

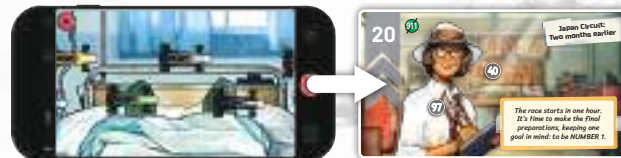
HEAT

Difficulty level:

AT THE HOSPITAL

- Access Machine : You wake up in a hospital room, confusion swirling in your mind. As your vision clears, you see cars flashing before your eyes; click on them to trigger your memory and recall the events that brought you here. Uncover the story behind your accident by reliving your past two races.

Take card .

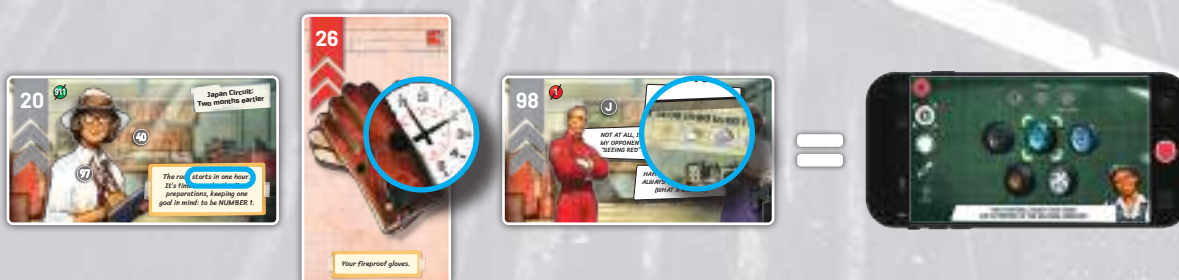


RACE IN JAPAN

- Take card (the Garage) and card (the Journalist). Additionally, take card (as indicated by the NUMBER 1 text on card), featuring Cole Legend. Combine card with card to recall the Journalist's interview with Cole Legend. During the interview, look around the scene () to find the weather forecast, as well as a note from Liz (), which has fallen underneath the workbench. Liz wants to meet with you at the curve to the left of the grandstands. Refer to the circuit map (); the curve in question is numbered . Take card to meet with Liz, your mechanic, so she can make some final adjustments to your car.



- First, you need to choose new tires. Your watch () shows that it is almost 14:00, and card indicates that the race will start in one hour. The weather forecast indicates that the sky will be cloudy at 15:00. As such, you need to choose tires that are appropriate for cloudy conditions.



- ▶ To select the correct RPM gauge, choose the gauge that indicates curves matching the circuit you are about to race. The Japanese circuit has 5 curves, which corresponds to the white RPM gauge. Now that you are properly equipped, head to the starting line!



- ▶ Take the card featuring the car at the starting lights on the back. The light on the front of card **30** is about to turn green. Note that a gear icon is inside the green light, indicating that this card functions as a machine. Access Machine **30**, and use it to take the lead in the race, being careful to adhere to the speed limits on card **J** as you overtake your competitors.

Take card **90**.



- ▶ Next, count the remaining yellow cards in your deck (without flipping them over). There are 12 such cards, so take card **12**. As you approach the finish line, the screws on your steering wheel start coming loose. Use your lucky 10-cent coin (**13**) as a makeshift screwdriver to tighten them.

Take card **25**.



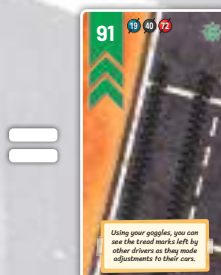
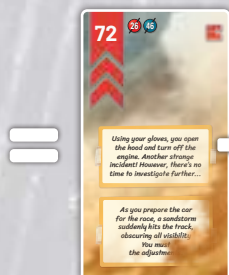
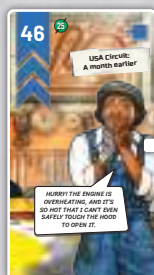
12



RACE IN THE USA

- ▶ As your memory of the first race comes to an end, you begin to recall the next race, which took place in the USA. Take card **46**. To open the hood, scorching hot due to the overheating engine, use your fireproof gloves (**26**). Take card **72**. You then remember that a sandstorm engulfed the track during the race. Combine your goggles (**19**) with the sandstorm (**72**).

