

THE FLIGHT OF THE ANGEL



ST MARK'S SQUARE

- ▶ The note on the map instructs you to go to St Mark's Square to meet with your contact $+51$. To get there, use your gondola 15 : $+51 + 15 = 66$. Take card 66 .



THE MASK PALACE

- ▶ To continue your mission incognito, you need a mask. Use your gondola 15 to get to the Mask Palace $+32$: $15 + 32 = 47$. Take card 47 .



- ▶ The mask maker 47 is willing to reward you if you help him. Take card 57 .
- ▶ The missing mask from the shop is visible at the bottom left of the app. Select it and confirm. In exchange for your help, the mask maker gives you a mask. Take card 99 .



YOUR CONTACT

- You go to St Mark's Square (66), wearing your mask to stay anonymous. Use the mask (99) to cover card (66). Yes! The numbers 8 and 2 appear. Take card (82).



- You blend into the crowd (44). The message in the note on card (91) has a clue allowing you to identify your contact. The letters S, W, A, and N are smudged with red ink. Your contact is the woman wearing a swan hat. Select her and confirm.



- You receive a strange message from the "Swan." Place one eye of the mask (99) on the gondola under the Rialto bridge (92). Then, rotate the mask using the eye as the axis. The other eye successively unveils the letters F, O, U, and R. Take card (11). This should be (4) not (11).

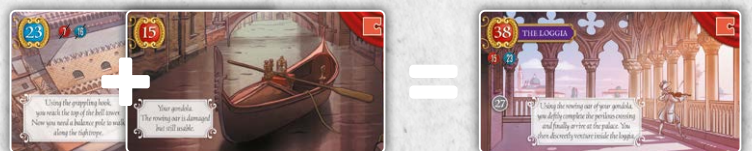


THE BELL TOWER

- The entrance to the palace is blocked by a stubborn guard who refuses to let you in. You notice a thick rope connecting the top of the bell tower to the loggia of the Doge's Palace. Since the entrance to the bell tower (7) is closed, you instead use your grappling hook (16) to climb to the top of the tower: $7 + 16 = 23$. Take card (23).



- Walking across the connecting rope from the bell tower (23) to the palace won't be easy, and you will need something to help you keep your balance, such as a long pole of some kind. Aha! The gondola's oar (15) should do the trick! $23 + 15 = 38$. Take card (38).



THE LOGGIA

- You finally reach the loggia (38), where you take the violinist by surprise. He is scheduled to play in a few minutes, and after the concert he will be invited to the Doge's suite - precisely where you want to be. It's your lucky day! You decide to drug him with your chloroform (10) and take his place: $38 + 10 = 48$. Take card (48).



THE GRAND BALL

- ▶ With the violin (48), you go to the grand ball (27), hoping to impress the Doge and get invited to his suite:

$$48 + 27 = 75$$

Take card (75).



- ▶ The time has come for you to play the violin (75). When a simple note appears, briefly press it with a finger. When a notched note appears, press and hold the note for a short time. See the diagram to the right. Players are encouraged to delegate each color of note to a different player.

Take card (55).



THE DOGE'S SUITE

- ▶ You find yourself alone in the suite, and have only a few minutes before the Doge returns. First, examine his diary (60), as mentioned in message (50). Then, to unlock it, place the mask (99) ("your experienced eye") on the message, with the eye holes placed over the two bold "0"s.

- ▶ The combination is revealed: **TWO, ONE, 8**. Enter code **218** in machine (60).

Take card (64).



- ▶ You now have sufficient clues for adjusting the hands of the astrological clock (9) and opening it to retrieve the plans it holds:
 - "1. The hour hand: the "it is" doesn't sound right here. worn by my guard." Refers to the **crab** (Cancer sign), which can be seen on the tricorne of the palace guard (70).
 - "2. The minute hand: the city's symbol." Venice's symbol is the **Lion**, as shown on the map (92).
 - "3. The second hand: revealed when, through a mask, a bright light fully embraces the moon." Turn on your device's flashlight and place your mask above the wood floor (42) and (43). Project the light through the eye of the mask and adjust the distance between the mask and the floor until your light beam perfectly fills the moon. The other eye then sets on the **Sagittarius** symbol.

You now have the 3 symbols required for adjusting the clock's hands.





The clock opens!

Inside, you find many jewels and other items of great value, but what interests you the most are the plans of the ship, which you take and hide under your costume. You manage to close the clock just before the Doge enters the room and congratulates you on your excellent musical performance. After observing the appropriate civilities and exchanging compliments, he invites you to the party. You join him, and at the first opportunity you slip away with the plans, using the canals to escape the city.

CONGRATULATIONS!