

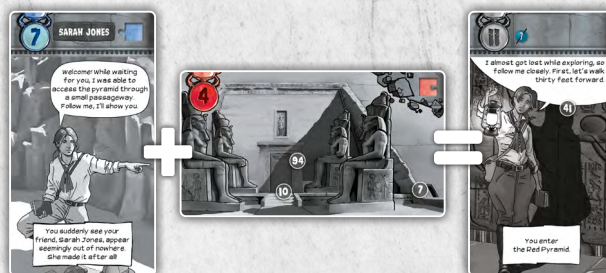
### THE AWAKENING OF THE MUMMY

#### THE ENTRANCE


- ▶ You are not far from the Red Pyramid, rumored to be haunted by a mummy. Your colleague, Professor Sarah Jones **7**, suddenly appears and takes you to the entrance of the structure **4**:

$$7 + 4 = 11$$

Take card **11**.



#### THE CORRIDOR

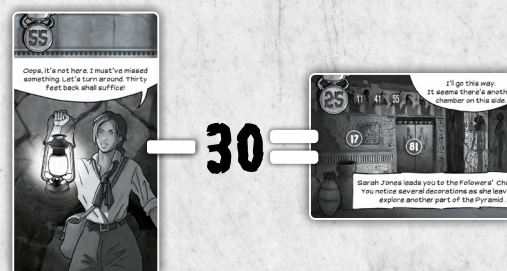
- ▶ You walk into the pyramid. In the app, press the  button and enter the corridor's number **45**. The wind carries a whisper: '55'.

Take card **55**.



- ▶ You seem to have gone too far **55** and must back up 30 feet:  $55 - 30 = 25$ .

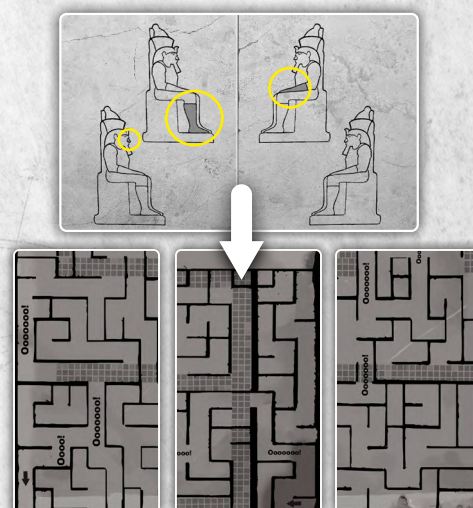
Take card **25**.



#### THE FOLLOWERS' CHAMBER

- ▶ As you examine the door **81**, you notice that the pharaohs carved there resemble the statues erected in front of the pyramid **4**. You notice that three of the 4 statues are missing an element: statue in the background, right side: left arm; statue in the background, left side: right leg; and statue in the foreground, left side: nose. Access machine **81** and select the statues' missing parts on the representations of the pharaohs.

Take cards **C**, **R**, and **95**.

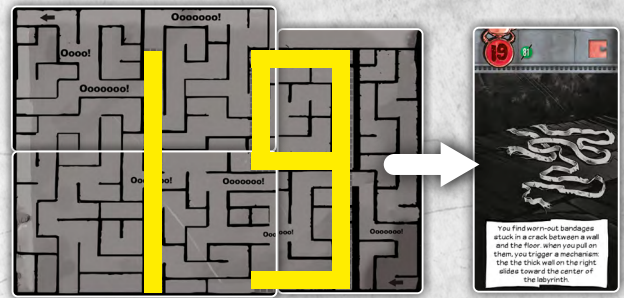




## THE LABYRINTH

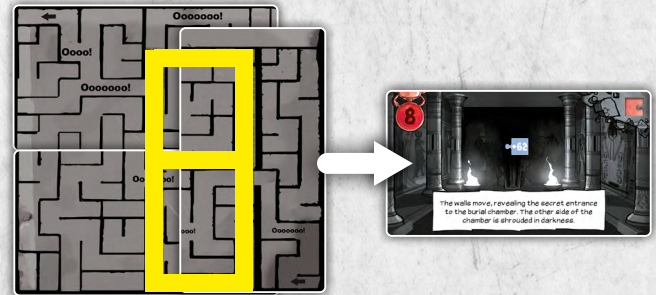
- ▶ To reach the exit, recreate the labyrinth, using the slabs as a guide; the voice you hear will help you orient it properly. They form number 19.

