

UNLOCK! KIDS

HINTS



IMPORTANT!



Refer to this booklet 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, refer to the pages of this booklet. Flip to the page of the ongoing adventure and only read the section for the card you're having trouble with.

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Card 1

To paint a fresco on the cave's wall, you need to find colors! Unfortunately, it appears there's no black pigment. Have you seen some charcoal anywhere?



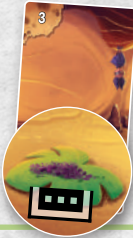
Card 2

To paint a fresco on the cave's wall, you need to find colors! Unfortunately, it appears there's no other pigment (yellow). If you haven't seen it anywhere, keep going!



Card 3

To paint the fresco on the cave's wall, you need to find colors! Unfortunately, it appears there's no purple pigment. If you haven't seen it anywhere, keep going!

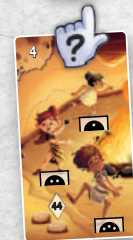


Card 4

Which one of these dancing characters might help you find some charcoal?

You need to use hand **25** to select the character you wish to question.

Thus, you will create a symbol, which you can find on the starting card's Symbol Table.



Card 6

How can you cross the river? Do you see anything on the bank? You may need an additional component to cross it.



Card 8

This saber tooth tiger seems famished! How can you distract him before he attacks this gazelle?

Card 9

Two of these mammoths seem busy, but the third one is bored and prevents you from passing. How can you distract him?

Card 17

This other pigment could be useful. But how can you collect it?

Card 23

You have started painting a fresco on the cave's wall.

Congrats!

Replace card **1** with card **23** next to card **2**. What is taking shape?



Card 24

This jungle is very dense. How can you spot the components you need?

STROLLS THROUGH PREHISTORY

HINTS

Card 36

You keep painting the fresco on the cave's wall. Bravo! Replace card **2** with card **36** next to card **23**.

What is taking shape?



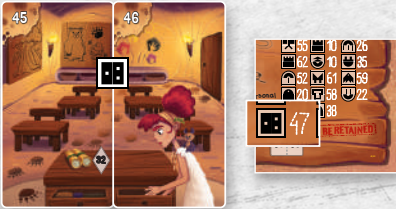
Cards 52, 53 and 54

How can you find your way through this jungle's maze? You must find the exit if you want to keep going.



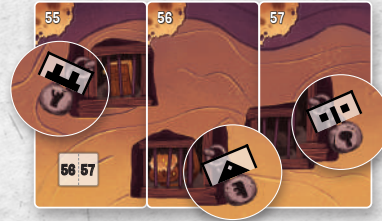
Cards 45 and 46

The bag thief might have left some hints in the classroom. Look closely at cards **45** and **46**; they can be combined to form a symbol, which you can find on the starting card's Symbol Table. Take card **47**.



Cards 55, 56 and 57

Two of these chests seem to hold interesting things, but they're locked!



Card 47

The thief seems to have passed through one of these barriers. Which one will you choose to go after him?

Once you've made up your mind, use the hand to indicate the path you want to take.



Card 58

One of these bats seems friendlier than the others. Maybe, she is trying to tell you something?

Cards 48 and 49

The back of this cave looks pretty dark. How can you light it up?

Card 7

Congratulations, you have found a treasure! You catch a glimpse of a shiny object, but it is covered in sand...

Card 10

You pick up a curious stone triangle. How can you use it?

Card 18

Take a good look at that door. What are Hatsheput's portraits telling you? But, please, beware of Hatshput's curse!

Card 20

You notice the dreaded symbol; this place is cursed! Before passing through the arch, you must first lift the curse.



Card 26

You notice the dreaded symbol; this place is cursed! Before passing through the arch, you must first lift the curse.



Card 28 Hatsheput's Curse

Be careful when walking through this corridor. It might be cursed.



Card 28 Hatsheput's Treasures

While walking through the corridor, you observe the fresco. It reminds you of something, but what? And what is that person pointing at?



Card 38

This desert is vast. You need a map to find your way around.

Card 40

This scorpion is neutralized; you can search the chamber to find the treasures.

Card 46 Hatsheput's Curse

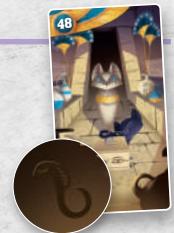
Only one of these underground passages seems dangerless. Your favorite guide will help you determine which one.

