

UNLOCK!

MYTHIC ADVENTURES

STEP BY STEP SOLUTIONS



IMPORTANT: DO NOT READ THIS BOOKLET BEFORE PLAYING

ONLY READ IF YOU ARE STUCK IN THE ADVENTURE AND HAVE ALREADY TRIED THE APP'S HINTS AND SOLUTIONS, OR IF YOU HAVE COMPLETED THE ADVENTURE.

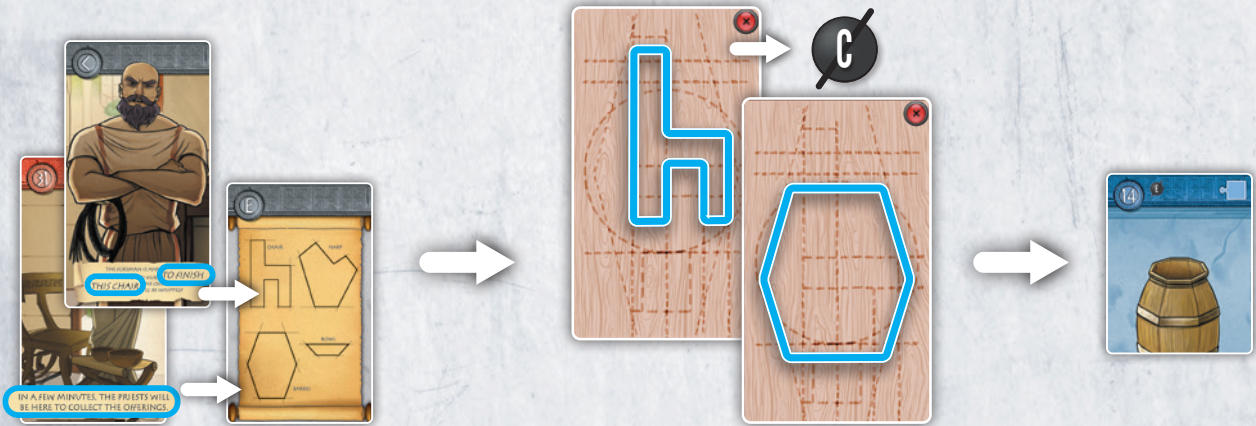
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IN THE CLUTCHES OF HADES

Difficulty Level:

THE ESCAPE

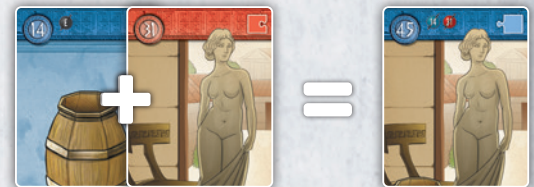
- ▶ If you want to find and rescue your master Aricles, start by finding a way to escape from here. Why not hide in the barrel, among the offerings that will be taken away in a few minutes ? Good idea, but as long as the foreman is watching over you , you will not be able to put your plan into action. Start by making the chair so that he gets off your back. Enter machine and draw a chair according to the pattern . The foreman leaves: discard card . Apply the same method to draw a barrel. Take card .



- ▶ Before hiding in the barrel, make sure to place it among the offerings:

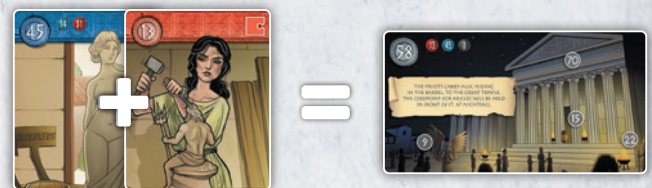
$$\text{14} + \text{31} = \text{45}$$

Take card .



- ▶ Get inside the barrel so that the priests can carry you away from this workshop: $\text{45} + \text{13} = \text{58}$.

Take card .



THE TEMPLE

- ▶ After escaping from the workshop, you find yourself at the temple where the ceremony for Aricles is held. Once out of the barrel, you notice a strange light coming from the temple's pediment . Icarus easily breaks the rules . Even though card is gray, ask him to take you to the pediment through the air:

$$\text{9} + \text{70} = \text{79}$$

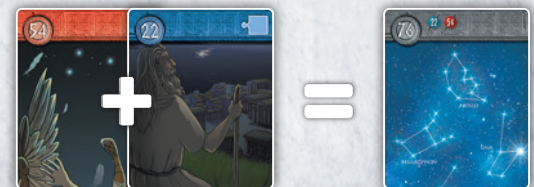
Take card .



- ▶ The gods seem to express their wrath toward Icarus through these menacing stars. Ask the wise man to tell you more about these stars and constellations:

$$\text{54} + \text{22} = \text{76}$$

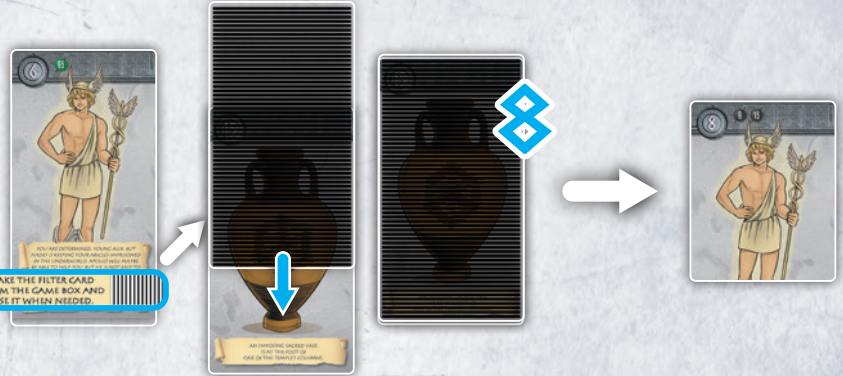
Take card .



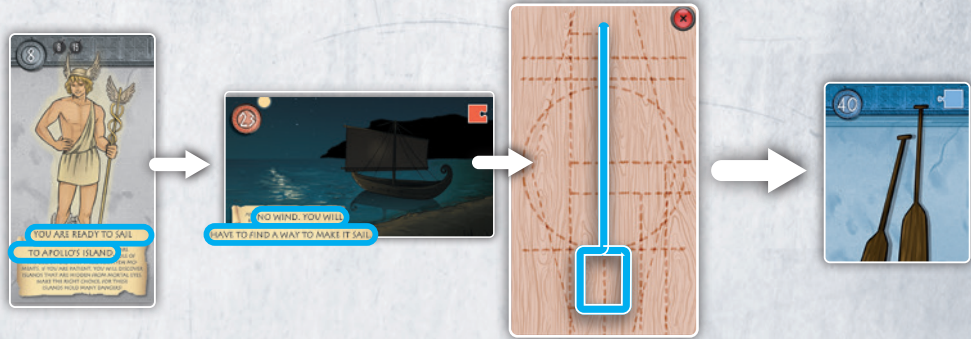
▶ The message on the pediment means that these mythological creatures are linked together. The Minotaur is a **man** with the head of a bull; the centaur is a **man** with the lower body and legs of a **horse**; Pegasus is a **winged horse**; the griffin has the head and **wings** of an eagle and the body, tail, and back legs of a **lion**. Enter machine **65**, then, going from the bull (already lit), press the Minotaur, the centaur, Pegasus, the griffin, and the lion. Take card **6**.



