



Día de los Muertos

Difficulty level:

AT HOME

► Today is Día de los Muertos, or 'Day of the Dead'.

Your clothes are ready (20), and your brother and sister are already dressed and made up (42 and 5). You sit in front of your dressing table (67) and put on makeup like your siblings, so that you'll look the best at the party!

Following the same pattern as your siblings, you match the color of your makeup with the various items of your outfit: The inner lines around your eyes matches your flower; the outer makeup around your eyes match your shirt buttons; the pattern on your forehead matches your shirt; the marking on your chin matches your pants; and, finally, your lips match your shoes.

Take cards 91 and 92.



► Abuela calls all three of you into the living room.

Your family's talisman has been stolen, and it must be found quickly.

You help Abuela perform the ritual to summon Mee-shee-ki, your family's guardian spirit. You take its effigy (18) and stand it up in the circle (94 and 95), dividing the pattern in the center to cause the number "34" to be illuminated.

Take card 34.



► Abuela (3) approaches the circle (34) and summons Mee-shee-ki, causing a spirit in the form of a spectral axolotl to materialize before your eyes:

$$3 + 34 = 37$$

Take card 37.



- Before heading for the Land of the Dead, as directed by Mee-shee-ki (37), you go up to the attic (24) in search of items you might need to make this strange journey. The room is very dark, but, thanks to your guardian spirit, you find a jug of salt, a feathered blowgun, and Abuela's old grimoire. Take cards 9, 11, and 15.



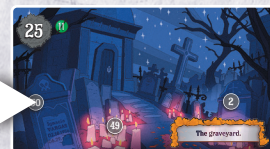
- The grimoire (11) is locked, but you can open it by reproducing the symbol engraved on Abuela's medallion (3) onto the lock. To do so, connect the pairs of colored dots without crossing any lines. Now, take Abuela's grimoire from the box.



- This book is filled with information. According to Abuela's notes, you must visit the graveyard in order to travel to the Land of The Dead.

As described in the grimoire, you must first follow the path of petals you've left behind. Piece together the backs of the previously discarded cards to create a numeric pattern to help you find your way to the graveyard.

Take card 25.



THE GRAVEYARD

- Once there, you must perform a ritual to open the gate to the Land of the Dead.

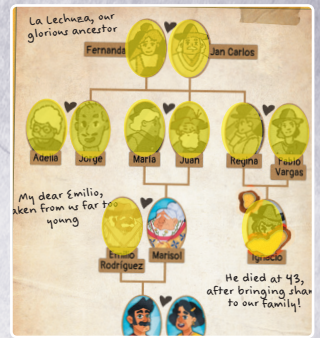
Following Abuela's written instructions, place 1 candle (2) on each grave of your 10 deceased ancestors (50):

You need 10 candles: $2 \times 10 = 20$

$20 + 50 = 70$

Take card **70**.

Once at the graveyard,
place one candle for
each ancestor you are
there to honor.



- You continue the ritual by pouring the salt (9) on the graves (70) turning the jug upside-down in order to pour out every last bit (6):

$$70 + 6 = 76.$$

Take card **76**.



- The gate to the Land of the Dead (76) rises from the bowels of the earth the instant the last grain of salt touches the ground. Mee-shee-ki's spirit (37) then illuminates a strange skull on the gate, which the living normally cannot see.



- When you see the skull, you remember what Abuela wrote in her grimoire: *To enter, live to the last second.* Press the Penalty button, which bears the same skull symbol, causing the remainder of your time to live to start ticking down. The gate to the Land of the Dead opens.



- ▶ With the ritual completed, you (91) are able to pass through the gate (6) to the Land of the Dead. Although you are still alive, your makeup has been done perfectly, allowing you to pass for the dead:

91 + **+6** = **97**.

Take card 97.



- ▶ In the Land of the Dead's transit area, you find a drum (69) that allows you to call upon a gondolier. However, the drum on the card itself is not very efficient.

Luckily, there's a matching drum on the screen of your device. Strike it three times, and a gondola will appear to ferry you onward.

