

Dear Traveler and Guide:

You have been chosen for roles that are vital for a most difficult challenge. The Traveler is trapped in a very peculiar place—a nexus full of challenging puzzles that will test both of your skills. Working together, you must escape these enigmatic mazes.

Apologies for the inconvenience, but such things cannot be avoided. This new age of technological advancements is a wondrous thing. We have been lying dormant for ever so long, but now we need your help to build this place that was only possible in our dreams. With each escape, a new part of this astounding world is created.

Wield your spectacular powers of communication. We have provided this book of puzzle-solving tools to aid you in your quest. Use them wisely to build this world full of wonder and possibility.

Are you not excited? We are most certainly thrilled.

With much anticipation,

The Makers

READ FIRST

TRAVELER

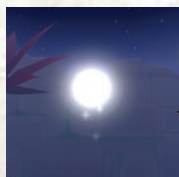


OBJECTIVE

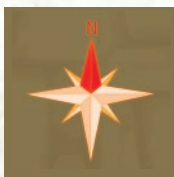
Solve puzzles, collect the gems and escape the labyrinth.

COMMUNICATION IS KEY!

Keep talking and tell the **Guide** what you see and where you are moving.



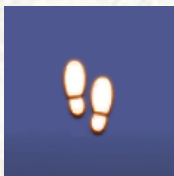
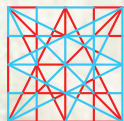
HELPER ORB
Will lead you to the next puzzle.



COMPASS
Look down after taking a couple steps.



GEMS
Pick up after solving puzzles.



CLICK
to move forward.



CLICK
to save and quit.

Located on the outer walls.

READ FIRST

GUIDE



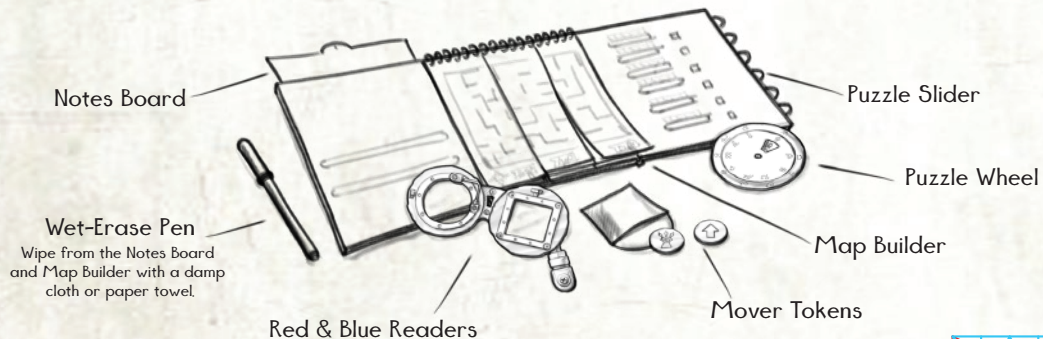
OBJECTIVE

Use the book and this journal to solve puzzles and help the **Traveler** escape.

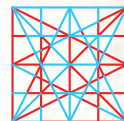
COMMUNICATION IS KEY!

Keep talking and read the instructions out loud to the **Traveler**.

Hint: Read the next two pages and build your map while you explore!



The puzzle-solving tools will be used throughout the game. Read the directions for each puzzle in this journal to see what tool you will need.

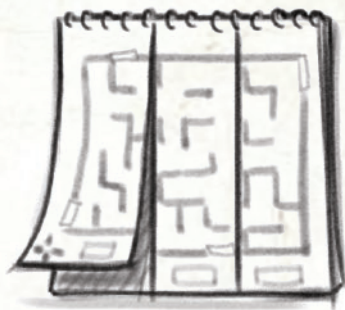


DISCOVER THE LABYRINTH

One must find their place in the great labyrinth.

Have the Traveler describe the posts they find in the labyrinth. Flip up the pages in the **Map Builder** to create the map.

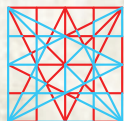
Note: This task will need to be completed to escape the labyrinth.



Hint: Have the Traveler move to a corner of the map and start from there.



