

SCHRÖDINGER'S CAT

CAT SITTING

► Cats (+60) love cardboard boxes (4). Why don't you put him inside and let him have fun? $+60 + 4 = 64$
Take card 64.

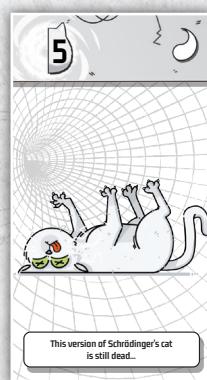
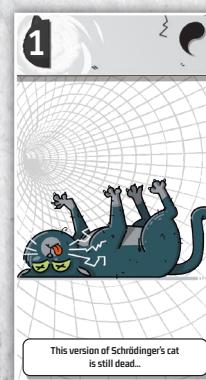
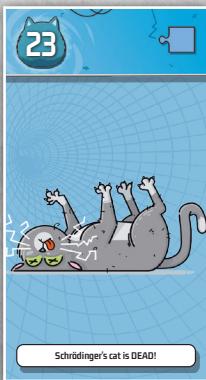
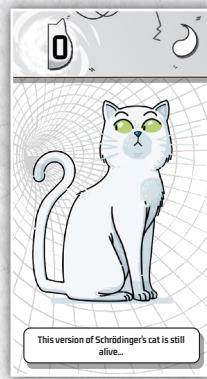
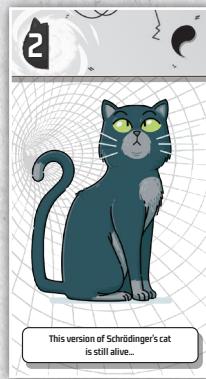
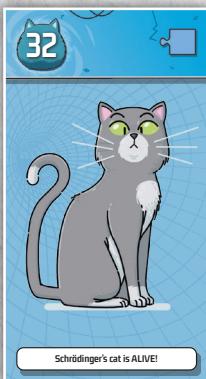