Take card **91**.

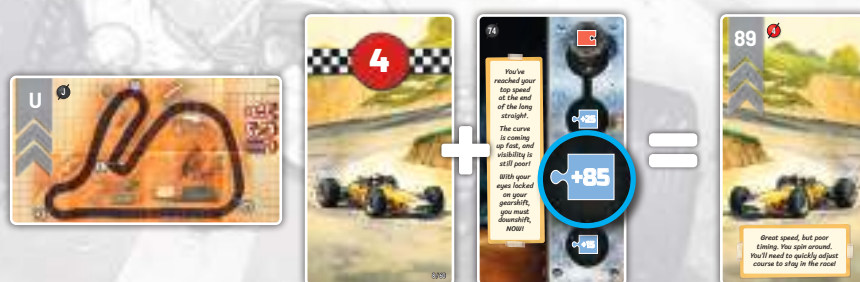


- ▶ You need to make some adjustments to your car again. To select the correct tires, note the tread marks on card **91**. They match those of the “fog” tires. To choose the correct RPM gauge, follow the same process as you did for the first circuit, and select the red gauge. Finally, Liz recommends different pedals and suspension than those used in the first race. The race then begins.

Take card **74**.



- ▶ To navigate through the sandstorm, look at the circuit map (**U**). The circuit runs clockwise, so turn right. Take card **4**, noting its red back. You need to choose which gear to shift into. Again, look at the circuit map and see that the end of the long straightaway is reached using gear 2. You must therefore choose the blue **+85** and combine it with card **4**.



$4 + 85 = 89$.

Take card **89**.

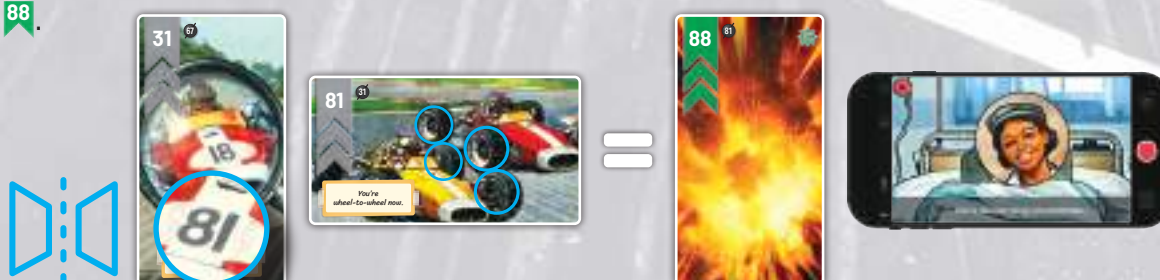
- ▶ Card **89** shows your car spinning out. To correct it, turn card **89** upside down to make it card **68**. You are now behind Cole Legend, riding in his slipstream. The instructions read, “get right behind him,” which means you should take the card just before **68** — take card **67**. You’re now ready to take the lead. Follow the instructions on card **67**, which will trace a number on the track.



Take card **31**.

- ▶ Legend is sticking right with you, and you can see him in your rearview mirror. Don’t take card **18**; take card **81** instead (since you are seeing the number’s mirror image). Your two cars are now dangerously close. Note the number formed by the wheels as they touch each other.

Take card **88**.



INVESTIGATING IN ITALY

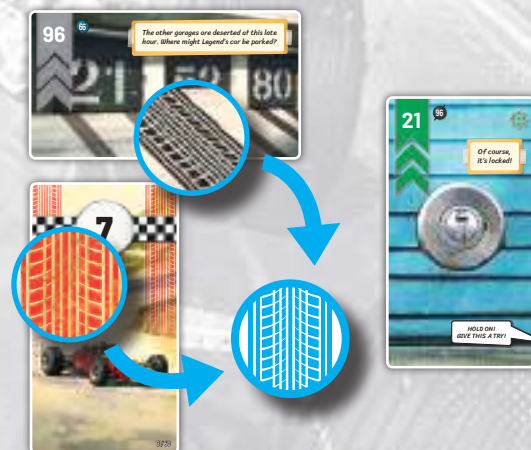
- Back at the hospital. You finally understand how you got here. However, Liz informs you that you are ready to leave, and will be heading to Italy for the final race. Liz wants to investigate the two sabotage incidents. Therefore, you need to take two cards from the discard pile: your steering wheel from the Japan race (12) and the overheating engine from the race in the USA (46). Combine these two cards with card 8 (whose puzzle piece has two holes) and take card 66.



