

# UNLOCK!

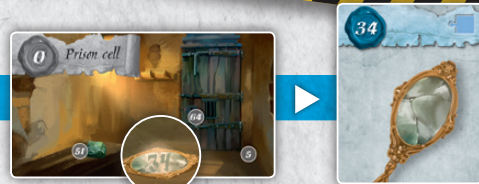
## MYSTERY ADVENTURES

### THE TONPAL'S TREASURE



#### PRISON CELL

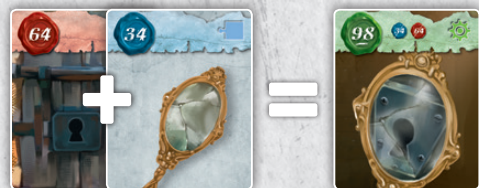
First, pick up the mirror from the floor: take card **34**.



Stretch your arms through the bars (**64**) and use the mirror to see the lock:

$$64 + 34 = 98$$

Take card **98**.



In the app (machine **98**), use the piece of eight (**5**) as a screwdriver to remove the two matching screws (not the cross-head ones). You get a "+**52**".

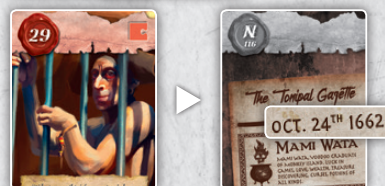
$$52 + 5 = 57$$

Go to the prison with card **57**.



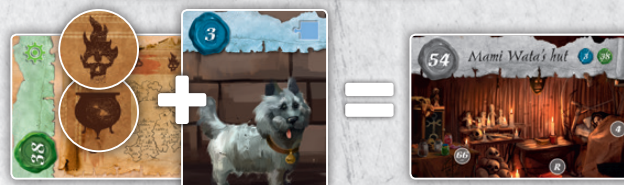
Listen to the prisoner (card **29**) and read the newspaper (**N**).

The code that the warden changes and memorizes every day is simply the date printed on the first page of the newspaper. Unlock the prison door using code **1025** for "October 25" (the day before was the 24th). Take card **38**.



Then, via the app, choose your next stop on the island's map (**38**): The Mami Wata's symbols printed in the newspaper are reproduced on the map. Press at the intersection of the caldron and the head so to obtain "+**51**".

Follow the guide (**3**) and take card **54**:  $51 + 3 = 54$ .



#### IN MAMI WATA'S HUT

**54**

Card **4** encourages you to enter code 4444 in the app.

"Break a leg!" shrieks the bird. This is the hint for counting the number of legs on the recipe book (**R**). Choose the Beddybye Paste to wake-up the witch:

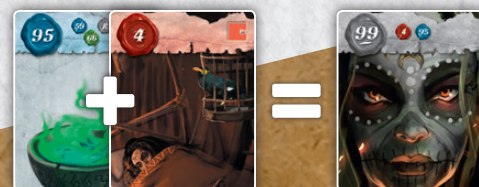
2 legs + 8 legs + 4 legs. Enter these numbers in the app (card **66**)

and pay attention to the colors: 2 orange, 8 purple, and 4 pink. You get bonus "+**36**".

Then, add **36** to **59** to get card **95**.

And last, add **95** to **4**. Mami Wata awakes:  $95 + 4 = 99$ .

Take card **99**.





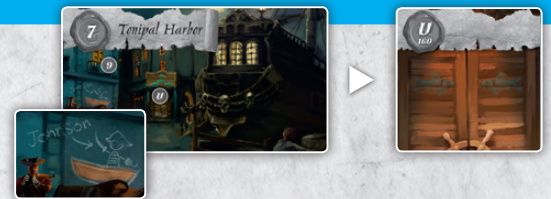
## ON THE ISLAND ROADS

- ▶ On the tombstone (7), note that the first letter of each engraved word is a Roman numeral. Take the newspaper (N) and you will see that M means 1,000, D: 500, and C: 100. Enter code **1603** (MDCIII) in the app and the tomb pivots. Take card (H).
- ▶ Watch closely at the tattoo on Smith's arm (W): 10 + 3. Take card (13). The direction to the harbor (7) is on the lower left side of card (13). Take card (7).
- ▶ Then, look at the horizon with your spyglass: 21 + 35 = 56. Take card (56).



## AT THE HARBOR

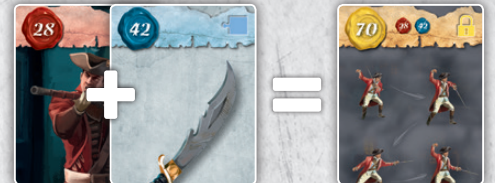
- ▶ Eavesdrop at the tavern's door (U). Thus, you learn that the sails of Johnson's ship are red. On the left side of card (7), there is a graffiti depicting the treasure hunter in a light brown hull. Keep those 2 hints in mind.