+60 +



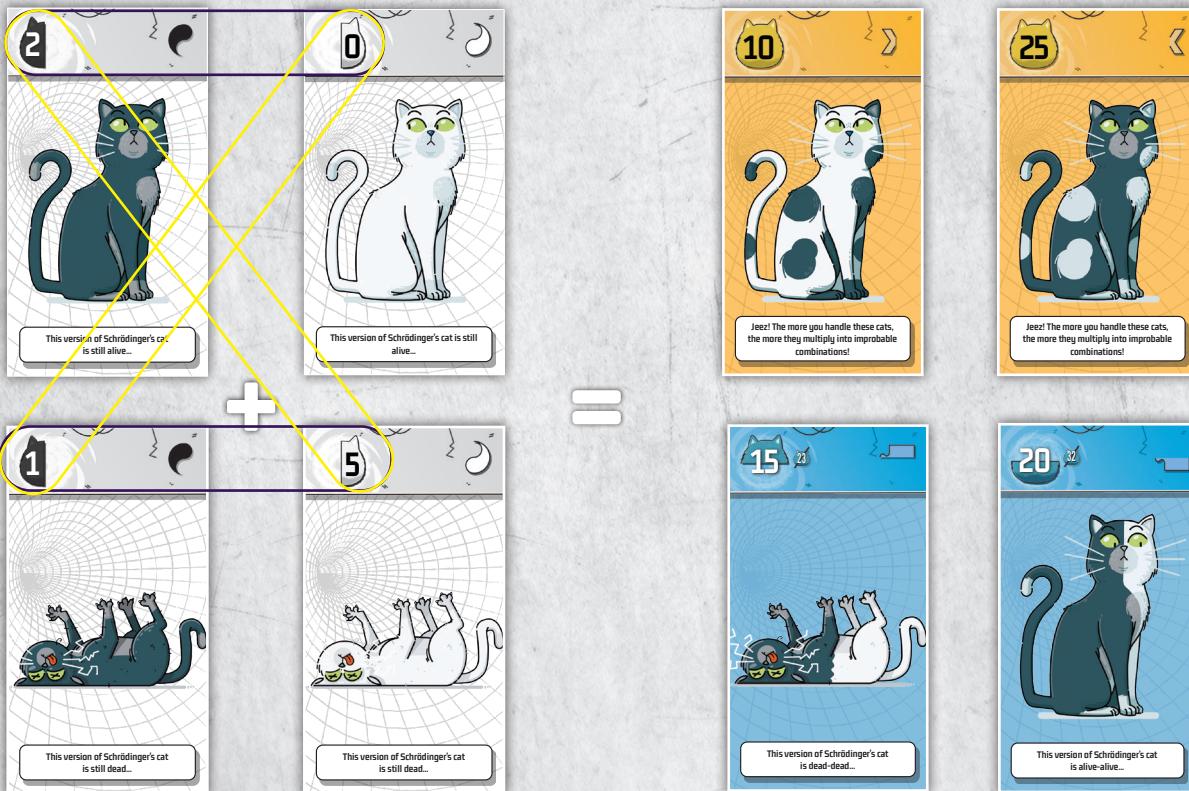
TWO CATS... ONE DEAD AND ONE ALIVE

► What's this?! Two cats come out of the box; one is alive, and the other is dead. You'll need to get this straightened out before Schrödinger comes back. Put the alive cat (32) into the box (4), then put the dead cat (23) into the box (4). Take cards 36 and 27. Don't forget to take both copies of each, as specified in Mr. Schrödinger's notes (N): "If several objects have the same number, take them all!"



BLACK & WHITE

► More cats! This time, they are black and white. If you take a good look at the symbols in the upper-right corners, as well as the half cat-heads containing numbers, you can combine a black cat with a white cat. Between the live and dead cats, there are four possible combinations.



QUANTUM EVENT A

► A few minutes after reading the Quantum Event card, your device's  dedicated button notifies you of a quantum event. Time speeds up during a quantum event. If you are unable to resolve it quickly, the adventure resumes, but you will have lost valuable time.

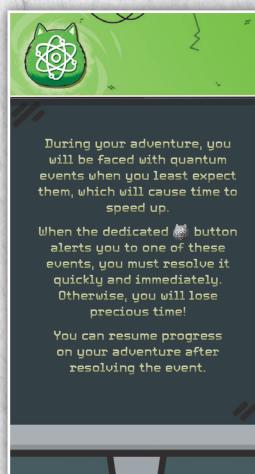
This time, when you press the button, you see Schrödinger's cat call you on your device. You must answer his MEOW by dialing MEOW on your device screen.

Two answers are possible:

6369

or

6336669



Once this quantum event is over, you can resume your adventure.

MULTIPLYING CATS

► Some spotted cats have arrived. Each has half of a symbol in the upper-right corner. Combining these forms an “x”, the multiplication symbol. Multiply the numbers on these two cats: **10** x **25**. Take card **250**.



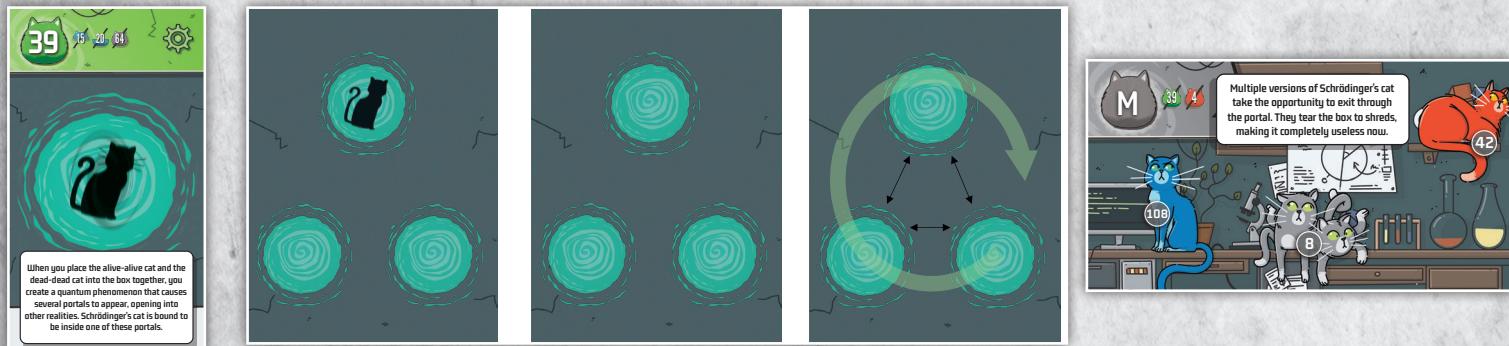
CAT HALVES

► The black and white alive cats combined to make an alive-alive cat; the two dead cats similarly combined to make a dead-dead cat. What a mess! The cat heads in the upper-left corners are cut in half, as are the blue puzzle pieces in the upper-right corners. You must place them both into the box (**4**) at the same time: **15** + **20** + **4** = **39**. Take card **39**.



