

UNLOCK!

HEROIC ADVENTURES

IN PURSUIT OF
THE WHITE RABBIT
STEP BY STEP SOLUTIONS

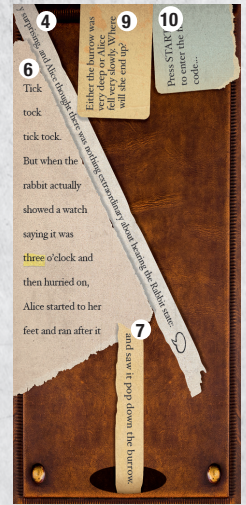
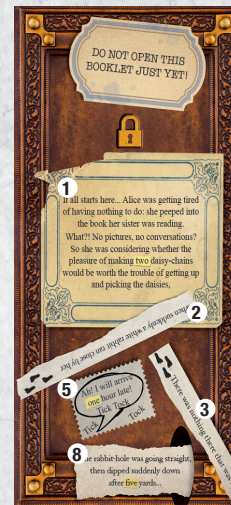
DIFFICULTY LEVEL:

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

THE BOOKLET

▶ After you carefully read both sides of the introduction card, take a good look at the booklet: four numbers are highlighted in yellow. To get the correct sequence of numbers, put the 10 pieces of the story back together in the correct order. This is what you obtain:

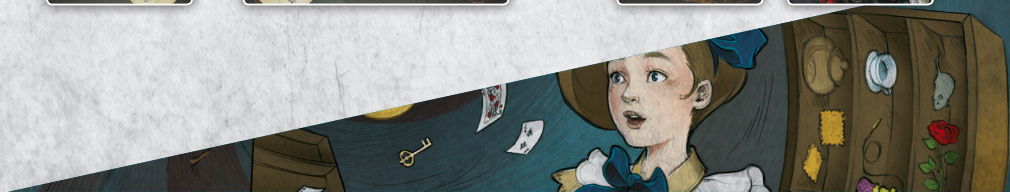
1. "It all starts here... Alice was getting tired of having nothing to do: she peeped into the book her sister was reading. What?! No pictures, no conversations? So, she was considering whether the pleasure of making **TWO** daisy-chains would be worth the trouble of getting up and picking the daisies,"
2. "when suddenly a white rabbit ran close by her"
3. "There was nothing there that was really"
4. "surprising, and Alice thought there was nothing extraordinary about hearing the Rabbit state:"
5. "Ah! I will arrive **ONE** hour late! Tick Tock"
6. "Tick tock tick tock. But when the rabbit actually showed a watch saying it was **THREE** o'clock and then hurried on, Alice started to her feet and ran after it"
7. "and saw it pop down the burrow."
8. "The rabbit-hole was going straight, then dipped suddenly down after **FIVE** yards..."
9. "Either the burrow was very deep, or Alice fell very slowly. Where will she end up?"
10. "Press **START** to enter the code..."



So, the correct code is 2135.

Thus, you get card

▶ When card is pivoted, it forms a 3. However, if you take card , it will tell you: "I am just a shadow of my former self." Therefore, the right card is card 33 (the 3 and its shadow). Take card .



▶ To solve the strange multiplication tables of Lewis Carroll, complete the following logical sequence:

- 4x5=12
- 4x6=13
- 4x7=14
- It goes on as follows:
- 4x8=15
- 4x9=16
- 4x10=17
- 4x11=18
- 4x12=19
- 4x13=20!

Therefore, the correct multiplication is 4 x 13.

Take cards **4** and **13**.



▶ The doors are placed so to form an A. (The scrap of paper with LICE helps you figure out the A is missing.)

Take card **A**, it will give you a hint on how to use cards **4** and **13**.



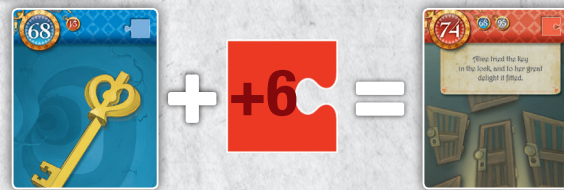
▶ Card **33** has a measuring rod on the right side. Place it next to the table of the booklet and you will see that Alice must reach a height of **+55** to grab the key. Card **A** explains that eating makes you grow larger, so add the biscuit to **+55**. **13** + **+55** = **68**.

