



Queen Altipia's Crown

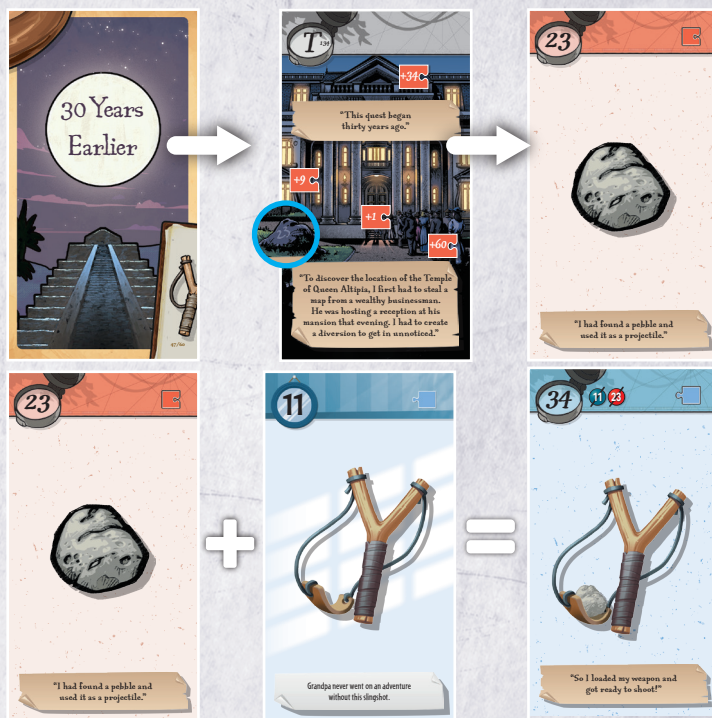
Difficulty level:   

IT ALL BEGAN LONG AGO...

- ▶ Your Grandpa begins to tell you the story of Queen Altipia's crown, which began thirty years ago. If you look at the back of the cards, one of them corresponds to what he told you ("30 years earlier"). Take this card and flip it over.

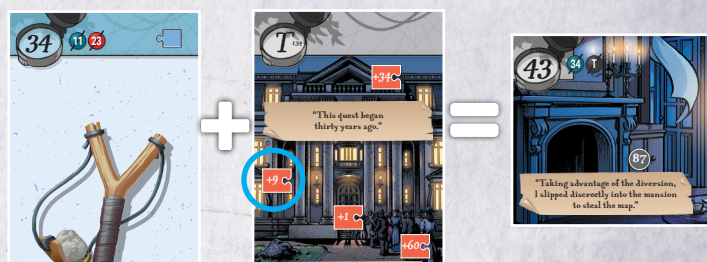
To infiltrate the mansion, you need a pebble for your slingshot, which is hidden next to the boulder (23). Combine your slingshot (11) with the pebble (23) to load your weapon.

$11 + 23 = 34$.
Take card 34.



- ▶ You must create a diversion in order to sneak into the mansion. Aim your slingshot (34) at the window (+9) to distract the occupants.

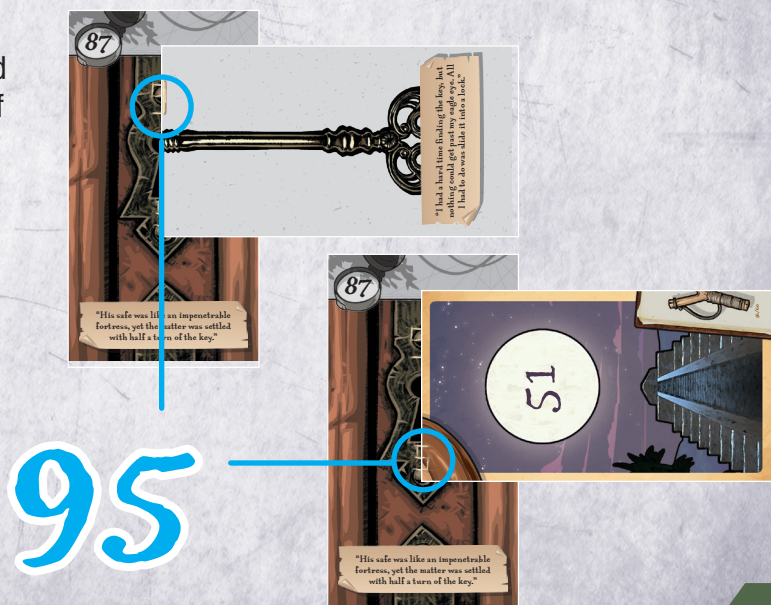
$34 + +9 = 43$.
Take card 43.



