
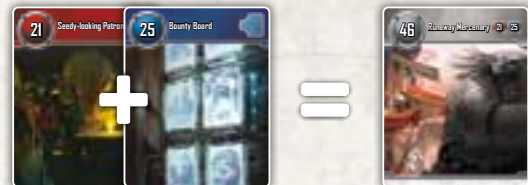




SECRET MISSION ON JEDHA





Difficulty level: 

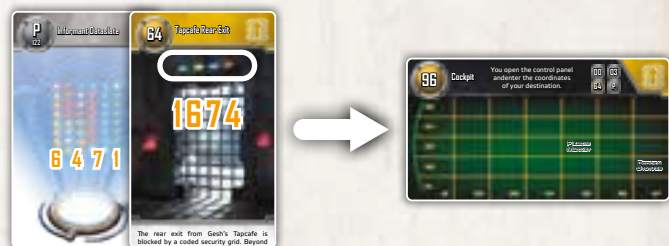
- Here you are at Gesh's Tapcafe looking for your informant, but you soon realize that the presence of one of the patrons could be a threat to your cover. Indeed, you notice that the shady character is on the holoscreen's criminal watchlist. He is probably one of Gerrera's mercenaries and wanted by the Empire. Report his presence to the authorities: $21 + 25 = 46$. Take card .













- Once the mercenary is chased away from the Tapcafe, the Rodian customer can't stop talking. Pay close attention to this series of "Bing!". Your informant kept this series from you. Enter machine  and reproduce the series. The sizes of the "Bing!" correspond to the sizes of the bells. Once you sequenced the cards (X, Y, then Z), you obtain the following bell series: bigger, smaller, biggest, smallest, bigger, smallest. Take card .

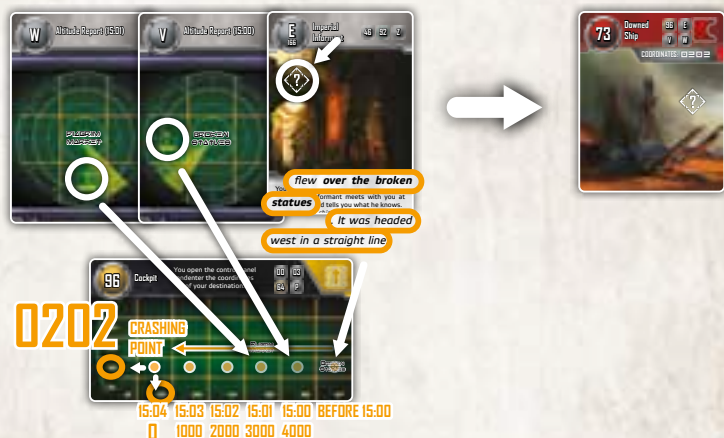


- You must get to your informant's ship. Unlock the security grid at the rear of the Tapcafe () using the dataslate () your informant gave you (). If you look closely at the hologram, you will see 4 numbers: 6 (yellow), 4 (red), 7 (blue), and 1 (green). The color sequence of the code is displayed above the grid: green (1), yellow (6), blue (7), and red (4). Enter code **1674** in the app. Take card .



- Spot the  symbol on card . It is time to report back to Imperial Command: enter machine  to obtain new data about the downed ship's trajectory. Take cards  and .

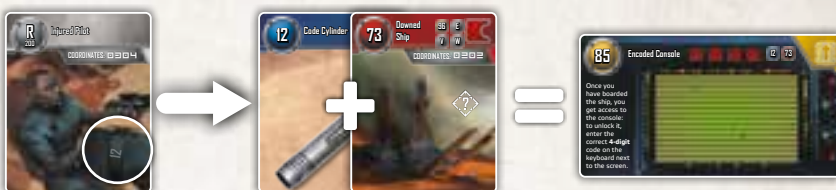
Your informant tells you that the ship flew over *the broken statues and was headed west in a straight line* (). When you transpose the positions and altitudes of cards  and  to your control panel () you deduce the direction your ship is headed to and its crash point at 0 altitude. So, the crash coordinates are 02/02. Enter code **0202** in the app to go to the location. Take card .