Shape
& Color

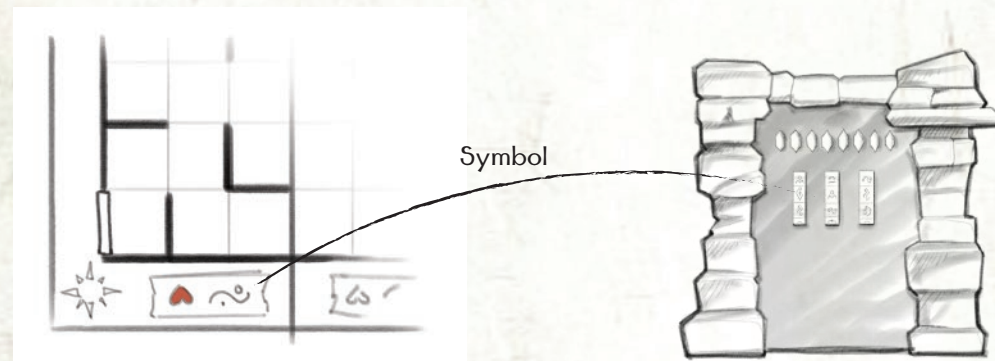


The Traveler will find posts with a shape and color that will tell you which map pieces to use.

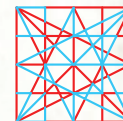
ESCAPE THE LABYRINTH

One must escape the great labyrinth.

This is the final puzzle. In order to escape, all puzzles must be solved, gems collected and the map created.

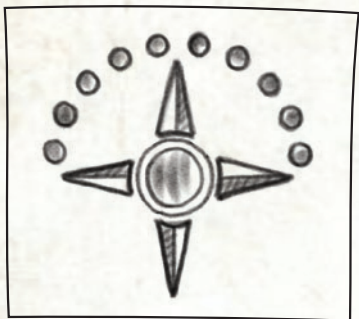


Describe the symbols on the map pieces for the Traveler to select on the door.

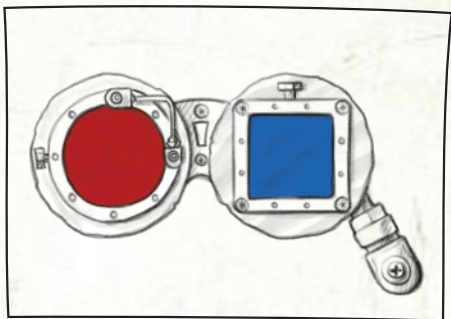


REAL REVEAL

Choose wisely and the direction you will find.



The Traveler sees four arrows.
Up, Down, Left, Right

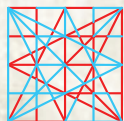


Use the **Red & Blue Reader**.

The Traveler will read a **Number** and a **Color**.

Number = Page Number
Color = Lens of the reader to use.

Tell the Traveler which direction the arrow is pointing.

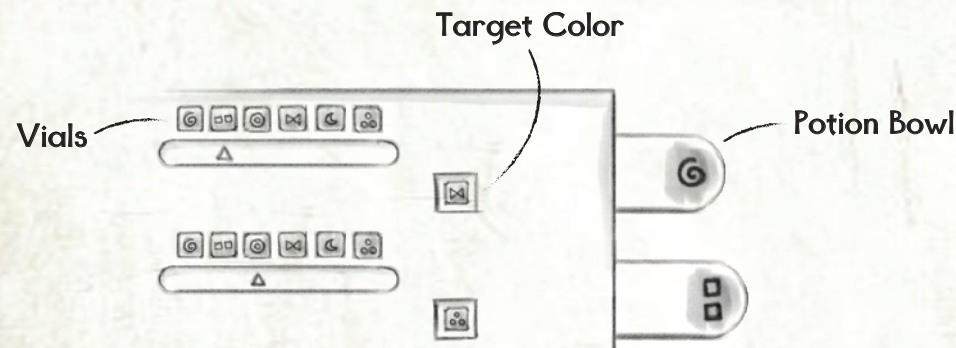


Look for these!

PECULIAR POTIONS

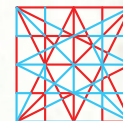
Potions mix perfectly for a winning combination of color.

The Traveler will see a color in the **Potion Bowl** on the table, colored **Vials** at the top, and a **Target Color** on a panel to the right.



