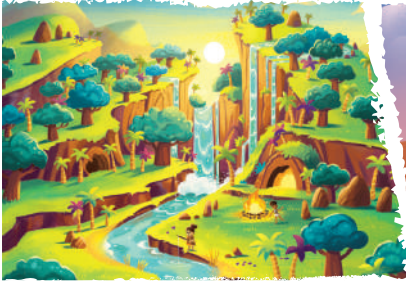


UNLOCK! KIDS

STEP-BY-STEP SOLUTIONS



IMPORTANT!



Read these solutions only if you are still stuck after looking at **the hint** booklet. Keep in mind that this booklet provides information likely to spoil your game experience.

INSTRUCTIONS

When you are stuck, simply go to the page corresponding to the ongoing adventure.

Strolls Through Prehistory:

- ▶ Colorful Mammoths 2
- ▶ Wow, What Big Paws! 4

The secrets of Hatsheput, queen of Egypt:

- ▶ Hatsheput's Curse 7
- ▶ Hatsheput's Treasure 9

Welcome to Golden Town:

- ▶ Ol' Doug's Inheritance 12
- ▶ The Return of Calamity Jones 15

COLORFUL MAMMOTS

Welcome to Las Cow cave!

- ▶ Help the artists finish the fresco before the opening of the Great Art Exhibition.



- ▶ You enter the cave **1 2 3**, holding hand **25**.



- ▶ You notice at the foot of the cave's wall several places where you can prepare the colors, but the required ingredients are missing. You retrieve an empty bowl **41**.



- ▶ Attracted by the gleam of a campfire, you walk toward map **4**, where 3 people are dancing. You retrieve 2 stones there **44**.

- ▶ You notice that one of the dancers has a blackened hand. She is the one who left the marks on the cave's wall. She can help you find coal. You ask her questions using the hand token **25**. You form a symbol. Finding it in the Symbol Table takes you straight to the coal **21**.

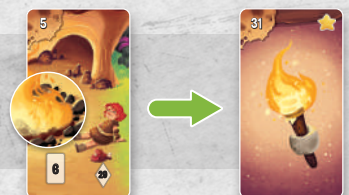


- ▶ Card **23** replaces cave card **1** which leads you to card **5**, where you can continue exploring.



- ▶ You are now at the cave mouth **5**. You pick up a piece of meat there **29** and continue your exploration toward card **6**.

- ▶ In the flames, you notice hidden number **31**, which grants you a torch.



► Here you are at the river bank, which cannot be crossed at this time. You retrieve another stone **28**. Using this stone and the other ones retrieved from the cave **44**, you manage to make a ford to cross the river and get to card **17**.



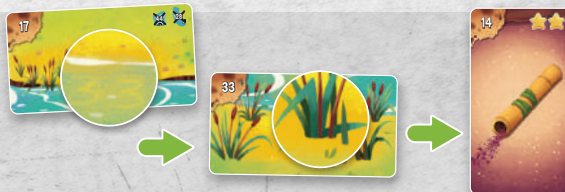
► *Next to the waterfall's basin, you find a stone depicting a mammoth **19**!*



► At this bank, you find enough ocher to continue your fresco. Scoop up the ocher with your bowl **41** to fill it **42**.



► *In the water, you notice hidden number **33**, which allows you to get to the other side. Once on the other bank, you find a hidden reed **14**.*



► Once you have placed the ocher **42** on card **2**, the fresco continues on cards **23** and **36**. You retrieve cards **8** and **9** and keep exploring.

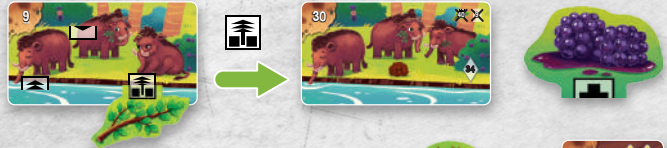


► At the edge of the forest **8**, you distract the threatening saber-toothed tiger by throwing the piece of meat **29** in its direction, which allows the gazelle to flee **18**. Then you retrieve a bone **22** and a branch covered in leaves **40**.



