

# AROUND THE WORLD IN 80 MINUTES

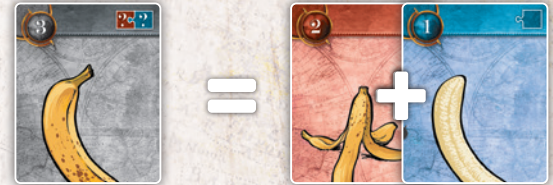
Difficulty  
Level:



- You are in the middle of the Indian jungle, in Passepartout's shoes. You hit your head when you fell, and are now seeing double. So, numbers 99 and 33 are in fact 9 and 3. Take cards 9 and 3.



- The banana 3 is the combination of a blue card and a red card. The result of this combination is 3. The only way to obtain 3 when combining a blue card and a red card is by adding 2 + 1. So, to peel the banana, take cards 2 and 1.



- The men who are chasing you are on a very steep terrain. Throw the banana peel to make them all fall down: 9 + 2 = 11. Take card 11.



- You escape the armed men. Your fall caused some memory loss. How did you get here? Take the travel diary to find the starting point of your adventure. Read Day 1 of your journey. Number 4 is hidden between the lines of this text. Take card 4.



## LONDON




- Letter D seems to be written on the edge of the deck of cards. When cutting the deck, the lower half (lower part of D) goes over to the top half (top of D). Once reversed, both parts of the deck form a new letter: K. Take card K.

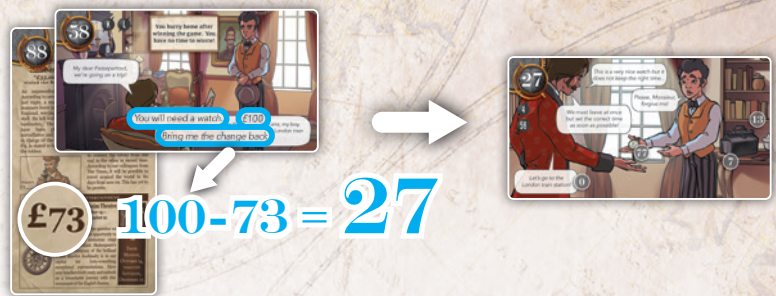






- To tally the scores of this game of whist K, you must first find out who is the winner of the 13<sup>th</sup> trick. You have the King of Spades (K). Each one of the other players betrays his hand by speaking: Flanagan has a Jack, and Jack a Queen. So, Fallentin is the one with an Ace. He wins this last trick. Now, tally the scores L: Team 1 has 5 points and Team 2, 8 points. Take card 58.





- ▶ Mr. Fogg  is a stickler for punctuality and gives you £100 to buy a watch. Spot the ad for the watch for sale in the newspaper . It costs £73. As Fogg requested, bring the change back to him, i.e.; £27. Take card .







- ▶ Thanks to your travel diary, you know that Suez is your next destination. Look at the train schedule on the information board . The train for Suez leaves at 20:45. Enter machine  and take this opportunity to set your watch  on 20:40. Take card .






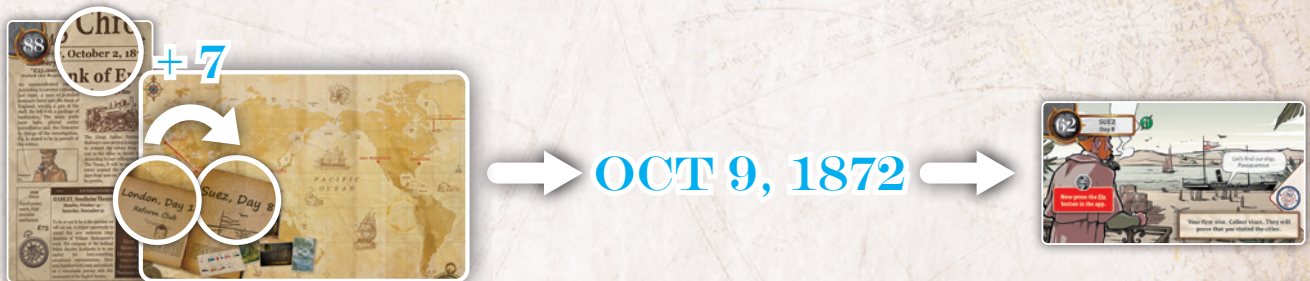
## SUEZ





- ▶ To obtain proof that you came to Suez, you go to the consulate. Present your passport to the Consul and have it stamped:

 +  =   
Take card .



