

THE ENTRANCE

After unfolding the movie poster and flipping the first card, look at the sign: three films are posted up with their respective cinema numbers. You have seen the poster, so the movie you choose is: "The Werewolf's Final Night" screened in cinema 4.

Take card



Cinema 4 is packed! However, one seat is available behind the character's head opposite. It is between seats 42 and 44, so your seat number is 43!

Take card 43.

The policeman helps you and says it is behind him.

Flip card (p) and you'll see a hidden 6 on the door

Take card (6).







► Enter in machine then, knock three times at the door (press the screen three times to signal your presence). It opens!

Take card ...







THE MANOR

Don't forget to take the key that the butler is handing you over!

Take card 3.

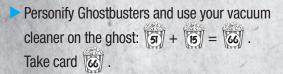


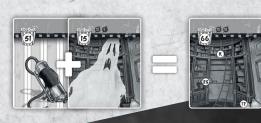




► If you follow the butler's instructions, your will reach the room where +2 is written.

Use the key that he gave you: +2 = 1 Take card -1.







THE MANOR (CONT'D)

To prove to the butler that the room is not haunted, show him the sheet: | 77 | + | 30 | = | 47 |. Take card | 47 |.



Dobserve the butler's face. And what if he's a werewolf? Take him under the brightness of a full moon, as written in the book (), to reveal his true nature:





Take card 6.

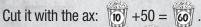
➤ You can't see the screen because this man is standing in front of it. Tell him to sit down. Take card "Please, sit down".







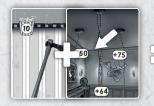
➤ You split into two teams. The left one faces zombies, they are under a chandelier held by ropes. If the right team is brought up to date, they will tell you they can cut one of the ropes, but which one? According to the left team, the chandelier held by two ropes is behind the other two chandeliers but in front of the two other according to the right team. Therefore, the scene is reversed and the chandelier above the zombies is the one with the rope marked +50.



The left team takes card 60 .





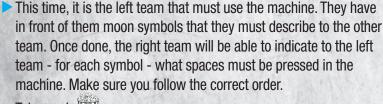




The right team can enter in machine for the painting to the other team, they will tell them that there is an inscription on the wall reading as follows: "On the wolf's back". So, the right team must turn their device toward the floor.

The right team takes card .





Take card 9.









You can, with the magnet, pull the key out of the vase: (1) + (13) = (12) .





Take card 79.







THE MANOR (CONT'D)

► Enter in machine [7]. Through the closet, when you move your device, you can see the word: ♦ ♦ L∃. Make sure you get the letters in the right sequence!

Take card ogus.





► Enter in machine ¬, these are the same candles as on the movie poster. You can read the words "Blood" and "Frog". Light the red (blood) and green (frog) candles.

Take card .



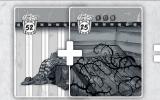
► Use the sheet as a rope to go down through the window:

$$\boxed{7} + \boxed{8} = \boxed{25}.$$

Take card 25 .



Cut the bramble with the butler's claws: (32) + (25) = (77). Take card (77).





Comply with the handbook's instructions (x) to set the trap. Start by hanging the sheet on the pulley:

$$\boxed{50} + \boxed{12} = \boxed{62}.$$

Take card 62.







Put the dog food on the trap: 2 + 1 = 3.

Take card 3.





Have the fan blow on the trap to spread the smell: (25) + (3) = (7).

Take card (7).





Is it really the end? How disappointing, isn't it?
Take card «Really? That's how it ends?»





THE CINEMA

Make a flip book by sorting all the cards (except cards and according to the small number on the lower right side of the back. By flipping the cards, you first see a wolf running after someone but if you pay attention to the top of the cards, you see the moon execute strange shapes: a 2, a 6, and a 0.

Enter in machine and choose reel 260.

Congrats! You found the correct ending...





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SCRIPTWRITER: ATT PHELPS DIRECTOR: RAYMOND PRANKSMAN
CO-PRODUCERS: HENRI CHAPSKA, PASCAL POUPI ET JEAN MOSS
SET DESIGNER: NERIAC SPECIAL EFFECTS: MARYLINE PASTORE