- ▶ At the river bank **9**, two mammoths appear to be busy, while the third one is preventing you from getting to the berry bush. You give him the branch **40** to gain access to the bush **30**.

Once the way is cleared, you pick berries from the bush **34**.



- ▶ You also find next to the mammoth a tuft of fur **11**. Combined with the bone **22**, this fur becomes a paint-brush.



- ▶ You make purple from the berries **34** and can finish the fresco **15**!



★ HIGH FIVE! ★
 THANKS TO YOU, THE FRESCO HAS BEEN COMPLETED.
 GREAT ART EXHIBIT OPENING SOON!

WOW, WHAT BIG PAWS!

Welcome to the prehistoric school!

- ▶ Unfortunately, someone stole the teacher's personal effects. To resume class, find the thief and return the bag to the teacher. Proceed carefully as you may find other stolen items along the way.



- ▶ Here you are in the classroom **4546**. Looking closely, you notice a few hints that allow you to identify a suspect: the bear.

You retrieve a pair of binoculars **32**, then go into the schoolyard **47** to continue your investigation. To that end, take notice of the symbol formed when associating cards **45** and **46**. Then, look up this symbol in the Symbol Table, and take card **47**.



► In the schoolyard **47**, you see that the bear damaged one of the barriers and left a few marks. Place the hand on that barrier to continue toward the jungle **38**.



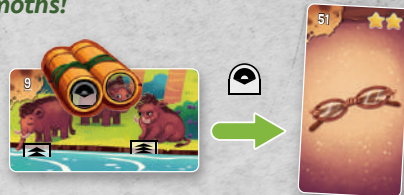
► You find hidden number **13** in the bush: it is the teacher's comb.



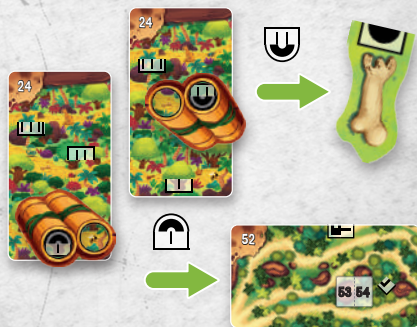
► You are now at the edge of the jungle **38**. A destroyed hive confirms that you are on the right path and you venture into the jungle **24**.



► A sign displays number **9**, which leads you to card **9**. Using your binoculars, you spot the teacher's glasses **51** on the forehead of one of the mammoths!



► You are in the jungle **24** and must decide which path to take! Use your binoculars to observe your surroundings. A scary-looking saber-toothed tiger blocks one of the paths. Better to be safe than sorry! You decide to keep watching. You spot a chewed bone **22** on another path; you pick it up. Maybe you'll need it! Finally, you spot a bee wandering down yet another path. It is also on the bear's trail: follow it through the jungle **52**.



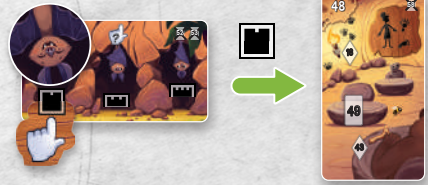
► Here you are in the heart of the jungle **52**. You don't know exactly where you are, but looking at cards **53** and **54**, you find your way around and out of the jungle **58**.



► You find hidden number **50** in the jungle: it is the teacher's cell phone.



- ▶ You are at the mouth of the cave **58**. A friendly bat shows you which path to take and points toward entrance **48**, while other bats prevent you from taking any other tunnel.