Take card **68**.



▶ On card **68**, the key has a triangular tip. There is only one door with a triangular lock: #6. **68** + **+6** = **74**.

Take card **74**.



▶ Alice is too tall to go through the door (**74**).

On card **33**, only **+11** is at the right height, so drink to grow smaller. **4** + **+11** = **15**.

Take card **15**.





▶ Now, you have the right size! You can go through the door.

74 + **15** = **89**.

Take card **89**.



CHAPTER 1 (CONT'D)

- ▶ On card , 89 is the number written on the back while on the front, it is 12. The difference between these two numbers is 77 ($89 - 12 = 77$) to find Alice's feet. Take card .




- ▶ In machine , in the app, Alice looks up from time to time and wonders if she can aim at this roof. So, take your device and place it facing your roof (or facing the sky if you are outside). Magics! The app invites you to move to the next chapter!





CHAPTER 2


- ▶ The rabbit asks you to take 4 of its appointments. Go by the times displayed on the clocks, on the backs of the cards, to take the right cards.




3h10 PM, card 

4h25 PM, card 


5h40 PM, card 


6h00 PM, card 


3H10

- ▶ The smoke rings of the caterpillar hide number 88. Take card .




- ▶ On card , you are invited to look for a mushroom and unique objects on the backs of the cards.

The mushroom is on the back of card .

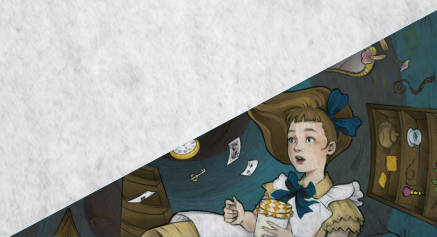
Take card .



- ▶ Note: count the number of dots on the mushroom. There are 33 of them. You already have card  — this is just to remind you that you need to get back to your right size.



- ▶ There is also a highlighted text that you will need to finish off. Go to the next appointment.



4H25

- ▶ If you listen to the recording of machine **86**, you'll hear a rather odd dialog... The word "ONE" is repeated several times. Take card **1**.



- ▶ There is also a highlighted text that you will need to finish off. Go to the next appointment.



5H40

- ▶ Card **23** is entirely covered in smoke. Something should help you get rid of it. Precisely! At 3:10 PM, the caterpillar told you that you should take cards depicting unique objects on their backs. This is the case with the fan on card **18**. Take card **18**.



- ▶ Fan all that smoke: $18 + 23 = 41$. Take card **41**.

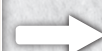


- ▶ There is also a highlighted text that you will need to finish off. Go to the next appointment.



6H00

- ▶ There are two things to be noted on card **32**: the hat of the Mad Hatter bears the 10/6 label which has a corresponding card. **This card is of no use at all. The Mad Hatter is... MAD!**



- ▶ There is another information, an important one: you are invited to have tea ("T") with them. Take card **T**, which also depicts teacups on its back.



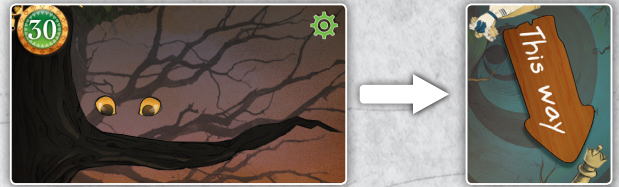
- ▶ Then, place the cards bearing a highlighted text in sequence (cards D, 1, 41, and T) and you will get: "Hours follow one another but only the numeric representation of the minutes of the appointments matters".



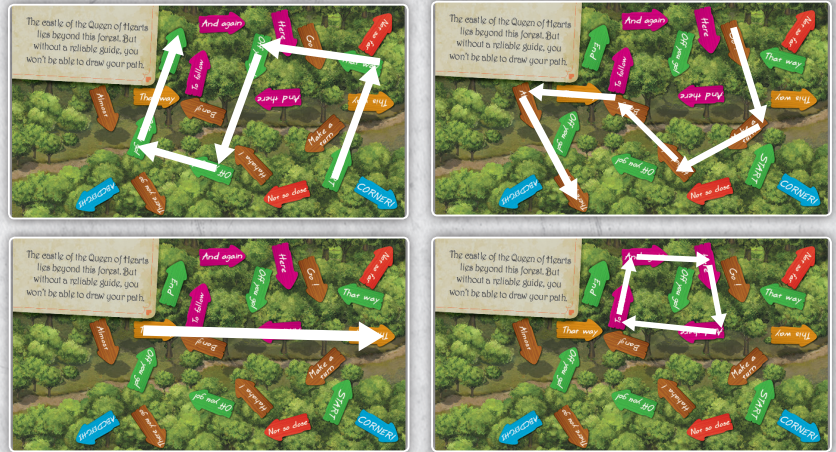
Look at the position of the minute hands on these cards. You'll get: 2, 5, 8, and 0. The right code is 2580. Enter it in the app. Thus, you get card **30**.

