

IN THE CLUTCHES OF HADES



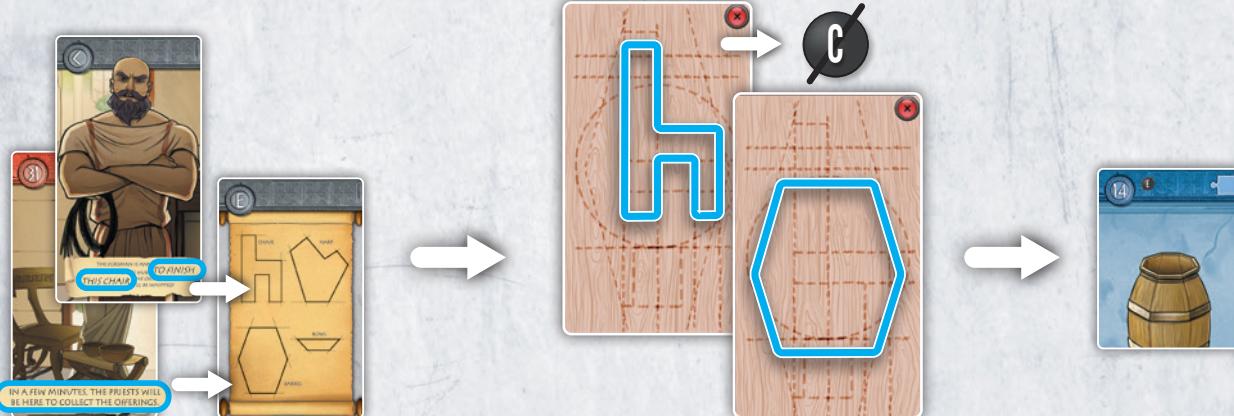
Difficulty

Level:

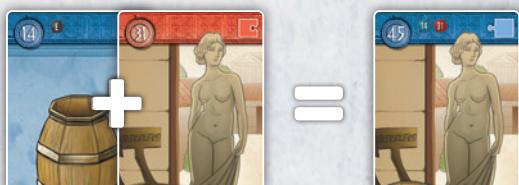


THE ESCAPE

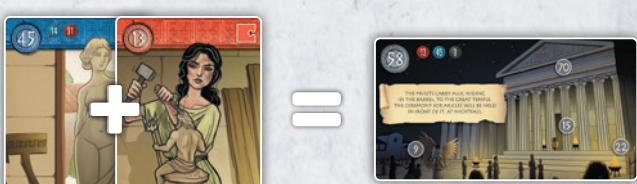
- If you want to find and rescue your master Aricles, start by finding a way to escape from here. Why not hide in the barrel, among the offerings that will be taken away in a few minutes (31)? Good idea, but as long as the foreman is watching over you (C), you will not be able to put your plan into action. Start by making the chair so that he gets off your back. Enter machine (90) and draw a chair according to the pattern (E). The foreman leaves: discard card (C). Apply the same method to draw a barrel. Take card (14).



- Before hiding in the barrel, make sure to place it among the offerings: $14 + 31 = 45$. Take card (45).



- Get inside the barrel so that the priests can carry you away from this workshop: $45 + 13 = 58$. Take card (58).



THE TEMPLE

- After escaping from the workshop, you find yourself at the temple where the ceremony for Aricles is held. Once out of the barrel, you notice a strange light coming from the temple's pediment (70). Icarus easily breaks the rules (9); Even though card (9) is gray, ask him to take you to the pediment through the air: $9 + 70 = 79$. Take card (79).



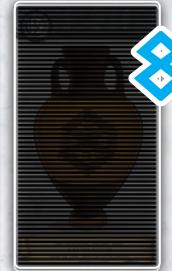
- The gods seem to express their wrath toward Icarus through these menacing stars. Ask the wise man to tell you more about these stars and constellations: $54 + 22 = 76$. Take card (76).



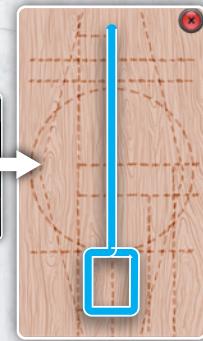
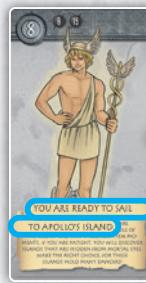
- The message on the pediment means that these mythological creatures are linked together. The Minotaur is a **man** with the head of a bull; the centaur is a **man** with the lower body and legs of a **horse**; Pegasus is a **winged horse**; the griffin has the head and **wings** of an eagle and the body, tail, and back legs of a **lion**. Enter machine 65, then, going from the bull (already lit), press the Minotaur, the centaur, Pegasus, the griffin, and the lion. Take card 6.



