

UNLOCK! KIDS

HINTS



IMPORTANT!



Refer to this section only when you can't solve a puzzle. Keep in mind that it provides information likely to spoil your game experience.

INSTRUCTIONS

If you are stuck, flip to the page of the adventure you're playing and read only the hint for the card you're having trouble with.

In the Heartland of Africa.....	2
The Mysteries of Chichén Itzá.....	6
Voyage to Olympus	8

Card 9

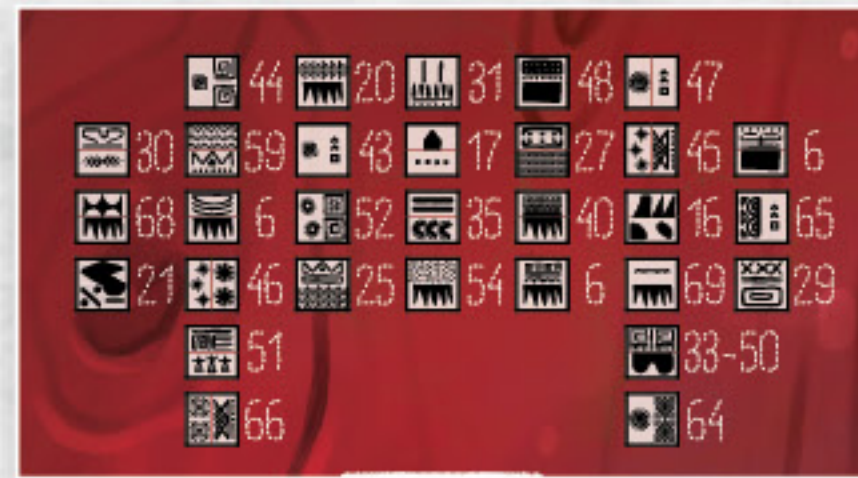
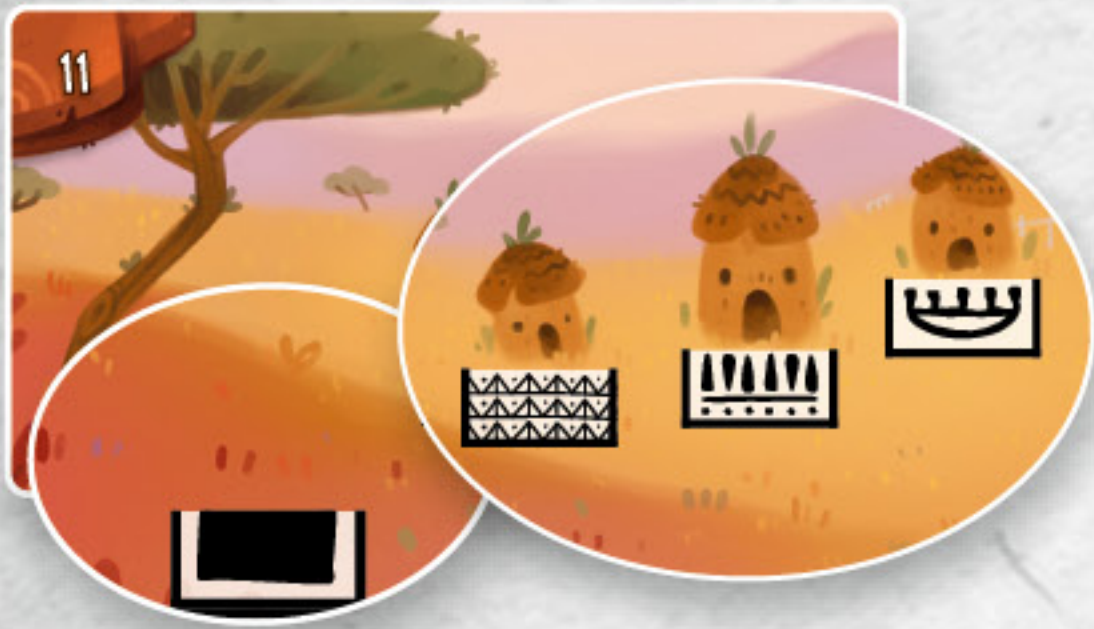
The gods replanted the baobab upside down. You now need to protect it so that it can grow.

Card 11

Do you recognize these huts? You will see them again during this adventure.

Once a hut is placed in the correct location, a symbol is created. Look it up in the Symbol Table on the back of the mask. That symbol then points you to the card you must flip over.

What should you use to climb up the tree?