Take card 36.



- ▶ Hector the Gondolier (36) tells you that he doesn't accept gold as payment, but he seems to love cempaxochitls, given the number of flowers he's used to decorate his gondola. You decide to hand him your flower (49) to pay for the crossing and get to the city:

$$36 + 49 = 85$$

Take card 85.



- ▶ When you arrive in the city (85), you spot a flock of white owls. La Lechuza must be nearby, if the grimoire is to be believed. According to Mee-shee-ki (37), she is the one who can help you locate the talisman. You examine the owls closely.

Take card 86.



- ▶ The owls flying above the city (85 and 86) guide you to La Lechuza.

Take card 16.



- ▶ Your sudden appearance causes La Lechuza (16) to think you are intruders. She attacks you by attempting to change you into owls. Panic-stricken, you take out the blowgun adorned with feathers (15), which she recognizes as her own. This causes her to recognize you as her descendants, and not just common thieves.

$$16 + 15 = 31$$

Take card 31.



- Once La Lechuza has calmed down and has been apprised of the situation, she informs you that Vargas stole the talisman. To find him, she gives you her case of potions and ingredients (75) while she prepares a ritual of clairvoyance.
- Using the Back-Bone potion (+32) found in the case (75), you manage to mend the broken bone (28); the bone will certainly be much more useful in one piece:

$$28 + 32 = 60$$

Take card 60.



- La Lechuza is missing a crystal she needs to complete her ritual of clairvoyance (1).

When you were rummaging through her case earlier, you noticed a set of crystals identical to those of the merchant (63), except there was one missing: a blue crystal.

You offer to trade the mended bone (60) to the merchant (who is missing a rib), in exchange for a blue crystal (+27):

$$60 + 27 = 87$$

Take card 87.



- You give the missing crystal (87) to La Lechuza (1) allowing her to begin the ritual:

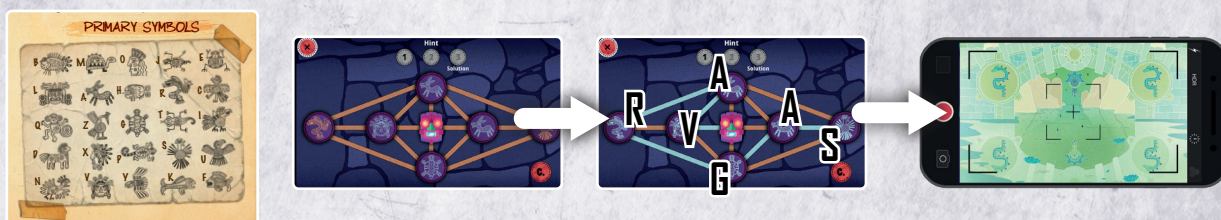
$$87 + 1 = 88$$

Take card 88.



- As part of the ritual of clairvoyance (88), you must indicate that you are looking for Vargas in order to receive the proper vision. Abuela must have performed this ritual before, as all the necessary symbols are transcribed in her grimoire, along with the corresponding letter in your own alphabet.

Activate the symbols in the correct order, spelling the word "Vargas", to trigger the vision.



- In your vision, you see a bridge in the rain. You remember seeing that bridge (7) in the city, although there was no rain. You rummage through the case (75) and take the Rainy-Rain vial (+55) to try and make your vision come true. Once the vial is opened, it starts raining, and the water under the bridge begins to rise:

$$7 + 55 = 62$$

Take card 62.



- The water level under the bridge begins to rise, just like you saw in the vision. The ornamentation on the bridge is reflected in the water, showing you where the entrance to Vargas' hideout is. Open machine 33.



- The entrance is hidden behind a heavy stone gate, which is locked. To open it, you must determine the correct sequence of colors. The first sequence is already provided, and its arrangement resembles a date. The cross at the base of the entrance seems to be a reference to a grave. You remember seeing Ignacio Vargas' grave at the graveyard (25). Part of the gravestone had been broken off, but you know he died at the age of 43 thanks to Abuela's grimoire. Vargas, therefore, died on 06/29/1999. You use their date of birth to match each number to a color and enter code PURPLE.ORANGE / BLUE.GREEN / YELLOW.GREEN.GREEN.GREEN. The gate rises from the bowels of the earth with a dull rumble!
- Take card 4.