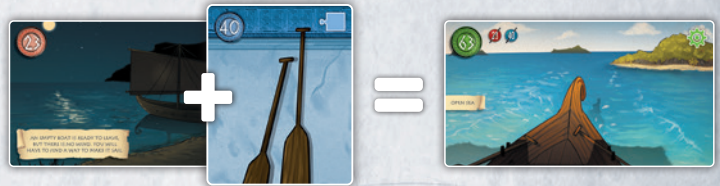
▶ You learn that Hades detains your dear Aricles. Hermes, wanting to help, grants you the power of divine vision. Thanks to this filter, you can see elements that are usually invisible to mortal eyes. Place your divine vision on the vase **15**, and move the filter from top to bottom. You see that number 8 rotates on itself. Take card **8**.



▶ Hermes, with his winged sandals, advises you to sail to Apollo's island to ask for the help of the most handsome god. But with no wind, it is difficult to sail. Use your crafting skills to make paddles. Enter machine **90** and draw a paddle. Take card **40**.



▶ Sail off using your newly crafted paddles:
 $23 + 40 = 63$.
 Take card **63**.



▶ You are on the ocean and see no island on the horizon. Do as Hermes told you **8**: place yourself in the middle of the high seas and wait. To that end, enter machine **63** and keep your finger pressed for a few seconds in the middle of the screen. Several islands then appear. To find that of Apollo, remember what the wise man taught you **76** and spot the island with the same shape as Apollo's constellation. Click on that island. Take card **1**.



APOLLO'S ISLAND

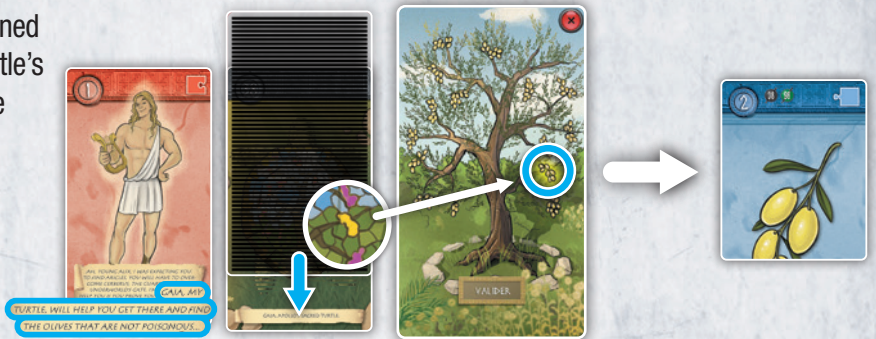
- ▶ Apollo will offer his help if you rise to his challenge. To find the tree's location, use Gaia, in other words, use her constellation. Indeed, the various locations on the map of the island (82) form Gaia's stars (76). One of them is shinier than the others. It matches the location of the tree. Use your chariot to get there: 61 + 20 = 81. Take card (81).



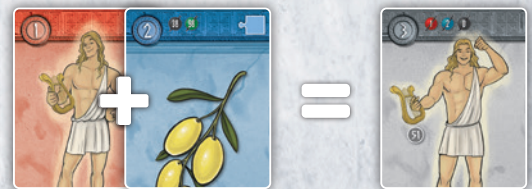
- ▶ You hurry to the olive tree, but something is not right. Use your divine vision to find out more. When moving the filter from left to right on the chariot (81), you notice that a wheel is damaged. Make a new one. Enter machine (90) and draw a circle. Take card (17). Change the chariot wheel to finally get to the olive tree: 81 + 17 = 98.



- ▶ As Apollo told you (1), Gaia (88) will reveal the poisoned olives. To that end, place your divine vision on the turtle's shell. When the head and legs are out, you see all the olives turn purple, except for one bunch. Enter machine (98) and select these olives. Take card (2).





- ▶ The famous gold olives are now in your possession. Quickly bring them to Apollo to get his help: 1 + 2 = 3. Take card (3).






- ▶ Apollo keeps his promise and gives you his lyre. Unfortunately, he cannot disclose the Underworld's location. However, he tells you who can: the bright-eyed goddess, Athena. She is located at the tip of Poseidon's Trident. It refers to the trident formed by the islands. Enter machine (63) and click the one that is at the very end. Take card (60).






- ▶ This odd song is spellbinding, and as long as you hear it you cannot save Aricles from the clutches of Hades. How can you stop this song? In the app, click the Settings button  on the upper left side, cut off the music by pressing OFF. Take card .






ATHENA'S ISLAND

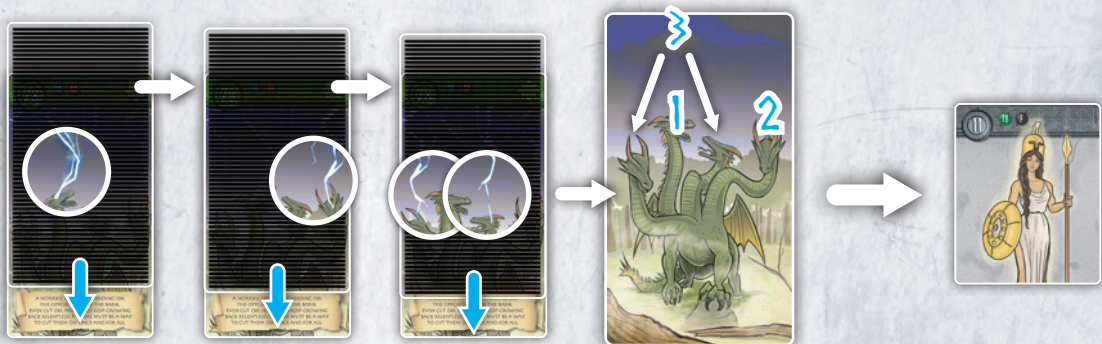
- ▶ To obtain the location of the Underworld, you first must help Athena to get rid of the creatures Hades sent. Start with this two-headed ogre. You notice that the heads  and  do not get along. Set them against each other to create a diversion and continue your journey: $34 + 34 = 68$. Take card .