- You learn that Hades detains your dear Aricles. Hermes, wanting to help, grants you the power of divine vision. Thanks to this filter, you can see elements that are usually invisible to mortal eyes. Place your divine vision on the vase 15, and move the filter from top to bottom. You see that number 8 rotates on itself. Take card 8.



- Hermes, with his winged sandals, advises you to sail to Apollo's island to ask for the help of the most handsome god. But with no wind, it is difficult to sail. Use your crafting skills to make paddles. Enter machine 90 and draw a paddle. Take card 40.



- Sail off using your newly crafted paddles: $23 + 40 = 63$. Take card 63.



- You are on the ocean and see no island on the horizon. Do as Hermes told you 8: place yourself in the middle of the high seas and wait. To that end, enter machine 63 and keep your finger pressed for a few seconds in the middle of the screen. Several islands then appear. To find that of Apollo, remember what the wise man taught you 76 and spot the island with the same shape as Apollo's constellation. Click on that island. Take card 10.



APOLLO'S ISLAND

► Apollo will offer his help if you rise to his challenge. To find the tree's location, use Gaia, in other words, use her constellation. Indeed, the various locations on the map of the island 82 form Gaia's stars 76. One of them is shinier than the others. It matches the location of the tree. Use your chariot to get there: 61C + 20 = 81.

Take card 81.



► You hurry to the olive tree, but something is not right. Use your divine vision to find out more. When moving the filter from left to right on the chariot 81, you notice that a wheel is damaged. Make a new one. Enter machine 90 and draw a circle. Take card 17. Change the chariot wheel to finally get to the olive tree: 81 + 17 = 98.



► As Apollo told you 1, Gaia 38 will reveal the poisoned olives. To that end, place your divine vision on the turtle's shell. When the head and legs are out, you see all the olives turn purple, except for one bunch.

Enter machine 98 and select these olives.

Take card 2.



► The famous gold olives are now in your possession. Quickly bring them to Apollo to get his help: 1 + 2 = 3.

Take card 3.



► Apollo keeps his promise and gives you his lyre. Unfortunately, he cannot disclose the Underworld's location. However, he tells you who can: the bright-eyed goddess, Athena. She is located at the tip of Poseidon's Trident. It refers to the trident formed by the islands. Enter machine 63 and click the one that is at the very end.

Take card 60.



► This odd song is spellbinding, and as long as you hear it you cannot save Aricles from the clutches of Hades. How can you stop this song? In the app, click the Settings button  on the upper left side, cut off the music by pressing OFF.

Take card .



ATHENA'S ISLAND

► To obtain the location of the Underworld, you first must help Athena to get rid of the creatures Hades sent. Start with this two-headed ogre. You notice that the heads  and  do not get along. Set them against each other to create a diversion and continue your journey: $34 + 34 = 68$.

Take card .



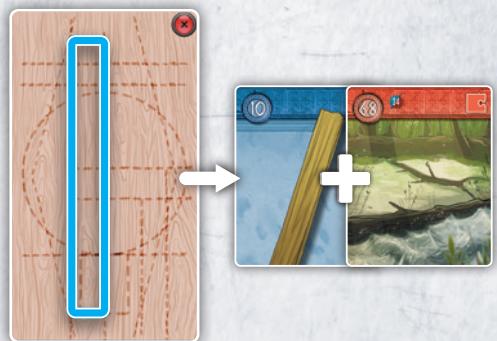
► A powerful torrent bars your way. How can you get to the other side? You need a plank to walk across. Enter machine  and draw a long rectangle.

Take card .

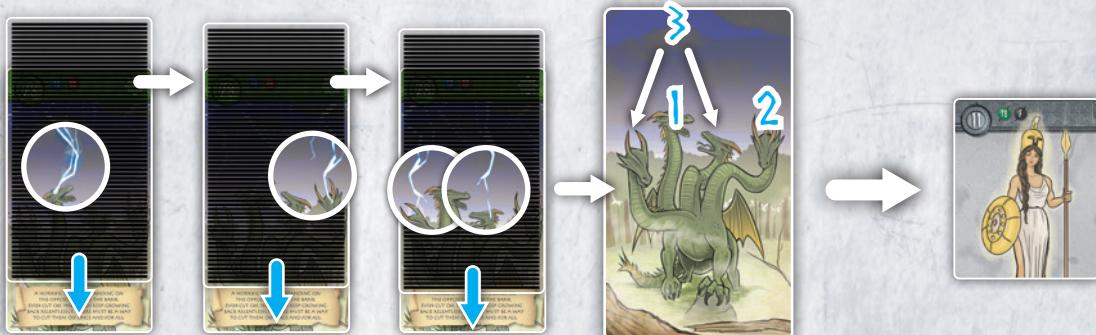
Now, place this plank above the rapid and walk across:

$10 + 68 = 78$.