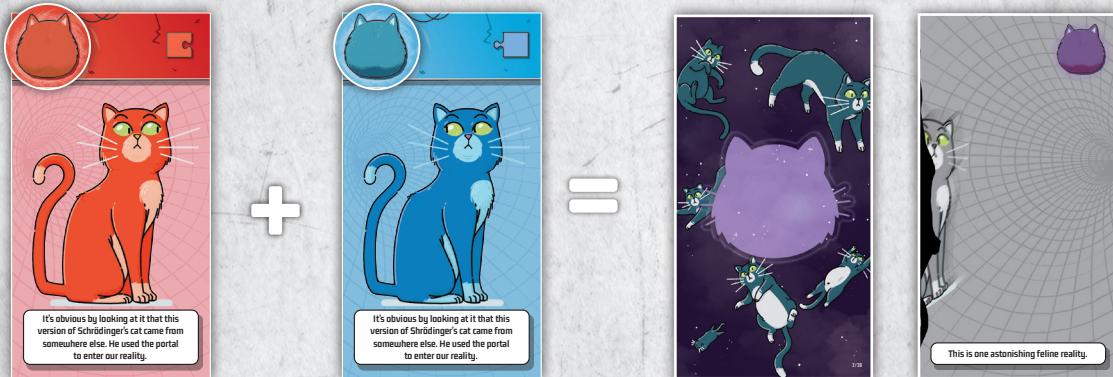
THE LOST CAT

► Access machine **39** to find the cat who got lost in one of the portals. Like with a shell game, you must select the portal in which he is hiding. Once you find the cat, the machine instructs you to take card **M**.



OF CATS AND COLORS

► A red cat and a blue cat just exited through the portal. It's impressive, to say the least, to see how many cats Mr. Schrödinger has. Look at them closely: they have no numbers in the top-left corner, only colors. There is a purple cat head on the back of one of your cards. **Red + Blue = Purple**. Take the card with the purple cat head.



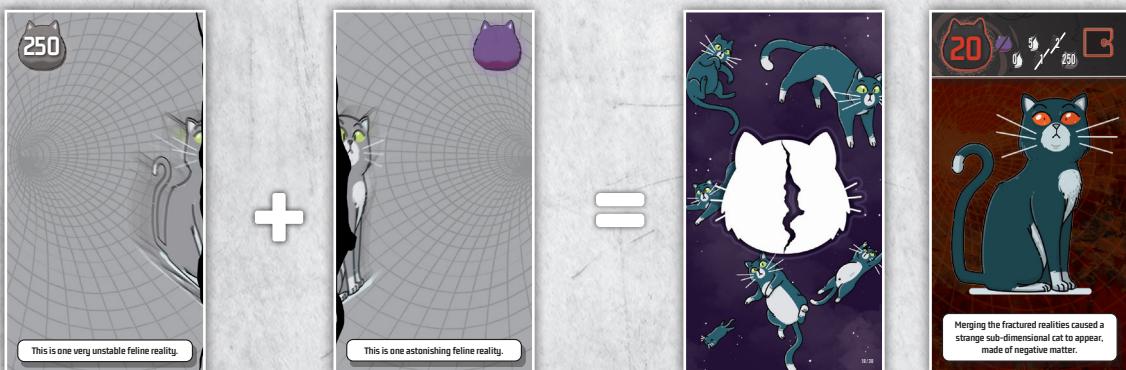
QUANTUM EVENT B

► Here comes another quantum event! The dedicated button instructs you to take card 61, which requires you to piece the cat together. Pieces of a cat are scattered across your device's screen (head, body, legs, and tail). By rotating your device into a certain angle, you can cause the pieces to align. If you look closely, a cat will appear to form among the pieces. Once complete, you can resume your adventure.