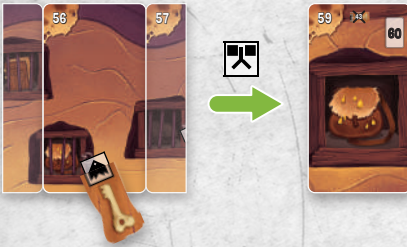


- ▶ Once in the bear's lair, you notice that he has set it up like a classroom. The bear fell asleep at his desk. So, you take advantage of the situation and steal a key-shaped bone **43** from him. Then, you take the wall-mounted torch **16** and go deeper into the cave **55**.



- ▶ You are now in the back of the bear's lair **55.56.57**, where he has hidden stolen items. You use the key-shaped bone **43** to open the locker holding the bag **59**.

- ▶ *You also use the bone **22** you found in the jungle to open another locker and retrieve the teacher's book **35**.*




★ **AWESOME! YOU'VE FOUND THE TEACHER'S BAG, AND CLASS CAN RESUME!** ★



HATSHEPUT'S CURSE

- You are on the trail of archeologist Mary W. Strong, looking for the sarcophagus of Queen Hatsheput. Thanks to the adventurer's diary, you find the four entrances to the pyramid.



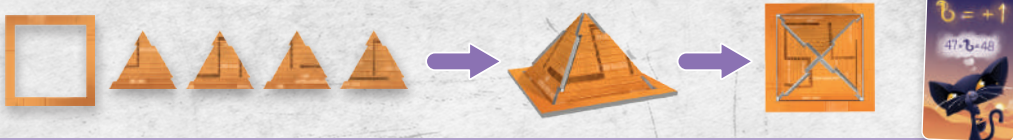
- Two of the entrances to the pyramid **20** and **26** are cursed: the chambers hold engravings bearing the symbol of the curse: .


You should proceed to entrances **68** and **1062**, which are safe.

In chamber **68** you retrieve three mysterious triangles, two of which are upside-down. After flipping them right side up, you find **19**, **34** and **52**.




- In chamber **1062**, there is a mysterious altar **60**. After retrieving the stone triangle **30**, you assemble the four triangles on the altar to form a pyramid, which allows you to discover Hatsheput's secret and lift her curse **54**: Now, you need to add 1 to the number of each cursed chamber.




- Returning to the first pyramid entrance **20**, this time you manage to open the door using hand **44**. That card bears the  curse symbol. So, you must add 1 to 47 (Symbol Table) which leads you to the burial chamber of Hatsheput's cat **48**.




- You notice hidden number **35** in this cursed chamber  (+1): **35 + 1 = 36**. Retrieve nemes **36**.



- In the burial chamber of Hatsheput's cat **48**, you find hidden numbers **5** and **13**. But as this burial chamber is also cursed , you must add 1: **5 + 1 = 6** and **13 + 1 = 14**. So retrieve the crook and flail **6** and the ankh **14**.




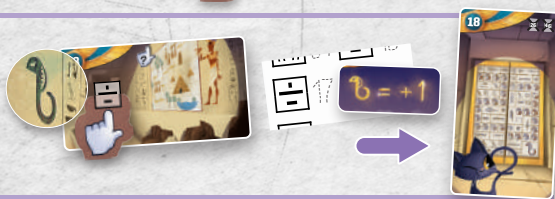
- ▶ You go through the entrance **26** using the hand **44**. This chamber is marked with the  symbol, so it is cursed. After placing your hand, you must add 1 to 45 (Symbol Table), which grants you access to another corridor **46** of the pyramid.



- ▶ Corridor **46** is not cursed, but you must choose which way to go. This scorpion looks dangerous, so you follow the cat heading to corridor **28**.



- ▶ Corridor **28** is cursed . To continue exploring, you must add 1 to 17 (Symbol Table) to get to the door **18**.



- ▶ To open the door **18**, look closely at the engraved profiles of the queen: they form the number 23. But be careful! This door is cursed. So add 1 to open the burial chamber **24** where Queen Hatsheput's sarcophagus is displayed.



▶ You find hidden number 2 in the Queen's chamber: it is a precious amphora.



★ BRAVO! ★

YOU SOLVED THE PYRAMID'S MYSTERIES AND FOUND HATSHEPUT'S BURIAL CHAMBER.