Card 46 Hatsheput's Treasures

Only one of the underground passages seems dangerless. But, you will need to find something to entrap this threatening scorpion to enter the other one.

Card 48

Beware of Hatsheput's curse if you want to retrieve her treasures.





Card 50

After retrieving as many treasures as possible, present here your mission letter. But beware! Doing so will end your adventure!

Card 54

You have lifted the curse! From this point forward, the formula can help you cross cursed places without risk!

Card 58

This chamber seems filled with treasures. Do you see them? They are very well hidden.



Card 62

This stone altar seems to hold some kind of magic. What could you place there?

Card 66

Take a close look! You may find a treasure in the sand!

Component 60

This stand oddly resembles the stone triangles you saw in the pyramid. How can you combine these components? The triangles seem so thick that they could almost stay standing up.



Card 68

These stone triangles will eventually prove useful. But how will you position them?

Card 72

This door seems locked by some system. Do you have a "key" that matches this type of keyhole?



Cards 73, 74, 75, 76 and 77

This equipment could prove useful. But be careful; each piece costs one coin. You won't have enough money to buy everything. So choose wisely which tools to take with you. You may want to visit the excavation sites to determine which tools you need.



Cards 79 and 80

Where will you dig? Have you seen this scenery before? If not, you might want to take a walk through the pyramid!

Card 83

This piece of the map seems to indicate something in the desert. But where is this desert located?

WELCOME TO GOLDEN TOWN HINTS

Cards 1, 2 and 3

These cards seem to have a specific order. Make sure to keep your eyes on the cup with the parchment!

Cards 10, 11, 12 and 13

To explore the town buildings, observe the symbols created by assembling the cards. You will find them in the Symbol Table, which will indicate what cards to take.

If you have already explored the town, observe the exits carefully before choosing one.



Card 14

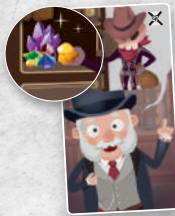
How can you find your way around this mine? A map would be helpful.

Card 16

A rockslide seems to be blocking the entrance to the cave. How can these rocks be moved?

Card 19

According to the banker, Calamity Jones stole several gems. Find them to follow his trail.



Card 20

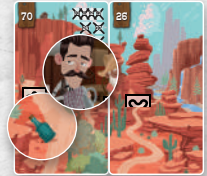
You are now in the sheriff's office. What do you wish to ask him? Show him the component you need to know more about.

Card 24

This wagon seems to be the right vehicle to use in the mountains. So what is missing to put it in motion?

Cards 70 and 26 The Return of Calamity Jones

Which way did Calamity Jones go? The saloon bartender may be able to help you...



Cards 25 and 26 Ol' Doug's Inheritance

These mountains are immense. You will need to explore several tracks to find Ol' Doug's mine.

Card 27

This banker seems to have useful information. What can you show him to obtain his help?

Card 28

According to this cowboy, Calamity Jones ordered something at the bar. And he was wearing a flimsy necklace around his neck!

Card 29

It seems that Calamity Jones engraved something on this rock...





Card 33

Calamity Jones catches you rummaging through his chest. He is very menacing toward you. What can you use to stop him?

Card 37

This horse could take you far. Should you yoke it to something?

Card 38

You notice the minecart. How can you haul it out of the canyon? It has a hook that could prove helpful.

Card 40

The patrons may have some valuable information. What component will you ask them about?

Card 41

The Return of Calamity Jones

The patrons may have some valuable information. What component will you ask them about?

Card 41

Ol' Doug's Inheritance

These players seem willing to invite you to their table. Do you have what is needed to bet?



Card 42

A new path seems practical for exploring the mountain. Maybe you will find new components there.

Card 46

How can you find your way around this mine? A map would be helpful.

Card 47

Something interesting seems to be at the bottom of this river. How can you get hold of it? Try one of your objects.



Card 51

According to the bartender, Calamity Jones ordered a bottle at the bar. What did he do with it?

Card 57

How can you find your way around this mine? A map could be helpful.

Card 58

There is a railway in this mine. Therefore, you need the appropriate vehicle to venture inside.

Card 59

This man is busy counting his gold. What could you give him in exchange for information?



Safe 88

This safe seems difficult to open! Do you have the key? You also need to find its combination. Has Calamity Jones left a hint in the cave?

