

Frenzy at the amusement park

Difficulty level:

ENTERING THE PARK

- First, recreate the wire fence using cards **84** and **22**, paying attention to the gaps in the fence. The part of the wire fence inside the gaps forms the number **9**.



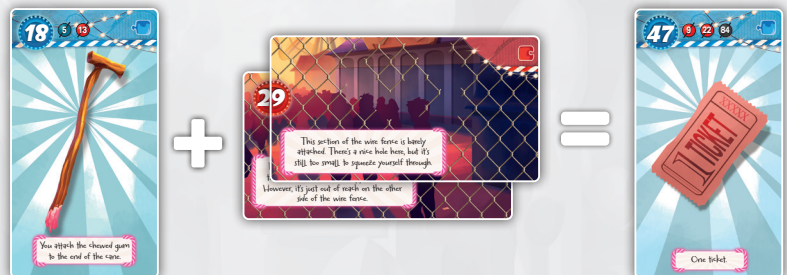
- Place card **9** on top of the wire fence (84 and 22). The number **22** becomes **29**.



- Now that you've widened the hole in the wire fence, you must retrieve the ticket behind it. Combine card **13** with the chewing gum **5** to make the cane sticky **18**. $13 + 5 = 18$. Take card **18**.



- Slip the cane (**18**) through the hole in the wire fence **29** to retrieve the ticket **47**. $18 + 29 = 47$. Take card **47**.



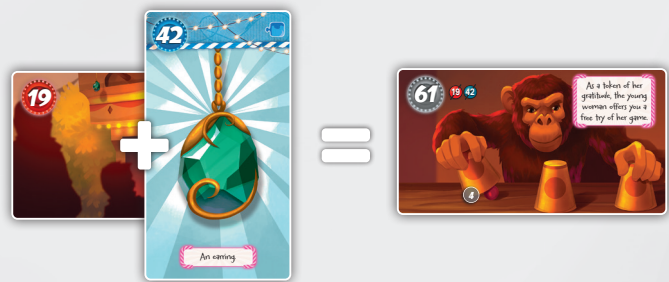
FIRST PARK SECTION

- Present this ticket to the watchman at the entrance **50** to enter the amusement park. $50 + 47 = 97$. Take card **97**.



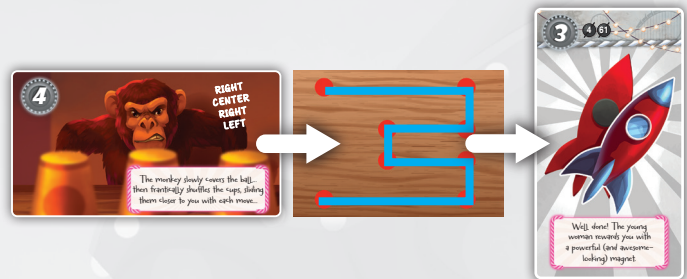
- ▶ Start by visiting the stallkeeper running the shell game (19). She is missing an earring that her monkey stole. You can see the earring dangling from one of the lamps above her stall. Use your blowgun by activating Machine 70, then aim at the earring and blow on your device to retrieve it. Then return the earring to the young woman working at the stall. (12+42=54).

Take card 61.



- ▶ The ball starts beneath the cup on the left. Card 4 shows how the ball shifts position after each move. The monkey moves the cups closer to you after each move, and the combined movements form the number 3.

Take card 3.



- ▶ The only other attraction you can afford to play is QUACK QUACK 30. Hand over your ticket 47 to participate in the game. $30 + 47 = 77$.

Take card 77.



- ▶ You still need to catch one more orange duck. Place the hook of your fishing rod 78 above that duck, aligning the ducks on 78 with those on 77. The arrangement of ducks will form the number 2.

Take card 2.



- ▶ Your prize 2 is a teddy bear, but the most interesting part is the button sewn onto its belly. The number 88 is engraved on the button.

Take card 88.



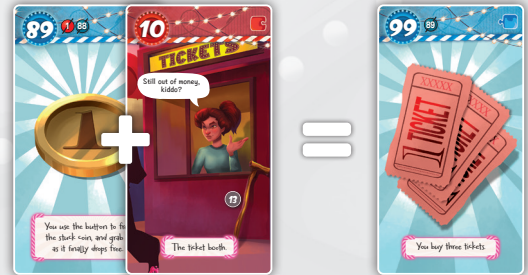
► Insert the button into the coin slot of the claw machine **1** to dislodge the coin and retrieve it. $1 + 88 = 89$

Take card **89**.



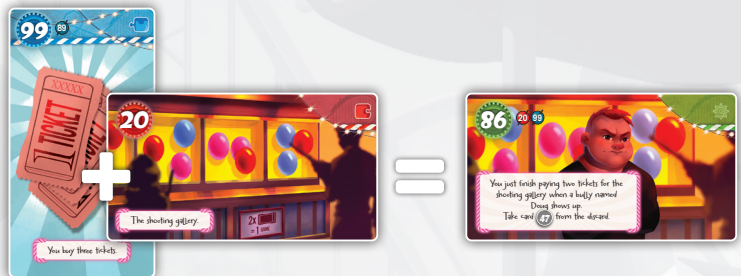
You can use this coin **89** to buy more tickets at the ticket booth **10**. $89 + 10 = 99$

Take card **99**.