HATSHEPUT'S TREASURES

▶ The Great Museum sends you on a tour of archaeological sites to find the treasures of Queen Hatsheput before looters do.

Visit the various sites with your mission letter, three gold coins, and the list of the treasures left by Mary W. Strong.



▶ THE MARKET



7374757677

Spend your gold coins at the market for the equipment you need. Only buy the items required to fulfill your mission. You find an additional coin **8** at the excavation **42**, and now, you have a total of four gold coins you can spend on:

- 1 shovel **84**, for digging in the desert.
- 1 map **83**, which gives you access to new excavation sites.
- 1 empty jar **85** to imprison the dangerous scorpion;
- 1 dust brush **82** to remove sand from a precious bracelet.

To that end, place a coin on each item you wish to purchase and retrieve the corresponding component listed in the Symbol Table.



▶ THE DESERT



7980

You arrive at the Giza desert, which is home to several places of interest to you.

First, use your map **83** to find your bearings. Place it next to landscape **7980** to access new excavation sites **38**. Also, card **83** shows you where to dig. So, use the shovel **84** you purchased at the market and dig where indicated. You unearth a stone slab **7** which seems very valuable.



Next to the stone slab, you notice a shiny object in the sand **7**. Use the dust brush **82** to discover what it is: a precious bracelet **37**.

Thanks to the clues found in the pyramid's fresco **28**, you know where in the desert **7980** you need to dig. Placing the shovel **84** where the fresco indicates, you find an underground passageway **42**, which leads you to a subterranean chamber **1070**.



Above the underground passageway **42**, you find a hidden coin **8**: you can buy an additional item at the market.



In the underground chamber **1070**, you find an odd stone triangle **30**. You also find hidden a precious amphora **2** and a medallion **15**.



THE PYRAMID



46

You enter the pyramid **46**, and must choose between two passageways. To enter the first one, neutralize the dangerous scorpion barring its access. Then, imprison it using the empty jar **85** you purchased at the market. Now, you have access to a chamber **40** filled with treasures!



This chamber **40** hides a statuette representing a cat **69** and a nemes **36**. You take them with the greatest caution to bring them back to the museum.





▶ The second passageway leads you to a corridor **28**. You notice a fresco on the wall. It depicts the Giza desert and the person is pointing to a specific location. Once out of the pyramid, go there and use the shovel **84** to dig.



▶ At the end of corridor **28**, you arrive in front of a bizarre door **72**. Its lock reminds you of the stone triangle **30** you found in chamber **10**. When you place the triangle on the door, a symbol forms and allows you to access chamber **58**.



▶ **Room 58** is full of hidden treasures! There you find a crook and flail **6**, an ankh **14** and a pendant **71**!

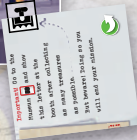


▶ THE MUSEUM



50

Now that you have found all the treasure, your mission is complete! You then go to Museum **50** and show your mission letter at the booth and hand over the collected objects.



★ YOU DID GREAT! ★

YOU HAVE COLLECTED ALL THE TREASURES OF QUEEN HATSHEPUT. THE MUSEUM WILL EXHIBIT THEM WITH GREAT PRIDE!

OL' DOUG'S INHERITANCE

- ▶ Ol' Doug's career as a gold digger is over! He has designated you as the heirs of his mine. But you will have to find it!
You go to Golden Town using Ol' Doug's wagon **22**. Keep close by the letter and the hand token **23**.



- ▶ Here you are in the main street of Golden Town. You can visit three buildings: the saloon, the bank, and the sheriff's office. First, observe the symbols formed when combining cards **10 11 12 13**. Then, look up these symbols in the Symbol Table. They redirect you to the corresponding cards: the saloon **59 41**, the bank **27**, and the sheriff's office **36**.