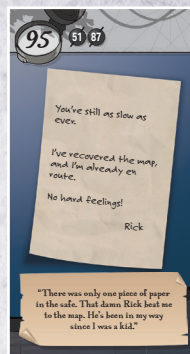
- ▶ Take the key (51) and insert it into the lock (87). On both sides of the card representing the key, you will find scratch marks similar to those on the top and bottom of the lock. When you first insert the key into the keyhole, you see the number 9.

Then, when you turn the key, you see the number 5.

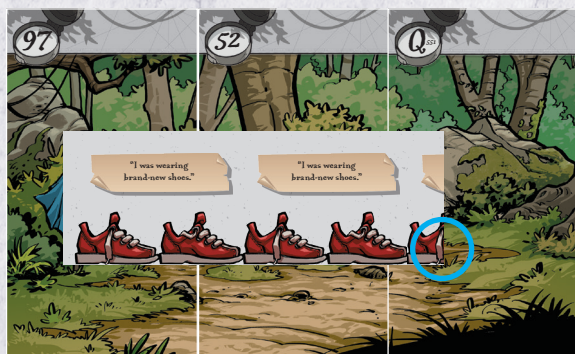
Take card 95.



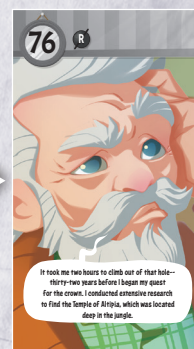
- ▶ Rick, your grandfather's long-time nemesis, got to the safe first, and left a note behind (95). It seems that Rick had been getting in his way ever since they were children. You realize that you need to go back in time to discover how this rivalry started. Look at the back of your cards. One of them matches the clue he provided: "60 years earlier," the time when he was a child. Take this card and flip it over.



- ▶ Arrange the cards in the following order to create a panorama: 97, 52, and Q. Take the shoes (73), and position the heel against the flag, as shown on the treasure map (M). Then count 4.5 steps to the right, moving the shoes to measure the distance, with one shoe equivalent to one step. Finally, use the shovel (84) to dig in the spot you've found.



- ▶ It turns out that Rick tricked your grandfather by trading the treasure map in exchange for candy. Despite this, however, Grandpa claims to have performed an unbelievably spectacular feat of acrobatics to get out of the hole. He is obviously embellishing his story. his story. If you look at the backs of your cards, one of them provides a response to this exaggeration ("But Grandpa, that's nonsense!"). Take this card and flip it over.

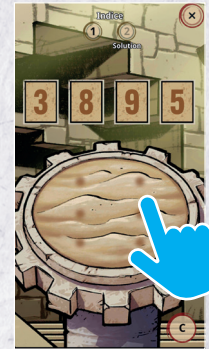


- ▶ Of course, your grandfather really didn't get out of the hole as quickly as he claimed. After sharing this old memory, he begins to explain how he visited the Temple of Queen Altipia 32 years later. Since this first encounter with Rick was 60 years ago, and he finally made it to the temple 32 years after that, that would mean his visit to the temple was 28 years ago from today. Take a look at the backs of your cards; one of them matches this information ("28 years earlier"). Take this card and flip it over.

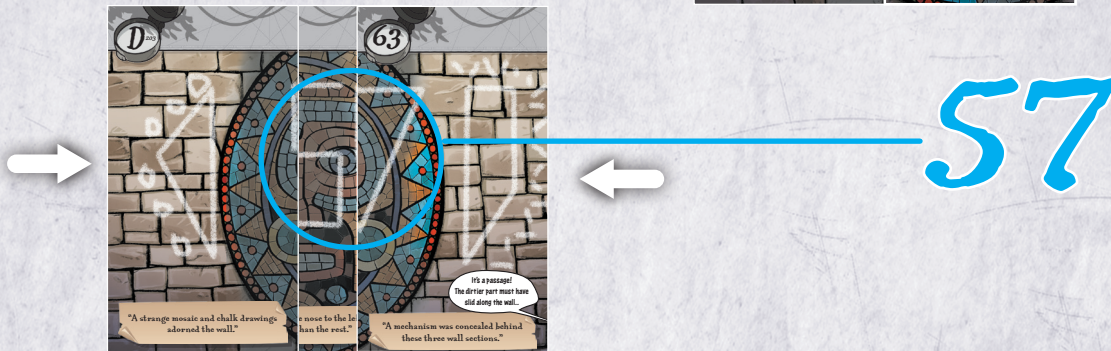


I FINALLY MADE IT TO THE TEMPLE OF QUEEN ALTIPIA...