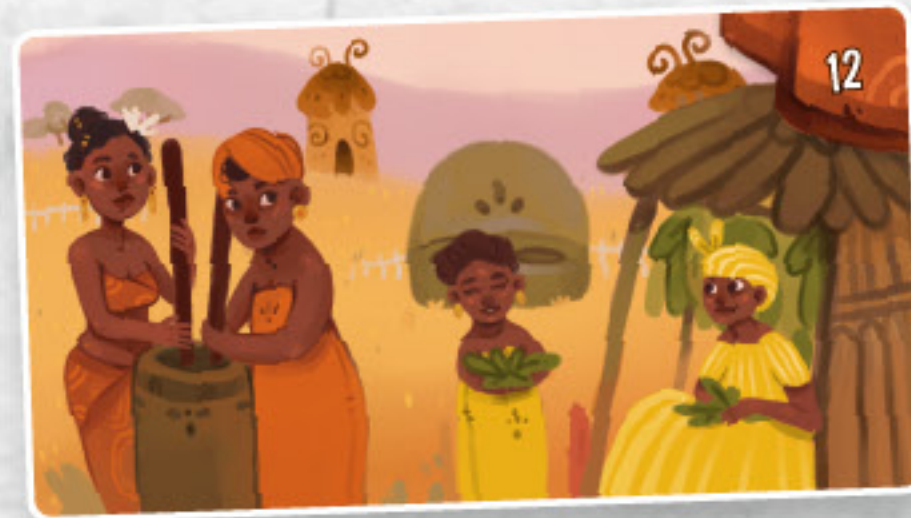


Card 12

You can visit a hut, provided that you find the correct one!

These women need something to participate in the rain ceremony.

Once they have that "something" they can go to the ceremony altar.



Card 13

If you visit these huts, you should be able to find the components you need to place on the Altar.

Card 14

You should be able to visit these huts.

Card 16

This magic cloud seems to be the bearer of a message. Can you decipher it?



Card 17

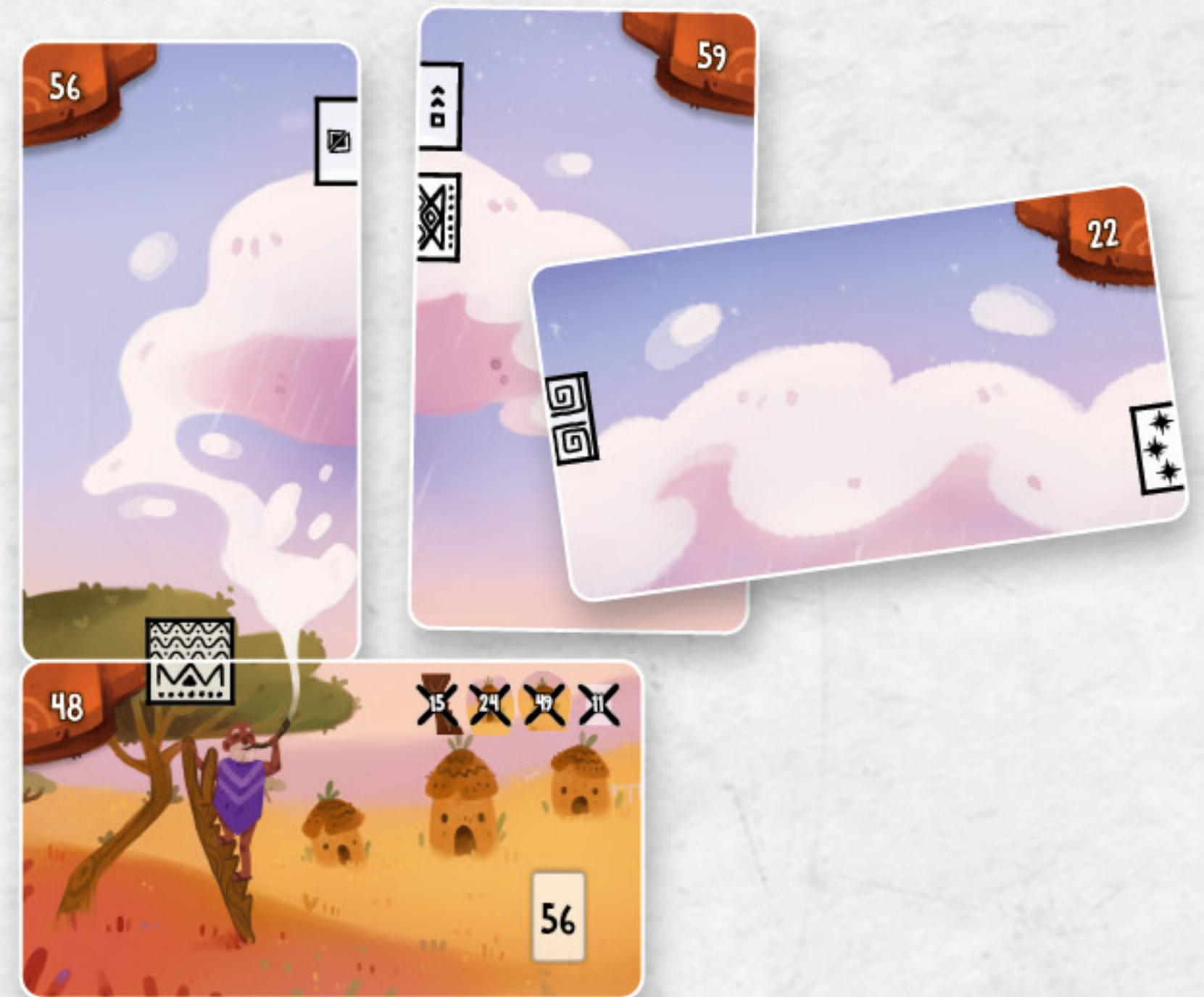
Which of these necklaces should you pick? Did you see a vision?

