

RULES REMINDER



BLUE NUMBERS can only be combined with **RED NUMBERS** (written on red cards or by solving the machines).

RED NUMBERS can only be combined with **BLUE NUMBERS**.



MACHINES are puzzles you can solve in the application. Press the correct buttons to get a **RED NUMBER** (to be combined with a **BLUE NUMBER**).

YELLOW CARDS require a 4 digits code you have to discover. Find this code and type it in the application.



HINTS

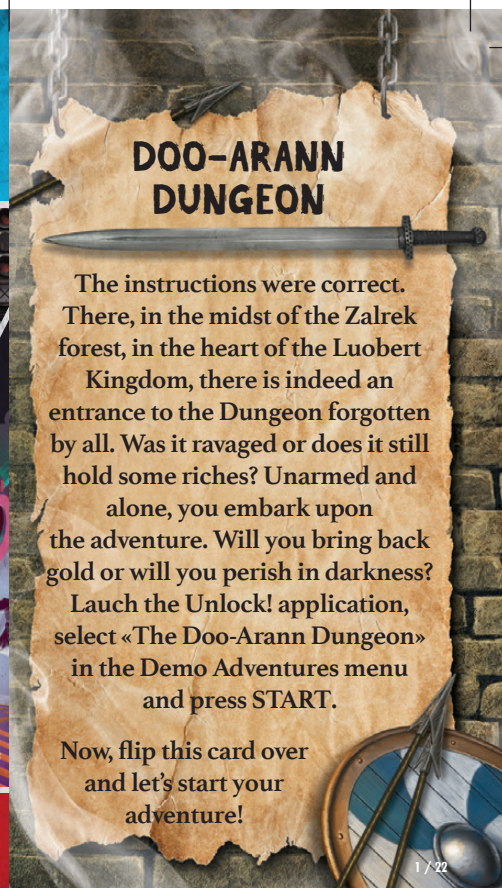
Stuck? Use the application to ask for hints or help in finding hidden numbers.



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29



A rusty key.

12 (Levitation)

27 (Blizzard)

42 (Magma)



Several spells you can use throughout the adventure.

You activated a trap,
a flock of arrows strikes you.



39

21

31



You've ignited the grenade:
it's about to explode!



A shield.

68



Quartz crystals sparkle
as soon as you hang
the torch on the wall.





46

As soon as you get closer to the well, a water elemental jumps out from the bottom!



50

A dead end.

22



64

NO!
The elemental quenches your torch.

Press the Penalty button once.



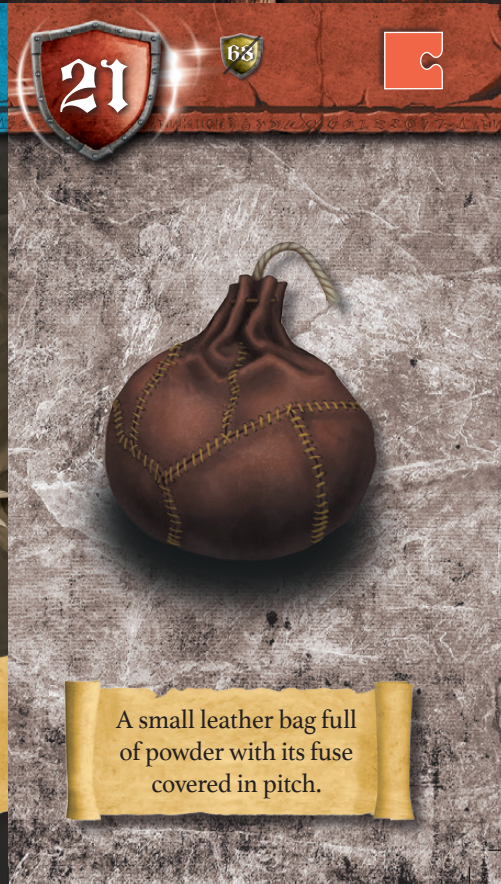
18

A torch.



22

Broken arrows lay on the floor. Only one of them is useable. You only have one try!



21

A small leather bag full of powder with its fuse covered in pitch.



78

A bow.

82

30

43

The wall blows to pieces!
You enter a room covered in gold coins. A dragon keeps watch over the place. Bring it down!

A windy hall
and a locked door.

24

29

88

NO!

At magma's contact,
the elemental turns into
steam and attacks you.

Press the Penalty
button once.

48

73

The elemental kept
an object in its womb.
Now, it glows in the depth
of the well's dark water.

92

NO!

Press the Penalty
button once.

