter (15), Salvador was seen near the settlers' wagons. Click on the wagon on the map.



2) Uncle Juan (42), for his part, told you that Salvador was seen traveling through the cactus forest. Click on the cactus forest.



3) Milena (24), the governor's daughter, claimed that her father smells of sulfur when he returns home. Yellow volcanic gases that smell strongly of sulfur, emanate from the volcano located south of the saguaro forest. Click on the volcano.



4) You notice on card 17 that the governor and Salvador have soaked legs. They must have forded the river. Click on the ford.



5) The secret documents (70) you found in the governor's safe tell you they were traveling to the gold mine. Click on the gold mine.



► Phew! You've finally made your way to the gold mine. Take card 51.



You need to cover your face again before entering the gold mine (51). The red banner will do the trick. Did you spot the hidden number? Take card 33.



33

► Before you put on your new mask (33), make two holes in it using your sword (13):
 $33 + 13 = 46$.
 Take card 46.



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► Now that you've again concealed your identity with a mask (46), you can safely enter the mine (51): $46 + 51 = 97$. Take card 97.



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- You jump into a minecart, which begins speeding along the rails. Access machine (97). The path you need to follow is indicated by the colors found on the secret documents (70). At each junction, slide your finger on the screen in the direction indicated by the arrow of the requested color: yellow (straight), blue (right), red (left), blue* (right), green (right), red** (left), green (straight), purple (left), purple (right) and yellow (right).

*Watch out! This old sign has fallen to the ground; but by looking at the remaining signs, you can determine that the blue sign was pointing right.

** Again, the sign has fallen to the ground; you deduce it must have been pointing left!

Take card (75).



- At the end of your journey, you find yourself facing Salvador (75), who is more than willing to confront you. Draw your sword (13) to fight the scoundrel: 75 + 13 = 88.

Take card (88).



- Salvador flees on a minecart (88), but the mine has been rigged with dynamite! Of the three fuses, the one in the middle poses the greatest threat (since a miner is trampling the one on the left, while another miner is throwing water at the one on the right). It's too high to reach with your sword, so there's only one thing you can do: extinguish it with a whiplash! Access machine (80) and sweep your device above the fuse, then confirm.



With a deft whiplash, you manage to extinguish the last dynamite fuse just in time. You saved all these men who were forced to mine gold for the governor and Salvador.

Among those you've rescued, you find your loyal friend, Alfonso. Unfortunately, you are unable to catch up with Salvador before he escapes. Keep your mask, as you will need it to continue fighting injustice throughout Alta California.

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