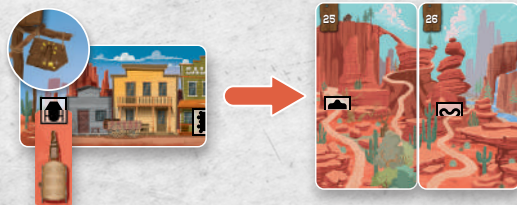


- ▶ **THE BANK:** You go to the Golden Town bank, hoping that Ol Doug had a safe there. You show the letter to the bank teller who then opens a safe **60**, in which you find a map fragment **66** and a token **56**.



- ▶ **THE SHERIFF'S OFFICE:** The sheriff is fast asleep **36**. You borrow his lasso **48** and notice that Calamity Jones' cell is locked up tight.

- ▶ **THE MOUNTAIN:** Using the wagon **22** you inherited from Ol' Doug, you follow the sign pointing the mine on the outskirts of town. The road leads you to a junction **25 26**.

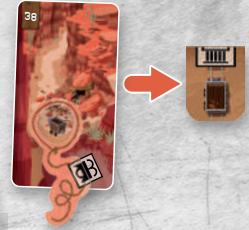




▶ When you arrive at the junction **2526**, you find two paths forward: you can use the wagon to head up the mountain **38** and down to the river **47**.



▶ From the mountain **38**, you see an abandoned mine-cart at the bottom of the canyon **53**. You pull it up using the lasso **48**.



▶ You spot a horseshoe **5** hidden at the bottom of the canyon. You pick it up to keep as a souvenir.



▶ On the river bank **47**, you find a gold sieve **61** lying near a shelter. You use it to collect a gold nugget **8** from the bottom of the river!



▶ In the shelter, you find a hidden score **15**. It will be helpful to the saloon musician **41**.



▶ **THE SALOON:** The whole town seems to have decided to gather at the saloon! A wealthy merchant counts his gold **59**. You notice he has a map fragment like the one Ol' Doug left you! So you exchange your gold nugget **8** for this fragment **7**, hoping it will prove might come in handy.

You present the poker chip **56** you inherited from Ol' Doug to the players seated at the table **41**, because you recognize the symbol engraved on their mugs. This allows you to participate in a shell game **1 2 3**.



WELCOME TO GOLDEN TOWN SOLUTIONS

▶ Thanks to the character behind the shell game operator, you can put the scene in the proper order **3 1 2**. Now your eyes can follow the cup containing fragment **31**, which you find on the last card.



▶ While in the saloon, you retrieve the hidden number **63**. It is the hat of a wealthy merchant. You give the piano player the score **15** which you found near the river. Thrilled to have a new song, he gives you his harmonica **52**.



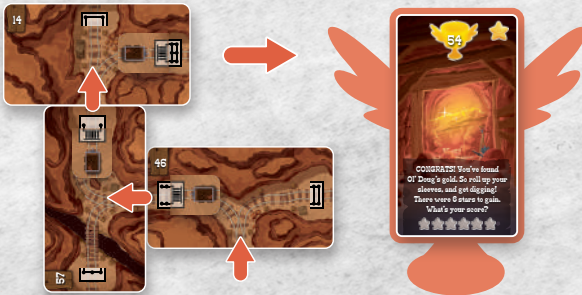
▶ Congratulations! You've pieced together the map leading to Ol' Doug's mine! This new path **42**, allows you to get to the mine entrance **58** by wagon **22**.



▶ You place the mine cart **53** on the rails **58** and enter the mine. You get to the first junction **46**.



▶ Using the map you have pieced together, you understand that you have to turn left to reach a second junction **57**, then make a right toward **14** and another right toward the bottom of the mine **54**.



★ CONGRATS! ★
YOU'VE FOUND OL' DOUG'S
GOLD. YOU ARE WORTHY OF HIS
INHERITANCE!

THE RETURN OF CALAMITY JONES

▶ The bank of Golden Town has been robbed: the dangerous Calamity Jones has struck again. You set off after him, but first, you must talk to the inhabitants to find his trail.