- ▶ On what date must the stamp be set? You left London (Day 1) on October 2, 1872, according to the newspaper . Thanks to your travel diary, you know that you came to Suez on Day 8, i.e.; 7 days after you departed. Therefore, the date of your visit to the consulate is October 9, 1872. Enter machine  and set the stamp on that date. Take card .



- ▶ First, press the allocated button  to learn that Detective Fix is spying on you and can potentially jeopardize your bet. Maybe, you noticed him spying on you at the consulate . Press the button  and enter number .






- ▶ Spot the two flags hanging from the masts of the berthed ship **62**. According to the maritime code in your diary, they correspond to the numbers 1 and 4. Take card **14**.

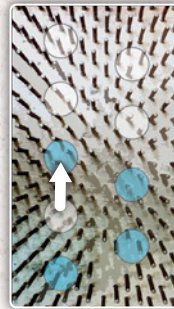


## BOMBAY

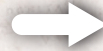
- ▶ You are now in Bombay, India. But you are not the only ones to have reached the British colonies. Spot Fix in the crowd and press the  button to enter number **14**.



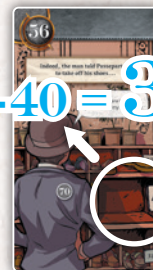
- ▶ You must cross this bed of nails to obtain help from the fakir. To avoid hurting yourself, you must divide your weight on this bed. Enter machine **14** and first touch the 4 supports. Only then, can you move one support (finger) at a time until you reach the opposite side of the bed of nails. Take card **16**.



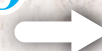
- ▶ Despite the language barrier, something seems familiar with this man's instructions. Number 56 is hidden in this Sanskrit text. Take card **56**.



- ▶ Indeed, the man at the entrance of the temple told Passepartout to take off his shoes. There is only one spot left, and it matches Passepartout's shoe size **70**. So, his shoe size is 40. To take off the shoes, subtract 40 from Passepartout: **70** - 40 = **30**. Take card **30**.



$$70 - 40 = 30$$



- ▶ Now that you are barefoot, you should be allowed to enter the sacred temple without any problem: **16** + **30** = **46**. Take card **46**.



- ▶ This man refuses to take you to the other side of the jungle, to Calcutta. But you have a sizeable asset. To make your case, try bribing him: **7** + **46** = **53**. Take card **53**.





## THE JUNGLE

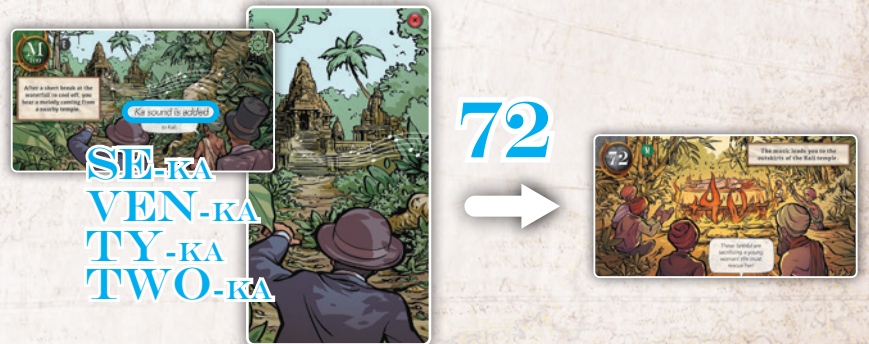
- You cross the jungle riding the elephant. But it does as it pleases and does not follow the road **18**. So, the number 25 formed by the outlining of the road is useless. What route did you follow, then? The photographs in your travel diary provide evidence of your itinerary. When transposing each photograph to this map, you form the letter M.

Take card **M**.



- As you are quenching your thirst at the Brahma waterfalls, you hear afar a curious mantra. The guide tells you that the “Ka” sound is added to honor Kali. Enter machine **100/M** to follow the mantra to the temple: SE-**VEN**-TY-TWO.

Take card **72**.



- To save the young woman from the flames, you must quench the fire, and so, bring water there. Spot the hidden **+36** in the water of the Brahma waterfalls photograph. You were just there a few moments ago. Go back with the elephant and have it fill its trunk with water:

**18** + **36** = **54**. Take card **54**.




- Now, have the elephant pour the water on the fire. To that end, look closely at the flames **72**, they form **+40**.