- ▶ A powerful torrent bars your way. How can you get to the other side? You need a plank to walk across. Enter machine  and draw a long rectangle. Take card . Now, place this plank above the rapid and walk across: $10 + 68 = 78$. Take card .



- ▶ What a horrific Hydra! But Zeus, the cloud-gatherer, seems to be on your side. His thunderbolts indicate the order in which you must cut its heads off. Observe the Hydra  with the divine vision, moving the filter from top to bottom. You can see the sequence of thunderbolts striking the heads: 2nd head, 4th head, **simultaneously** 1st and 3rd head, 2nd head, 4th head, etc. Enter machine  and cut the heads off per the sequence. Start with any of the heads. Take card .



- ▶ As agreed upon, Athena tells you where the kingdom of Hades is. The entrance to the Underworld is located between Apollo's island, that you have already visited, and the Great Temple from where you first set sail. Enter machine  and click the water between these two marks. Take card .



THE UNDERWORLD

- ▶ Aricles is detained behind this gate, somewhere in the Underworld. But how can you enter? Use your divine vision to reveal its access. Move the filter on the gate (74). You see a skull on fire. You know this symbol; it is that of the app's Penalty button (🔥). Have no fear dear player, and press it to enter the kingdom of the dead. Take card (66).



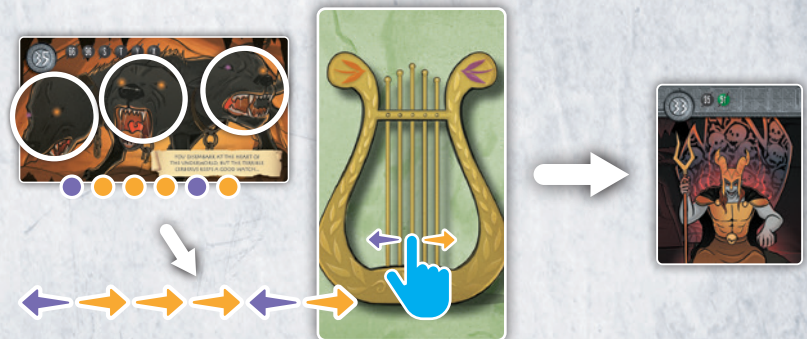
- ▶ You made it! You are in the kingdom of Hades, by the Styx, and now it is too late to turn around. You meet Charon, the soul-conveyor of the Underworld. His extended hand implies he is expecting an offering before letting you into his boat. Give him the coin you picked up earlier: (47) + (49) = (96). Take card (96).



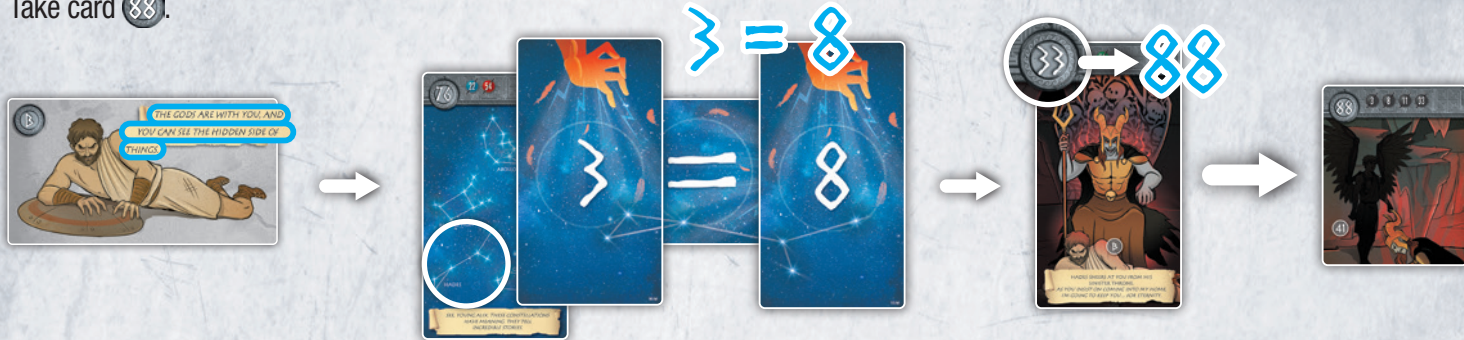
- ▶ The Styx is the river that will lead you to the throne of Hades. Still, you must not lose your way. Follow Charon's route to the letter (96). Reorganize the parts of the Styx as follows: First, place the hut (S), then the bridge (X), the dead tree (T), and finally, at the foot of that tree the skeleton (Y). The new river thus forms 5x7. Take card (35).



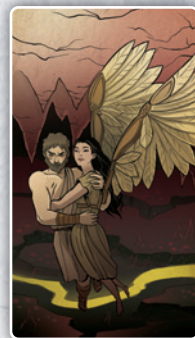
- ▶ One cannot approach Hades so easily. First, you must get rid of Cerberus. Apollo (3) gave you his lyre to help you defeat Cerberus, but how can you play it? The notes of the lyre (51) change according to the direction you play them. Also, look at the ornaments on the arms: one is orange and the other, purple. The orange ornament indicates you must play the strings to the right, and the purple indicates to the left. Now, take note of the color of Cerberus's eyes, these are the same as the lyre's ornaments: purple/orange/orange/orange/purple/orange. Enter machine (51) and play left, right, right, right, left, right. Take card (33).