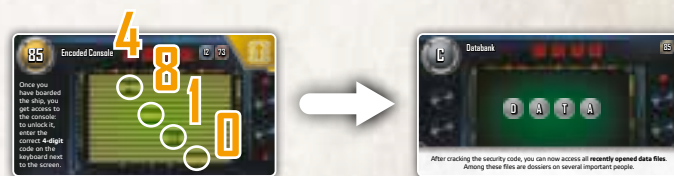
- Again, spot the symbol on card and enter machine to make your report. You obtain the MAP OF JEDHA. Look closely at the map and follow the pilot's footprints () that start at the downed ship. They lead you to coordinates 03/04. Enter code **0304** in the app. Take card .



- The footprints lead you to the Imperial pilot (). Note that number **12** is hidden close to his pocket. Take card . This cylinder is the key to the downed ship. Go and take a look at it: $12 + 73 = 85$. Take card .



- The ship's console () is locked and displays 4 anomalies; among the series of 3s, the numbers 4, 8, 1, and 0 appear. Enter code **4810** in the app. Take card .

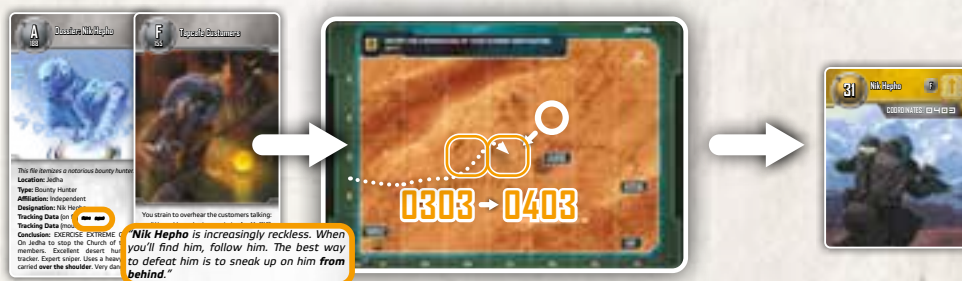


- Thanks to the data gathered from the console, you find out that the pilot hid the cargo east of his ship (). Enter code **0302** in the app to get there. Take card .

Your tracking data (and) confirm that some Toribota pilgrims () passed through here after the pilot () dropped off the crate. As it is no longer here, you assume the pilgrims took it with them before resuming their travel on their mounts (). So, follow their tracks up to 05/04. Enter code **0504** in the app.



- Trying to locate the pilgrims (05/04), you get shot at from the south-west. First, you must handle this shooter before you can continue your search. The () tracks are those of Nik Hepho (). Therefore, he is at 0403. But remember what the Tapcafe customers said () read from right to left or read it with a mirror): to defeat him, you must arrive from behind. Go through 03/03 to sneak up on Nik Hepho from behind. Enter **0303**, then **0403** in the app. Take card .



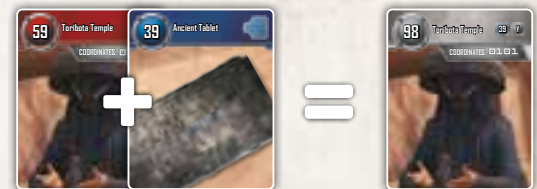
- ▶ Nik Hepho (31) is within reach. You must get hold of the weapon he is carrying over his shoulder (A). Also, take notice of the 4 written numbers on the strap: 3, 8, 1, and 3. Enter code **3813** in the app to neutralize this expert sniper. As Nik Hepho no longer poses a threat, go back to 05/04 and resume your pursuit of the Toribota pilgrims. Enter code **0504** again in the app. Take card 16.



- ▶ You can't understand a word this panicky pilgrim is saying (16). The Rodian customer (Y) told you about this coded language only practiced in their temple. Meet at the Toribota temple (01/01) to make sense of the pilgrim's message. Enter code **0101** in the app. Take card H.



- ▶ Once at the Toribota temple, use the ancient tablet to translate and understand the message of the on-site pilgrim: 59 + 39 = 98. Take card 98.