Card 21

A new message seems to be rising from this cloud. Can you decipher it?

Card 22

This cloud seems to be shifting others...



Card 25

Open your eyes wide! You should be able to see one of these objects, but which one?



Card 26

This cloud seems to be shifting others...



Card 27

The ceremony can start at the altar now that the offerings are ready!

Card 29

Maybe your ancestors can help you pick one of these talismans?

Card 30

Maybe your ancestors can help you pick one of these talismans?

Card 33

A scene must be recreated... Where can some of these artists be seen?

Card 35

The ceremony can start at the altar now that the offerings are ready!

Card 36

Your ancestors send you this vision. How can you decipher it?

Card 37

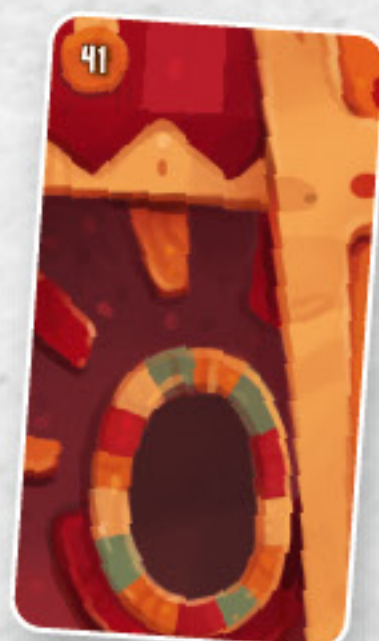
This cloud seems to be shifting others...

Card 39

These animals have arrived at the ceremony of the tail distribution. But which tail goes to whom?

Card 41

This eye reminds you of something... Where can you place it?



Card 42

This eye reminds you of something... Where can you place it?



Card 43

This mouth reminds you of something... Where can you place it?



Card 44

This eye reminds you of something... Where can you place it?

Card 45

This eye reminds you of something... Where can you place it?

Card 46

This eye reminds you of something... Where can you place it?

Card 47

This mouth reminds you of something... Where can you place it?

Card 48

What is being released from the gazelle horn?



Card 50

A scene must be recreated... Where can some of these artists be seen?

Card 51

The musicians need something...