You must use the **Puzzle Slider** to tell them which vial color to mix with the color in the bowl to create the target color.
The white arrow will point to the answer.

This is also a memory game. Repeat the steps as you move forward.



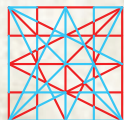
UNVEILING FOLD

Pages fold for a symbolic revelation.



The Traveler will give you the fold to make using the next two pages. The letters must touch for a correct fold.

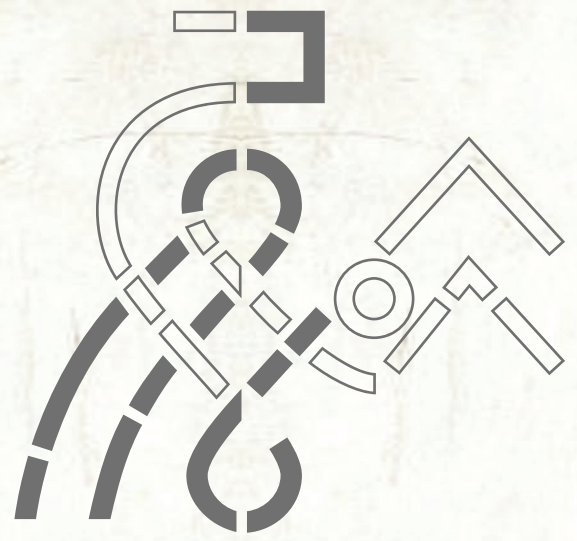
The Traveler sees the entire image. You must tell them which pieces to select.



A

C D

B



C

A B

D

SCULPTURE HUNT

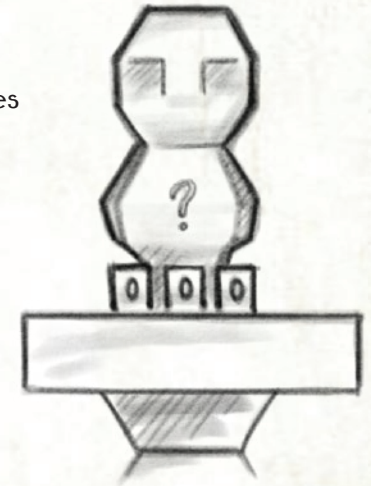
A truth worth of art.

The Traveler sees a small statue with a number on it. That number is the amount of similar small statues that must be found in the labyrinth. Mark on the map where the console was found.

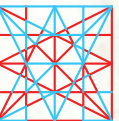
Have the Traveler search for these statues. Mark down their locations on the **Map** and their features on the **Notes Board**.

Use the chart below to figure out the number the Traveler needs to enter into the console.

Hint: The Traveler can click on the statues to mark them as seen.

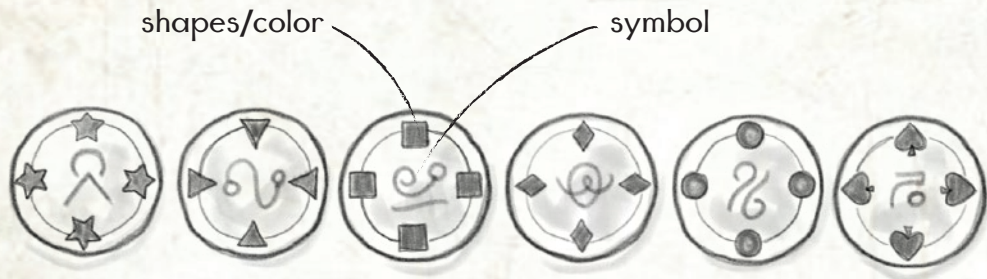


FEATURES	POINTS
Flower	1
Smile	2
Ears	3
Moss	5
Diamond Eye	10
Head Spikes	15



COIN COLLECTION

A coin is more than a coin...when placed in the correct order.

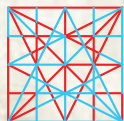


The Traveler sees a set of coins with distinct features: shapes/color around the outer edge and a symbol in the center.

Write them down on the **Notes Board**.

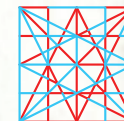
Use the chart on page 10. Start from the top to find the first correct row.

Note: Not all of the symbols in the row will be used, but the correct order will become clear.