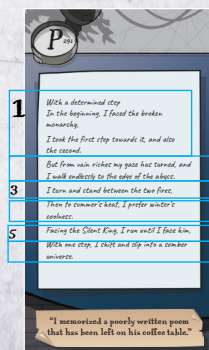
- Passing some columns marking the edge of the grounds, your Grandfather finally reached the temple, only to find that Rick and his minions had gotten there first, making their way inside and sealing the entrance behind them. Your grandfather also encounters Claire, who was also betrayed by Rick. The two of them are determined to find a way in, using the mechanism at the entrance. To find the proper code, they carefully examine the columns (G) and (39). Placing these cards back-to-back, and looking on both sides, will reveal the numbers needed to open the gate, by combining the vertical lines on the front with the horizontal lines on the back. Deciphering the clues, the numbers on the columns read as follows: 1st column: 3, 2nd column: 8, 3rd column: 9, and 4th column: 5. Stand in front of the gate (91) and write the numbers in the sand in the order you found them.



- Place cards (D), (46), and (63) next to each other to view the entire mosaic. The chalk drawings and accompanying text will guide you to a passage. Slide the left card over the middle card so that only the parts covered in dust are showing. Do the same with the right card, and you will see a number appear. Take card (57).



- You found a poem (P) in the mansion that will help you avoid the trapped tiles inside the chamber (57). To get to the other side, follow the path shown in the image below.



- ▶ You encounter a dead end, but find an alcove (+91) that matches the size of the bluish stone (5) you found at the temple's entrance. Place it in the alcove: 5 + +91 = 96. Take card 96.

Upon placing the stone in the alcove, the floor gives way, causing Grandpa and Claire to fall into an underground chamber. Grandpa explains that he had to make an object out of the debris in order to escape. However, as you search the debris (the cards), there are none that match the indicated values. Instead, they are meant to be taken together as a multiplication equation: $8 \times 6 = 48$.

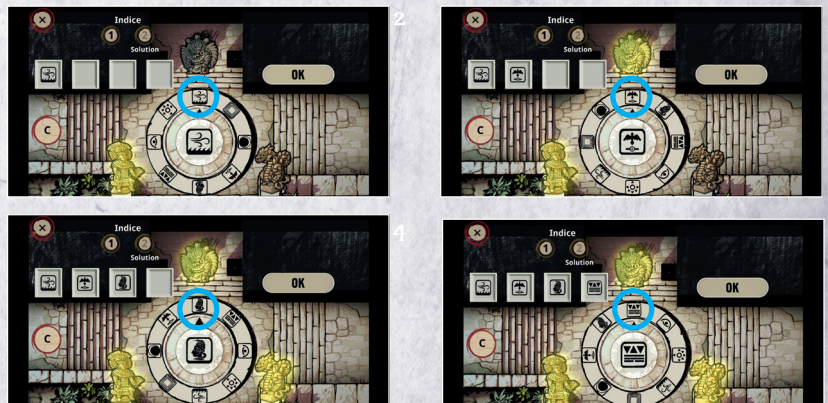
Take card 48.



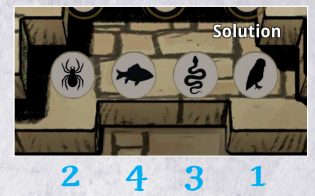
- ▶ To climb back up, the grappling hook must be fastened to the iron bar protruding from the wall on card 2. 48 + +12 = 60. Take card 60.



- ▶ Inside the chamber (55), you discover the statues of 3 former kings: first, Atacoatl; then Mozum; and finally, Acatat. Begin by selecting the symbol corresponding to the first king, then proceed to select the symbols for the subsequent kings in the proper order. Finally, you must also select a fourth symbol representing Altipia, the daughter of Acatat. This symbol can be found at the temple entrance on card 59. Follow the instructions provided in the illustrations below.



- All the symbols needed to open the gate (72) are now available. To do so, you must arrange the cards depicting animals in ascending order: (1), (2), (3), and (4), representing the Bird, Spider, Snake, and Fish. Select them in that order, and the gate shall open.

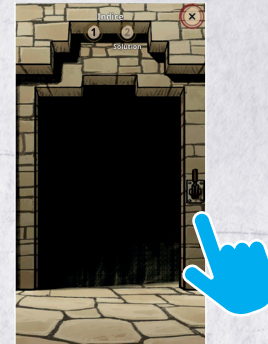


NOT EVERYTHING WENT ACCORDING TO PLAN...

