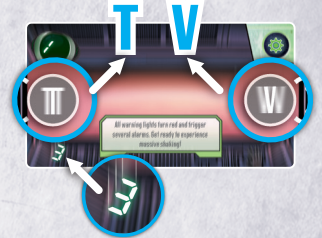


W.A.F.F.'S ODYSSEY

Difficulty Level:

Emergency Landing

- ▶ The planet is in sight! It's time to make your landing, but the atmospheric entry is turbulent and the vessel shakes all over. Your vision is getting blurry, and there are objects falling all around you. Obviously, the 3 that fell from the machine was initially positioned next to the 1, i.e.; 13. This card is in fact machine



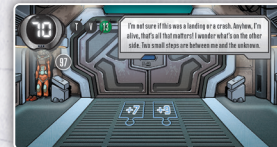
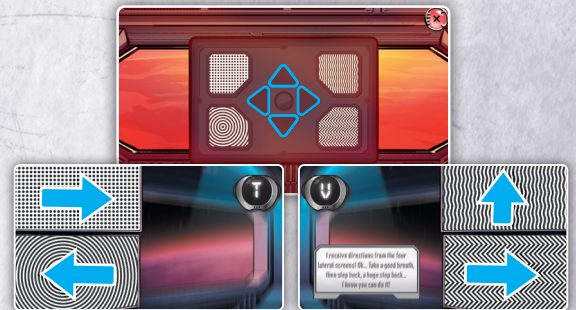
Upon closer examination, you notice blurred letters on either side of the card: T and V.
Take cards and .



- ▶ Access machine . It's shaking, right? To land without losing your life, use the directional arrows hidden in cards and . You may need to view the cards from a distance to see the arrows.

Start by pressing the red flashing button to display the flight controls, then press the correct arrow each time a screen turns on. The arrows to press are in this order: left arrow for the bottom left screen, up arrow for the top right screen, right arrow for the bottom right screen, and right arrow for the top left screen.

Take card .



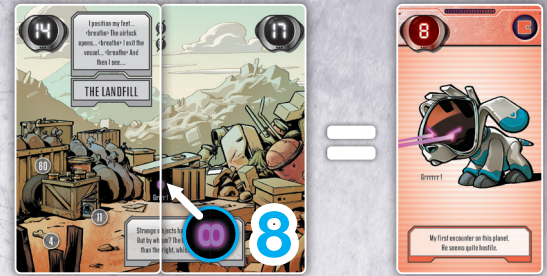
- ▶ You find yourself in front of the vessel airlock. Are you ready to exit? First, put your spacesuit on; there are modifiers on the tips of your boots. Then, place your left foot **+7** on the corresponding space (making sure you are properly facing the door) $+7 + +7 = +14$ and your right foot **+8** on the corresponding space for the right foot $+8 + +9 = +17$. $+7 + +7 = +14$ and $+8 + +9 = +17$.

Take cards and .



- ▶ Amazing! You are barely outside when you notice that you have landed amidst a filthy landfill... Recreate the panorama by placing card **17** to the right of card **14**. You hear a growl coming from a pile of junk and make out a pair of glowing eyes forming a sideways number 8 in the center of the panorama.

Take card **8**.



Day 1: Close Encounter of the Third Kind

- ▶ Something tells you that this strange metal object **4** would greatly appeal to the hostile creature **8** you have encountered: $4 + 8 = 12$.

Take card **12**.



- ▶ Now that you've made him happy, W.A.F.F. tries to communicate with you using pebbles and images **66**. Ok, stay calm! W.A.F.F. is trying to tell you that the circle means 1, the triangle means 2, and the heart and droplet, respectively, represent the red and blue colors. Therefore, the message "+ triangle circle heart" corresponds to modifier **+21**, which you tell W.A.F.F. **12** to indicate you understand. $+21 + 12 = 33$.

Take card **33**.



- ▶ Your sharp eyes spot the two triangles on W.A.F.F.'s side. According to his language, the pair of triangles means 22.

Take card **22**.



