UNLOCK!
SECRET ADVENTURES

The Adventurers of Oz
SOLUTIONS

DIFFICULTY LEVEL: 🔒🔒🔒

WARNING:
DO NOT READ BEFORE PLAYING!

THE LAND OF OZ ▶

▶ Within the eye of the tornado, number 25 is barely hidden.
Take card (25).

▶ Open the map of the land of Oz and go to the Munchkin Village.
Take card (56).

▶ To go to the castle of the Witch of the North, use the backs of the character cards
(0, 8, 80, and 88).
The first illustration, the castle, sends you to the road which in turn sends you to
the river, and so forth up to number 7. Take card (7).

THE CASTLE OF MIRRORS (7)

▶ Then, search the deck for the card back matching the 5 colors in the center
of the mirrors. The only one to have a red gem on the top, blue on the top left, purple
on the top right, green on the bottom left, and yellow on the bottom right is card (86).
Take card (86).

▶ The sign invites you to follow the path to the City of Emeralds. As previously, use the backs of the character cards and follow
the path. Make sure to follow the left (Zzz) up to number 5, and the right (SS) up to number 2.
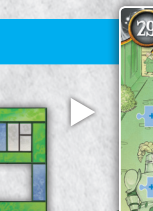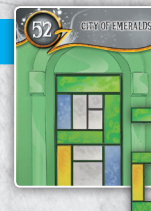Take card (52).

THE CITY OF EMERALDS (52)

▶ Imagine now that the blue and yellow stained glasses become green when they are
placed on top of each other. Thus, the yellow forms a 2 and the blue a 9.
Take card (29).

THE CITY OF EMERALDS (cont'd)

▶ In this street, each combination gives a result of 91. You can either combine Dorothy with the dog, the Scarecrow with the farmer, the Tin Man with the guard, or the Lion with the tamer. Take card (91).

▶ On card (91), the bird legs hide number 44. Take card (44) that incites you to use the Mirror of Truth.
When you overlay the holes on card (91), 4 numbers appear.
The colors of the mirror gems are the same as the ones in the rainbow.
Enter the numbers in sequence, from blue to red, **3412**, and take card (36).

▶ Place the quests under the characters then cross the Forbidden Forest (C):
going from the upper right corner, repeat the cycle of the 3 types of trees.
The thin, the leafy, the dark green, the thin…
There is only one path and it forms number 45 until reaching the upper left corner of the map. Take card (45).

▶ Continue the story starting from the wolf on the back of card (80). Travel as you have already done so up to the two chains: the first leading to number 1 above the second leading to number 5. Take card (15).

THE ARID PEAKS (15)

▶ First, offer some water (84) to the guard with a face covered in soot:
(19) + (57) = (76). Remember that the Wicked Witch of the West fears water.
Take card (76).

Then combine the poker with the Tin Man: (10) + (80) = (90).
Take card (90).

Then add the oil: (3) + (90) = (93).
Take card (93).

Stich the Scarecrow: (62) + (8) = (70).
Take card (70).

Then, give the leg of lamb to the Lion: **8** + **88** = **96**.
Take card **96**.

Now, adjoin cards **93**, **70**, and **96** to understand which guards on card **68** are eliminated by the Tin Man, the Scarecrow, and the Lion. The first eliminates the 8 and the 9, the second eliminates the 5, and the third eliminates the 2 and the 1. Put in ascending order the values of the remaining 4 guards: **3467**. Enter the code in the app and take card **24**.
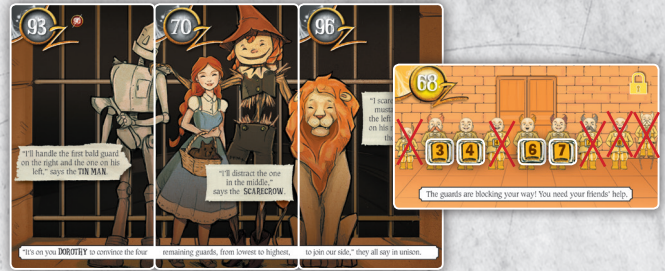
▶ To defeat the Witch, take advantage of her weakness. Throw her some water: **19** + **24** = **43**. Take card **43**.

▶ On card **85**, the term "Truth" is a pointer:
Place 4 times the Mirror of Truth on the bookcase.
In the order in which appear the Roman numerals on the left of the card, you can read: FOUR
                ZERO (mirror flipped over)
                NINE (mirror upside down)
                FIVE (mirror flipped over and upside down)
4095 is the correct code!

Then, take the Grimoire from the cards put aside at the beginning of the game. Read every other word on each side of the card:
"Black magic for laymen only requires the right formula.
Re the winged monkeys, add the two digits of the golden cap to be obeyed."

So, add the 3 to the 9 of the golden cap (**39**),
then take card **12**.

THE WIZARD OF OZ **74**

▶ Regarding the 4 characters, proceed as follows: add 9 to the red number of the character and take the Mirror of Truth. You can place it on each of the 4 cards matching the 4 colors of the gems: blue, red, yellow, and green.

Dorothy: on card **9**, the green gem is outside the card.
The Mirror points to the Mountain, which in turn points to number 6 of card **0**.

The Tin Man: on card **89**, the Mirror points to the Witch, who in turn points to number 8 of card **0**.

The Scarecrow: on card (17), the Mirror points to the Witch, who in turn points to number 8 of card (0).

The Lion: on card (97), the Mirror points to the stork, which in turn points to number 7 of card (8).

▶ Enter code **6887** to take card (21).

Now, watch machine (73) in the app: the purple, blue, yellow, red, blue, purple, red, and blue cycle matches the colors of the map of the Land of Oz.
Purple for the north, blue for the east, etc.
So, enter NEWSENSE in machine (21) to rejoin Glinda.
How can you follow the Witch's advice and take "the wrong way"?
Simply by flipping the NO ENTRY card over.

▶ To go back to Kansas, the silver shoes' heels must be knocked together three times: (53) + ((14)x3) = (95). Take card (95).
You can now end your quest by entering code **1111** without helping your friends or resolve the optional quests.

OPTIONAL QUESTS ▶

▶ To help your friends, you need three more medals:

- Place the Mirror of Truth on the map. If you adjust the green, yellow, and red slots on the sparkles, you will find number 59 in the blue lake.
  Take card (59).

- Next to it, if you look closely at the Fighting Trees you will see number 33.
  Take card (33).

- "OZ", in the corner of the map, when upside down reads 20!
  Take card (20).

You have the 6 medals: cards (31), (77), (87), (59), (33), and (20).

The Scarecrow:

Compare the backs of the medals.
On each slot (top, left, right, lower left, and lower right), a gem color is missing. For example, none of them has a green gem on the top, and so forth. The only card with a matching back among the remaining cards is card **50**.

The Tin Man:

In the app, dial the numbers of the 6 medals and the 4 friends to form a heart.
Take card **66**.

The Lion:

Overlap the medals so as to form the labyrinth and follow both paths: you get card **75**.

▶ The quests, together, provide you with the last code: **1939**. Well done! You went all the way with this great adventure.