THE BROKEN CAT

► Now, you have cat 250 and cat 20. Each of them holds part of a combined picture. By placing the 2 cards side-by-side, you can see a crack running through the cat. You will find a shattered cat head on the back of one of your cards. Take this card to reveal a sub-dimensional negative matter cat.



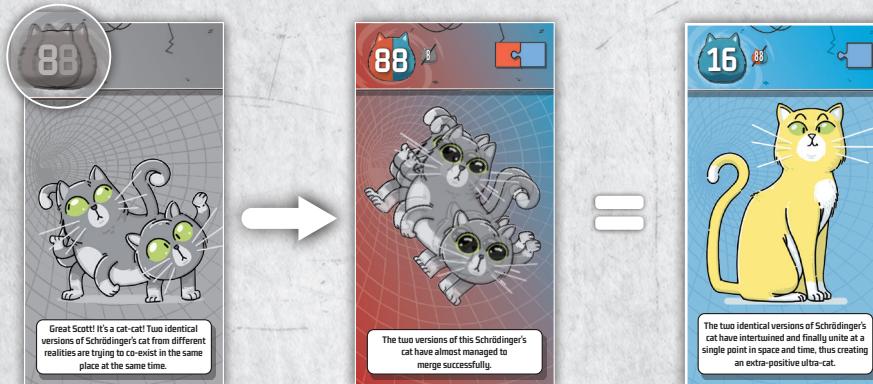
MERGING CATS

► These two cats (8) are still in the process of merging. Help them finish this transformation. Notice that the eight in the upper-left corner is duplicated to form 88.

Take card 88.

On card 88, you'll notice the number is joined with red and blue, as are the puzzle pieces in the upper-right corner. Follow the standard Unlock! process for puzzle pieces: Add them up! $8 + 8 = 16$.

Take card 16.



POSITIVE AND NEGATIVE ARE IN EVERYTHING!

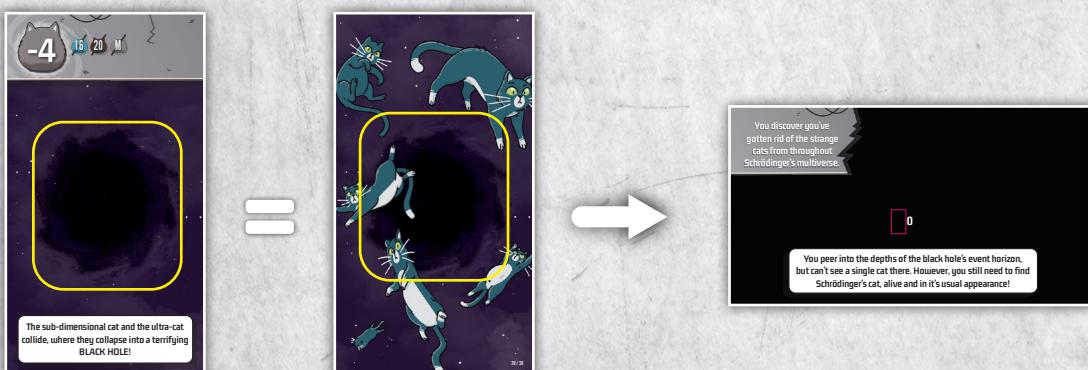
► The cats have merged into a single extra-positive cat. You also have a cat made out of negative matter. You need to combine these cats. The negative matter cat's value is -20, so the result will be a negative number.

Take card -4.



HURRY! A BLACK HOLE!

► The black hole on card -4 is visible on the back of one of your cards. Take the BLACK HOLE card.



LOOK THROUGH THE BLACK HOLE

► You can detach a piece of the card next to the zero, creating a punch hole in the card. One of Mr. Schrödinger's notes says that you can use a black hole to find help from the past. That's precisely what you must do! Place the BLACK HOLE card on top of the starting card  so as to retrieve Schrödinger's original cat from the past. Putting the "60" in the hole next to the "0" will form the number 600.

Take card 600.

