

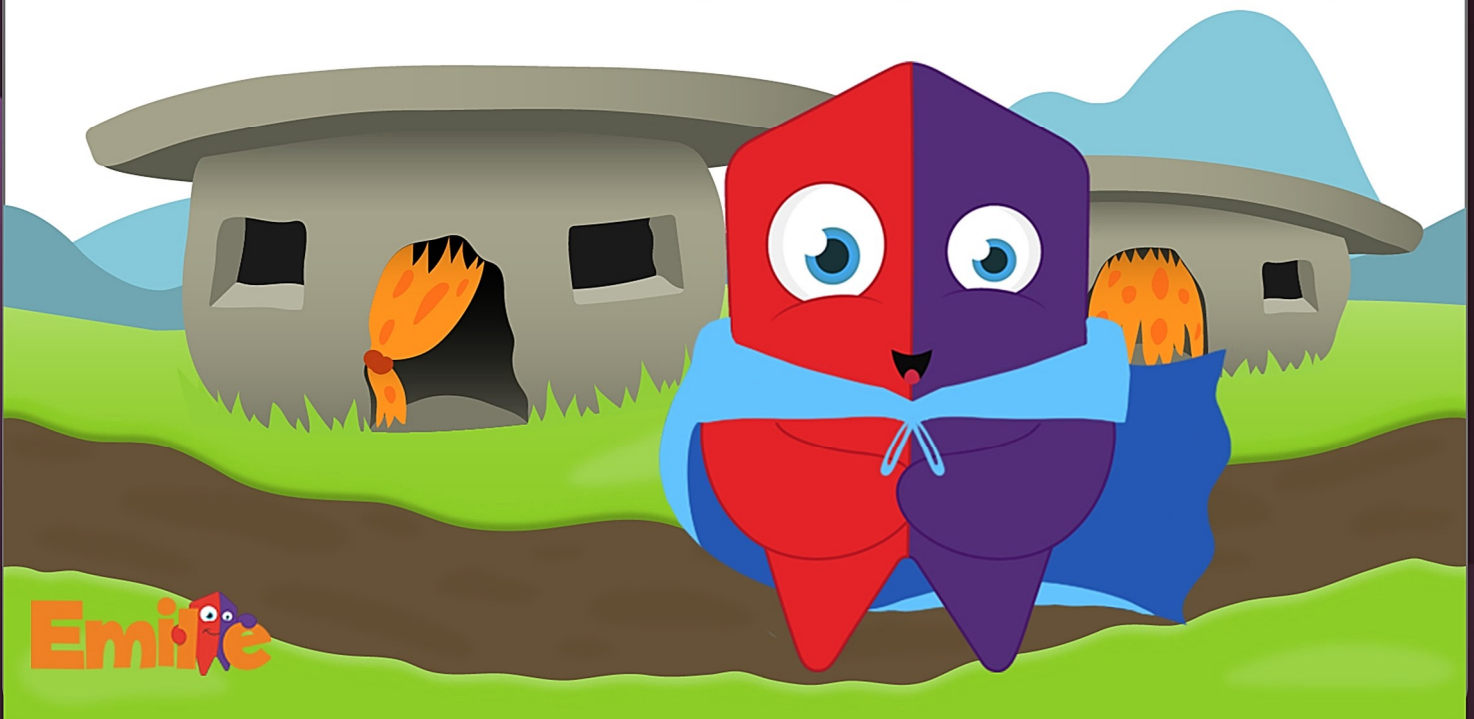
SUMMER HEIST



It is time for one last adventure with Emile, and this time it is the heist of all heists. Scrambler has been busy this year, slithering from home to home, into the pipes, through the open windows, blinded by greed he has gathered the world's deepest secrets and he's ready to expose them. Emile needs your help !

Thanks to the inside spies within the Scrambler castle Emile has gathered enough information to be able to stop scramblers evil plan. From what we know, Scrambler has kept all these secrets inside his favourite notebook: a big purple leatherback book that sits on the top shelf in his library.

It is your job to work through the clues to get inside the library and dispose of the book of secrets, will you succeed? Or will Scrambler release all secrets that could lead to chaos? ! Please help Emile, you are our last hope !



SUMMER HEIST



Your first job is to enter the castle without getting caught, it may sound easy but as someone as clever as Scrambler you can guarantee he has guards everywhere.

After a long walk around the perimeter of the castle you and Emile spot a door that seems to lead to the worker's halls. However, this door is locked, and needs a code! Do you think you can find the code with the clues provided?