Put out the fire: **54** + **40** = **94**.

Take card **94**.



- As the guide explains his plan to escape from the faithful, you notice that Passepartout is about to trip over a rock. Probably the reason why our hero lost his memory. This damn rock hides number **37**. Now that you have recovered your memory, you are ready to continue the adventure. But don't get distracted, spot the inflexible Fix, hiding in the vegetation.

Press the  button, then enter number **37**.





- Now, you must find your guide by climbing up a tree to see his signal. To that end, recreate the panorama of trees by placing card 10 above 11. The trunk now forms the letter Y. Take card Y to climb up the tree and place it above card 10 to finalize the panorama. All you have to do is find the starting point of the signal. The setting sun shows West. With the compass, you determine that the smoke signal is at North-West. Enter machine 48 and orientate your compass to the North-West before pressing OK. Take card 42.



## CALCUTTA

- Finally, you are out of the jungle. Now, you can leave India and continue your adventure only if you find the keys for this poor servant. When taking a closer look, you notice some monkeys. Do they have anything to do with the disappearance of the keys? Give the monkeys the banana to find out:  $42 + 1 = 43$ . Take card 43. Here are the keys! Finally... Quickly give them to the servant and have him open the gate for you:  $42 + 43 = 85$ . Take card 85.

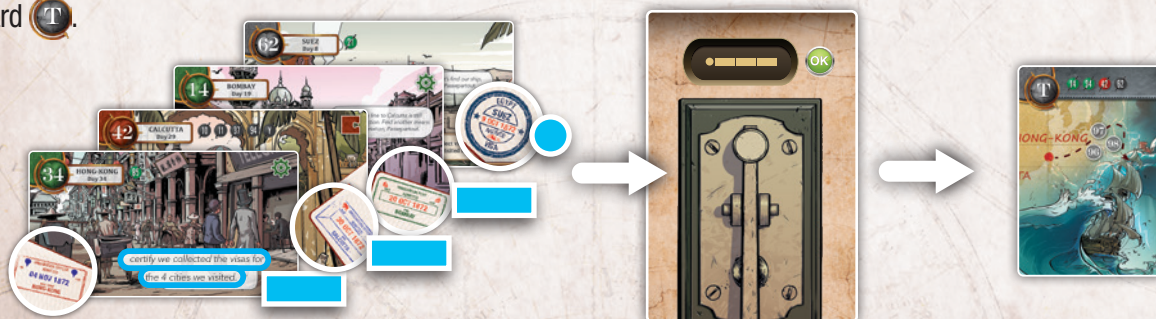


- If you want the hot-air balloon 85 to take off, you must remove the 70-pound ballasts (30 + 40):  $85 - 70 = 15$ . Enter machine 15 (instead of 85) in the app. Take card 34 and spot Fix by pressing the allocated button, and enter number 34.



## HONG-KONG

- It has been 34 days since you left London, and now you are in Hong-Kong. Time has come to inform your colleagues from the Reform Club of your progress. The telegram to be sent is composed of the 4 stops of your journey, and more specifically of the visas. In the order of your journey: Suez 62 (●), Bombay 14 (—), Calcutta 42 (—) and Hong-Kong 34 (—). Enter machine 34 and input ● — — — in the telegraph. Take card T.





- ▶ This damn Detective is spying on you even on this ship. Press the button to enter number .



- ▶ You are caught in a violent storm and are lost in the middle of the Pacific. To determine your position, you must first put the events in chronological order. By looking at the mast and the rice reserves, you deduce that the order is , , then . Now, flip these 3 cards over to recreate your itinerary. Go from Hong-Kong and place these 3 cards in the same order as previously, one after the other, making sure to orientate them thanks to the compass needle pointing to the North. Thus, the outline of your navigation forms and leads to letter C. Take card .