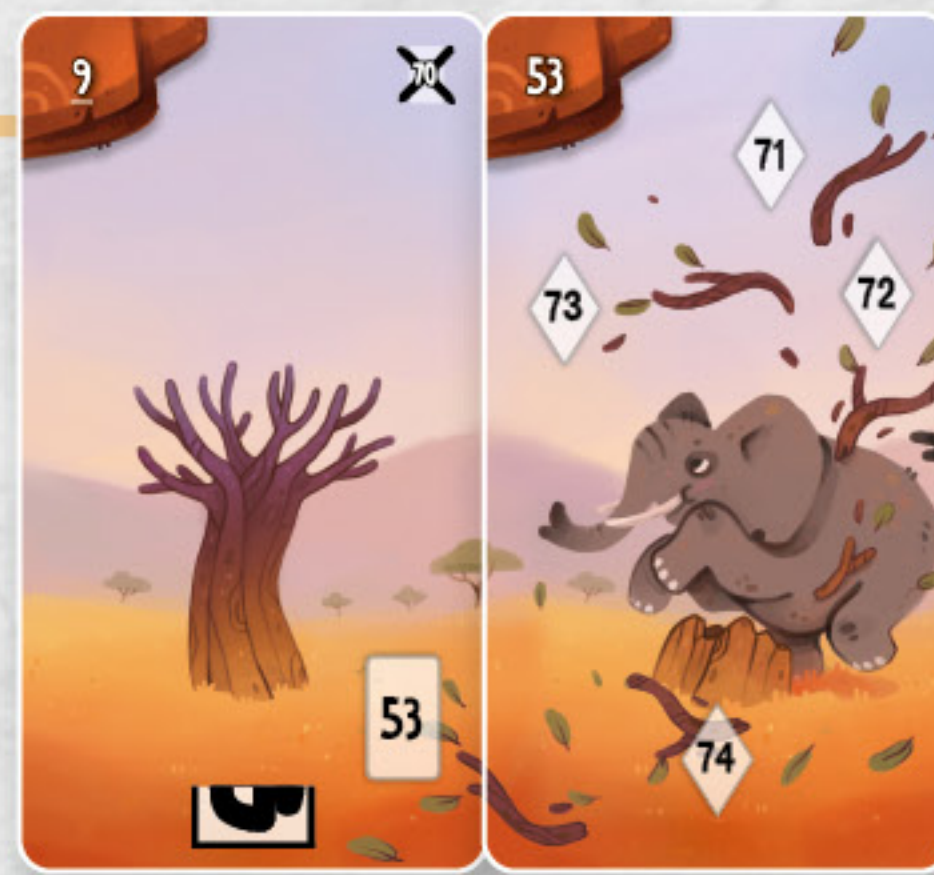


Card 52

This cloud is bringing a message. Can you decipher it?

Card 53

This elephant is destroying everything standing in its way... How can you prevent it from damaging the baobab?



Card 56

This cloud should be connected to something...

Card 57

The lion is ready for the ceremony of the tail distribution. But where will it take place?



Card 58

Your ancestors send you this vision. How can you decipher it?

Card 59

This cloud should be connected to something...

Card 61

This card should be connected to

others, shouldn't it? And the baobab has finally reached the sky.

Card 62

These animals have arrived at the ceremony of the tail distribution. But which tail goes to whom?

Cards 64-65-66

Finally! The rain starts falling. But where exactly?



Card 67

Where can this tree trunk be placed?

Card 70

This tree seems to be the sacred baobab, but what have the gods done to it?



Card 75

The hare seems to be expecting something.

Card 76

Where can this tree trunk be placed?

Card 77

These animals have arrived at the ceremony of the tail distribution. But which tail goes to whom?

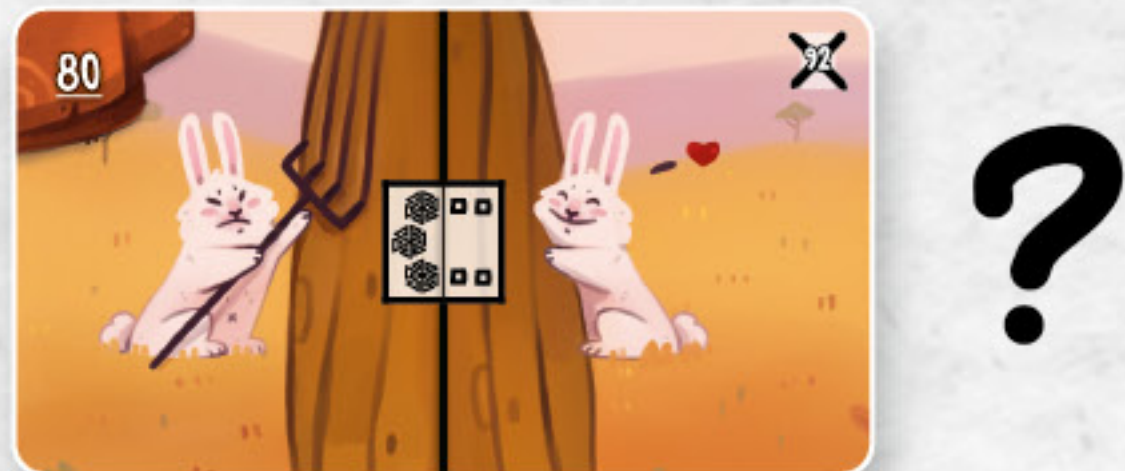


Card 79

How can the trunk of the baobab grow?