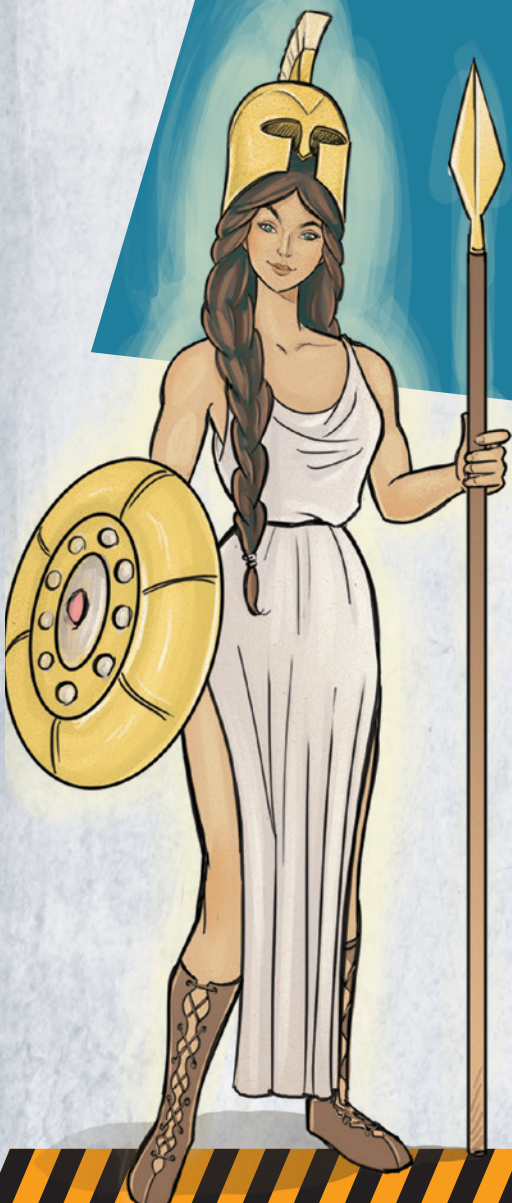
- ▶ To save Aricles, you must defeat Hades. But the mortal you are cannot compete on their own against the god of the Underworld. Aricles (♁) gives you the key to triumph. The gods that helped you all along this adventure will keep helping. Take the Apollo (♃), Athena (♁) and Hermes (♄) cards, then look at their hidden side (the back of the cards). Recreate Hades constellation (♁♁). You get 3 = 8. So, to defeat Hades (♁♁), 33 becomes 88. Take card (♁♁).



- ▶ Hades is defeated. As for Aricles and Icarus, they are safe and sound. But you are stuck in the Underworld. So, Icarus decides to help you and offers you his wings. Use them to escape from the world of darkness and finally, recover your freedom. Enter machine (♁♁), then hold your device, and move it from top to bottom, miming the flapping of the wings.



Alix flies off into the light, saving the two men from the Underworld. Back at the temple, a sumptuous party is organized in honor of the heroine. People will remember for years her wonderful journey, and tell of the challenges she overcame.



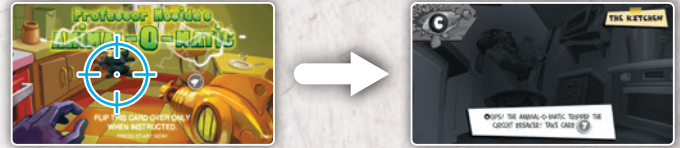


Professor Noside's ANIMAL-O-MATIC

Difficulty Level:

THE KITCHEN

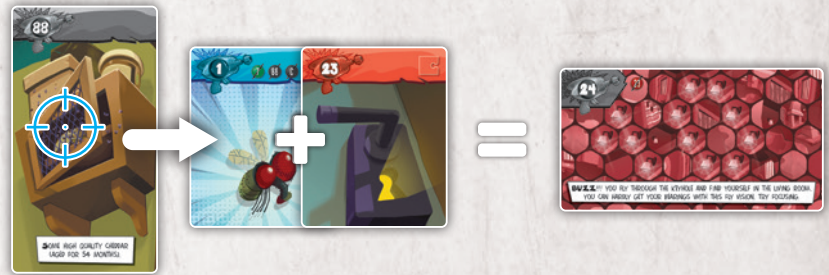
▶ Don't wait to test your new invention: the Animal-O-Matic. Scan the Introduction card with your device. Align your sight with the cat and shoot. You can flip the card over.



▶ The circuit breaker tripped and plunged the room into darkness. Perfect timing! You are now inside the body of your cat, Liederkranz, and cats see in the dark. Enter machine **7** and scan the kitchen **C** with your device. Take cards **9**, **25**, and **88**.



▶ Your only way out of the kitchen is through the keyhole. But, you must be small enough to move through it. Press the button of your Animal-O-Matic, and aim at the swarm of flies **88**. Take card **1**. Take advantage of your small size to escape from the kitchen, flying through the door's keyhole:



$1 + 25 = 24$.
Take card **24**.

▶ Your fly sight is rather unnerving, but like all flies, you are attracted to light. When you focus, you see that the lamps form the number 10. Take card **10**.



THE LIVING ROOM

▶ The living room is about to get flooded. You must leave the house as soon as possible. First, transfer into the body of the snoring bear by pressing the button. Take card **20**. Use all your strength to open the kitchen door: $20 + 58 = 78$. Take card **78**. Use the Animal-O-Matic to transfer once more into Liederkranz. Take card **6**. Now, go to the yard through the cat flap:



$6 + 74 = 80$.
Take card **80**.

- ▶ Board your boat to sail to the valve: $9 + 53 = 62$. Take card 62 . Enter machine 62 and close the valve. To do this, rotate your device clockwise. Take card 5 .



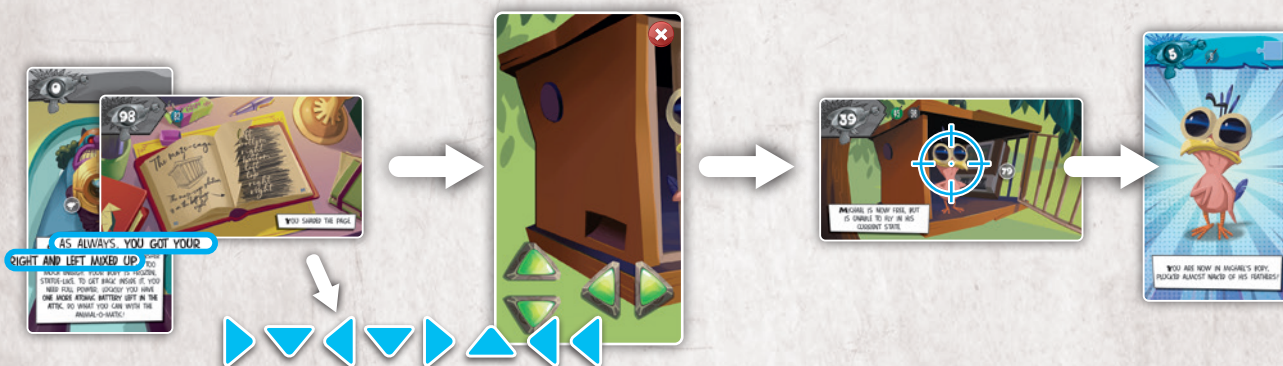
- ▶ The water is carried away. You are getting closer to the battery. Now, sharpen the pencil with your rodent teeth: $9 + 4 = 13$. Take card 13 .