CHAPTER 2 (CONT'D)

- Once in the machine, scan card **30** with your device. The Cheshire Cat will appear and ask you "which way should you take?" Take card "This way" (the "This way" sign on the back of the card is similar to the "EXIT" one of the cat).



- There is a padlock next to the sign, meaning that you need a code. The colors of the word **EXIT** in the app show the color sequence of the signs on the "This way" card. Link each colored arrow by following the directions they point to (beginning with the "START", "Go!", "That way", and "Here" signs) and you will get four numbers: 5, 2, 1, and 0.



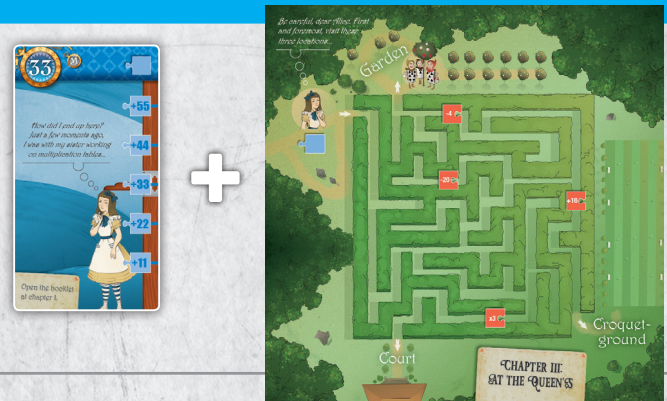
Enter code 5210 in the app and go to the next chapter.

CHAPITRE 3

- To keep moving within the labyrinth, use card **33** (Alice) and add the red modifier to it.

To access the garden: $33 - 4 = 29$.

Take card **29**.



- On card **29**, Alice feels that she already saw the three gardeners. As a matter of fact, at this stage of the game, their card numbers are only on the back of card **53**.

Take card **53**.



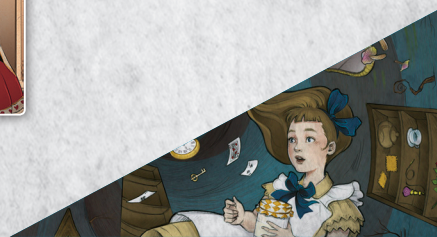
- Oddly, the header of card **29** is completely white. By painting it in red, you can add it to card **53**! $29 + 53 = 82$.

Take card **82**.



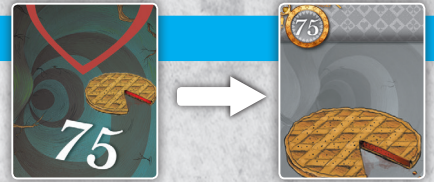
- To go to the court: $33 \times 3 = 99$.

Take card **99**.



CHAPTER 3 (CONT'D)

▶ Among the unique objects on the backs of the cards, there is a pepper tart.
Take card **75**.



▶ The crumbs and the tart form a heart.
Take the only two cards forming a heart: cards **V** and **J**.



▶ Now, access machine **99**.
You must correctly answer the following questions:

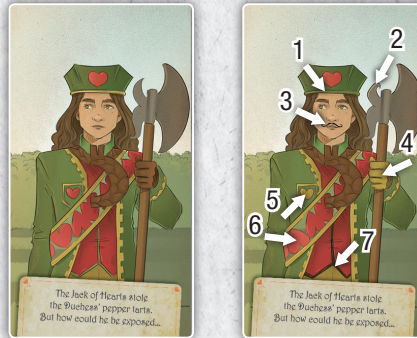
Who makes the tarts?
- The cook

Who stole the tarts?
- The Jack of Hearts

How many differences are there to confound him?
- 7

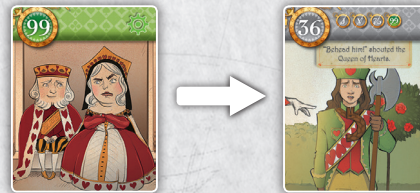
What was the 2nd question?
- Who stole the tarts?

