

# UNLOCK!

## TIMELESS ADVENTURES

ARSENÉ LUPIN AND THE GREAT WHITE DIAMOND  
STEP BY STEP SOLUTIONS

DIFFICULTY LEVEL:

**IMPORTANT:  
DO NOT READ  
BEFORE PLAYING!**

### THE TREASURE HUNT

- ▶ After taking cards and , Arsène Lupin's letter suggests that you consider Leaving Immediately Or Never. If you take the first letter of each word, you obtain the word "LION". Now, look at the Paris map, the only location symbolized by a lion is DENFERT-ROCHEREAU. Take card .



### DENFERT-ROCHEREAU

- ▶ If you look closely at the lion on card , you will notice arrows on the base. They give you directions. If you transpose these directions to the map and start at DENFERT-ROCHEREAU, you will arrive at MONTMARTRE. Take card .



### MONTMARTRE

- ▶ The newspaper costs 5 centimes but you only have 2 centimes. Try negotiating: + = . Take card .



- ▶ Card reads as follows: "The Montmartre poster points to the next stopover!" Put the map together and you will see the four arrows pointing to Notre-Dame. Take card .



### NOTRE-DAME

- ▶ The number 31 is hidden on card under the left tower of the cathedral. Take card .



## NOTRE DAME (CONT'D)



- ▶ Enter **43** in the machine and place the hands as indicated by the gargoyle's arm **31**, but do not forget to go forward 1 hour as written in the newspaper **84**. Therefore, the short hand must be on 10 (X) and the long arm must be on 7 (VII). Take cards **X** and **23**.



Once there, you will need to find a creature and go forward one hour.



## ARE YOU SURROUNDED BY THE MARCEL GANG?

- ▶ When the Marcel gang surrounds you, choose to run away. (Nope, no shame! On top of that, they seem strong.)

Take card **50**.



- ▶ Throw your marbles under their feet while you run away. **50** + **9** = **59**.

Take card **59**.



- ▶ No need to look at your map, there is nothing between Notre-Dame and République. However, N and R are in bold letters. The letter half-way between the two is P: N, O, **P**, Q, R.

Take card **P**.



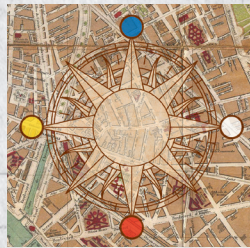
The next stopover is precisely half-way between Notre-Dame and République.



- ▶ Enter **P** (100) in the machine. On the Paris map, the wind rose displays a precise color drawing. By pressing the wheels, you can scroll through the colors and recreate the drawing. Once done, you must complete it with the colors formed by the addition of their "neighbors":

red + yellow = orange  
yellow + blue = green  
blue + white = light blue  
white + red = pink

Take card **92**.



## PARIS SEWERS



- ▶ H is drawn on the wall.

Take card **H**.



- ▶ On card **H** the message is clearly not from Arsène Lupin, not his style nor his writing! Only the Marcel gang could have done so.

Dont take card **F**!



- ▶ The door **95** is locked. We know that the key must key card 1, 2, 3, or 4 because the numbers on the card go only up to 99. Only card 4 is left in the deck. Flip it over.

Then, open the door: **4** + **95** = **99**.

Take card **99**.



## PARIS SEWERS (CONT'D)

92

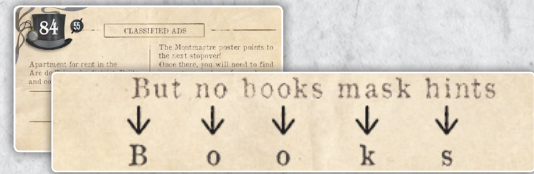
- ▶ Look at the stone slab (15). This is not a magnifying glass but the letter Q. Take card Q.



- ▶ Enter 67 in the machine and spin the cinematograph's handle. 39 appears on one of the frames, on the back of a passer-by. Take card 39.



- ▶ You are now in front of the bookshelf (71), the newspaper (84) will help you. Each word provides a specific letter. B is the first letter of "But", o is the second letter of "no", o is the third letter of "books", k is the fourth letter of "mask", and s is the fifth letter of "hints".



