

# UNLOCK!

## ESCAPE ADVENTURES

The Island of doctor Goorse

### SOLUTIONS

DIFFICULTY LEVEL:

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

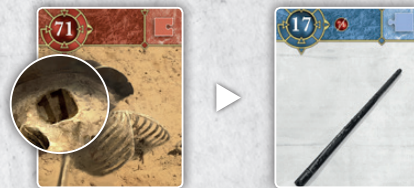
#### YELLOW TEAM

- ▶ Pass the metal detector (36) over the footprints (20):

$$36 + 20 = 56. \text{ Take card } 56.$$



- ▶ There is, in the skeleton's eye socket (71), a stiff black straw: Take card 17.



- ▶ Then, on card 83, envision you are looking through the glass box from above, where the eye is drawn.

The pyramids' red edgings form "SIX": Take card 6.

Take the card with the magnifying glass (23) to read the Maya alphabet:

$$6 + 23 = 29. \text{ Take card } 29.$$



- ▶ Reconstitute the tiling of card P.

Each line or column must add up to 34.

Going from the upper left side, place 9, 15, 6, 8, and 10.



#### GREEN TEAM

- ▶ The graffiti on card 18 is in fact a code.

Turn the card upside down (180°) and you will see that the numbers are coupled with a vertical axial symmetry: in blue, 2 "2" face each other.

The same goes for 2 "5" in purple, 2 "7" in red, and 2 "3" in green.

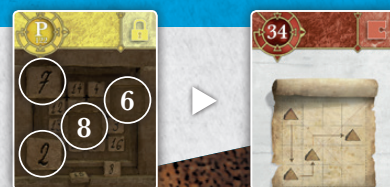
These colors are also displayed on the walkie-talkie (77).

Enter 2573 and take card C. Then talk to the other team using card C. The yellow team answers you "11 plus 22" basing its response on card 69. Add both numbers and take card 33: the teams can now communicate!



#### TEAM COMMUNICATION

- ▶ Team members, through communication, can find the link between cards P and 34: Note the pattern displayed on card 34 and apply it to card (P). Thus, you obtain code 7286.





## TEAM COMMUNICATION (cont'd)

- ▶ The yellow team can then access the carved picture on **E**.  
Going from the entrance on the upper left side of this little labyrinth, the pattern forms a "2" and a "5": take card **25**.

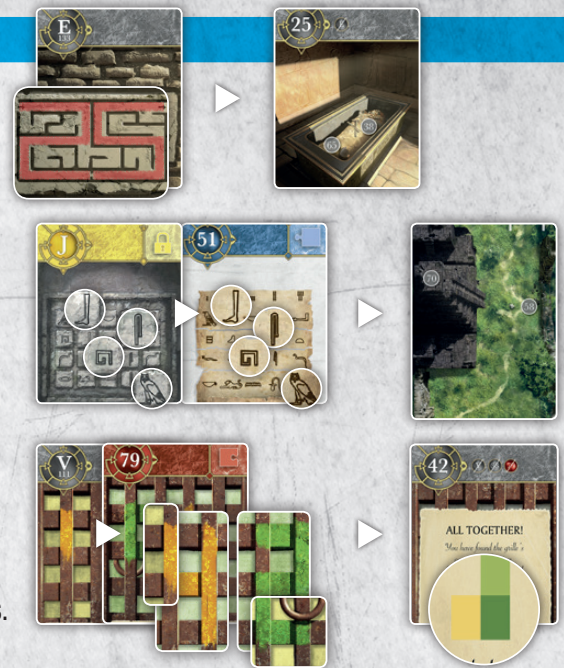
- ▶ Then, the teams work together again: Associate card **J** with card **51**.  
As you describe them, you notice that both cards have the same symbol on each row and on the same spot:

1<sup>st</sup> line: **2** / 2<sup>nd</sup> line: **4** / 3<sup>rd</sup> line: **3** / 4<sup>th</sup> line: **5**.