- ▶ One can safely assume where there is a card reader **22**, there is a magnetic keycard **17**. There is a white card with a magnetic stripe. Look for a similar one among your cards. Take card **89** if you haven't already done so.



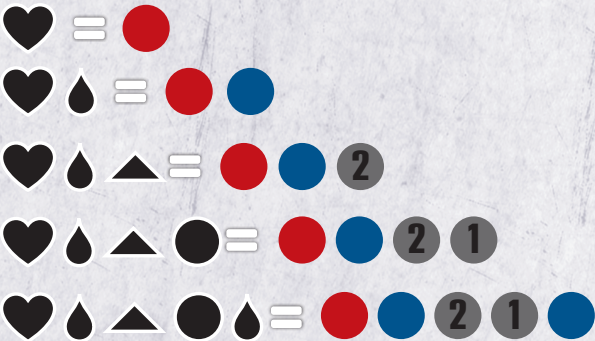
- ▶ You must swipe the magnetic keycard (89) as indicated by the arrows on the card reader (22). Once flipped upside down, the number 89 becomes 68.

$$22 + 68 = 90$$

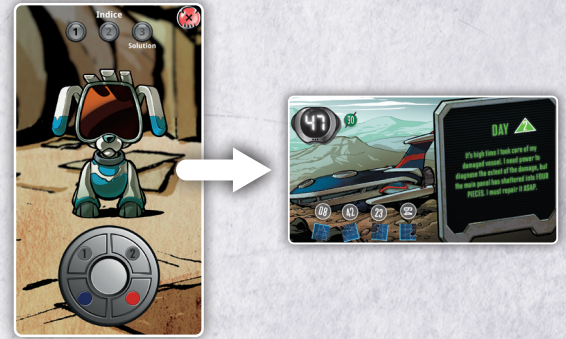
Take card (90).



- ▶ Access machine (90). To increase your knowledge of his language, W.A.F.F. is going to show you a few symbols that you will have to translate using the machine's pad. You've got this!



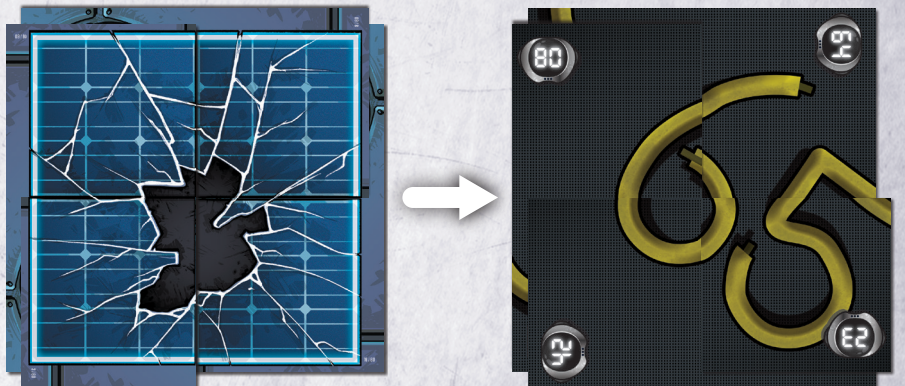
Take card (47).



Day 2: The Solar Panel Is Shattered!

- ▶ Recreate the shattered solar panel using the cracks and holes (23, 42, 64, and 80). Then, flip your assembled puzzle. The wires form the number 65.

Take card (65).




- ▶ Now that you've restored power, you must scan your vessel to obtain a damage report. To do so, access machine (65) and hold your device above card (47). Bummer, your vessel has some major problems.

Take card (39).




- ▶ Once the damage report has been generated, the dedicated W.A.F.F. button starts flashing on your device's screen. Press it! The little robot wants to guide you to a location, represented by a heart.

Take card .




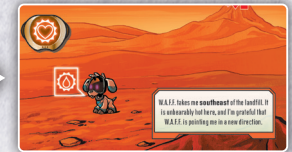
- ▶ Now that you have discovered the red clay quarry east of the landfill, W.A.F.F. seems anxious to take you to another location, represented by a droplet.