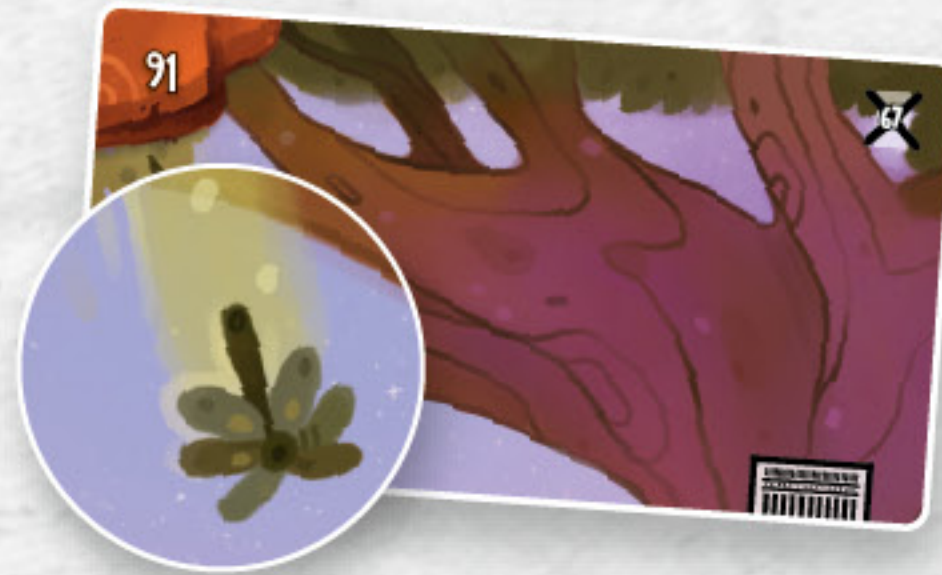
Card 80

What can the hare do to help the baobab grow?



Card 91

It would appear that this card can be connected to others. Is something falling from this branch?



Card 92

Where can this tree trunk be placed?



Card 93

Where can this tree trunk be placed?

Card 94

It would appear that this card can be connected to others. Is something falling from this branch?



Card 95

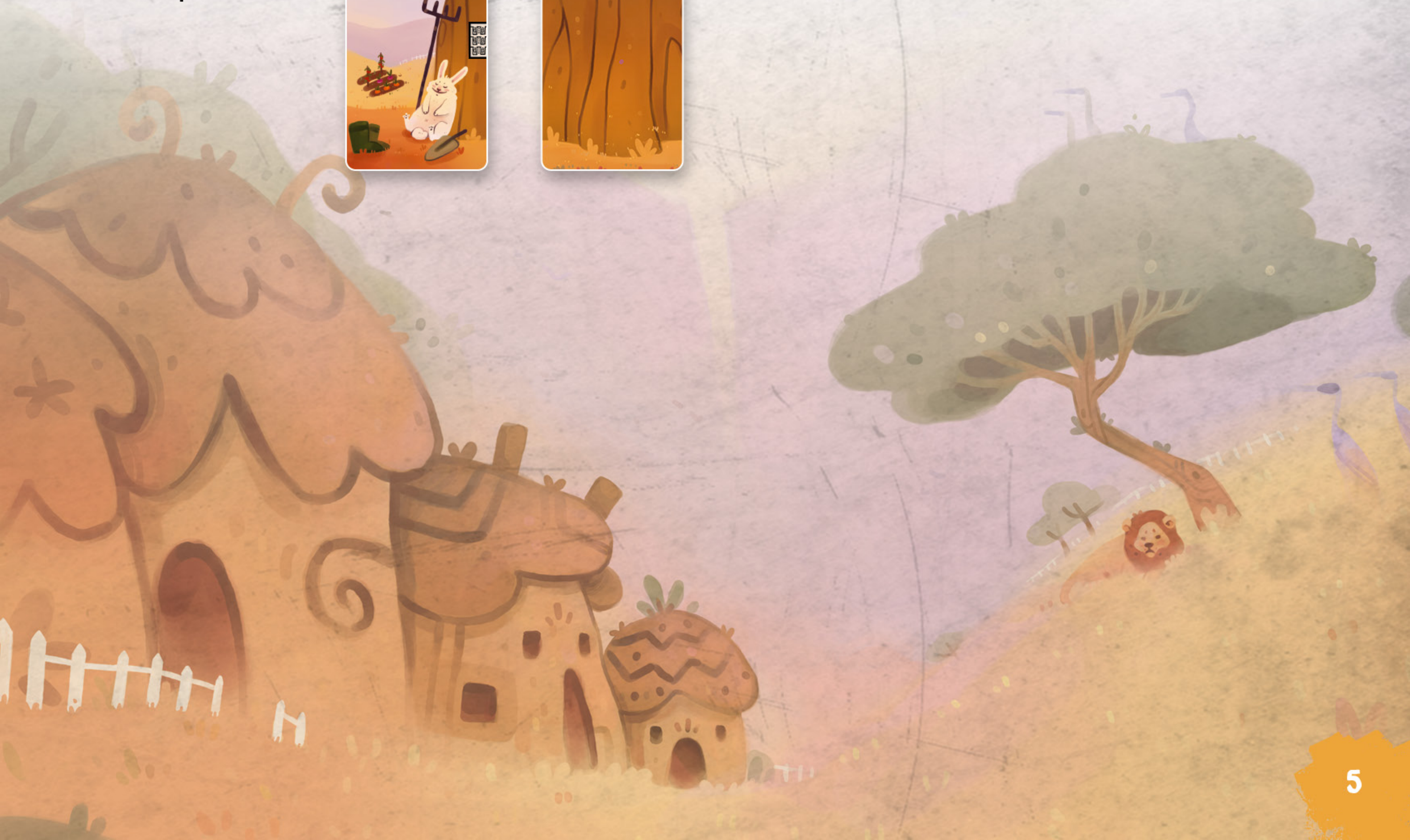
The baobab splits in two and reveals the entrance to a hiding place.