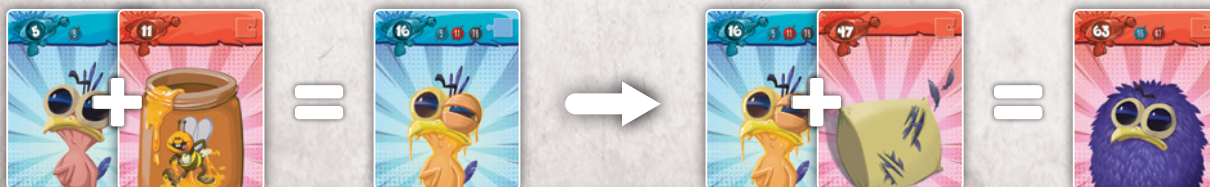
- ▶ You can now retrieve the maze-cage solution. When you take a closer look at the right-hand page, you see a writing impression. Now, you can shade the paper to reveal the solution. However, note that number 82 is a reference to page 82 . But, it is page 85 that you want to shade: $85 + 13 = 98$. Take card 98 .



- ▶ Here is the maze-cage solution 98 . But remember how you got here: As usual, you got your right and left mixed up 0 . To correct the mistake, reverse the lefts (\blacktriangleleft) and the rights (\blacktriangleright) of the solution. Enter machine 45 and input the following sequence: right/bottom/left/bottom/right/top/left/left. Take card 39 . Aim 0 at Michael, the birdie, to transfer into his body. Take card 5 .



- ▶ You are inside Michael. But with no feathers, you will never be able to fly. To resolve the situation, first drench yourself in honey: $5 + 11 = 16$. Take card 16 . Then, wrap yourself in the pillow's feathers: $16 + 47 = 63$. Take card 63 .



- ▶ Fulfill one of your biggest dreams by flying away! Don't miss the opportunity to fly up to the attic hatch: $14 + 63 = 77$. Take card 77 .



THE ATTIC

- ▶ Enter machine 79 . The audiotape seems to have reached the end, but the rewind button is broken. Eject the tape by pressing \square . Take card 57 . To manually rewind the tape, use the pencil: $57 + 13 = 70$. Take card 70 .



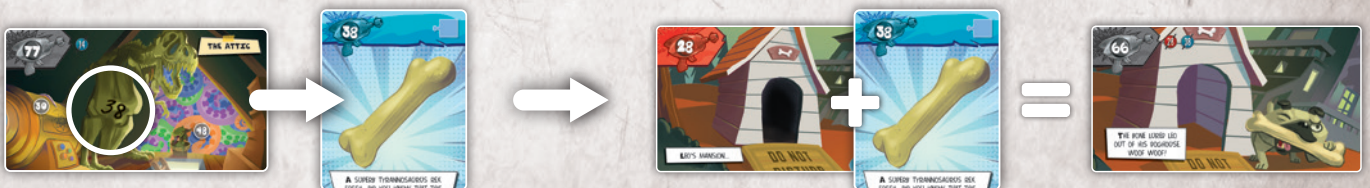
- ▶ To insert the tape again, just follow the instructions: Enter machine 79 and keep the buttons \square and \square pressed down, then press the \square button 3 times. Once the tape is in place, press \square to start the audio. This smooth mosquito chant will drive Josy, the famished plant 48 , crazy. Then, fly over her using your device (the camera of your device must be positioned toward card 48). Take card 35 .



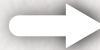
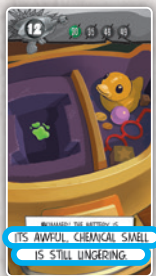
- ▶ Recreate the sprawling wallpaper 48 and 49 , and correctly superimpose Josy's new shape 35 on her pot. Each of the 4 tongues points to a color on the wallpaper in the background. It is the combination of the radioactive-proof safe 30 . Enter machine 30 and change the color of the buttons. From top to bottom: purple orange green blue . Take card 12 .



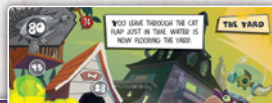
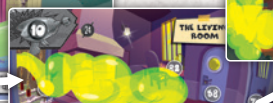
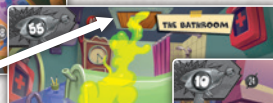
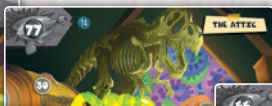
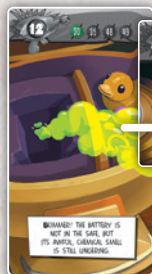
- ▶ Take a close look at the T-rex skeleton 77 , number 38 is hidden. Take card 38 . Use the bone to lure Leo out of his doghouse: $28 + 38 = 66$. Take card 66 .



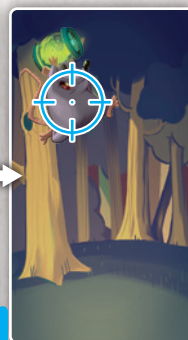
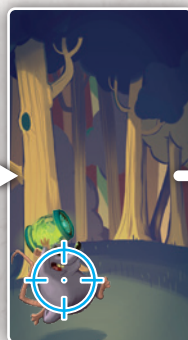
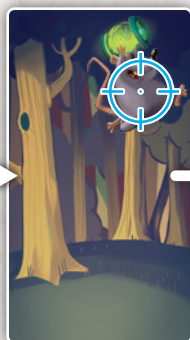
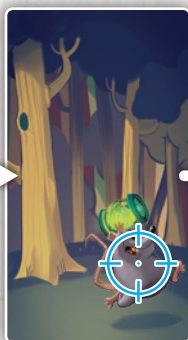
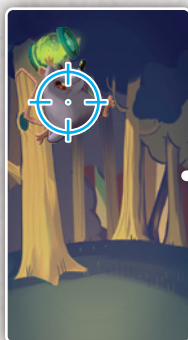
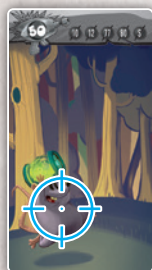
- ▶ The battery is no longer in the radioactive-proof safe **12**. But with a good sense of smell, you could probably follow its trail and find it. So, you need Leo. Take your **Animal-O-Matic** and shoot at Leo **66**. Take card **3**.



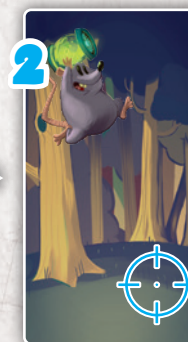
- ▶ Enter machine **3** and smell the odor emanating from the atomic liquid stain **12** by placing the camera of your device above it. Follow the odor by moving the camera to the attic **77**. The odor leaks through the hatch leading to the bathroom **55**, then moves toward the leaving room **19**, to finally reach the yard **89**. Move the camera of your device above these cards, in that order, to obtain card **59**.