Take card .




- ▶ After taking you north of the landfill, W.A.F.F. is eager to guide you to another location, represented by a heart enclosed within a sun.


Take card .




- ▶ Once you travel to the southeast of the landfill, W.A.F.F. resumes his route toward a location, represented by a droplet enclosed within a sun.






Take card .




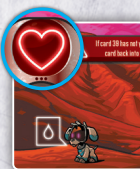
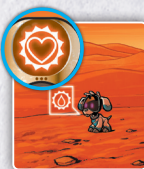
- ▶ West of the landfill, you discover a haven of greenery. Thanks to your exchanges with W.A.F.F. , you are now able to better understand the little robot and have broadened your vocabulary.




Take card .



- ▶ However, you still haven't found any sulfur... So where might you find a yellow sulfur mine? Now that you can easily communicate with W.A.F.F. , you realize that to obtain yellow, you need to remove the blue  from the green , or the red  from the orange .



Take card .

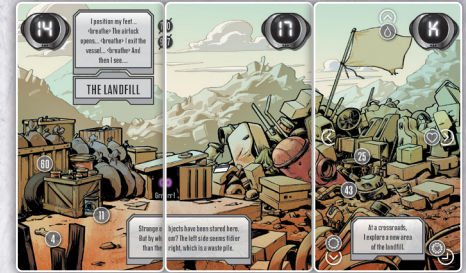







- ▶ When you arrive to the south of the landfill , you obtain the sulfur . According to the scan, you will need equal quantities of sulfur and clay. Therefore, you'll need to get the same amount from card : **43**.




 + **43** = .

Take card . From there, take card  as indicated to complete the landfill panorama.













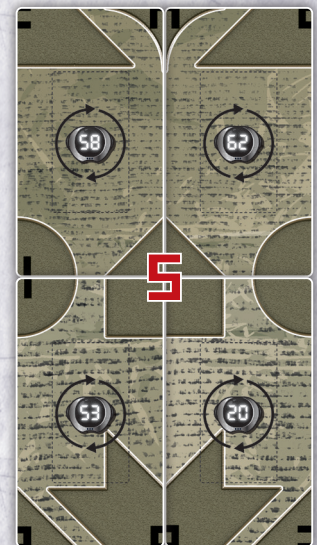
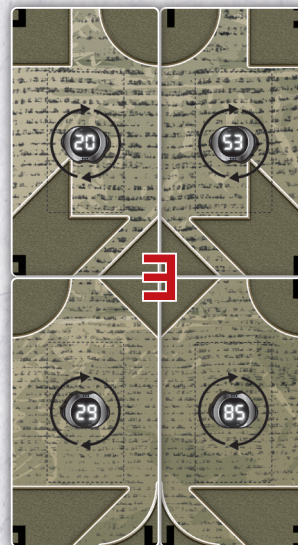
- ▶ You need to decipher the writing on the tablet  you found in the landfill. W.A.F.F.  is certainly the most capable one to accomplish this task:  +  = .






Take card .

Day 3: A Hole in the Hull

- ▶ Now it is high time to do the repairs. You'll need to find a place you can heat the rubber . Where else could be better than the volcano you saw in the printed picture . However, the code obtained by laying card  over card  must still be deciphered. This is where you need cards , , , and . Align them in such a way that they reproduce the symbols formed by those found on the picture and desert. You thus obtain numbers 3 and 5. **35** +  = .




Take card .




- ▶ Access machine  to shape the melted rubber over the hole. Then, slide your finger along the crack to caulk it. Take card .








Why Is W.A.F.F. Lying On The Ground?

- ▶ The dedicated W.A.F.F. button starts flashing on your device's screen. The poor little robot just broke down. Take card .




- ▶ Given W.A.F.F.'s eye color and the smoke coming from the little robot, you must find a purple environment. To do so, simply combine the red  and blue symbols  to obtain the color purple. Take card .

