

UNLOCK!

EXOTIC ADVENTURES

THE NIGHT OF
THE BOOGEYMEN

STEP BY STEP SOLUTIONS

Difficulty level :

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

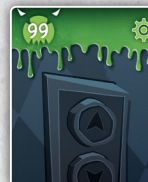
WILLIAM'S BEDROOM

0

- Start by reading the Monster Guide.



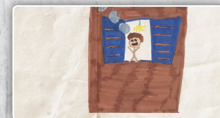
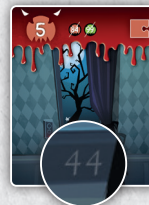
- Spot number 99 to the left of the window.
Take card



- In the app, press the upper button to raise the blinds.
Take card



- On card , you can see a small 44 on the window ledge,
to the left of the curtain.
Take card



- Align vertically cards and , then adjust them so that three of the threads connect. In the app, select threads 2, 4, and 6 going from the left side. Cut them to defeat the boogeyman .



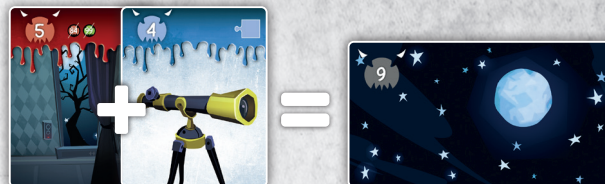
DID YOU WAKE UP WILLIAM WITH A TOO BRIGHT LIGHT?

- There's no reason to panic, the code is in the last sentence of book :
5 minutes, 1 nightlight, 25 sheep, i.e.; 5125.



WILLIAM'S BEDROOM (CONT'D)

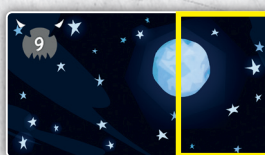
- Now, look through the window using the telescope: $5 + 4 = 9$.
Take card 9.



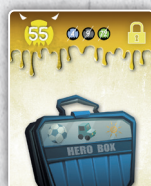
- You can resolve machine 72.

You have two options: either press the stars that are not reproduced on card 9, or only press the stars that are reproduced both in the app and on card 9.

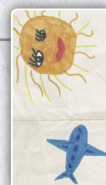
Take card 55.



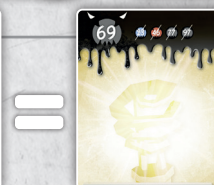
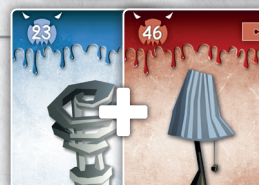
- To open the lunchbox (55), count the number of balloons (3) and cars (12) on card 67, and the number of suns on William's bed on card 76. The correct code that opens the lunchbox is 3127. Take card 45.



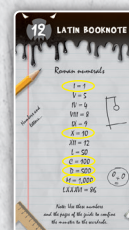
- On card 76, spot number 22 that is reproduced on the plane hanging from the ceiling. You'll also find number 14 in the lower right corner of the hero box (45). Take cards 22 and 14.



- Now, to overcome the boogeyman 77, you need to generate a soft light: take the bulb from the hero box and put it in the lamp: $23 + 46 = 69$. Take card 69.



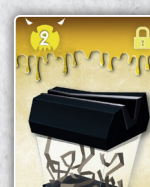
- To open the wardrobe (83), use the Latin notebook (12). Place the letters that are on the upper left side of the Monster Guide cards in the order of the chapters. You obtain MDCIX which in Roman numeral reads as follows:
M = 1000; D = 500; C = 100; I = 1; and X = 10. Note that IX = 9. Therefore, the correct code is 1609. Take card 26.



THE WARDROBE

26

- It is written that to defeat the boogeyman 42, its hideouts must be destroyed. It is also written that it appreciates each dark recess, from the smallest to the biggest box. So, place the boxes from the smallest to the biggest and look at their numbers: 7, 3, 11. The code for card 2 is 7311. Take card 60.



- Pair up the sneakers with the sock-puppet to create the champion sneakers: $36 + 29 = 65$. Take card 65.



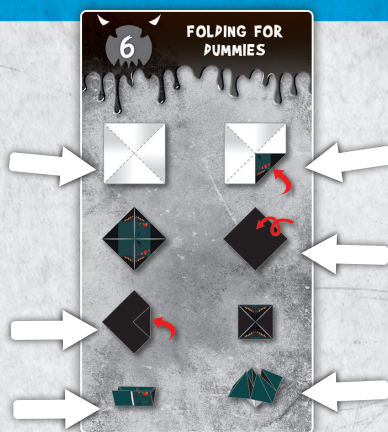
THE WARDROBE (CONT'D)

- Fold according to the instructions of card 6 :

1 - Fold the sheet of paper in half, following both diagonals.
2 - Put it back flat.

5 - Refold the corners toward the center.

6 - Fold in half.



3 - Fold the corners toward the center.

4 - Flip over the sheet of paper.

7 - Form the 4 pyramids to finalize the paper-folding.

- Now, assemble the 6 cards to form the complete drawing of the child. There is a 4-digit code written in the clouds, going from left to right: 2577. Take cards 17 and 49.

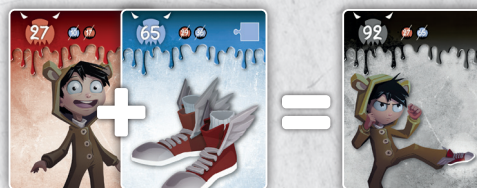


THE LAND OF DREAMS

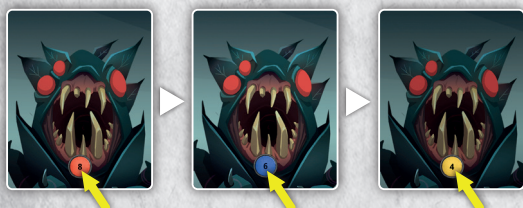
- Give William his teddy bear: 17 + 10 = 27.
Take card 27.



- Give the champion sneakers to William: 27 + 65 = 92.
Take card 92.



- To defeat the boogeyman, it must be hit three times. William perfectly executes the blows on cards 54, 62, and 68. Use the folding to "bite" the cards where the teeth are positioned. On each of these positions, one tooth is missing. Then — on the folding — look for the color of the "mouth" that matches the missing tooth on each card. Thus, you obtain blue, red, and yellow. In the app, press the button when it is colored red (8), then blue (6), and finally yellow (4).



- The last boogeyman is defeated, William is thankful! From now on, he'll be able to sleep peacefully.