COIN COLLECTION

SHAPES/COLOR	SYMBOLS →
ALL THE SAME SHAPES/COLOR	⊙ ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
3 OF THE SAME SHAPES/COLOR	⊙ ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
2 TRIANGLES	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
2 SQUARES NO STARS	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
2 DIAMONDS OR 2 CIRCLES	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
1 CIRCLE & 1 TRIANGLE & NO SQUARES	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
2 STARS & 1 DIAMOND & 1 PAIR	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
ALL DIFFERENT	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩
NONE OF THE ABOVE	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩



MYSTERIOUS WHEEL

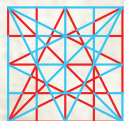
For a table of symbols and a wheel of answers, the game has just begun.



Use your **Puzzle Wheel**.

The Traveler sees two symbols floating above the console.

Find those symbols on the wheel to reveal the symbol the Traveler must select.



MOVING STATUE

The correct path will lead to a very important meeting.

YOU MUST KNOW YOUR MAP IN ORDER TO SOLVE THIS PUZZLE.

Mark on the **Map** where the pillar was found.

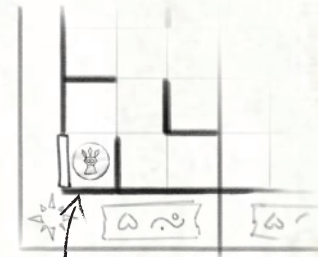
When the Traveler presses the button, a statue will appear that cannot be seen. It will start in the **SOUTHWEST CORNER** of the labyrinth. Use your **Mover Tokens** to track the movements of the statue and the Traveler.

For every step the Traveler makes, the statue will do the opposite.

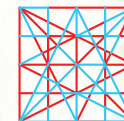
North = South, East = West

Move the statue to the center of the map where it will be trapped. Then the Traveler needs to go to the statue to collect the gem.

Hint: Lost? Lead the Traveler back to the console to restart the puzzle.

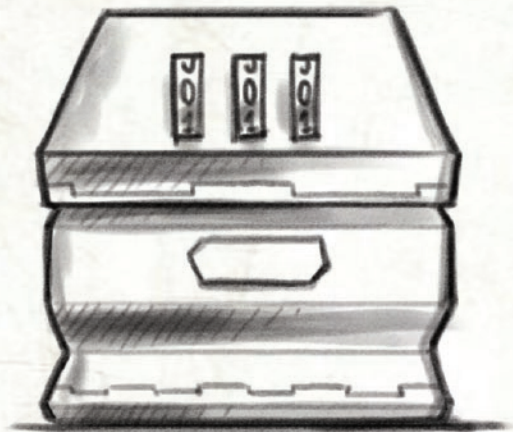


Statue will start here.



MATHEMATICIAN'S CHEST

Wherein a code must be cracked and a gem revealed.



You will be given a starting code of numbers from the Traveler.
Write them down and examine the chart to the right.

Note: The number 0 is always even.

Hint: Write down how many of those numbers are odd and even.

MATHEMATICIAN'S CHEST

Starting Code #	If amount of EVEN numbers in the code is...		If amount of ODD numbers in the code is...	
	an EVEN amount	an ODD amount	an EVEN amount	an ODD amount
0			Set Dial to 4	Set Dial to 8
1			Set Dial to 2	Set Dial to 5
2			Set Dial to 9	Set Dial to 3
3	Set Dial to 0	Set Dial to 8		
4			Set Dial to 7	Set Dial to 1
5	Set Dial to 2	Set Dial to 6		
6	Set Dial to 7	Set Dial to 9		
7			Set Dial to 6	Set Dial to 0
8	Set Dial to 4	Set Dial to 1		
9	Set Dial to 3	Set Dial to 5		

EXAMPLE:

The original numbers are 3, 2 and 5.

Look at the row for number 3.

It says, "If amount of EVEN numbers in the code is..."

There is 1 even number in the original code.

The number 1 is ODD.

According to the chart, "Set Dial to 8".

Repeat this for the next two numbers.

The final answer is: 8, 9 and 6.

Only use washable markers that come with the toy.
Recap markers after use.
This product may stain or stick to some surfaces. Protect play area before use.

SAFETY TESTED
GENTLE

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