► Now you can afford to try the shooting gallery **17**, which requires exactly 2 tickets to play. If the 3 tickets shown on your card add up to 99, then 2 tickets amount to 66. To begin the attraction, you need card 86 ($66 + 20 = 86$).

Take card **86**.



► Access machine **86**. Use the airsoft gun to pop two balloons. Doug shows up and steals your last airsoft pellet. To pop the last balloon, exit Machine **86**, then use your blowgun (Machine **70**). On card **86**, aim at the last balloon and blow on your device to pop the balloon and collect your first badge.



► At that moment, the sound of someone crying grabs your attention. You arrive in the back area of the amusement park **69**, where a young girl is in tears because Doug has broken her crayons. Additionally, an exposed wire lying in a puddle is causing a short circuit, closing a section of the park **56**. Use your cane to knock the wire out of the puddle and fix it, restoring power. $69 + 18 = 87$

Take card **87**.



- Now you need to assemble cards 87, 56, and 69 to form a larger picture. By examining the shape of these cards, you can identify the letter J. Take card 69 to enter the second section of the park.

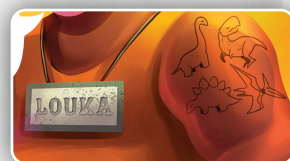


SECOND PARK SECTION

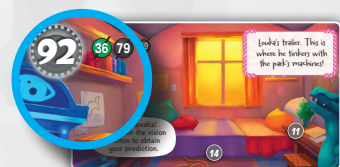
- The line for the Ferris Wheel is too long. Instead, make your way to the Test of Strength 24. Access Machine 70 to use your blowgun; aim at the bell and blow on your device. You ring the bell and collect a badge of Strength.



- Visit the slot machine area 79. You're too young to do anything here, but you notice the worker's name is Louka, matching that of the trailer's owner 36. He has a tattoo featuring 4 dinosaurs positioned in a square. Keep an eye out for huge balloons in the shapes of these dinosaurs throughout the amusement park. Access Machine 36 and enter the corresponding dinosaur colors into the trailer's keypad to gain access.



- Inside the trailer, you discover a rope 14, a technical sheet 11, and a functional fortune telling machine. The top of the fortune telling machine features a familiar eye. Follow Zoltar's instructions and hold (long press) the "See Hint" button in the app.



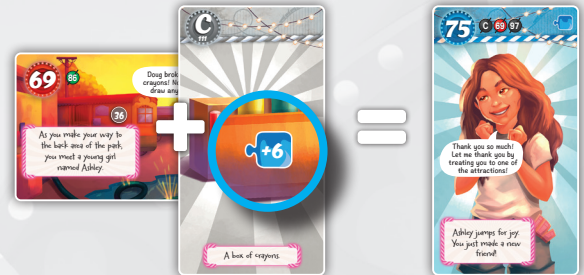
- The claw machine's technical sheet 11 illustrates how to operate it using a magnet. First, access Machine 80. Initially, the claw machine is unresponsive. Position your device over the magnet and gradually lift it to activate the claw machine. Then, long press the red button to claim the grand prize: a badge of Luck.



- You can use your badges to bring a smile back to Ashley's face. Visit the prize stall, access Machine 60, and buy the crayons as a prize.



- Give these crayons (+6) to Ashley 69. $69 + 6 = 75$
Take card 75.



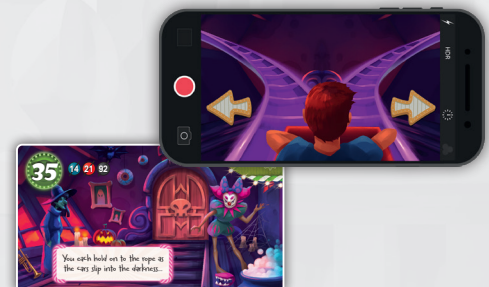
- In order to ride the Ghost Train, you need to understand Zoltar's prediction 4. Look for the letters beneath the hearts, which reveal the word "Subtract." Additionally, the name "Zoltar" is partially faded, displaying the number 70, which provides the instruction "Subtract 70." By following this, you get $91 - 70 = 21$
Take card 21.