Apply the same method to the books on the bookshelf:

- MADAME BOVARY
- NOTRE DAME DE PARIS
- L'ANCIEN FIGARO
- HISTOIRE D'UN CRIME
- PROSPER MÉRIMÉE
- COCTEAU
- L'AFFAIRE LEROUGE
- MADELEINE FÉRAT
- ÉMILE ZOLA
- CHOSSES VUES
- MAUDITE MAISON
- LA FÊTE À COQUEVILLE



You obtain the word "MONTPARNASSE"

Take card S.

## MONTPARNASSE

S

- ▶ Give the keyring to Arsène Lupin: +60 +30 = 90. Take card 90.



- ▶ Enter 90 in the machine. If you use card 34, you can identify man #4 thanks to the details of his outfit: striped pants, a high collar, a cane, and a mustache. Take card 25.



- ▶ The ticket sends you to the Eiffel Tower. Take card T.



## EIFFEL TOWER

T

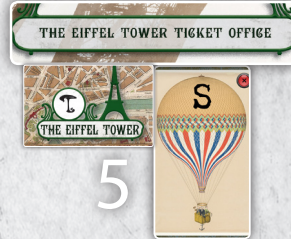
- ▶ Give your ticket at the ticket booth: +28 + 25 = 53. Take card 53.



## EIFFEL TOWER (CONT'D)



- ▶ Disregard the message of the Marcel gang on card  $\text{29}$  but remember in what order you followed your path: DENFERT-ROCHEREAU – MONTMARTRE – NOTRE DAME – MONTPARNASSE – THE EIFFEL TOWER. Enter  $\text{53}$  in the machine and press sequentially the symbols of those locations. You obtain the word: PALAIS. Take card  $\text{J}$ .



## GRAND PALAIS GARDENS



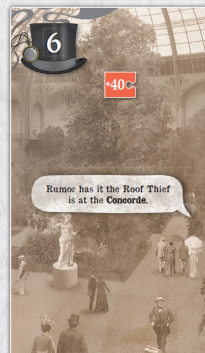
- ▶ If you have not yet guessed who the Roof Thief is, let's meet at OPÉRA and CONCORDE. Take cards  $\text{K}$  and  $\text{C}$ .

The rumor has it the rascal is at the Opéra. He seems to be everywhere at once!

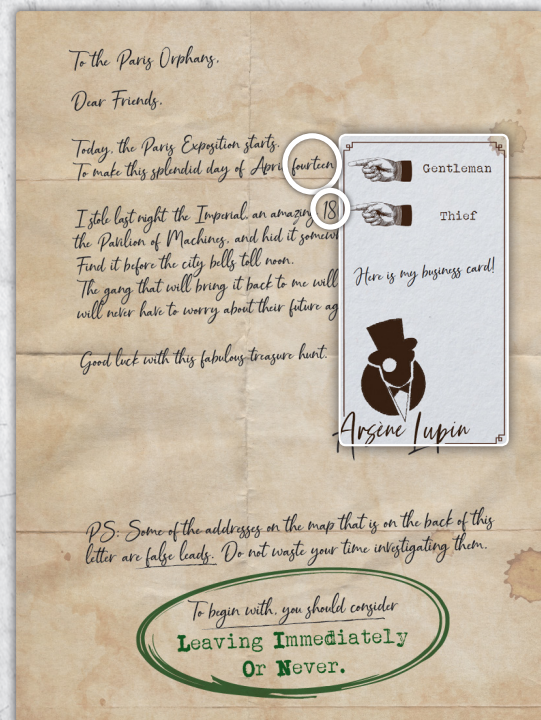
Rumor has it the Roof Thief is at the Concorde.



- ▶ With all this information, you come to the conclusion that the thief is a magpie that loves shiny objects and that can easily fly from one roof to another. Use the rope to climb up the tree:  $+40 + \text{12} = \text{52}$ . Take card  $\text{52}$ .



- ▶ To find the padlock ( $\text{52}$ ), code, flip the Paris map and place Arsène Lupin's business card on the letter: the monogram and the signature must correspond to the monogram and the signature on the letter. Two fingers then point to two numbers: fourteen and 18. Enter code 1418 in machine  $\text{52}$ .



Excellent! Arsène Lupine takes you under his wing. No more orphanage for you!

