

# UNLOCK!

## TIMELESS ADVENTURES

### THE NOSIDE SHOW

#### STEP BY STEP SOLUTIONS

DIFFICULTY LEVEL:

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

## THE ENTRANCE

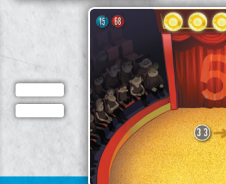
- Look closely at the neon light in the app. There are certain letters that switch off intermittently and you can see the number 10. Take card



- You can see number 8 on the woman's beard and number 6 next to the "Stamp Here" box. The stamped ticket displays number 68. Take card



- Don't be shy and give your ticket to the strongest man in the world:  $\text{68} + \text{15} = \text{83}$ . Take card

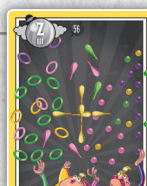
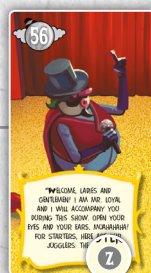


## THE SHOW

- If you reassemble the ring, number 56 forms on the red curtain. Take card



- The Z enter the ring. Take card



- Each artist juggles with his own props, the green one juggles with rings, the yellow one with clubs, and the pink and purple one with balls. Now, only look at the same color props: the green rings form 2, the yellow clubs form +, and the pink and purple balls form 6.  $2 + 61 = 63$ . Take card






- On card the circus symbol is circled on the lower left side. Insert the card in the program.








## THE SHOW (CONT'D)

- Place card  on top of the ring and you will see numbers 34 and 62 form.  
Take cards  and .





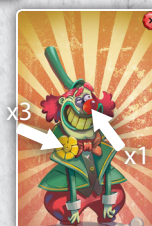
- Enter into machine , you notice that the clown is sad because he forgot his red nose.




- Enter into machine , go to his trailer to look for the clown's nose. This can only work if you first went to see the clown (machine ).





- Go back to machine , and look at this angelic face. He is so happy to have recovered his nose. In the program, you read that his specialty is to press the flower 3 times and once his nose. Give it a try in the app! Stains form number 58.  
Take card .






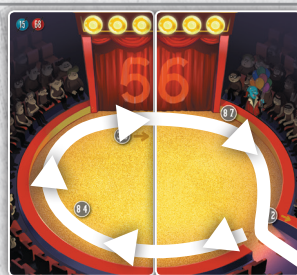
- On card  the circus symbol is circled on the lower left side. Insert the card in the program.




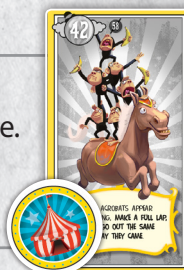
- Place card  on top of the ring and you will see number 42 form.  
Take card .






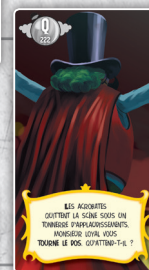
- Remember to discard card .  
In the program, you can read that you should not lose the tracks of the acrobat monkeys in the ring. Card  reads as follows: "The acrobats appear on the ring, make a full lap, then go out the same way they came." If you picture the tracks they left, letter Q forms.  
Take card .




- On card  the circus symbol is circled on the lower left side. Insert the card in the program.



- Card , indicates that Mr. Loyal turns his back on you. Flip the card and place it on top of the ring and you will see numbers 82 and 27 form.  
Take card  and .





- Pick up the banana peel that is behind the knife thrower. Take card .









## THE SHOW (CONT'D)

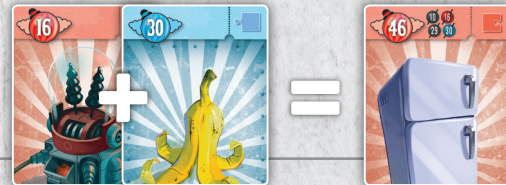
- In the program, you can see the knife thrower holding a fish. Go to the aquarium in machine . Take card .




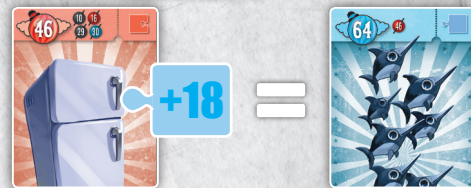
- If you give the swordfish to the knife thrower ( $27 + 18 = 45$ ) he will tell you they are too flabby. You should take a look at the generator in machine . Take cards  and .




- It appears that the generator runs on garbage. Throw your banana peel in it:  $16 + 30 = 46$ . Take card .








- The swordfish should become stiff if they spend some time in the freezer.  $46 + 18 = 64$ . Take card .




- Give the swordfish to the knife thrower:  $27 + 64 = 91$ . Take card .





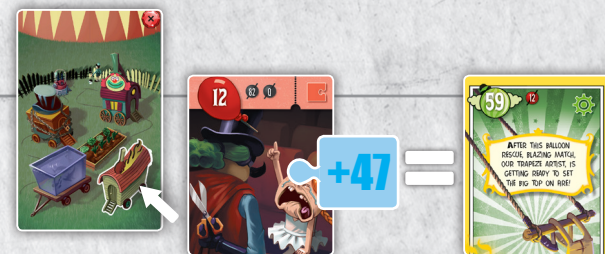
- But what was the knife thrower's score? Look at card : 5 points for the bullseye and 1 point for the white ring. So, he scored 2 points for the dark green ring, 3 for the cyan ring, and 4 for the red ring. If you look at card  and apply the same method, you will obtain:  $1 + 1 + 3 + 5 + 2 = 12$ . Take card . Remember to discard cards  and .





- On card  the circus symbol is circled on the lower left side. Insert the card in the program.




- Someone needs to fetch the high-flying balloon. It's a task for the trapeze artist. Use machine  to meet her in her trailer.  $12 + 47 = 59$ . Take card .



- Enter into machine . If you carefully follow the flame movements, you will see number 18 form. Take card .



- On card  the circus symbol is circled on the lower left side. Insert the card in the program.





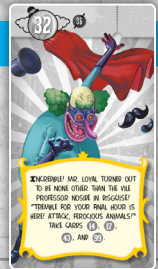




## THE SHOW (CONT'D)

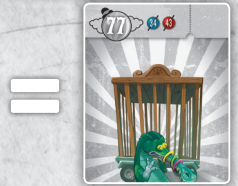
- ▶ When looking at card from a distance and by moving it to the right, you should be able to see number 32.

Take card



- ▶ Use the rings to neutralize the alligator: + =

Take card



- ▶ Help the tiger recover its stripes using the black paint: + =

Take card



- ▶ Enter machine and ask for a mouse-shaped balloon.

Take card



- ▶ Scare the elephant using your mouse-shaped balloon: + =

Take card



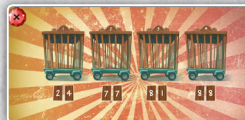
- ▶ Look at the back of your program and you will see that the notches are numbered. Starting with the 3 + of the poodle, proceed as follows: 3 + 9 + 7 - 3 + 6 - 2 + 4 = 24!

Take card



- ▶ Enter machine and lock the animals inside in size order or in the order of their card value, from the smallest to the largest (refer to the tiger's stripes): 24, 77, 81, 88.

Take card



- ▶ Use the program and follow the instructions to assemble the circus. Seen from above and only looking at the switched-on lights, you can read code 1697.

Enter 1697 in machine

You did it! You saved the circus! But the vile Noside is still on the run...