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26

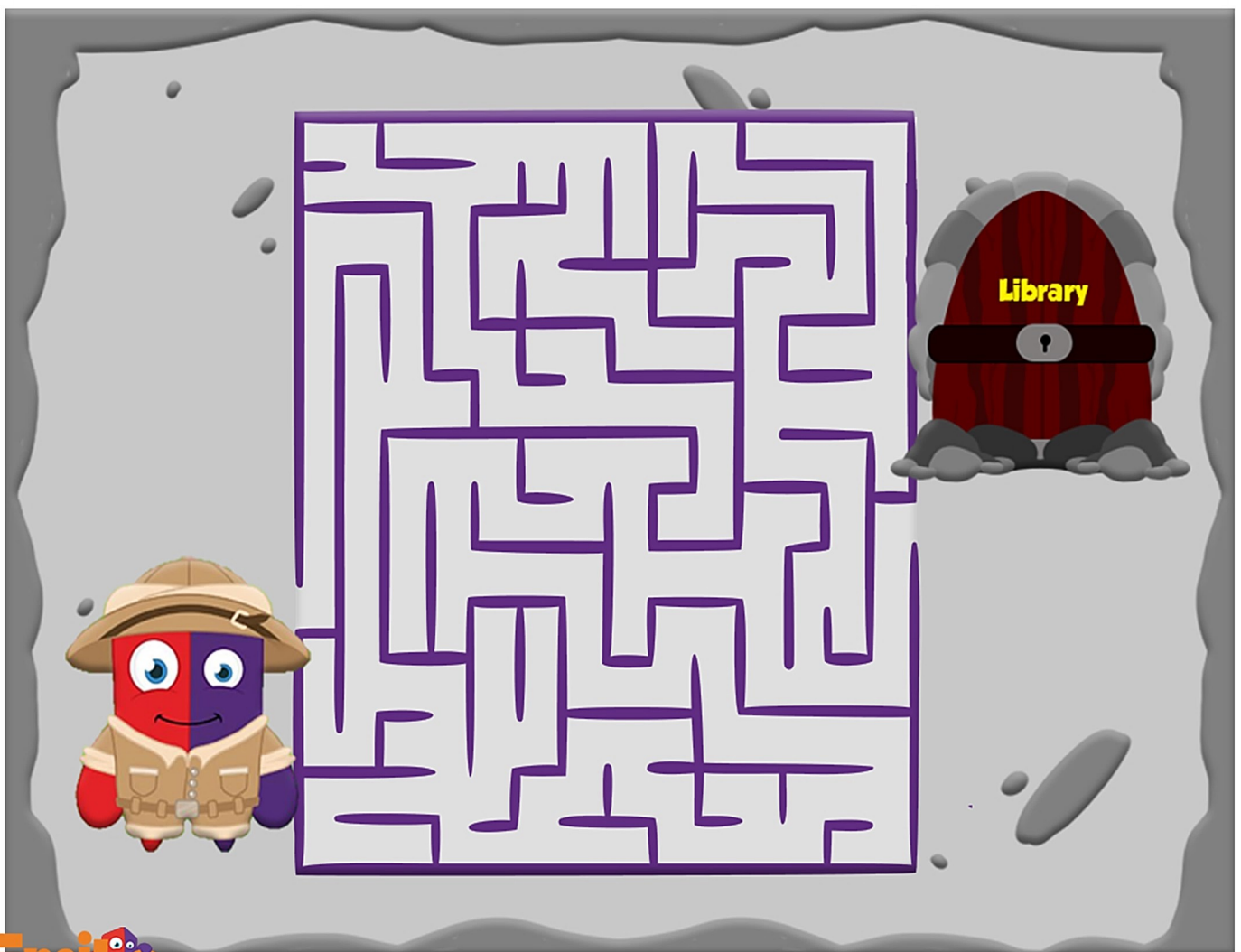
3 12 15 3 11

SUMMER HEIST



Once inside you realise there are many corridors to go down, you and Emile start going down the first one until you find yourself back at the beginning. After trying different corridors, you somehow end up back at the door. That's until you notice a map on the wall with clear indications of where each corridor goes to. You both notice that the library is on the top floor, next to scramblers bedroom. "It will be a tricky heist," Emile says "But we will succeed !"

It is your job to pick the right corridor to the top floor, look at the map and make your decision !



SUMMER HEIST



After making it through the long corridors and nearly getting lost, you are finally within the castle walls. The smell is almost like a damp cellar or soggy socks. You and Emile cover your nose, and as you are both about to turn a corner you bump into a guard. You all look at each other and start panicking.

Emile speaks first: "We are the new worker here and we were going to clean the top floor"

The guard raises his eyebrows "How do I know you are not lying, I have never seen you two around here !"

"Ask us anything ! We will know !" Emile pleads hoping the guard falls for his trick. After much thought, the guard smiles.

"Ok, if you're really workers you will know this riddle !" He prepares himself:

**What has hands
and a face,
but can't hold
anything or
smile?**

CLUE: Remember when you unlocked the door?