Thus, you get card **36**.



The 7 differences:

- 1 - The hat trim
- 2 - The halberd curve
- 3 - The moustache
- 4 - The glove color
- 5 - The heart color
- 6 - The heart is upside down
- 7 - The jacket trim



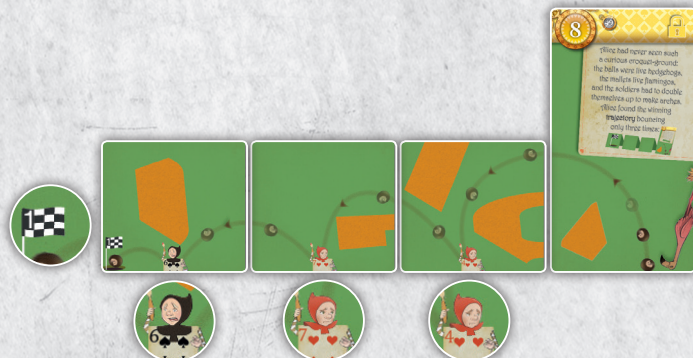
▶ Now, let's meet on the croquet-ground: **33** + **+16** = **49**.
Take card **49**.



▶ The balls are hedgehogs. Look at the card backs. At this stage of the game, the only one with a hedgehog is card **8**.
Take card **8**.

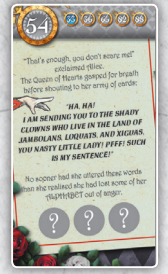
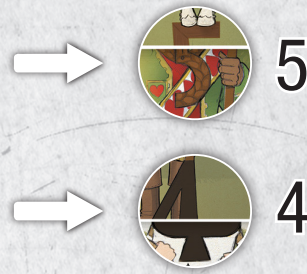
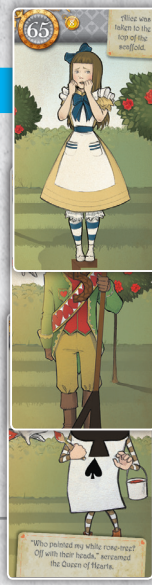


▶ You must win in three bounces, meaning three cards (take the folded cards that were put aside at the start of the adventure). The only valid bounces for reaching the flag card are: 4, 7, and 6.
Since the flag bears number 1, the correct code is 4761.
Thus, you get card **65**.

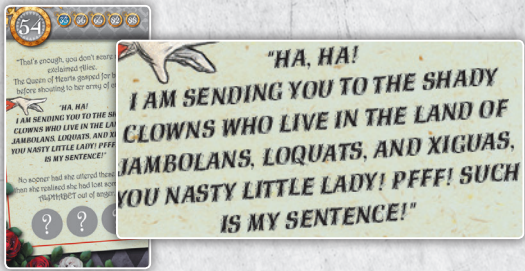


CHAPTER 3 (CONT'D)

▶ Behead the characters by placing cards 65, 36, and 82 on top of each other. Number 54 will appear. Take card 54.



▶ What the Queen says is rather odd. Indeed, all letters from the alphabet are used except three: R, K, and Z. Take cards R, K, and Z.



▶ You must build a house of cards. Fold the green cards at an approximate angle of 45°.



Look at the numbers of the playing cards drawn on the green cards. You have to assemble them according to the instructions given by the kings. From bottom to top and from left to right: 6 and 4 of spades. The king of spades facedown, with the 8 of spades drawn on its front facing the 8 of spades on the card below. Then, the 6, 4, and 2 of hearts. The king of hearts facedown, with the 9 of hearts drawn on its front facing the 9 of hearts on the card below. And last, the 5 and 7 of hearts.



Now, place yourself on one side of the house of cards then on the other side to see the 4 numbers of the code as an anamorphosis: 78 in orange and 32 in white.

Note that the color of the cat's eyes on card Z will give you the order in which you must enter the code.

Enter code 7832 in the app.



Was it just a dream? Congratulations, you made it!