▶ Here you are in the main street of Golden Town. You can visit three buildings: the saloon, the bank, and the sheriff's office. First, observe the symbols formed when combining cards **10 11 12 13**. Then, look up these symbols in the Symbol Table. They redirect you to the corresponding cards: the saloon **40**, the bank **27**, and the sheriff's office **20**.



▶ **THE BANK** : You begin your investigation by talking to the bank teller of Golden Town. When you show him the wanted notice for Calamity Jones, the bank teller tells you immediately how Calamity Jones got hold of the gems and that he hid them in a bag **19**.



▶ *You spot a hidden **4** in the sleeve of the honest bank teller.*



▶ **THE SALOON**: Here is the busiest place in Golden Town. Show the wanted notice for Calamity Jones to the patrons.

The bartender tells you that Calamity Jones ordered a bottle at the bar **51**.



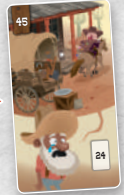
- ▶ Old Doug had his horse stolen by Calamity Jones, who rode away so fast he left behind a scattered trail of gems **45**.

He gives you his wagon **24**, to get to the mountain.



- ▶ You learn from the card players that Calamity Jones spoke with the bartender and that he wore a golden key around the neck.

▶ *You take the opportunity to play a game of cards. You manage to subtly play the four aces the bank teller gave you and win a nice jackpot **50**. The pianist, too busy playing, tells you nothing.*



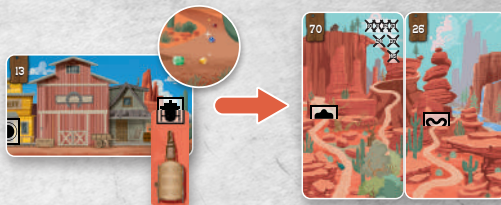
- ▶ **THE SHERIFF'S OFFICE** : When you show the wanted notice to the sheriff, he tells you, quite ashamedly, how Calamity Jones attacked him **34**. Wounded, the sheriff cannot chase after the culprit. So he gives you his horse **37** and his lasso **48**.



- ▶ You harness the sheriff's horse **37** to Ol' Doug's wagon **24**. Now, you have component **22**.



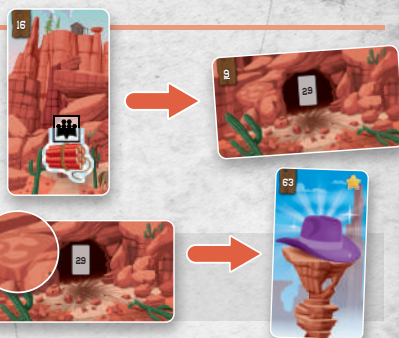
- ▶ You use the wagon to chase Calamity Jones. You spot the gems at one of the town exits, thanks to the indications Ol' Doug left for you. So, you head to the mountain **7026**.



- ▶ You are now at junction **7026**. Thanks to the bartender's indications, you spot the bottle Calamity Jones purchased. You follow that trail and arrive at the foot of the cliff **1617**.



- ▶ Arriving at the foot of the cliff **1617**, you find the key that Calamity Jones had lost **21**. You are on the right track! But a rockslide blocks the way into the cave. So you blow up the rocks **9** with a stick of dynamite **62** you found in the wagon.



- ▶ *At the mouth of the cave **9**, you find a hidden cowboy hat **63**.*

- ▶ Now, you enter the cave **29**, and find there Calamity Jones' safe **88**. You spot the safe's combination engraved on the rock. Use the golden key **21** to input the combination and open it **30**.



- But, as you retrieve the gems from the safe **30**, Calamity Jones catches you in the act **33**! You use the sheriff's lasso **48** to neutralize him.

★ CONGRATS! ★

**YOU HAVE CAPTURED THE DANGEROUS
CULPRIT CALAMITY JONES.**

**HE'S GOING TO SPEND QUITE SOME TIME
BEHIND BARS!**