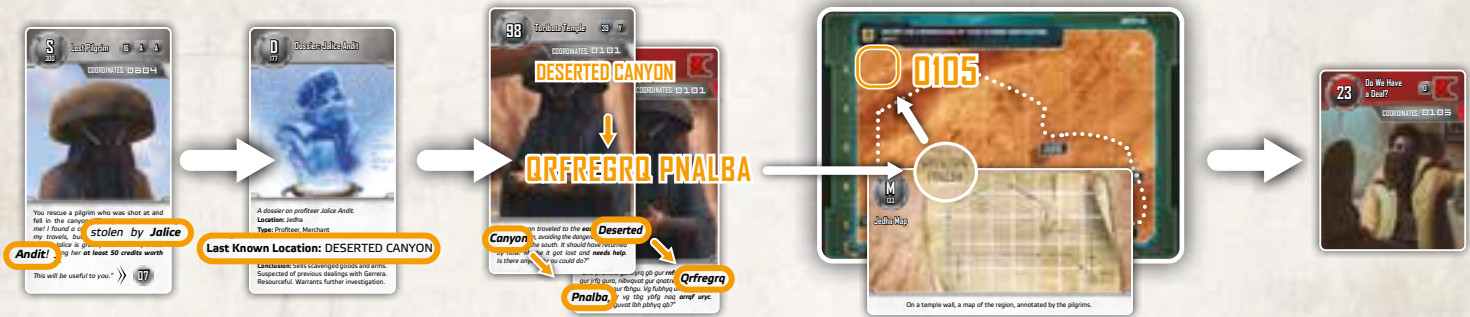
- ▶ You now have a translation of the pilgrim's message. When you compare the original text (59) with the translation (98), you understand that each letter is replaced by another one: B = O, H = U, E = R, etc. Apply this substitution cipher to translate the message of the caravan's pilgrim (16) NEEDS HELP EAST. Go east of the caravan which is located at 05/04. Enter code **0604** in the app. Take card S.



- ▶ You learn from the lost pilgrim (S) he had the crate of kyber crystals and that a woman known as Jalice Andit stole it. It just happens that you have information about her (D): she was last seen in Deserted Canyon. This location is not on your map and you must somehow find it.

When you apply the substitution cipher of the Toribota temple (59 and 88), you obtain Deserted Canyon which in pilgrims' language is **Qrfregrq Pnalba**. That spelling is on the annotated map you found at the temple (M). Transpose its location to your map to locate the notorious Deserted Canyon, and thus find Jalice Andit. Enter code **0105** in the app.

Take card **23**.



- ▶ Spot the symbol (X) on the commercial license (07) and enter machine **99** to make your report. Imperial Command provides you with the location of two of the three Jedha markets: Holy City (07/01) and Pilgrim Market (05/03). The Rodian customer (X) gives you the location of the latter that is hidden: halfway between Deserted Canyon and Toribota temple, i.e., 01/03.



- ▶ If you want to strike a deal with Jalice Andit, you'd better have something worth it to offer. First, go to the Holy City market (0701). Enter code **0701** in the app.

Take card **13**.

Show your commercial license:

$$13 + 07 = 20$$

Take card **20**.



- ▶ Then, go to the Pilgrim market by entering code **0503** in the app.

Take card **43**.

Show your commercial license to the merchant:

$$43 + 07 = 50$$

Take card **50**.

The merchant refuses to cooperate.

You may have recognized the symbol of the Rebel Alliance on the stall.

So, threaten the merchant by showing him your Imperial credentials:

$$43 + 05 = 48$$

Take card **48**.



- Finally, go to the hidden market by entering code **0103** in the app.

Take card **33**.