THE ATOMIC BATTERY



- ▶ The recovery of the battery requires only one well-placed **Animal-O-Matic** shot. But James is a rascal and dodges each of your shots **59**. He seems to always be one step ahead... Pay attention to his moves. He repeats the same 4 moves one after the other. So, anticipate his next move by shooting where he'll be next:
- If James is in move **1**, then shoot at **2**;
 - If James is in move **2**, shoot at **3**;
 - If James is in move **3**, shoot at **4**;
 - If James is in move **4**, shoot at **1**.





► The Animal-O-Matic slowly loads. You can wait for it to load or spot the flashing symbol that instructs you to plug in your charger. It will instantly load your Animal-O-Matic.

**Wait while loading
(1 minute and 30 seconds)**



**Plug in your device
(instant load)**



► Once the weapon is loaded, proceed with your final transfer . Aim at the Professor's body , then shoot!



FWOOSH!
A gigantic flash comes out of the Animal-O-Matic, and suddenly you are inside the Professor's body. As you regain your bright wits, you congratulate yourself, thinking about giving yourself a well deserved bath.



AROUND THE WORLD IN 80 MINUTES

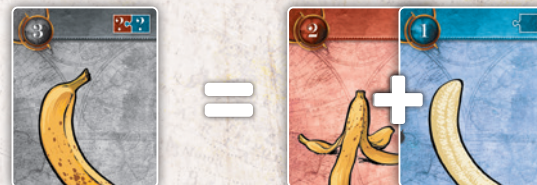
Difficulty
Level:



- You are in the middle of the Indian jungle, in Passepartout's shoes. You hit your head when you fell, and are now seeing double. So, numbers 99 and 33 are in fact 9 and 3. Take cards 9 and 3.



- The banana 3 is the combination of a blue card and a red card. The result of this combination is 3. The only way to obtain 3 when combining a blue card and a red card is by adding 2 + 1. So, to peel the banana, take cards 2 and 1.



- The men who are chasing you are on a very steep terrain. Throw the banana peel to make them all fall down: 9 + 2 = 11. Take card 11.

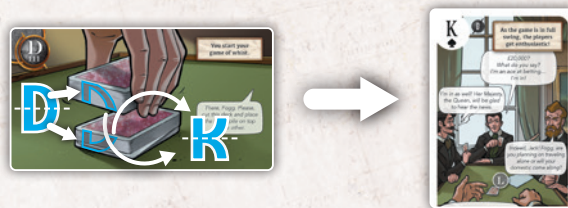


- You escape the armed men. Your fall caused some memory loss. How did you get here? Take the travel diary to find the starting point of your adventure. Read Day 1 of your journey. Number 4 is hidden between the lines of this text. Take card 4.



LONDON

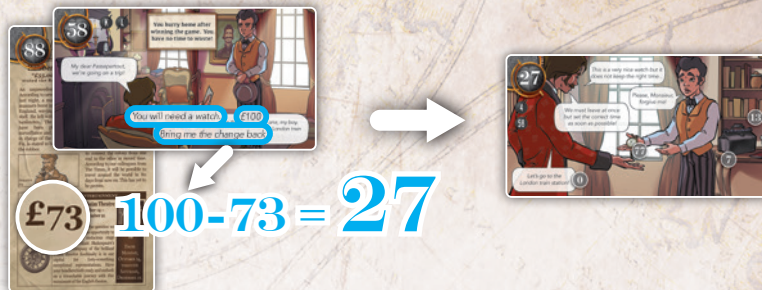
- Letter D seems to be written on the edge of the deck of cards. When cutting the deck, the lower half (lower part of D) goes over to the top half (top of D). Once reversed, both parts of the deck form a new letter: K. Take card K.



- To tally the scores of this game of whist K, you must first find out who is the winner of the 13th trick. You have the King of Spades (K). Each one of the other players betrays his hand by speaking: Flanagan has a Jack, and Jack a Queen. So, Fallentin is the one with an Ace. He wins this last trick. Now, tally the scores L: Team 1 has 5 points and Team 2, 8 points. Take card 58.



- ▶ Mr. Fogg **58** is a stickler for punctuality and gives you £100 to buy a watch. Spot the ad for the watch for sale in the newspaper **88**. It costs £73. As Fogg requested, bring the change back to him, i.e.; £27. Take card **27**.



- ▶ Thanks to your travel diary, you know that Suez is your next destination. Look at the train schedule on the information board **0**. The train for Suez leaves at 20:45. Enter machine **77** and take this opportunity to set your watch **27** on 20:40. Take card **8**.

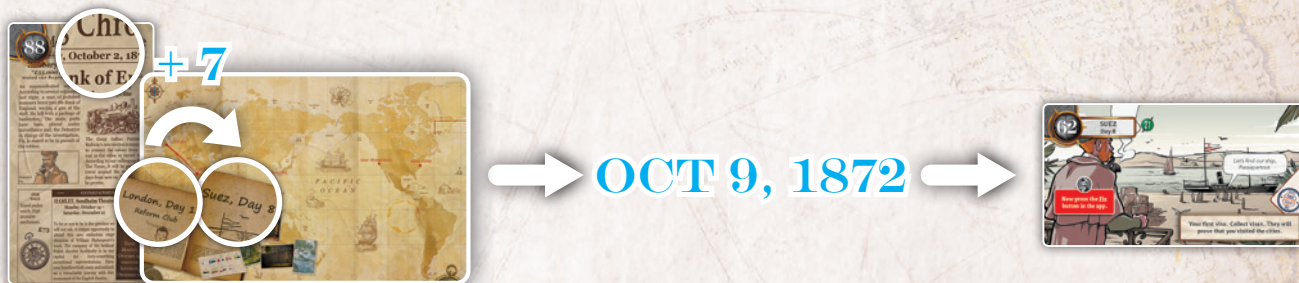


SUEZ

- ▶ To obtain proof that you came to Suez, you go to the consulate. Present your passport to the Consul and have it stamped: $8 + 13 = 21$. Take card **21**.



- ▶ On what date must the stamp be set? You left London (Day 1) on October 2, 1872, according to the newspaper **88**. Thanks to your travel diary, you know that you came to Suez on Day 8, i.e.; 7 days after you departed. Therefore, the date of your visit to the consulate is October 9, 1872. Enter machine **21** and set the stamp on that date. Take card **62**.



- ▶ First, press the allocated button **62** to learn that Detective Fix is spying on you and can potentially jeopardize your bet. Maybe, you noticed him spying on you at the consulate **21**. Press the button **62** and enter number **21**.