Card 96

The hare seems to be expecting something.

Card 97

The hare also would like a tail...



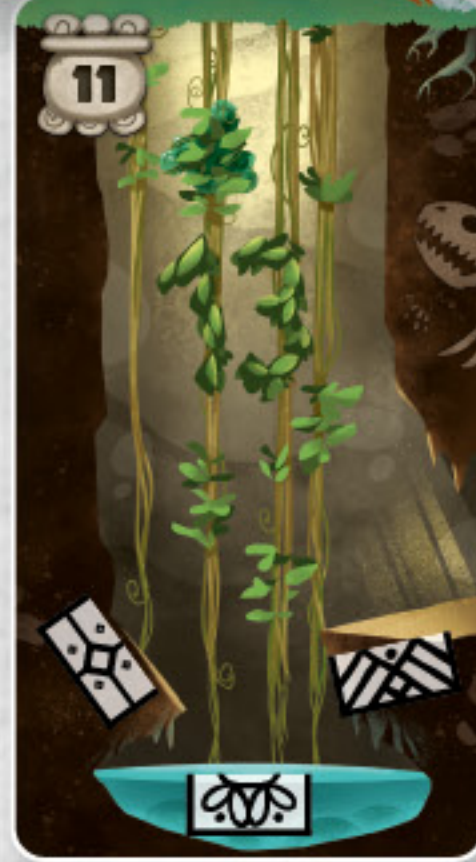
Card 2

Which one of these two characters stole the statuette? Take a closer look at their feet and necks!



Card 11

This cenote seems to be dug under card 31. How can you climb down into it?



Card 18

What path did the thief take? Use the hand Item **10** to choose the trail you wish to follow. By doing so, you create a whole symbol, which you can look up in the Starting Item's Symbol Table.



To enter the temple, you need to show a specific object.

Card 21

Here, you can collect latex and cocoa pods. But what tools do you need?



Card 23

How can you free this quetzal?



Card 26

This craftsman needs something to make the ball.