Take card **19**.



- ▶ Pull on the bandages **19** to trigger the mechanism. Next, move card **C** from the right side to the center of the labyrinth. The slabs now form number 8.

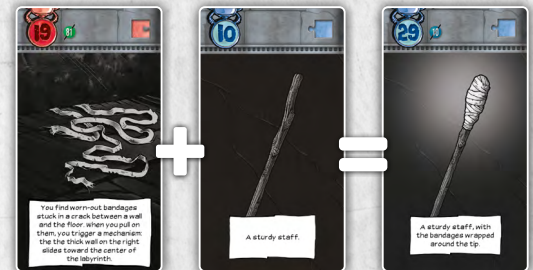
Take card **8**.



## THE BURIAL CHAMBER

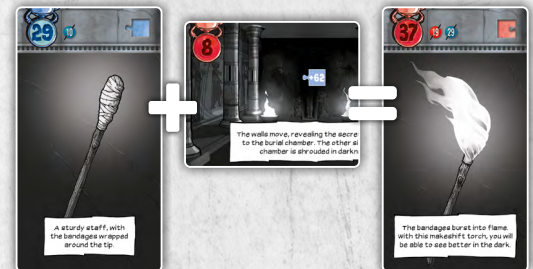
- ▶ You stand in front of the burial chamber, but the other side of the room is in complete darkness. First, wrap the bandages **19** around the tip of your staff **10**: **19** + **10** = **29**.

Take card **29**.



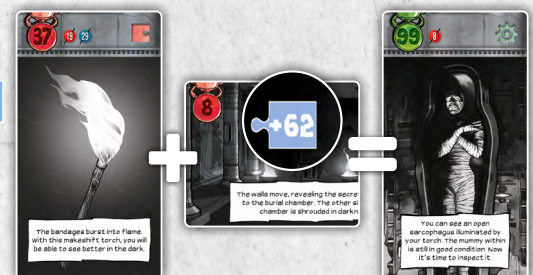
- ▶ Now that your makeshift torch **29** is ready, dip into one of the braziers **8** to light it: **29** + **8** = **37**.

Take card **37**.

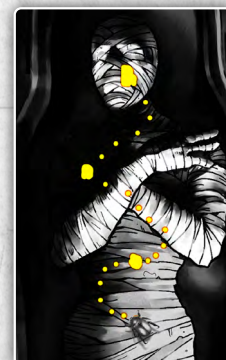


- ▶ Now that your torch is lit **37**, you walk to the far end of the chamber **+62** to see what it holds: **37** + **+62** = **99**.

Take card **99**.



- ▶ To examine the sarcophagus, access machine **99**. Start by shooing away that nasty scarab beetle giving you a hard time. Tap its shell until it reaches the mummy's head. Boo! Not too scared, are you?

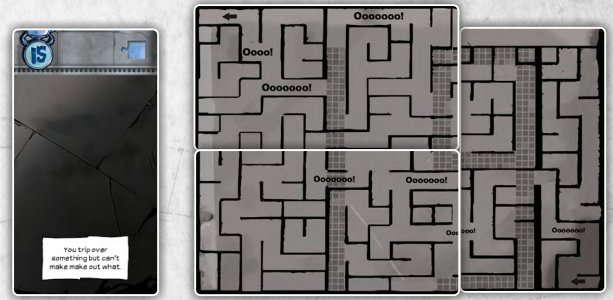




## BACK INTO THE LABYRINTH

- ▶ Ouch! The mummy suddenly comes to life and rushes at you. You bolt through the labyrinth, hoping to leave him behind. Reassemble the original map of the labyrinth ( **C** , **R** , and **95** ) and flee using the arrows and howls. Along the way, you stumble over something, but you can barely see it.