- ▶ Spot the two flags hanging from the masts of the berthed ship (62). According to the maritime code in your diary, they correspond to the numbers 1 and 4. Take card (14).

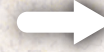
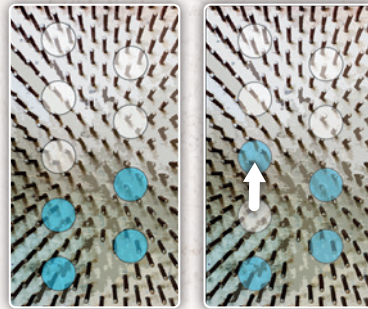


BOMBAY

- ▶ You are now in Bombay, India. But you are not the only ones to have reached the British colonies. Spot Fix in the crowd and press the (62) button to enter number (14).



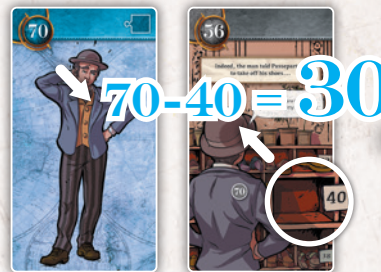
- ▶ You must cross this bed of nails to obtain help from the fakir. To avoid hurting yourself, you must divide your weight on this bed. Enter machine (14) and first touch the 4 supports. Only then, can you move one support (finger) at a time until you reach the opposite side of the bed of nails. Take card (16).



- ▶ Despite the language barrier, something seems familiar with this man's instructions. Number 56 is hidden in this Sanskrit text. Take card (56).



- ▶ Indeed, the man at the entrance of the temple told Passepartout to take off his shoes. There is only one spot left, and it matches Passepartout's shoe size (70). So, his shoe size is 40. To take off the shoes, subtract 40 from Passepartout: (70) - 40 = (30). Take card (30).



- ▶ Now that you are barefoot, you should be allowed to enter the sacred temple without any problem: (16) + (30) = (46). Take card (46).



- ▶ This man refuses to take you to the other side of the jungle, to Calcutta. But you have a sizeable asset. To make your case, try bribing him: (7) + (46) = (53). Take card (53).



THE JUNGLE

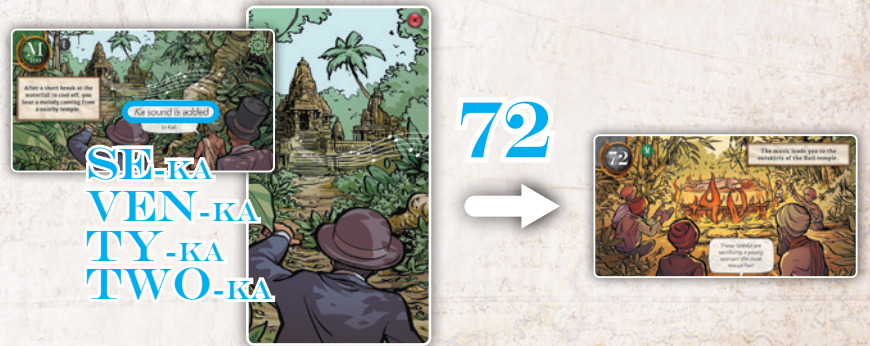
▶ You cross the jungle riding the elephant. But it does as it pleases and does not follow the road **18**. So, the number 25 formed by the outlining of the road is useless. What route did you follow, then? The photographs in your travel diary provide evidence of your itinerary. When transposing each photograph to this map, you form the letter M.

Take card **M**.



▶ As you are quenching your thirst at the Brahma waterfalls, you hear afar a curious mantra. The guide tells you that the “Ka” sound is added to honor Kali. Enter machine **100/M** to follow the mantra to the temple: SE-~~KA~~-VEN-~~KA~~-TY-~~KA~~-TWO-~~KA~~.

Take card **72**.



▶ To save the young woman from the flames, you must quench the fire, and so, bring water there. Spot the hidden **+36** in the water of the Brahma waterfalls photograph. You were just there a few moments ago. Go back with the elephant and have it fill its trunk with water:

18 + **36** = **54**. Take card **54**.



▶ Now, have the elephant pour the water on the fire. To that end, look closely at the flames **72**, they form **+40**.

Put out the fire: **54** + **40** = **94**.

Take card **94**.



▶ As the guide explains his plan to escape from the faithful, you notice that Passepartout is about to trip over a rock. Probably the reason why our hero lost his memory. This damn rock hides number **37**. Now that you have recovered your memory, you are ready to continue the adventure. But don't get distracted, spot the inflexible Fix, hiding in the vegetation.

Press the button, then enter number **37**.





▶ Now, you must find your guide by climbing up a tree to see his signal. To that end, recreate the panorama of trees by placing card 10 above 11. The trunk now forms the letter Y. Take card Y to climb up the tree and place it above card 10 to finalize the panorama. All you have to do is find the starting point of the signal. The setting sun shows West. With the compass, you determine that the smoke signal is at North-West. Enter machine 48 and orientate your compass to the North-West before pressing OK. Take card 42.



CALCUTTA











▶ Finally, you are out of the jungle. Now, you can leave India and continue your adventure only if you find the keys for this poor servant. When taking a closer look, you notice some monkeys. Do they have anything to do with the disappearance of the keys? Give the monkeys the banana to find out: $42 + 1 = 43$. Take card 43. Here are the keys! Finally... Quickly give them to the servant and have him open the gate for you: $42 + 43 = 85$. Take card 85.



▶ If you want the hot-air balloon 85 to take off, you must remove the 70-pound ballasts (30 + 40): $85 - 70 = 15$. Enter machine 15 (instead of 85) in the app. Take card 34 and spot Fix by pressing the allocated button , and enter number .



HONG-KONG

▶ It has been 34 days since you left London, and now you are in Hong-Kong. Time has come to inform your colleagues from the Reform Club of your progress. The telegram to be sent is composed of the 4 stops of your journey, and more specifically of the visas. In the order of your journey: Suez , Bombay , Calcutta  and Hong-Kong . Enter machine  and input     in the telegraph. Take card .



▶ This damn Detective is spying on you even on this ship. Press the button to enter number .



▶ You are caught in a violent storm and are lost in the middle of the Pacific. To determine your position, you must first put the events in chronological order. By looking at the mast and the rice reserves, you deduce that the order is , , then . Now, flip these 3 cards over to recreate your itinerary. Go from Hong-Kong and place these 3 cards in the same order as previously, one after the other, making sure to orientate them thanks to the compass needle pointing to the North. Thus, the outline of your navigation forms and leads to letter C. Take card .