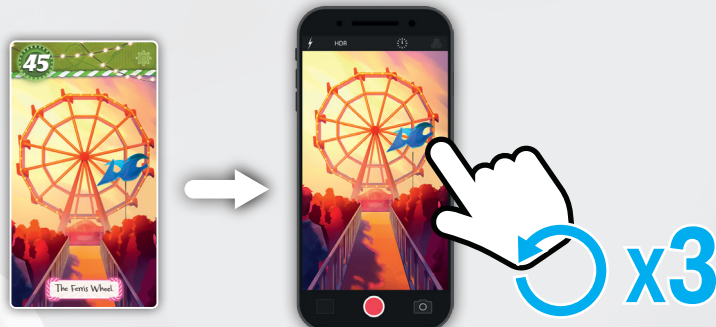
- You board the Ghost Train 21, but soon the cars separate into two, putting you at risk of being separated from Ashley. Toss the rope 14 to her so you can navigate the maze together. $21 + 14 = 35$
Take card 35.



- Machine 35 features a series of tunnels that split into two paths (right or left). To successfully exit, you must choose the correct tunnel 5 times in a row. How do you make the correct choices? At each junction, pay close attention to the sound effects (like clown laughter, a boiling pot, bats, etc.). Each sound corresponds to an element on card 35, and the element's position indicates your direction (for instance, the clown is on the right, so clown laughter would indicate that you should take the right path). Navigate through the maze and earn a badge of Courage.



- You decide to return to the Ferris Wheel **45**, riders exit and new riders get on. To rotate the wheel, access Machine **45** and use your finger on the device to complete 3 rotations.



- You are next in line. The operator tells you which seat to board—not the next one arriving, but the one after that. The visible seat numbers will help you. The gondola at the bottom displays a two-digit number starting with 7, while the top gondola ends with 2. The seat concealed behind the tree is 72; the one near the ground is 73, but it's broken so you cannot board it. The seat you want is number 74.



Take card **74**.

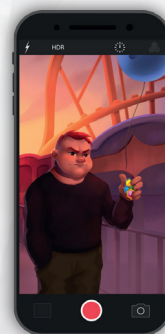
- From your elevated viewpoint **74**, listen to the announcement regarding the missing boy, Adam. He is wearing a pair of red shoes and a cap—this is the little boy you spotted at the prize machine. He has two balloons, one red and one blue, making him easy to identify on card **74** (located towards the middle on the left). Follow the route to the cotton candy stall; this path forms the number 51, with the arch marking the division between the 5 and the 1.



Take card **51**.

COLLECTING THE TOY

- You've collected all the badges you need! Make your way back to the prize stall! Access Machine **60**. Sadly, you run into Doug again, who snatches your badges and ties them to a balloon. They drift away and get caught in the Big-8 roller coaster.



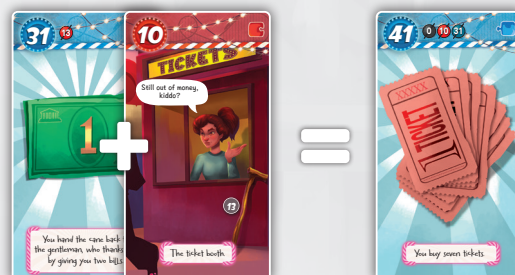
- Return the cane **13** to the elderly man (**18**). He expresses his gratitude by giving you a few bills. $13 + 18 = 31$

Take card **31**.



- Trade the bills **31** for tickets at the ticket booth **10**. $31 + 10 = 41$

Take card **41**.



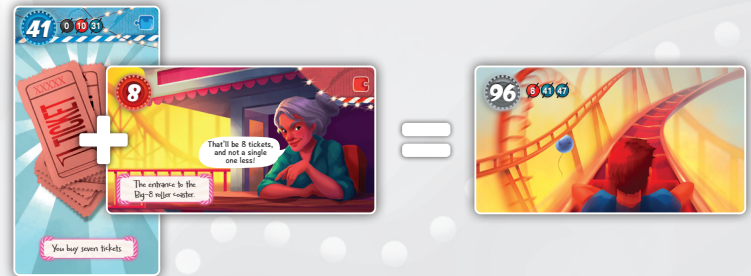
- Note that card number 8 has a larger printed number than the other cards. Use this card to access the Big-8 roller coaster ticket gate.

Take card 8.



- You now have 7 tickets 41 in addition to your initial ticket 47. Give these eight tickets to the Big-8 roller coaster ticket taker 8. $41 + 47 + 8 = 96$

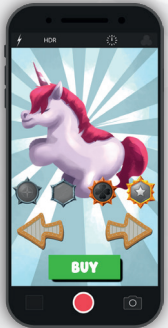
Take card 96.



- As you enjoy your roller coaster ride 96, you spot the balloon Doug set loose on your left. You need to pop it with your blowgun, but you'll need to keep your speed in mind! Access Machine 70 and aim just to the left of the balloon to make sure your shot hits. The balloon bursts, and Ashley reclaims your badges for you down below.



- Return to the prize machine by accessing machine 60. When you arrive, you find that the Megatron has been stolen! Feeling disappointed, you join Ashley at the top of the hill (44). You see that she has drawn a unicorn, and you remember that a unicorn was among the available prizes! Access machine 60 and buy it as a gift for her.



Congratulations! A smile brightens Ashley's face once more! You cherish these moments by her side as the day comes to an end and plan to hang out next weekend, along with her wonderful unicorn.