Take card .



► What a horrific Hydra! But Zeus, the cloud-gatherer, seems to be on your side. His thunderbolts indicate the order in which you must cut its heads off. Observe the Hydra  with the divine vision, moving the filter from top to bottom. You can see the sequence of thunderbolts striking the heads: 2nd head, 4th head, **simultaneously** 1st and 3rd head, 2nd head, 4th head, etc. Enter machine  and cut the heads off per the sequence. Start with any of the heads. Take card .



► As agreed upon, Athena tells you where the kingdom of Hades is. The entrance to the Underworld is located between Apollo's island, that you have already visited, and the Great Temple from where you first set sail. Enter machine  and click the water between these two marks.

Take card .



THE UNDERWORLD

- Aricles is detained behind this gate, somewhere in the Underworld. But how can you enter? Use your divine vision to reveal its access. Move the filter on the gate 74. You see a skull on fire. You know this symbol; it is that of the app's Penalty button 🔥. Have no fear dear player, and press it to enter the kingdom of the dead.

Take card 66.



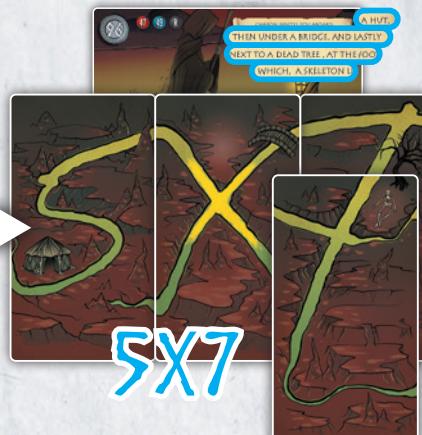
- You made it! You are in the kingdom of Hades, by the Styx, and now it is too late to turn around. You meet Charon, the soul-conveyor of the Underworld. His extended hand implies he is expecting an offering before letting you into his boat. Give him the coin you picked up earlier: $47 + 49 = 96$.

Take card 96.



- The Styx is the river that will lead you to the throne of Hades. Still, you must not lose your way. Follow Charon's route to the letter 96. Reorganize the parts of the Styx as follows: First, place the hut S, then the bridge X, the dead tree T, and finally, at the foot of that tree the skeleton Y. The new river thus forms 5x7.

Take card 35.



35



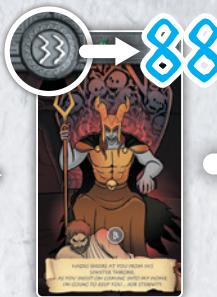
- One cannot approach Hades so easily. First, you must get rid of Cerberus. Apollo 31 gave you his lyre to help you defeat Cerberus, but how can you play it? The notes of the lyre 51 change according to the direction you play them. Also, look at the ornaments on the arms: one is orange and the other, purple. The orange ornament indicates you must play the strings to the right, and the purple indicates to the left. Now, take note of the color of Cerberus's eyes, these are the same as the lyre's ornaments: purple/orange/orange/orange/purple/orange.

Enter machine 51 and play left, right, right, right, left, right.

Take card 33.



► To save Aricles, you must defeat Hades. But the mortal you are cannot compete on their own against the god of the Underworld. Aricles (B) gives you the key to triumph. The gods that helped you all along this adventure will keep helping. Take the Apollo (3), Athena (11) and Hermes (8) cards, then look at their hidden side (the back of the cards). Recreate Hades constellation (76). You get $3 = 8$. So, to defeat Hades (33), 33 becomes 88. Take card (88).



► Hades is defeated. As for Aricles and Icarus, they are safe and sound. But you are stuck in the Underworld. So, Icarus decides to help you and offers you his wings. Use them to escape from the world of darkness and finally, recover your freedom. Enter machine (41), then hold your device, and move it from top to bottom, miming the flapping of the wings.



Alix flies off into the light, saving the two men from the Underworld. Back at the temple, a sumptuous party is organized in honor of the heroine. People will remember for years her wonderful journey, and tell of the challenges she overcame.

