

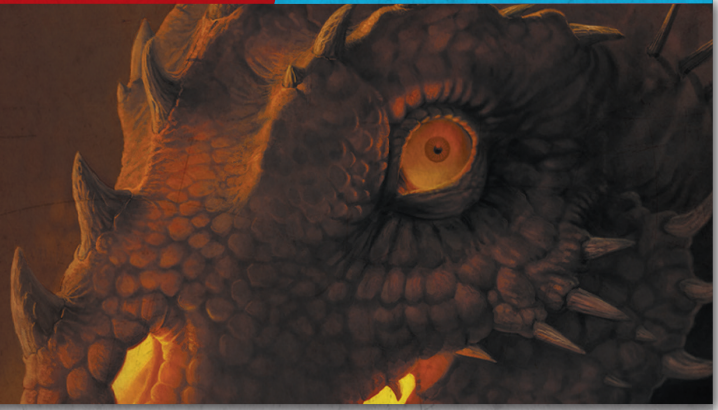
UNLOCK!




SHORT ADVENTURES

STEP-BY-STEP SOLUTIONS

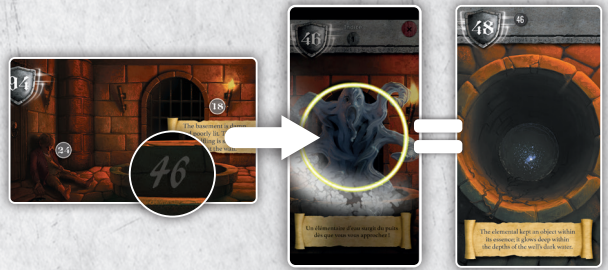




DOO-ARANN'S DUNGEON




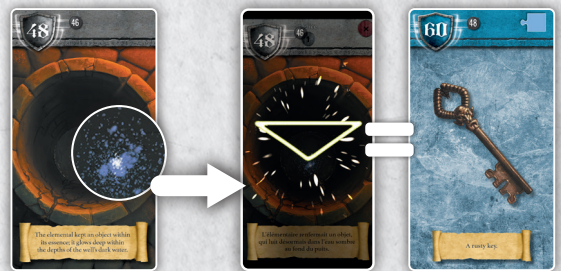
- ▶ Inside the well , there is a hidden number (46), which is none other than a furious water elemental! Access machine  to transform it into a giant ice cube using the Blizzard spell. To do so, hold the device above card  and draw a circle on the screen. Now, shatter the frozen monster by tapping your screen.





Take card .




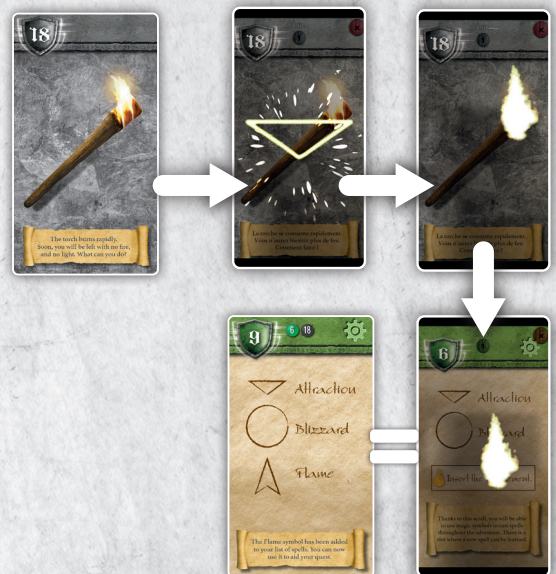
- ▶ There's something glowing at the bottom of the well. Access machine  again and cast the Attraction spell to draw the object to yourself. To do so, hold the device above card  and draw a triangle on your device's screen. It's a key!

Take card .



- ▶ Your torch  is about to die on you. Access machine  once more and cast the Attraction spell on the flame by holding the device above card  and drawing the triangle again. A flame appears on your screen! Hold the device above card  and use it to insert the Fire element into the box.

Take card .



- ▶ Insert the key you retrieved from the bottom of the well

 into the door's lock  : $60 + 24 = 84$.
Take card .



- ▶ You are assaulted by a volley of arrows. Access machine **84**.
Use the edge of any other card to draw imaginary lines from the arrows to determine the trajectory of each one. Four of them are going to hit you. Select these 4 arrows to dodge them.
Take card **50**.



- ▶ This room **50** is quite dark. Access machine **6** and cast the Flame spell on the torch found on the wall.
Take card **68**.



- ▶ Access machine **68** and rotate the 3 quartz crystal discs under the lion sculpture until you reproduce the Leo constellation found in the alcove near the entrance.
Take card **21**.



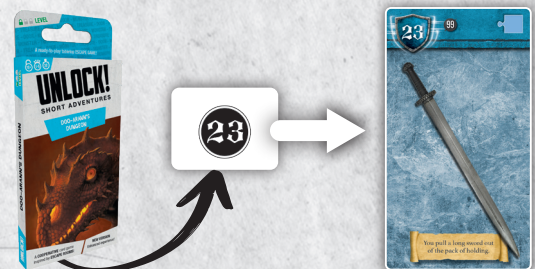
- ▶ Access machine **9** and cast the Flame spell on the grenade's fuse **21**, causing it to ignite.
Take card **39**.



- ▶ Using the grenade **39**, you can now blow a hole in the alcove wall
 $43 : 39 + 43 = 82$.
Take card **82**.



- ▶ You need a weapon to fight the skeleton. Luckily, you found the pack of holding **99** that belonged to an unfortunate adventurer. This pack resembles the one you held before starting the adventure, and that you might have placed nearby, right? Looking at the bottom of the pack, you can see the number 23.
Take card **23**.



- ▶ Now that you have a mighty sword **23**, you should be able to quickly defeat the skeleton **12** barring your way: **23** + **12** = **35**. Take card **35**.



- ▶ You enter the dragon's lair **35**. You have the necessary tools for attacking the monster threatening you: a bow **78** and an arrow **29**. Place the arrow's nock in the center of the bowstring, represented by the letter F, line up the cards 78 and 35 based on the blue lines and letters in alphabetical order, then aim for the monster's eye "E" as per the hint found on the parchment **29** (the X on the dragon's eye). The trajectory from the nock to the eye forms the word **FIVE**. Take card **5**.



- ▶ Wounded (and angry!), the dragon **5** breathes fire **+2** in retaliation. Shield yourself **31**! **31** + **+2** = **33**. Take card **33**.



- ▶ To bring the dragon **33** down, you only have one option: cast your most powerful spell! To do so, use the symbol on the parchment **29**. Then, access machine **9** and draw the spell symbols one after the other to create a pentacle.



EXCELLENT! The dragon is defeated. You retrieve his treasure and slip it into the pack of holding before leaving Doo-Arann's Dungeon. You are now ready to face new dangers. You wonder why you didn't cross paths with the malevolent sorcerer, Doo-Arann. Well, who knows; maybe someday, you will seek him out. But that's another story...