Card 31

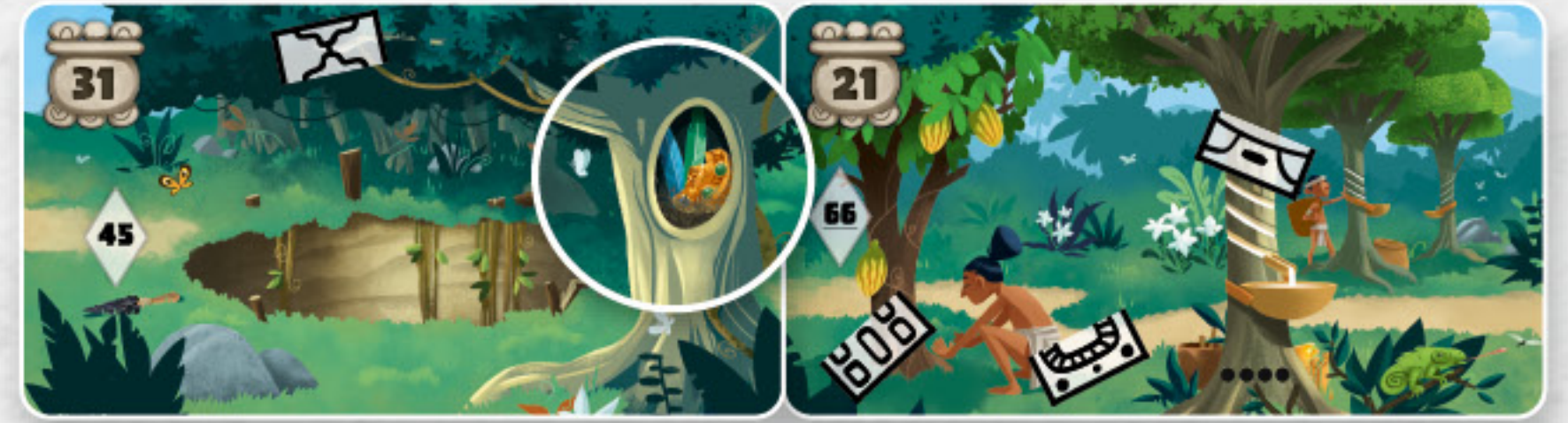
One Flew Over the Quetzal's Nest

Something seems to be inside the cenote. How can you climb down into it?

Card 31

Quite a Ball!

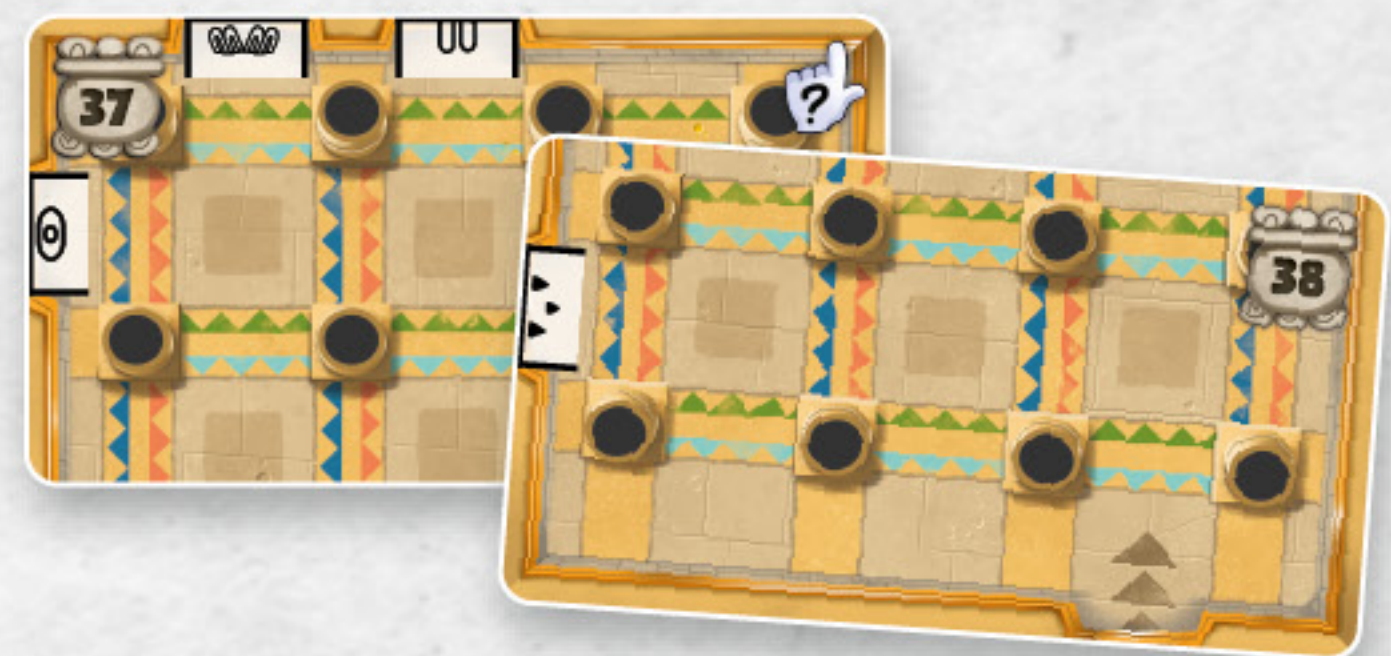
You see feathers inside the tree trunk... How can you get to them? Look closely at your card, and try connecting it to card 21.



Card 36

How can you entice the quetzal to give you the medallion?

Cards 37-38



One Flew Over the Quetzal's Nest

These cards can be connected to one another. How can you find your way inside this maze? The medallion may be useful...