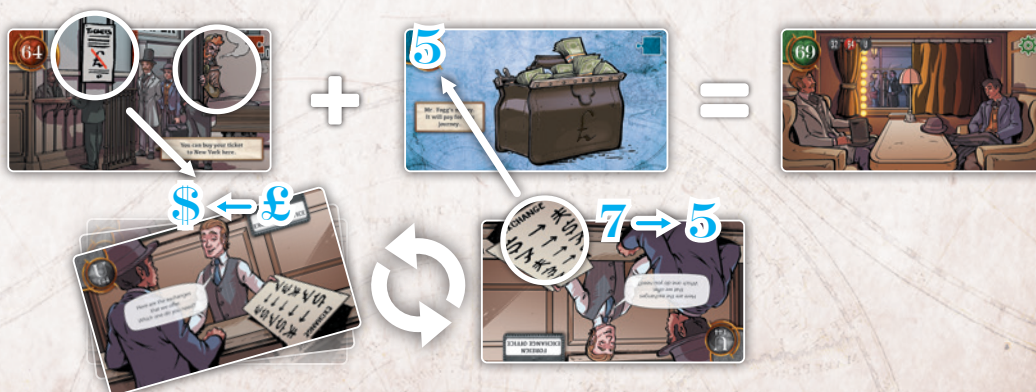


- ▶ A lighthouse is helping you avoid the boulders. Pay close attention to the rhythm of its light: they go on and off 3 times consecutively, then twice. Take card .



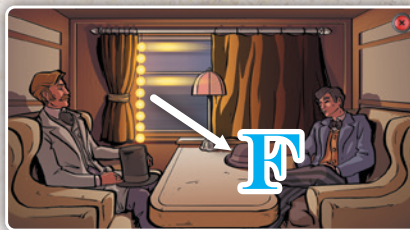
## SAN FRANCISCO

- ▶ You are ready to start your crossing of America by railroad. You go to the San Francisco train station to buy your tickets . First, force Fix to come out of hiding by entering number in the app. Then, you realize that it is impossible to pay for the tickets with Pounds. You need Dollars. Go to exchange your money .
- Spot the \$ ← £ row and flip the board over to read it the right way. Now, you read 7 → 5. So, pay the ticket teller at the San Francisco train station adding (\$) and not (£) :  $\text{64} + \text{5} = \text{69}$ . Take card .





- Before you can rest in the train; look through the window to spot the inexhaustible Fix. Press the button to enter number **69**. Then, enter machine **69** to put the train in motion. Once in fast motion, look at the lights: those inside the train as well as those on the platform form the letter F. Take card **F**.



## NEW YORK

- It was bound to happen! Fix has taken direct action! You must hurry to find him and force him to lift his edict. At this stage, you must have identified Fix at least 5 times (out of the 7 possible): **21**, **14**, **37**, **34**, **97**, **64**, and **69**. Then, enter machine **300**/**F** to force him to come out of hiding. He is to the left, click him. Take card **90**.



- This is the last crossing. England is on the other side of the Atlantic ocean. As you are nearing your goal, fate plays a dirty trick on you: there is not one piece of coal left. You try convincing the captain of the ship to help you and tell him your story, but he does not believe a word you say. Show him your passport to sustain your story. **66** + **13** = **79**. Take card **79**.



- The captain authorizes you to burn everything that can burn on the ship to make up for the missing coal. Spot all the parts made of wood on the blueprint **79**. The stern, both masts, and the top hull represent 29 tons (4+7+11) out of the 90 tons in total. Once all the wood is burned, there only remains: **90** - 29 = **61**. Take card **61**.



$$90 - 29 = 61$$



## THE ARRIVAL

- To travel the world, your ship must connect New York to London, your starting point. To that end, fold both sides of your travel diary toward the back to connect both extremities of the map. Then, place the ship 61 in the right place to reveal number 81.

Take card 81.

You traveled the world, but if your watch is to be believed, today is Sunday, December 22, i.e.; 81 days since you left London.

Look at the billboard of the theatre 81: tonight, *Hamlet* is playing for the last time. Yet, according to the newspaper 88 it was scheduled to play on Saturday, December 21. Is it possible that you traveled the world in 80 days? Enter machine 77 and set your watch 24 hours backward to find out...



In journeying eastward he had gone towards the sun, and the days therefore diminished for him as many times four minutes as he crossed degrees in this direction. There are three hundred and sixty degrees on the circumference of the earth; and these three hundred and sixty degrees, multiplied by four minutes, gives precisely twenty-four hours - that is, the day unconsciously gained. In other words, while Phileas Fogg, going eastward, saw the sun pass the meridian eighty times, his friends in London only saw it pass the meridian seventy-nine times. This is why they awaited him at the Reform Club on Saturday, and not Sunday, as Mr. Fogg thought. *Jules Verne*  
Congratulations!