- You now need to investigate the garages. On the circuit map (H), spot the red modifier in the paddock area. Combine that number with card 66 to take card 96.

- Once there, you need to determine which garage Legend's car is parked in. To do this, examine the tread marks. Legend's tread marks can be found on the back of all cards depicting a red car. They are also found in front of the first gate.

Take card 21.

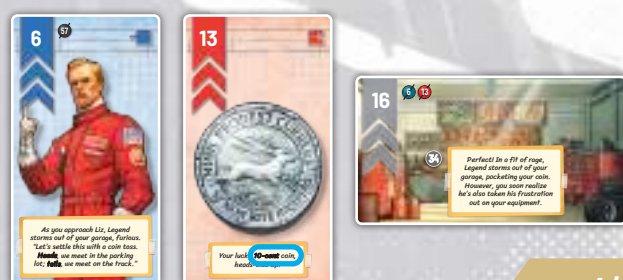


- You now need to pick the lock. Gently move the two pins until they click. The gate opens, and you take card -40. Show the journalist (97) the illegal fuel (-40), and then take card 57 to read the article about Legend, found on page 6.

Take card 6.



- On card 6, you encounter a furious Legend. He challenges you to a game of chance, demanding you call heads or tails. You don't want to fight Legend in the parking lot, so you flip your lucky coin so that it lands tails-side up. Card 13 shows the heads side, but you know it's a 10-cent coin, so the value of the tails side is 10. Add this to Legend's Challenge (6) and take card 16. (6+10).



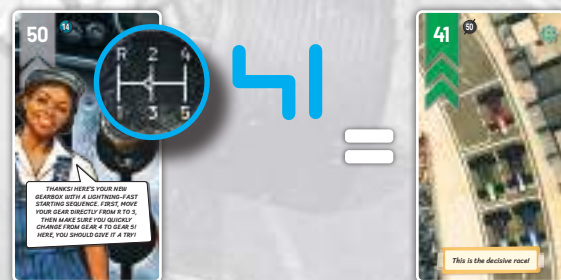
THE FINAL RACE

- Now that Legend is gone, you need to prepare for the final race. To start, disassemble the gearbox (14). Each screw must be removed in a specific sequence, and the pattern on the head of each screw indicates a mathematical operation you should perform. First, remove the screw securing the green part (multiplying by red 10: $14 \times 10 = 140$). Next, remove the screw holding the black part (subtracting 10: $140 - 10 = 130$). Then, remove the screw securing the white part (adding 20: $130 + 20 = 150$), and finally, remove the last screw (dividing by 3: $150 / 3 = 50$).

Take card 50.



- On this card, by following Liz's instructions for the lightning-fast start, you trace the number 41 on the shift handle. Take card 41. You are now ready to make your final adjustments before the race.



- To select the proper tires, check card 16 for the ones still in good condition (outlined in red). Follow the same RPM procedure as in previous races; choose the yellow gauge. For pedals and suspension, pick items different from those used in the first two races. Finally, look at card 60 for the chassis. The car with the best body is the one that covers the greatest distance in the given time. Therefore, pick the car with a spoiler.



- You are now ready to compete in the final race. It's similar to the first race, but includes additional challenges. You will need to avoid oil slicks, make pit stops to change your tires to prepare for rain, drive through water to cool your tires, return to the pits for refueling, ride in another racer's slipstream, and finally prevent Legend from making a wild comeback. Once you complete all these tasks, cross the finish line to win the race and the championship!



Victory is yours!

You've just won the Grand Prix and claimed the title of Champion, the goal of every racer, and a dream come true for you! As you revel in the glory of your hard-earned win, surrounded by the roar of cheers and applause, you hear Legend's frustrated voice, claiming that a stray coin must have slipped into his car's clutch, impairing his performance on the track. However, his complaints are drowned out by the cheering crowd, and nobody seems to notice him. The spotlight is focused on you alone, the true champion of the day!