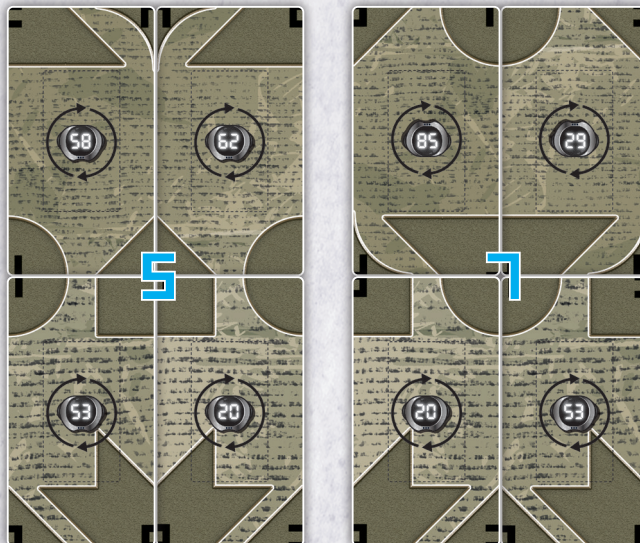


- ▶ Thanks to your tablet (rotating the pieces to match the shapes on the purple card), you discover the number marked on card : . Now, take the can  you found earlier, fill it with the stinky purple fluid  and let it drip into W.A.F.F. :



$$\text{11} + \text{+57} + \text{24} = \text{92}$$

Take card .



+



+



=



► What you need to do now is to fill W.A.F.F.'s 3 battery cells. Press the dedicated W.A.F.F. button, and use card 92 and the tablet to determine the correct amount for each of them. From bottom to top, you must respectively add 8, 4, and 6 drops. Press his tongue 8 times, filling the bottom cell, then pause briefly. Then press his tongue 4 times, and pause again; the middle cell is now full. Finally, press his tongue 6 times, to fill the last cell. There you go, the little robot is back on his feet!

Take card 2.

The sequence of images illustrates the process of filling W.A.F.F.'s battery cells. It begins with card 92 and a tablet displaying instructions: "Insert inside this purple substance into W.A.F.F.'s three purple cells (one on the left, the first, the second determine the correct dose for each of them)." The next three panels show the battery cells being filled with 8, 4, and 6 drops respectively. The final panel shows card 2 with a message from W.A.F.F. indicating he is back in shape: "I'm so relieved! W.A.F.F. is back in shape! His behavior indicates that he trusts me now. We take the time to clarify all the language elements we've learned together." The card also features a grid of numbers (20, 47, 53, 58, 62, 86, 92, N, 1) and a set of icons (heart, gear, heart, sun, flower, water drop) and a keypad (1-9).

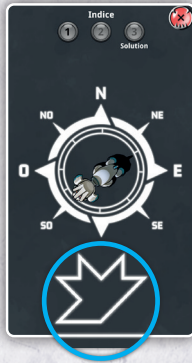
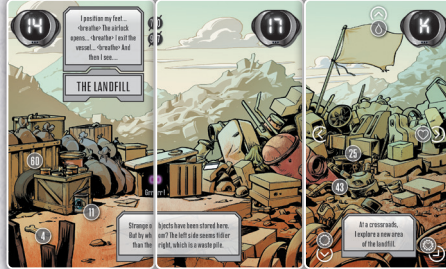
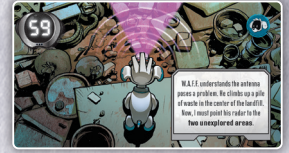
Day 3: A Hole in the Hull

► W.A.F.F. is trying to communicate in his language by asking you to take card 59; You now have the required skills to take this card in W.A.F.F.'s language.

Take card .

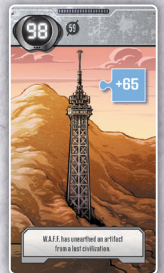
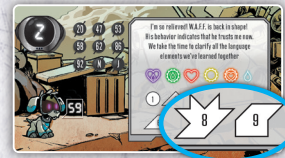
The sequence of images shows W.A.F.F. asking for card 59. The first panel shows W.A.F.F. with a message: "W.A.F.F. understands the sentence you've provided. He thinks you're a bit of a waste in the center of this world. Now, insert your hand's order to the blue unexplained device." The second panel shows a blue device with a grid of numbers.