Take card **15** .



- ▶ Use your torch **37** to take a better look at the object **15** .  
 $\text{15} + \text{37} = \text{52}$  . These are three cartouches. Pick them up!

Take card **52** .



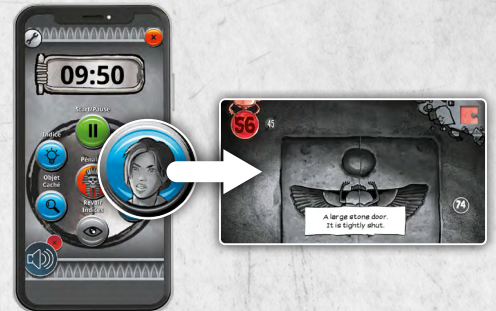
- ▶ You resume your exploration and bump into Sarah (literally!)

Take card **91** .



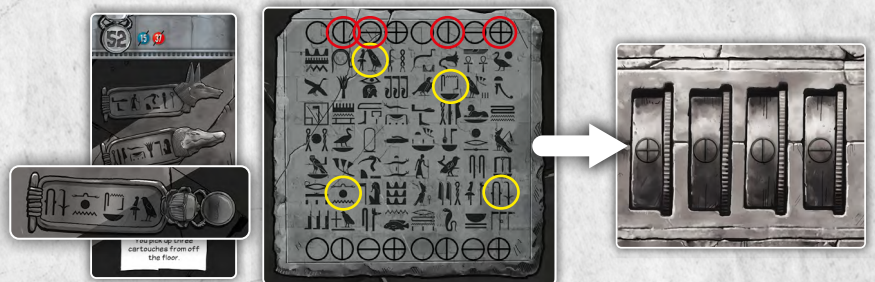
- ▶ Now that Sarah Jones is back, the button dedicated to her in the app is usable again. Press it to chat with the professor and continue the adventure. You tell her the mummy is chasing you, but she seems skeptical and suggests that you continue on your way. Finally, you end up in front of an imposing stone door.

Take card **56** .



## THE EXIT

- ▶ You are facing a wall with four strange wheels **74** . Take a good look at the symbols on the scarab beetle cartouche **52** (the scarab beetle is also reproduced on the door and each of the cards in this adventure) and identify the columns in which they each appear on the tablet **17** . Each column is associated with a symbol. Rotate the wheels to display each of these symbols on the screen. in the same order the corresponding symbols were found on the scarab beetle cartouche



- ▶ A trap gets triggered, and a boulder **2** rolls toward you! Fortunately, Sarah grabs you and pulls you to safety. But why not use the slope **91** to route it to the door blocking your way?  $\text{2} + \text{91} = \text{93}$  .

Take card **93** .



- Access machine **93** to route the boulder. This door reminds you of the door at the pyramid's entrance **94**. It has a large crack on the right side, so, from your perspective on the inside of the pyramid, the left wall is the most fragile. Place your device on the left side of the door and push the boulder.



### THUMBS UP!

As you escape into the open air, you move as far away as possible from the pyramid and catch your breath. You then turn your face toward the sun letting its warmth comfort you, driving away the horrible terror that caused you to sweat, drenching you from head to toe. This whole ordeal was nothing short of a nightmare. Your colleague, Sarah Jones, does not believe a word of your story and thinks you, and all the other explorers, must have been hallucinating. However, she is willing to come back with you, and plans on bringing more equipment to expose whatever trickery is going on. Are you ready to face the mummy once more? Can you still trust Sarah Jones? After all, the mummy only showed up when Sarah was elsewhere, and he vanished before you rejoined the professor. But don't despair! Next time around, Sarah Jones will remain by your side the entire time!