

A NOSIDE STORY
SOLUTIONS



**WARNING:**DO NOT READ BEFORE PLAYING!



# NOSIDE'S LAIR



- First, throw the branch to the dog: (3) + (2) = (37).

  Take card (37).
- Use the crank handle to pull up the bucket from the well: 37 + 9 = 46. Take card 46.





- Watch carefully the haystack and pinpoint number 25. Take card .
  - On card , code **4071** hides among the "KOF!". Enter code **4071** in the app to unlock the door to Noside's house ().



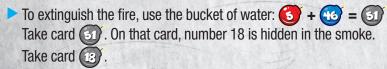






### **THE LIVING ROOM**











Milk the cow outdoors: 21 + 33 = 35.

Take card 65.

Then, you can pop the balloons with the needle and go inside the room: 62 + 63 = 77.

Take card 77.







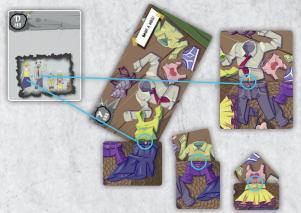


### THE BEDROOM

First fight the aggressive robot (R) by splitting its head in two. Follow the dotted line. You observe that it forms a 0 and a 7. Take card .



To open the bathroom door (23), connect cards (1), (2), and (2). The drawing shows you how the family members dress. When card (2) is placed on top of card (2) to put together the outfit (top and bottom) of each person, you form 4 numbers at belt level. From left to right, you obtain 9, 1, 5, 3. That's the code (9153)! Enter it in the app.



#### **THE BATHROOM**



► Heat the egg under Noside's skull-dryer: 3 + 1 = 2. Take card (17).



Then, send the baby magpie to retrieve the shiny object: <14 + 7 = 3. Take card (1).



The nest ( ) full of shiny objects reminds you that magpies love them.







This shiny object is exactly what you need for winding the clacking spring-powered dentures: (3) + (4) = (3). Take card (3).





Look closely at the bathtub bottom and pull the stopper off (number 49). Take card (19).





Then, go back to the living room and block the diabolical machine hidden in the hearth with this stopper: 9 + 9 = 3. Take card 3.





Take card (a): you are locked up in a cage. But the padlock gives you a hint. 1 = ONE; 2 = TWO; 3 = THREE...What matters is the number of letters forming these words. See Noside's memo that reflects in the pan: 5049. FIVE, ZERO, FOUR, and NINE are four-letter words. Enter 4444 in the app to free yourselves.



## THE KITCHEN (K)



Now, connect the wheat to the clacking spring-powered dentures to obtain flour: 1 + 6 = 6 . Take card 6

Then, attire James the mouse in the snorkeling gear retrieved from the bathroom:  $\boxed{3} + \boxed{2} = \boxed{2}$ . Take card  $\boxed{2}$ .

Thus attired, he can dive into the bucket of milk to churn it:





You now have butter and the four ingredients of the recipe (U)).

Turn on the Cak-O-Matic (machine (Machi (shapes and colors) in the upper right corner of cards (A), (O), (60), and (35).

Follow the instructions of the Cak-O-Matic using the recipe (U):

**A A O O P** ? ( Then take card 7



Let the cake cool down on the edge of the window: 🔞 + 🔞 = 🖭 . Take card (94).



Now, the app lets you regularly know that it is 3:00 p.m. Go back to the bathroom and fix the hands of the clock (machine (93)) on 3 o'clock. The hands then form an "L". Take card ( to clear the access to the secret laboratory.





## THE SECRET LABORATORY



Place the honey on the catapult: + = . Take card .

You can retaliate against Noside and his favorite weapon: 12 + 22 = 3. Take card (21).



If it is true that bears like honey, combine cards and 3: 15 + 3 = 9 . Take card 9 .



## THE SECRET LABORATORY (cont'd)

At last, it is possible to switch the fax on:  $\frac{2}{2} + \frac{6}{99} = \frac{97}{2}$ .

The device asks you to dial the month and day (M/D) to be operational. Enter the date on which you are playing (yes, for real!) and help will be on its way. Congratulations!