Quite a Ball!

Follow the Plumed Serpent, Kukulcan, to exit this maze. But you may not be able to cross it in one go!



Card 39

You can buy tools at this stall. The currency used here is cocoa pods.

Card 40

Look closely at the ball game rules! Only some parts of the body can be used to shoot the ball through the ring.



Card 42

The thief was here... but where did he go next?

Card 47

You can learn here the Maya numeral system. Will you find more Maya numbers in this adventure?

Card 57

Do you recognize one of these silhouettes?

Card 63

Some Items seem to be missing and you can't begin the ceremony without them. Observe the Starting Item: it indicates how the players must be equipped.

Card 69


How can you cross this pit? You should cover it entirely.



Card 9

Connect this card to card **25**. Telemachus appears to be needing something, and so does the fish... Maybe a swap is in order?

Card 11

It is neither a token nor a card... What can  item be?

Card 13

You got lost in the Labyrinth... Where are you? And how can you keep moving forward? It may be helpful to follow the route with your finger.

Card 15

How can you keep moving forward? Hermes helps you find the rest of the corridor. And if you arrive in front of a spike pit, you must find a way to cross it.

Card 21

You are now in the Labyrinth! Where exactly? And how do you continue on your way? It may be helpful to follow the route with your finger. Once at the edge of the card, you must find the rest of the path...

Card 22

What shape should you take to get hold of the shield?

Card 25

Place cards **25** and **9** side by side. This chest seems too far to reach. How can you get closer to it?

Card 26

This paving seems incomplete.

**Card 27**

The Minotaur seems to have lost something... And what shape should you take to exit this chamber?

Card 28

Cerberus looks famished. What can you give him to eat? He'd like something warm...

Card 29

Cerberus gives you a hint to find the trouble-making god... If you have gathered all three hints, designate the culprit on the back of the Starting Item.

Card 33

A young centaur is stuck under a pile of rocks. What shape can give you enough strength to move these rocks?

Card 34

One of these tools could be within your reach if you had the right equipment and it was in good shape.

Card 38

Perhaps you could reach some of these rocks by using the footbridge?

Card 41

The Minotaur seems to value this shield.

**Card 44**

Hermes indicates that you can move card **21** to continue on your way.

Card 47

The chief of the centaurs gives you a hint to find the troublemaking god... If you have gathered all three hints, designate the culprit on the back of the Starting Item.

Card 48

You have exited the Labyrinth. Have you encountered all the monsters yet?

Card 49

The Minotaur gives you a hint to find the troublemaking god... If you have gathered all three hints, designate the culprit on the back of the Starting Item.

Card 50

One of these passages is safe, but which one? After you find this information, you can steer your ship and safely continue your journey.

**Card 52**

What symbols must you use to avoid the hazards?

Card 53

The dangerous nature of these reefs is indicated somewhere. Which of these routes will allow you to avoid them?

Card 54

What route is dangerless?

Card 55

You are heading straight into Charybdis! Hurry and turn your ship!

**Card 56**

Cerberus does not seem to fear the centaurs... What if you shapeshifted into him?

Card 58

A map and a chest can be swapped. You must, therefore, find the first component.

Card 62

Scylla wants to attack you! What can you use to protect your ship?

Card 63

You would like to give Polyphemus his eye back, but he doesn't seem willing to let you approach him. How can you calm him down?

**Card 64**

Polyphemus doesn't seem willing to let you approach him. You should first try to calm him down.

Card 67

You cannot go in front of Scylla without protecting your ship first!

Card 68

What if you gave Polyphemus a sleep potion?

Card 69

Now that Polyphemus is sound asleep, you can give him back his eye.

Card 70

You need a rudder to turn your ship!

Card 71

Here is an assembly guide for your ship! Place the parts as shown.

Card 72

Aeolus gives you the bag of winds and tells you to never open it.

Card 73

What shape should you take to enter this cave undetected by Polyphemus?

Card 80

One of these recipes seems to be for a sleep potion... What colors is it made from?

Card 81

Aeolus told you not to open the bag of winds, didn't he?

Card 85

Each time you encounter a creature, you can shapeshift into it! What shape should you take to move through this cascade and descend onto Earth? Place your chosen creature on the cascade half-symbol. This creates a whole symbol, which you can look up in the Starting Item's Symbol Table.



Card 86

You can visit several parts of Ithaca. To do so, select them with the hand Item **82** : placing the hand on a scene creates a whole symbol, and you can look it up in the Starting Item's Symbol Table.