**2435**, this code provides the Green Team with card **46**.

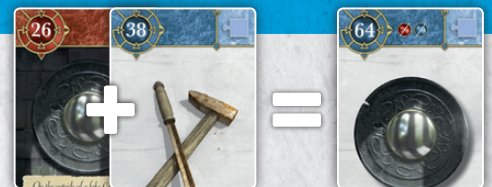
The last step before you can reunite in the same room is to put cards **V** and **79** back to back. Both sides of the grille thus form a 4 with the yellow paint and a 2 with the green one.

Take card **42** to obtain an aerial view of the map showing the 3 scouted areas.

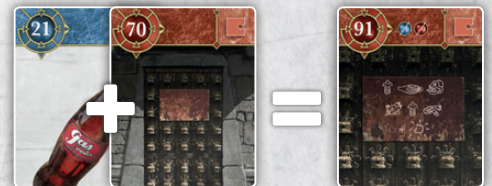


## ALL TOGETHER

- ▶ Unseal the mirror (**26**) with your tools; the hammer and chisel: **26** + **38** = **64**.  
Take card **64**.



- ▶ Pour the soda (**21**) over the rusted door of the Maya temple to strip off the rust: **21** + **70** = **91**.  
Take card **91**.



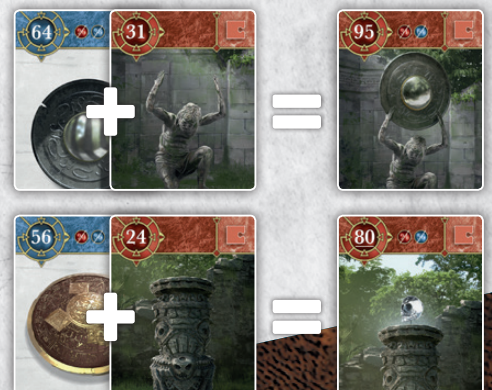
- ▶ Associate the stiff black straw (**17**) with card **58** to obtain a full sundial.  
Take card **75**.



- ▶ The Maya alphabet (**29**) enables you to decipher the inscriptions displayed on the door slab **91**.  
26 elements as in Roman alphabet.  
So, replace each symbol by a letter: T, W, E, N, T, Y + a sun drawing.  
As the shadow of the straw on the sundial (**75**) is on "8", add 20 (twenty) to 8 = **28** and take the last piece of the record, card **28**.



- ▶ Place the mirror (**64**) in the statue's hands (**31**) and take card **95**; then embed the amulet (**56**) in the stone pillar (**24**) and take card **80**...





## ALL TOGETHER (cont'd)

- ▶ All is in position so that the laser (L) can reflect itself in the lower right corner of the map (which is now occupied by card 80) and in the upper right corner so that it ends in the obsidian door (card 14):

Aim to the east: “+9”.

The laser beam passes through the crystal skull: +9 + 80 = 89 (“+4”).

Take card 89.

Then the laser beam reaches the mirror held by the statue: +4 + 95 = 99 (“+47”).

Take card 99.

Finally, the laser beam reaches the door: “+47” + 14 = 61.

Take card 61.



Now, listen to the reconstituted record (cards 32, 65, and 28) to find the door code (61). Count the number of neighs (5), human shouts (3), snake hisses (3), wing beats (2), and lion roars (4). Then, match these sounds against the creatures depicted on the door which are made of two specific parts: The sphinx is a man with the body of a lion: 3 + 4

The snake has feathers: 3 + 2

Medusa is a woman with snakes in place of hair: 3 + 3

Pegasus is a winged horse: 5 + 2

Thus, you obtain a 4-digit code: Sphinx (7), feathered snake (5), Medusa (6), and Pegasus (7) = **7567**. Enter that code in the app and take card 11.



## A 10-MINUTE DEFERMENT

- ▶ Place the 4<sup>th</sup> card that completes your map (2 x 2 cards) – aerial view. Move back so that you can see a large number form by contrast between the light grounds and the dark buildings: 63. The “6” is on the airfield and the desert area underneath it; the “3” is on the green-colored cards on the right side.

- ▶ In the cockpit (63), if you apply the same process as above, you will find 2 new numbers.

First “95”, then “56”. The arrow and eye symbols show you the direction of the reading. The plane takes off with code **9556**.

**Phew! You deserve to leave this cursed island!**

