

UNLOCK!

SHORT ADVENTURES

STEP-BY-STEP SOLUTIONS

LEVEL:   

INSIDE THE MIND OF
SHERLOCK HOLMES



► To get started, take cards **12**, **30**, **33**, and **S**.



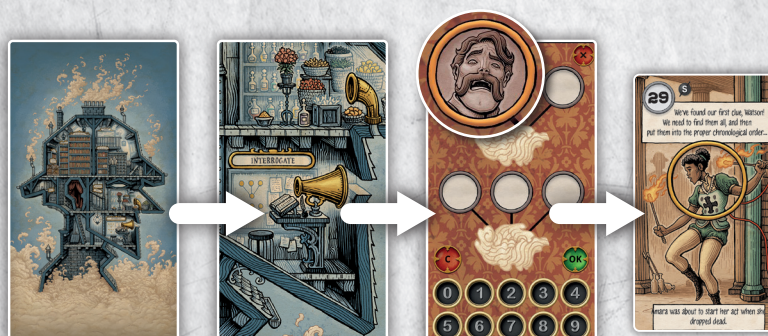
► Watson tells you that Amara's death was caused by poisoning (**12**). One of the bottles (**33**) Amara used may have been the source. It's time to use Sherlock's mind as instructed on card **S**.



► At this time, you should turn your attention to two sections in Sherlock's mind:

- The "Interrogate" section, where you can get Watson's statement, and thus your first hint.

Take card **29**.



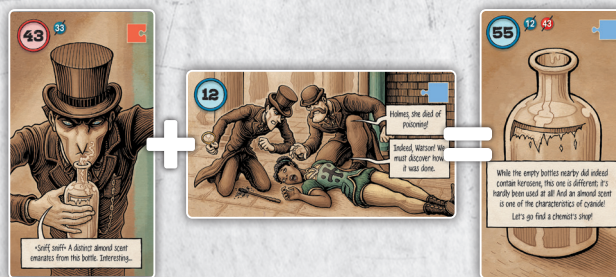
- The "Smell" section, where you can identify the characteristic odor from one of the bottles.

Take card **43**.



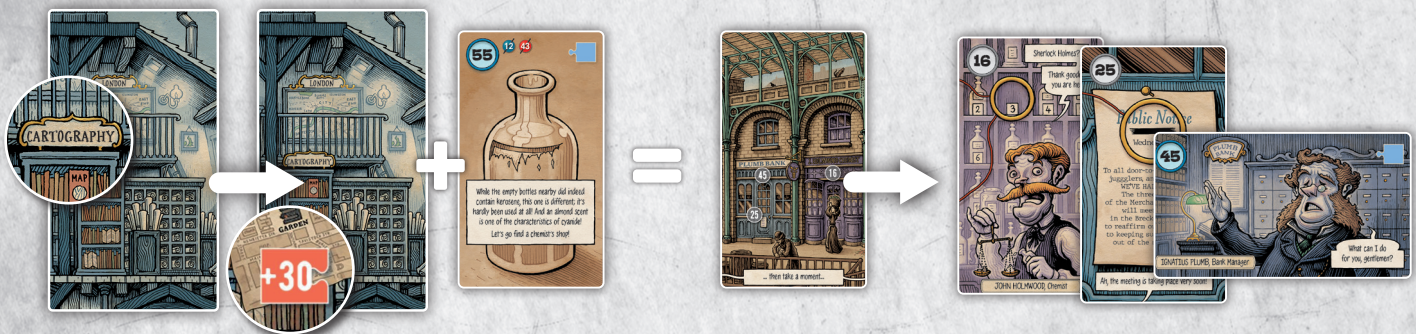
- Combine the almond scent with Watson's statement, and you have your answer: **43** + **12** = **55**. The bottle contains cyanide!

Take card **55**.

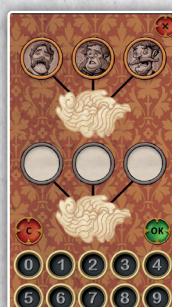


- Your next goal is to find a nearby chemist's shop. Sherlock's mind contains a "Cartography" section that will allow you to find it within Covent Garden: ***30** + **55** = **85**.