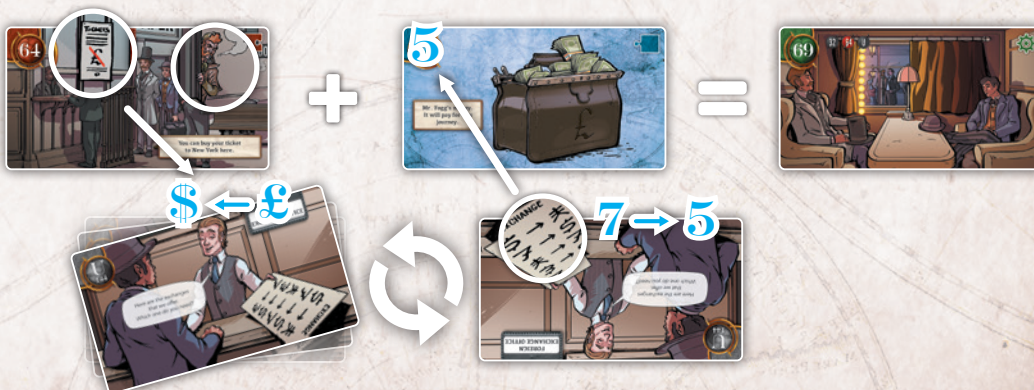
▶ A lighthouse is helping you avoid the boulders. Pay close attention to the rhythm of its light: they go on and off 3 times consecutively, then twice. Take card .



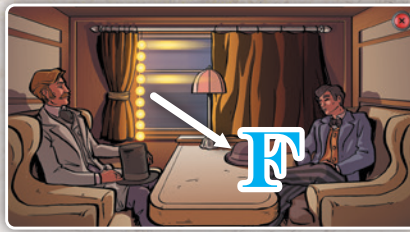
SAN FRANCISCO

▶ You are ready to start your crossing of America by railroad. You go to the San Francisco train station to buy your tickets . First, force Fix to come out of hiding by entering number in the app. Then, you realize that it is impossible to pay for the tickets with Pounds. You need Dollars. Go to exchange your money .

Spot the \$ ← £ row and flip the board over to read it the right way. Now, you read 7 → 5. So, pay the ticket teller at the San Francisco train station adding (\$) and not (£) : $64 + 5 = 69$. Take card .



- ▶ Before you can rest in the train; look through the window to spot the inexhaustible Fix. Press the to enter number **69**. Then, enter machine **69** to put the train in motion. Once in fast motion, look at the lights: those inside the train as well as those on the platform form the letter F. Take card .



NEW YORK

- ▶ It was bound to happen! Fix has taken direct action! You must hurry to find him and force him to lift his edict. At this stage, you must have identified Fix at least 5 times (out of the 7 possible): , , , , , , and . Then, enter machine to force him to come out of hiding. He is to the left, click him. Take card .



- ▶ This is the last crossing. England is on the other side of the Atlantic ocean. As you are nearing your goal, fate plays a dirty trick on you: there is not one piece of coal left. You try convincing the captain of the ship to help you and tell him your story, but he does not believe a word you say. Show him your passport to sustain your story. $66 + 13 = 79$. Take card .



- ▶ The captain authorizes you to burn everything that can burn on the ship to make up for the missing coal. Spot all the parts made of wood on the blueprint . The stern, both masts, and the top hull represent 29 tons (4+7+11) out of the 90 tons in total. Once all the wood is burned, there only remains: $90 - 29 = 61$. Take card .



THE ARRIVAL

▶ To travel the world, your ship must connect New York to London, your starting point. To that end, fold both sides of your travel diary toward the back to connect both extremities of the map. Then, place the ship **61** in the right place to reveal number 81. Take card **81**.

You traveled the world, but if your watch is to be believed, today is Sunday, December 22, i.e.; 81 days since you left London. Look at the billboard of the theatre **81**: tonight, *Hamlet* is playing for the last time. Yet, according to the newspaper **88** it was scheduled to play on Saturday, December 21. Is it possible that you traveled the world in 80 days? Enter machine **77** and set your watch 24 hours backward to find out...



In journeying eastward he had gone towards the sun, and the days therefore diminished for him as many times four minutes as he crossed degrees in this direction. There are three hundred and sixty degrees on the circumference of the earth; and these three hundred and sixty degrees, multiplied by four minutes, gives precisely twenty-four hours - that is, the day unconsciously gained. In other words, while Phileas Fogg, going eastward, saw the sun pass the meridian eighty times, his friends in London only saw it pass the meridian seventy-nine times. This is why they awaited him at the Reform Club on Saturday, and not Sunday, as Mr. Fogg thought. *Jules Verne*
Congratulations!

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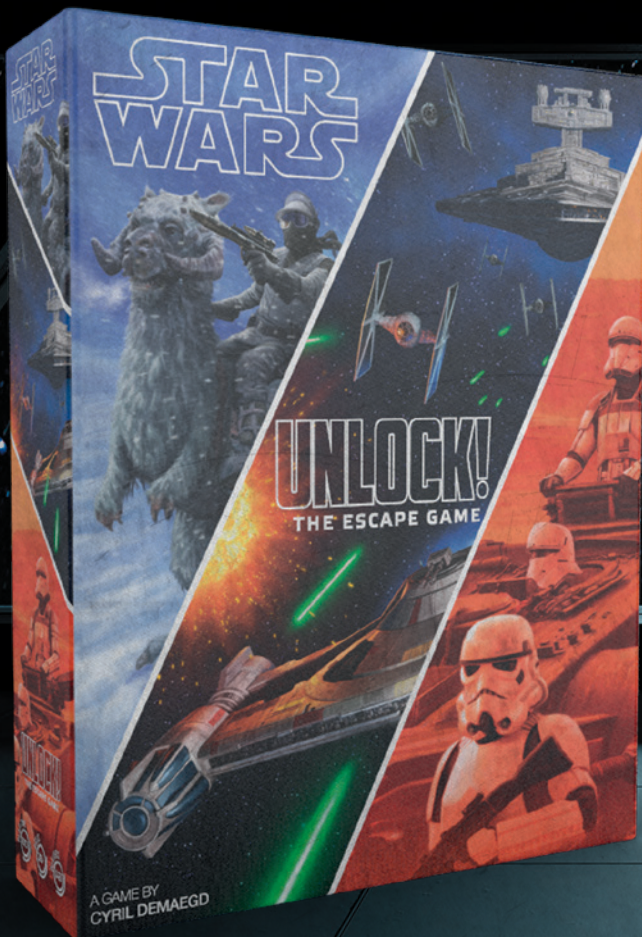


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