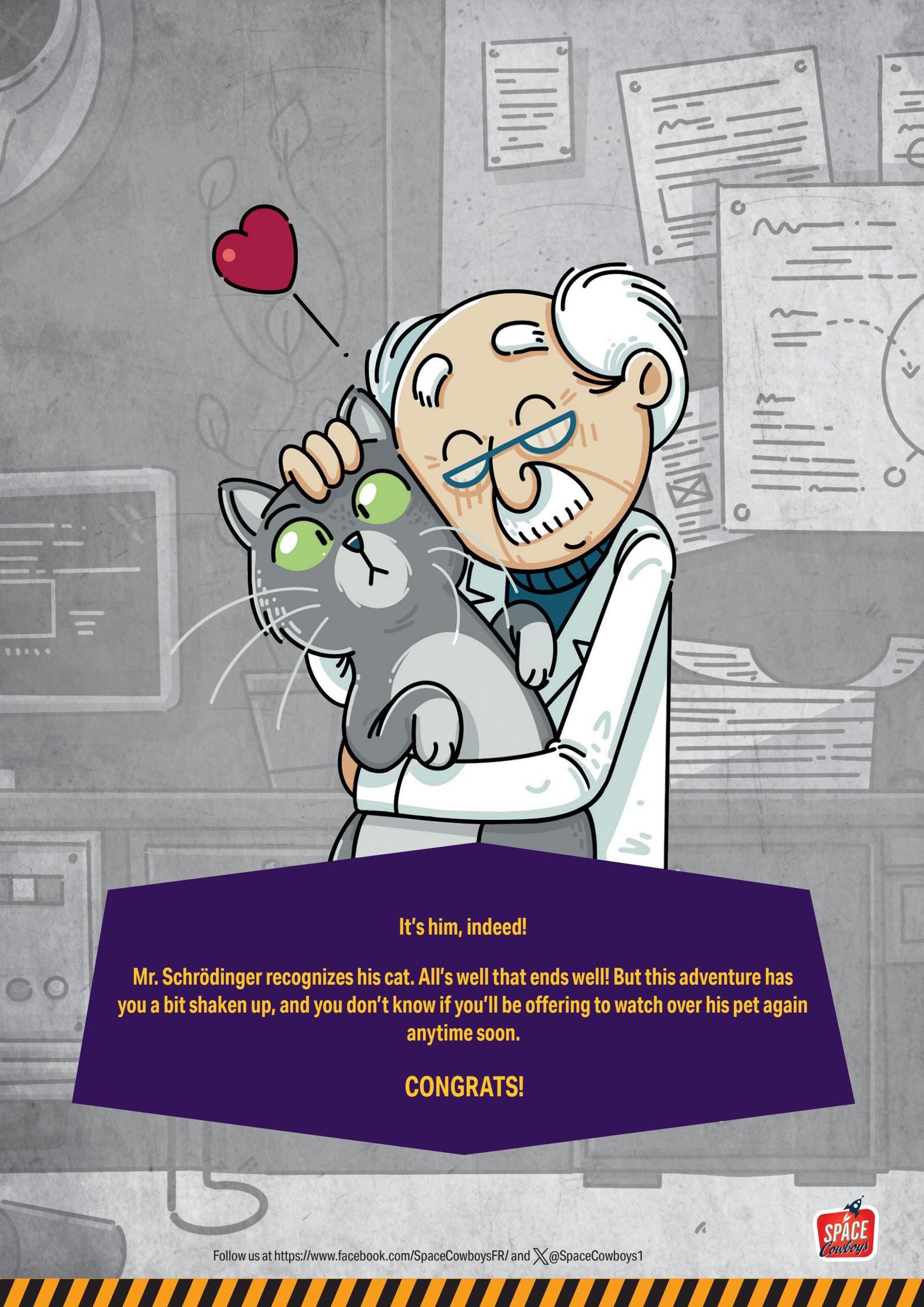


IS IT REALLY HIS CAT?

► Although you retrieved his cat from the past, you are uncertain whether or not you got him from the correct reality. Even Mr. Schrödinger is unsure. After accessing machine , you see a message instructing you to discard all the cards. Relying completely on your memory, you must correctly determine the cat's colors so that Mr. Schrödinger can recognize him.



► The correct colors for Mr. Schrödinger's cats are: A dark gray primary coat, light gray highlights; green eyes; and pink ears.



It's him, indeed!

Mr. Schrödinger recognizes his cat. All's well that ends well! But this adventure has you a bit shaken up, and you don't know if you'll be offering to watch over his pet again anytime soon.

CONGRATS!