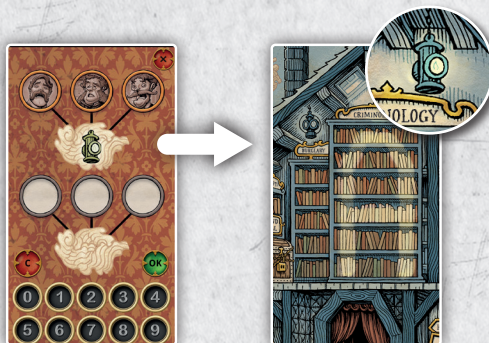
Take card **85**, then cards **16**, **25**, and **45**.



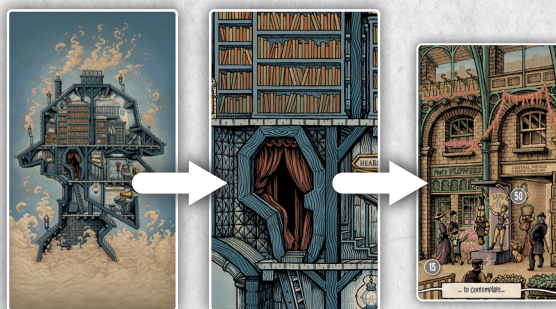
- This new section of the street gives you a new clue (**25**), as well as two new witnesses to question: Holmwood (**16**) and Plumb (**45**).



- Once you have completed these two interrogations, a lamp will appear in the app underneath the first 3 witnesses. Press the identical lamp found just above the Criminology bookshelf inside Sherlock's mind. It will light up the library in a very particular way.
Take card **A**.



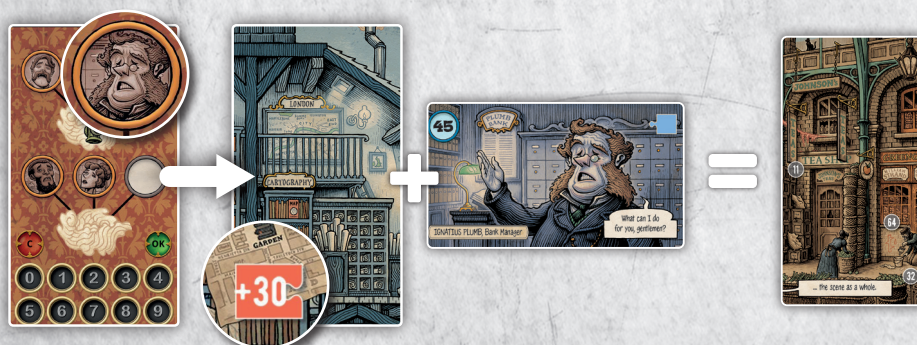
- Next, you need to keep moving along Covent Garden to find more witnesses. Card **30** allows you to progress to the next section of the street. By using the "Hearing" section inside Sherlock's mind, you can listen to the sounds around you. By sweeping your device around, you eventually hear a dog barking.
Take card **D**, then cards **15** and **50**.



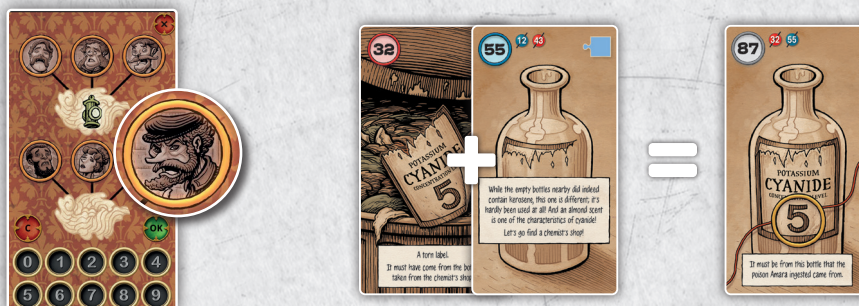
- You encounter two more witnesses, Sefu and Cleo (**50**), as well as a new clue (**15**). You can question these two new witnesses.