- ▶ Clean the window with the piece of fabric: 9 + 51 = 60. Take card (60).



- ▶ Either talk to the guard (28) or fight him. In the first case, tell him you are on a mission for Johnson and Governor Senun (his name is in the newspaper N). In the second case, draw your saber: 28 + 42 = 70. Take card (70). Then, follow the instructions provided by card (60) to counter the attacks depicted on card (70): 5643. Take card (F).



## AT THE HARBOR MASTER'S OFFICE

- ▶ The seaport manifest (J) shows that Johnson's ship has at least 2 cannon ready to fire. The gunners (L) say that the Salty Peril comes from the East (from the right side). On card (56), the only ship with red sails and a light brown hull, that is going to the left and that is equipped with at least 2 cannon ready to fire, is ship number 4. Entrez **6664** and take card (Y).



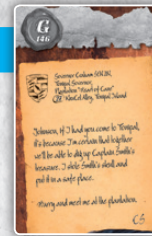
- ▶ Now, stop the pirate using the voodoo doll (84) and the needles (67). Johnson is already a one-eyed, one-armed, and one-legged man. So, stick the needles in his right eye, right hand, right foot, and heart (machine 84). You get "+16". 16 + 67 = 83. Take card (83).





## AT THE HARBOR MASTER'S OFFICE (cont'd)

- Card **G** provides a plantation address: take card **27**.



## AT "THE HEART OF CANE" PLANTATION

**27**

- Make rum using the alembic (machine **90**).

Read the instructions for making 1 liter of alcohol and enter the right doses:

- Grinding: 2;
- Quantity: 100;
- Distillation: 3.

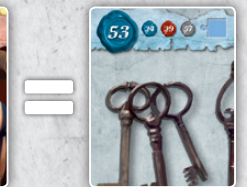
You get "+15". Then, add 15 to 9 (half of 18).

Indeed, card **18** shows 12 kg of sugar cane but you only use 6 kg, i.e.; one half.

Take card **24**.

Give the bottle of rum (**24**) to Crabby Samy: **24** + **29** = **53**.

Take card **53**.



## SMITH'S CHEST

**V**

- In fact, the bunch of keys (**53**) is a means for deciphering the message engraved on the chest (**V**). Rotate card **53** 90° to the right and place the little white arrows so that they face each other, above the first line of the message. On each line, the 3 white marks on the key will point to the letters that form the word "seventy-five". Take card **75**.

The music box (**E**) still has to be opened. To do so, use cards **B** and **75**.

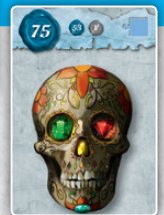
Slide the skull's precious stones into the slots matching their shapes on the compass watch. Do note that there is a small "w" meaning "west".

Note that "3" is placed to the east on the music box.

So, follow the order displayed on the padlock:

- Red on 8;
- Then Green on 4;
- Yellow on 6;
- And blue on 2.

Enter code **8462**! Take cards **43** and **Z**.



## IT GOES ON...

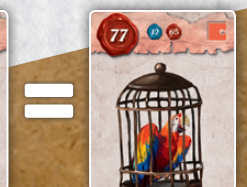
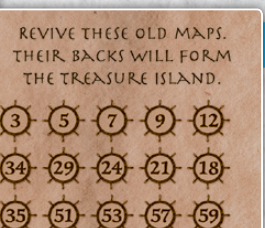
**Z**

- Follow the instructions provided by card **Z** and make a puzzle with 5x5 cards using the backs of the cards.

Give the sea biscuit (**12**) to the parrot (**65**): **12** + **65** = **77**.

Take card **77**.

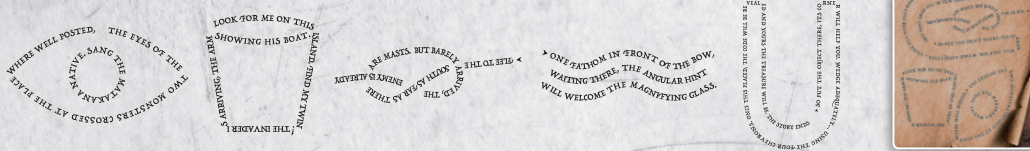
The parrot changes his speech and says: "I cannot see you!"





## AND ON... (CONT.)

Read the calligrams on card **43** as follows:



► Eye Can Knot Sea U in order so to find out where to place the magnifying glass (<A>) on the puzzle:

**1a** and **1a**: draw a straight line from each monster's eye until each line meets the other;

1b: spot the Native American;

**2a:** find the second identical Native American on the map;

2b: spot the ship the Native American is pointing at;

3a: go down two cards to the south;

3b: see the other ship;

4: spot the 4 chevrons on the map.

► **And finally!**

Place the magnifying glass (A) on the chevrons of the puzzle. Its handle and the puzzle unveil the final code: **9937**.

The Tonipal's treasure is all yours! It was easy, right?