- After taking the card as instructed by Machine (72), you begin to hear snoring. It's Grandpa! He fell asleep in the middle of telling his story. You'll need to gently shake him awake... using your device, of course! Upon waking up, he resumes telling his story. Follow the app's instructions.



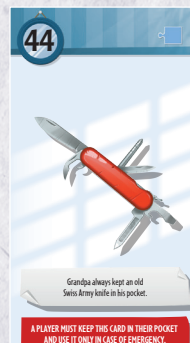
- You've entered the treasure chamber. Unfortunately, Rick and his minions are right behind you, trying to get in as well. To stop them, use Machine (78) again and shut the gate by tapping the lever on the right side, activating the closing mechanism.



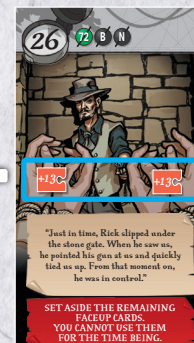
- Damn it! At the last minute, Rick managed to slip under the gate. He points his gun at you and quickly ties your hands and feet. Set all faceup cards aside as instructed.

Fortunately, Rick didn't find Grandpa's Swiss Army knife (44), which he always carried in his pocket. Use the knife you slipped into your pocket at the beginning of the adventure to cut Claire and Grandpa's bindings. $44 + 13 + 13 = 70$.

Take card (70).



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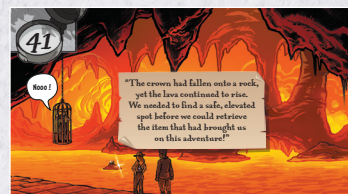
- With his huge head start, Rick makes it to the crown before you can stop him. When grabbing the crown from its pedestal, however, he triggers a trap that causes lava to begin pouring from the walls, filling the cave, and he also ends up trapped inside a cage high above the ground. He drops the crown, but it fortunately falls onto a rock below. Before you can think about trying to recover it, you must first escape the trap yourself and find a safe place to stand. There is a cracked stalactite on the ceiling. You'll need to break it so that you can use it as a platform. To do this, make a slingshot using the stick (15) and what's left of the bindings (18).

$$18 + 15 = 33$$

Take card 33.

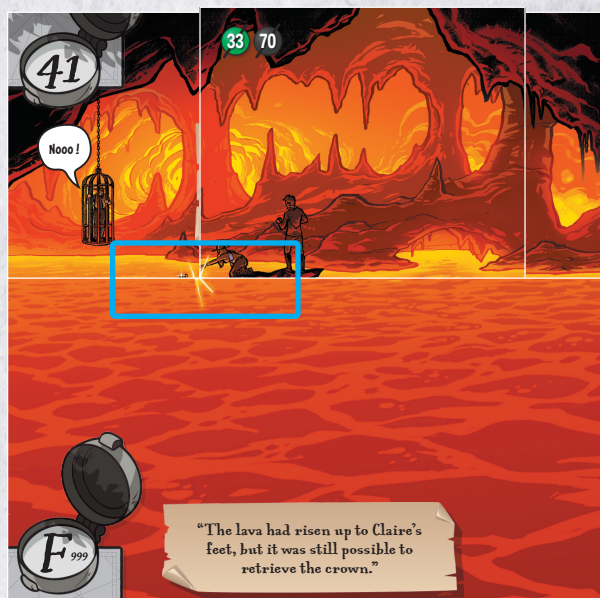


- Then aim your slingshot (33) at the cracked stalactite on the cave ceiling.



- Now that you are safely positioned on the platform, Claire attempts to retrieve Queen Altipia's crown. To do this, overlay cards 41, 92, and F, as shown below, to reveal the letter K.

Take card K.



- "Claire, watch out!!!" As Claire bends over to retrieve the crown, she loses her balance, and almost falls into the lava. In that moment, Grandpa decides to save his most precious treasure... but what is it? Access machine 7 and aim your device at Claire. Yes, Claire, on card 98, because she is your grandmother. Naturally, Grandpa chose Claire over the crown!



"Well done, that's absolutely right! I decided to save Grandma. Sadly, we were unable to retrieve the crown after it fell into the lava. As for that scoundrel Rick, I still don't know how he managed to escape. Throughout the years, he continued to try and ruin my adventures. Thankfully, Claire was by my side to help me, especially one time when I needed to disguise myself to escape from him. Have I ever shared that story with you?"

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