- Plumb, the bank manager (**45**), points you toward the final portion of the street. Thanks to your knowledge of Covent Garden (**+30**), you are able to locate it: $+30 + 45 = 75$.
Take card **75**, then cards **11**, **32**, and **64**.



- With this card, you find the last witness to be questioned ((64)), as well as a new clue ((11)) and a label ((32)), which, combined with the bottle ((55)), gives you yet another clue: $32 + 55 = 87$.
Take card (87).



- Once the witness ((64)) has been questioned, a new lamp will appear. Press the lamp just above the "Burglary" bookshelf inside Sherlock's mind.
Take card (B).



- Use cards (A), (B), and the game case to form a number. First, insert card A into the case, then slide card (B) until a number appears.
Take card (31).



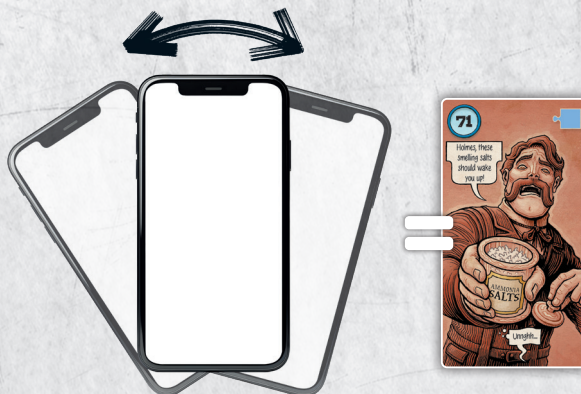
- Sherlock must now climb to the "upper portions" of Covent Garden: $+68 + 31 = 99$.
Take card (99).



- This card provides a new clue that requires a closer look. To do this, use Sherlock's vision by pressing on his eye in the app. This will activate the device's camera, which you will need to point at card **99**.



- As you are about to examine the clue more closely, something happens—you're knocked out! Your device's screen goes black, and soon candles start spinning on the screen. Shake your device until they disappear. Take card **71**.



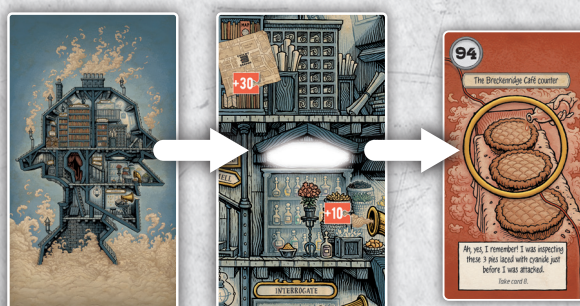
- Watson hopes to revive you by holding some smelling salts under your nose. Use your sense of smell:

$$+10 + 71 = 81$$

Take card **81**.



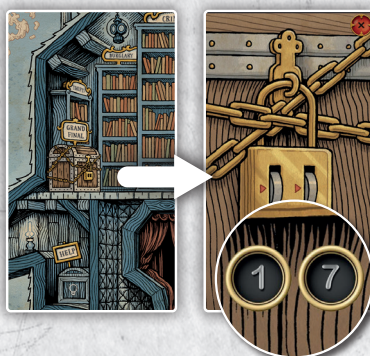
- Sherlock is disoriented. The final clue is within reach; but first, he must remember what happened to him before he lost consciousness. To do this, use the eye again on card **99**. This time, you will get a different result. Take card **94** and then card **8**.



- Card 94 tells you that it's time to wrap things up. Reassemble the red thread by placing the clues down in the chronological order of the story so far. You'll notice that the rings are placed around numbers, as well as the + and - operators. When you do the math, you get: $8-3-1+8+5 = 17$.



- With the result you obtained, go back into Sherlock's mind and unlock the "Grand Finale" safe. Enter number 17.



- Answer the questions using the statements you received during your interrogations, as well as the cards you have in play. After each question, Sherlock will intervene to provide clarification. After answering the last question, the mystery will be solved; you have reached the end of the adventure!