▶ Now that W.A.F.F. (59) understands your need for a new antenna (34), he can help you. Place the cards depicting the landfill (14, 17, K) and its surroundings as follows:



▶ Hold your device above the landfill, and W.A.F.F. will scan both unexplored areas using his radar. To do so, successively point your device toward the northwest and southwest. This will allow you to obtain the symbols and , respectively.

Take card (98).



▶ Now that you have a new antenna retrieved from a strange iron construction (+65), you can repair your astronavigation system (34): $+65 + 34 = 99$.

Take card (99).



Day 4: W.A.F.F.'s Story

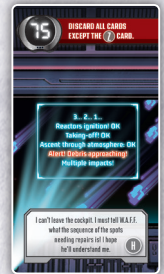
- ▶ W.A.F.F. would like to tell you his story before you leave. On card **99**, you recognise two star constellations on box #6 that match symbols that W.A.F.F. taught you. A 6 and a 9. It seems this is where the bipeds travelled to! You decide to take W.A.F.F. with you to reunite them if you can!

Take card **69**.

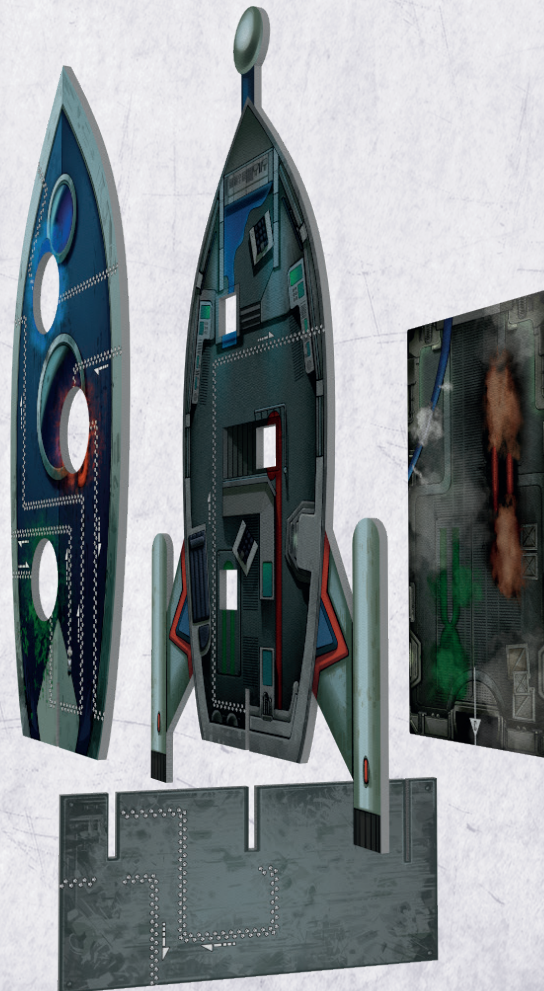


- ▶ Before taking off, you must perform the mandatory facial recognition scan. Access machine **69** and scan your face.

Take card **75**.




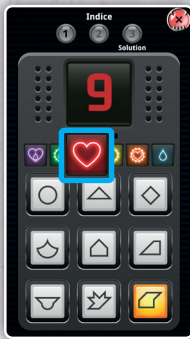
- ▶ You are ready for take-off! Take the punchboard out of the box and insert the three elements into the slots as indicated by card **H**.



▶ Press the dedicated button and follow W.A.F.F.'s tracks, starting with the icon representing him. Watch carefully! The little robot travels to the front and back of each of the space rocket's three parts. When looking through the holes, you will see numbers 9, 8, and 2.

Enter these numbers in your device in that order (and using W.A.F.F.'s language).

Take card .



While exploring XZ3621673, you made a new friend, W.A.F.F., and decided to take him back to the planet inhabited by the bipeds. But the journey is not over yet. And who knows? There may be more discoveries yet to be made...