

UNLOCK!

EXOTIC ADVENTURES

Scheherazade's last tale

STEP BY STEP SOLUTIONS

Difficulty level : 

IMPORTANT:
DO NOT READ BEFORE PLAYING!



THE SULTAN PALACE



► Assemble the three carpets to form number 27.
Take card .



THE SOUK



► The scribe's door is closed but his window is wide open. You can see number 32.
Take card .



► To reach the window, use the carpet : $27 + 32 = 59$.
Take card .



THE WEALTHY DISTRICT



► These are the three monkeys () that robbed Ali Baba! Read carefully the wanted notice to disregard two of them. The one that threw the lamp was not afraid of the caged roaring tiger. It is obviously the deaf one, on the right, that could not hear the roars. Another one was playing the flute. It was the blind one on the left that could not catch the lamp thrown by the previous one. Therefore, the mute one, in the center, has the lamp. Catch it!
Take card .



THE WEALTHY DISTRICT (cont'd)

► Take this opportunity to steal the flute from the blind monkey, it may come in handy later.
Take card .



► Number 88 is written on the lamp.
Take card .



► Number 44 is written on the lamp.
Take card .



► Number 22 is written on the lamp. (Yeah, we know... So many writings on one single lamp...)
Take card .



► Card  encourages you to keep trying:
88, 44, 22, the logical sequence is 11.
Take card .



► Keep rubbing the lamp of machine  until the genie comes out.
Take card .



► To find this code, you need to count the number of stars on the door:
14 dead stars for a total of 21 stars. (Don't forget the stars on the slab!)
Enter code 1421 in the app.
Take card .



► To flee from the awful cyclops of machine , press: right, right, right, right, bottom, bottom, left, left, left, top, top, top.
Take card .



► Use the needle the genie gave you to pick the lock:  +  = .



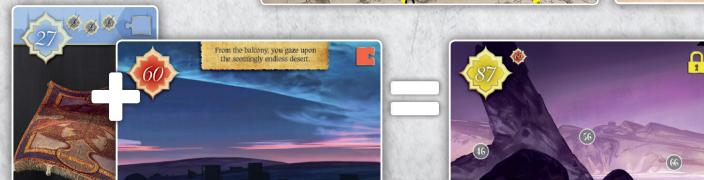
► Read carefully the formula used by the vizier, it is an acrostic!
Take card .



► The Adventures of Sindbad are symbolized on the map (). Link them according to the order of the Table of Contents to form number 13.
Take card .



► Return to the palace and travel by carpet to the desert:  +  = .



► There are black notches on the upper right side of cards **46**, **56**, **66**, and **87**. Place them on the matching notches of card **13** and you will read: one thousand eight hundred twenty-seven.

Enter 1827 in the app.

Take card **70**.



► To open the stone door, you must say the formula out loud: "Open Sesame". Make sure you say the formula between the two beeps otherwise the speech recognition will not activate.

Take card **3**.



► To get rid of the snake, you must charm it. To do so, use the flute you stole from the monkey: **5** + **3** = **8**.

Take card **8**.



► After resolving machine **26**, you can read: "Retrace your steps or you will endlessly circle!" So, go back and follow the machine's instructions: **4** X **20** + **10** + **8**, which gives number 98.

Take card **98**.



► Your carpet is torn but you can sew it up using the needle: **64** + **18** = **82**.

Take card **82**.



► Go see Scheherazade: **82** + **12** = **94**.

Take card **94**.



► Machine **29** can now be resolved. Scheherazade's magic bracelet is shaped as a Z as is the second symbol on the third row of the book. Press it for rescuing Scheherazade. The sultan wants to hear one last tale, so select: "Tell", "our", "incredible", "story".



► Scheherazade is saved! Congratulations!