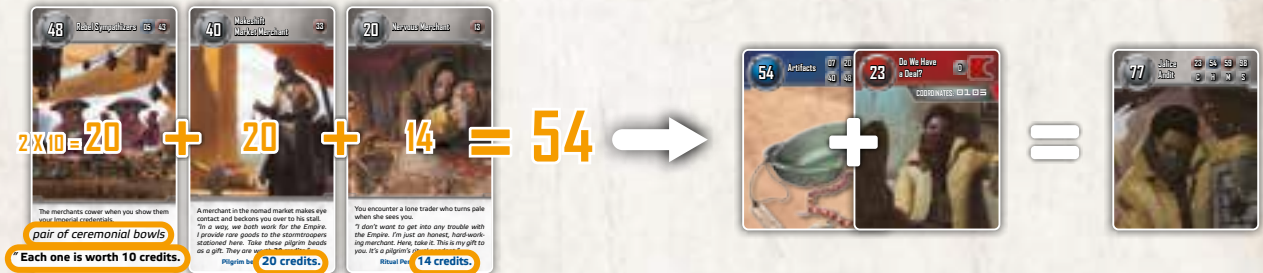
Use your commercial license again:

$$33 + 07 = 40$$

Take card **40**.



- Now, calculate the value of the goods you gathered at the markets (**48**, **40**, and **20**). Just add the value of both bowls (2 bowls are worth 10 credits each, so 20 credits in total), the pearls (20 credits), and the pendant (14 credits): $20 + 20 + 14 = 54$. Take card **54**. This should be enough for negotiating with Jalice Andit: $54 + 23 = 77$. Take card **77**.



- Unfortunately, Jalice didn't tell you everything there is to know: Gerrera's rebels stole the crate from her. However, she provides you with the location of his hideout (**77**): east of the broken statues. Even though the hideout is outside your map, you can still determine its location 08/02. Enter code **0802** in the app. Take card **6**.



- You hurry to the stronghold (**6**), but it would be too dangerous to take action single-handedly. Spot the **?** symbol and enter machine **99** to contact Imperial Command and ask for reinforcements. Take card **88**.

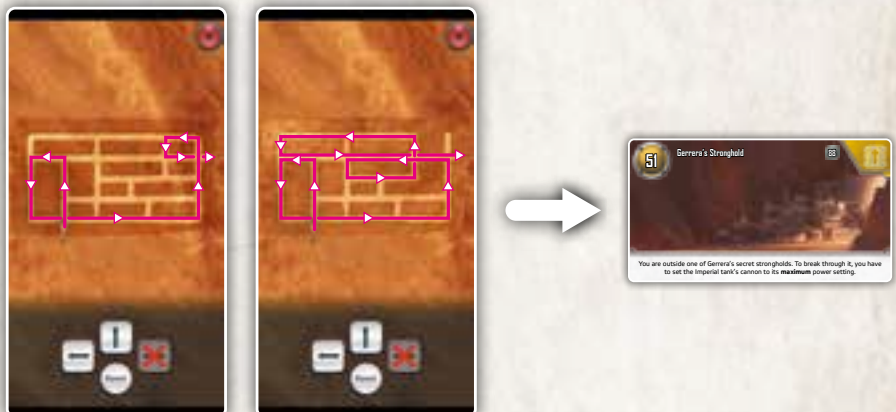


- Enter machine **88**.

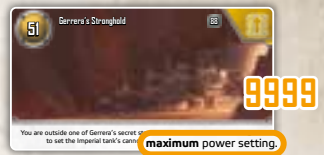
Aboard your Imperial tank, you approach Gerrera's hideout. But a blaster shot coming from the stronghold impacts your vehicle and partially destroys the control system: you can no longer turn right. Go to the stronghold despite this encumbrance. The app provides two versions based on the elapsed time. Take card **51**.

Version 1

Version 2



- The crate of crystals is within reach. Now, you only have to penetrate Gerrera's stronghold (51) by setting your tank's cannon to its maximum power. What is the cannon's value when transposed to a 4-digit code?
Enter code **9999** in the app.



VICTORY! AFTER A DEVASTATING BLAST FROM THE CANNON, YOU ARE ABLE TO INFILTRATE SAW GERRERA'S STRONGHOLD AND RECOVER THE CRATE OF KYBER CRYSTALS. THOUGH THE TRAITOROUS REBEL MANAGED TO ESCAPE, YOUR MISSION HAS BEEN SUCCESSFUL. AND NO ONE CAN ESCAPE THE EMPIRE'S JUSTICE FOREVER...