VARGAS' HIDEOUT

- As you are about to enter Vargas' hideout, you come face to face with a menacing creature. You take the Beddybye thorns (+62) from the case (75) and load one in your blowgun (15):

$$15 + 62 = 77$$

Take card 77.



- Now that your blowgun is loaded (77), you blow a thorn at the creature (4), which falls asleep immediately. The coast is clear!

$$77 + 4 = 81$$

Take card 81.



- You search the premises, but are unable to find the talisman. However, you find a plan of the house hidden between two books in the bookcase (53).

Take card 35.



- The blueprint (35) you just found depicts a cellar, but none of the elevator buttons (59) will take you there. Vargas must have a secret method to get there. He must be hiding his most precious items in the cellar!

Each button has a label containing a word, in which one of the letters is marked with a dot. To get to the cellar, you need to press the buttons in the correct order to form the word CELLAR. By doing this, you will trace the numeral 6 on the card. This will cause the elevator to descend and take you to Vargas' secret room.

Take card 6.



- In the cellar (6), you find a gigantic glasspecker, which has been chained up in order to protect a chest. To free the poor feathered animal, you give it some of the Smol potion (+51) you found in the case (75). The bird suddenly shrinks, and it becomes so small that it can escape the manacles binding it.

$$6 + 51 = 57$$

Take card 57.



- You can now get to the chest, but it's locked! The glasspecker (+31) seems to be grateful to you for freeing it. To return the favor, it uses its beak to shatter the glass bell (10) allowing you to retrieve the stone tablet contained within.

$$10 + 31 = 41$$

Take card 41.



▶ With the stone tablet (41) in hand, you notice that its engravings resemble the arrangement of the books on the bookcase (53) and that there is a gem next to each group of books.

To open the chest (57), enter the sequence of colors as shown on the stone tablet: CYAN, PINK, RED, BLUE. The chest opens, and you find the talisman which Vargas had stolen from your family.

Take card 14.



▶ Before you can celebrate your victory, you hear a shrill laugh from behind you. It's Vargas! He lunges at you, attempting to take back the talisman, but Mee-shee-ki (37) gets between you and blinds his remaining eye; this gives you the opportunity you need to escape!

Take card 29.



▶ You must flee the Land of the Dead before Vargas recovers and catches up with you. You arrive back at the gate to the Land of the Dead, but before you will be allowed to pass through, you must prove that you are alive and belong in the Land of the Living. So, you (91) remove your makeup using the water in the puddle (+2) and make your way back home.

91 + +2 = 93

Take card 93.



BACK HOME

▶ Now that you are back home, give the talisman (14) to Abuela (3) so she can lift the curse that Vargas brought upon your family:

14 + 3 = 17

Take card 17.



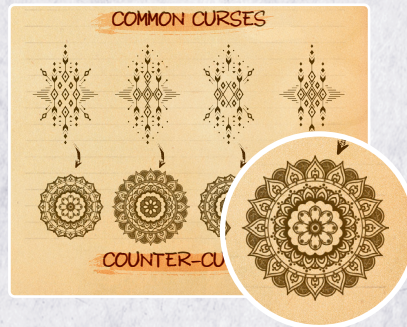
- Abuela asks you to go to the altar (90) to prepare the counter-curse. There, you place the talisman (+8) as requested by Abuela (17), thus revealing the curse Vargas cast on your family:

$$90 + +8 = 98$$

Take card 98.



- Now that you know which curse was cast (98), you look for the proper counter-curse in Abuela's grimoire. By using Machine (17), you draw the correct circles and lift the curse!



Well done! The curse has been lifted, and you can enjoy what's left of the night to party. One thing's for sure: you will remember this adventure for the rest of your life (and beyond)!