

UNLOCK!

ESCAPE ADVENTURES

SQUEEK & SAUSAGE SOLUTIONS

DIFFICULTY LEVEL:

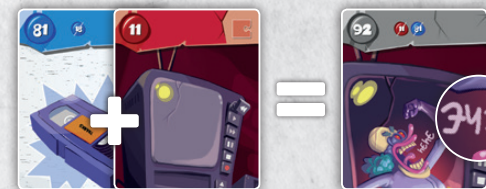
WARNING:
DO NOT READ BEFORE PLAYING!

THE STOREROOM

- First, find the light switch to leave the darkness: take card **J**, then card **1**.

Look closely at the lower right corner of the VCR (**91**), a VHS cassette (**18**) is hidden. Take card **18**. The instruction on the label reads "Rewind" backwards. So, turn the card upside down and change the 18 into 81. Take card **81**.

- Put the VHS cassette in the TV/VCR combo: **81** + **11** = **92**. Take card **92**. Noside's laugh "hEhE", when read backwards, gives the door code (**P**): **3434**. Enter the code in the app and take card **F**.



THE HQ

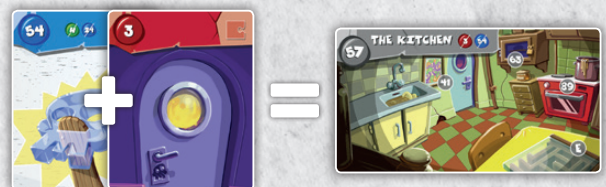
- The key (**46**) is under the mat. Take card **46**. Keep it safe...

Then, take the glass of water from the desk (**C**) and pour its content into the high-tech fridge of the storeroom (machine **H**). To open the door (**3**), choose the skull shape:

30 + **24** = **54**. Take card **54**.

and

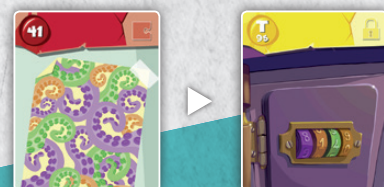
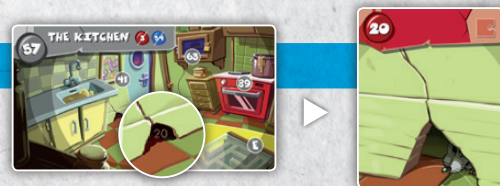
54 + **3** = **57**. Take card **57**.



THE KITCHEN

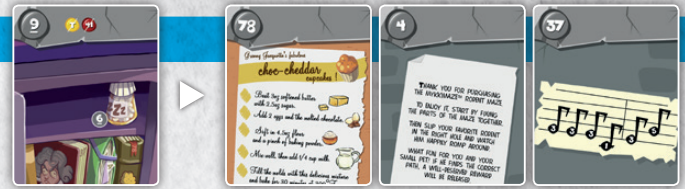
- A mouse is hiding in its hole: Take card **20**.

- On card **41**, count the number of tentacles in each color. Card **T**, in the HQ, requires a code related to these same colors. Result: Enter **7656** (purple, orange, green, orange) in the app. Take card **9**.



THE KITCHEN (cont'd)

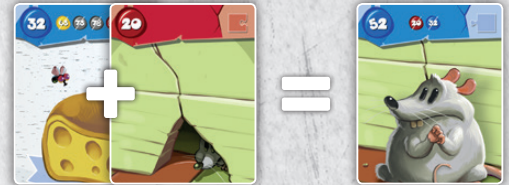
- Do not forget to note the hidden numbers in the drawer (9): the recipe (78), the instructions (4), and the music score (57).



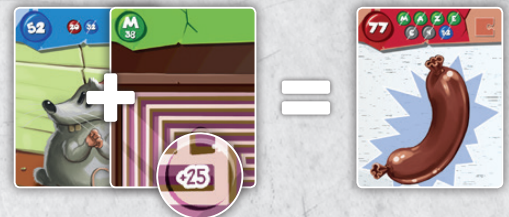
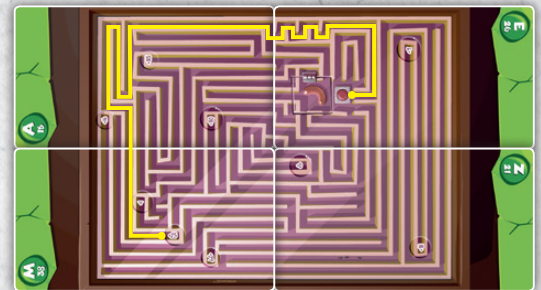
- To find the code of the cupboard's combination lock (63), add 30 minutes to the START time displayed on the oven (89). Indeed, as per the recipe (78), the cheddar must be added a half-hour after baking has started: $1217 + 30 = 1247$. Enter the code in the app and take card 32.



- Use the piece of cheese to lure the mouse: $32 + 20 = 52$. Take card 52.



- Then assemble, as you would do with a puzzle, the 4 M, A, Z, and E cards and throw the mouse (52) in it. The right path that enables opening the small trapdoor using the red button is the "+25": $52 + 25 = 77$. Take card 77. **The sausage is all yours!**



- Stick a sleeping pill in this sausage: $6 + 77 = 83$. Take card 83.



- And throw it at the watchdog behind the door (7): $83 + 7 = 90$. Take card 90.



- Even though Nosome is barring your way, you manage to get out using the key (46): $46 + 5 = 51$. Take card 51.



THE LITTLE GARDEN

51

- Plant the little seeds: $14 + 58 = 72$.

Take card **72**.

Then, use machine **56** to water them: assemble the pipes (from top to bottom) $2 + 6 + 5 + 3 = 16$.

$$72 + 16 = 88.$$

Take card **88**.



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Now, associate these beautiful plants to the music score (**57**)

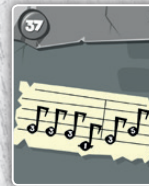
so to understand what numbers they symbolize.

Use the fence as a staff.

Then you see that there is a blue flower on the door's padlock (**R**).

Enter code **3154** (the 4 blue).

Take card **56**.



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THE LAST PIECE

36

- On card **36**, carefully follow the wheels and gears of the mechanism...

To place the cursor on the lowest arrow, pull the lever to the right.

Take card **D**.

And finally, to deactivate the lasers, refer to the barcode that is on the back of your Unlock! box and replace the 4 stars by the following numbers:

5802. Enter that code in the app.

You made it! Thanks for saving the world!



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