SUMMER HEIST



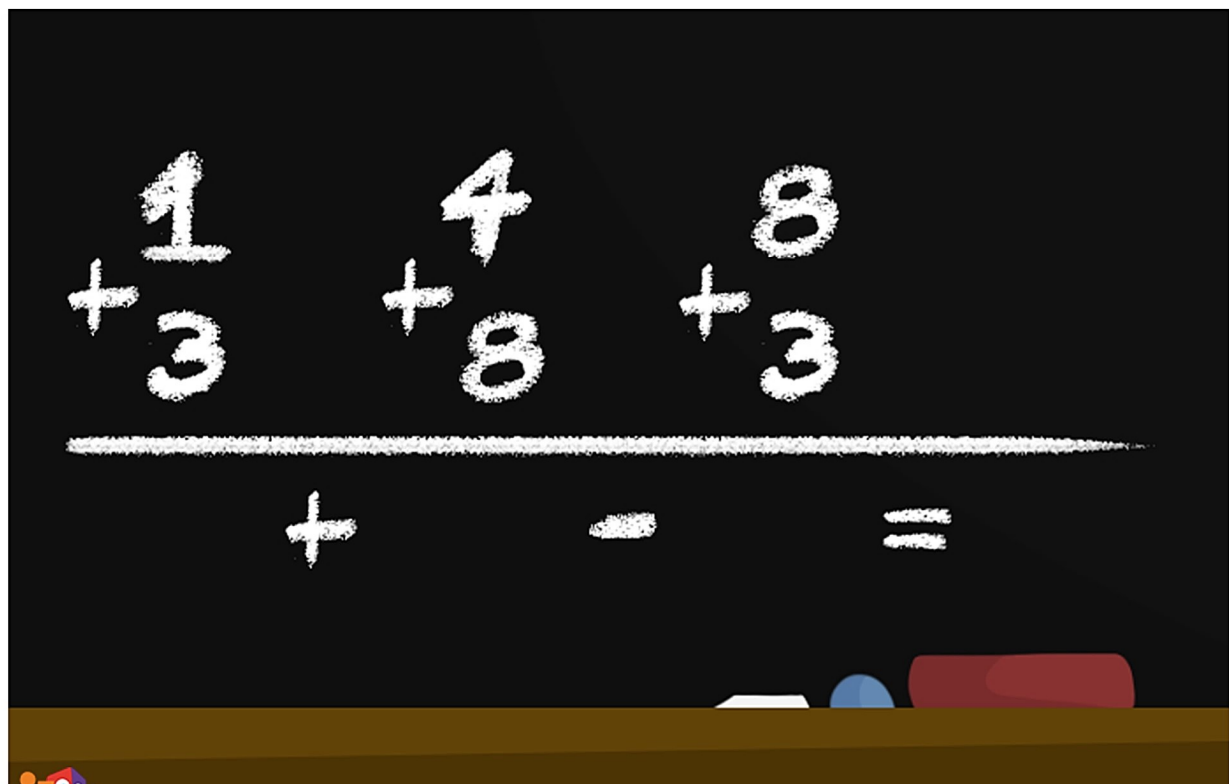
The guard looks surprised but after a few moments of hesitation, he lets you get past him towards the top floor. You have now reached the top floor, and the library door is clear in sight but it has a guard in front of it, "There must be a way around" Emile whispers, you both quietly look around and notice a room with the door open and no guards. Without thinking, you both rush into the room without getting caught.

Upon entering the room, you realise it is scramblers office and coincidently, it has a door that leads to the library – you know because there is a big gold plate on the door that says "Scramblers secret library"

"Not so secret now" Emile smirks before trying the handle. He tries and tries again but the door just won't open, its time to gather some clues, maybe you need a key?

Firstly you notice some sums on Scramblers desk, does this mean anything?

"It's worth looking into" Emile assures.



SUMMER HEIST



You then spot another clue. Maybe these numbers are a code to something? You think to yourself.

1	2	3	4	1	2
2	4	2	1	3	1
1	2	1	2	4	2
2	1	4	3	2	1
1	2	1	2	4	2
2	4	2	1	3	1
1	2	3	4	1	2

1	Purple
2	Blue
3	Dark Blue
4	Red

SUMMER HEIST



You have two digits in total, at this point Emile has found a safe but it requires a three-digit code. You are one number away from opening the safe to get the key into the library where you will be able to destroy the book of secrets. Looking around, you find another equation, it seems like the last digit will be the answer to the safe.

6	+		+	3	=	
+		+		+		+
3	+		+		+	10
+		+		+		+
	+	5	+	8	=	
=		=		=		=
	+	13	+	15	=	50

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Once finishing the equation, you realise you have all three digits, 11, 3, and 50. Ecstatic, you and Emile quickly run-up to the safe and input the code:

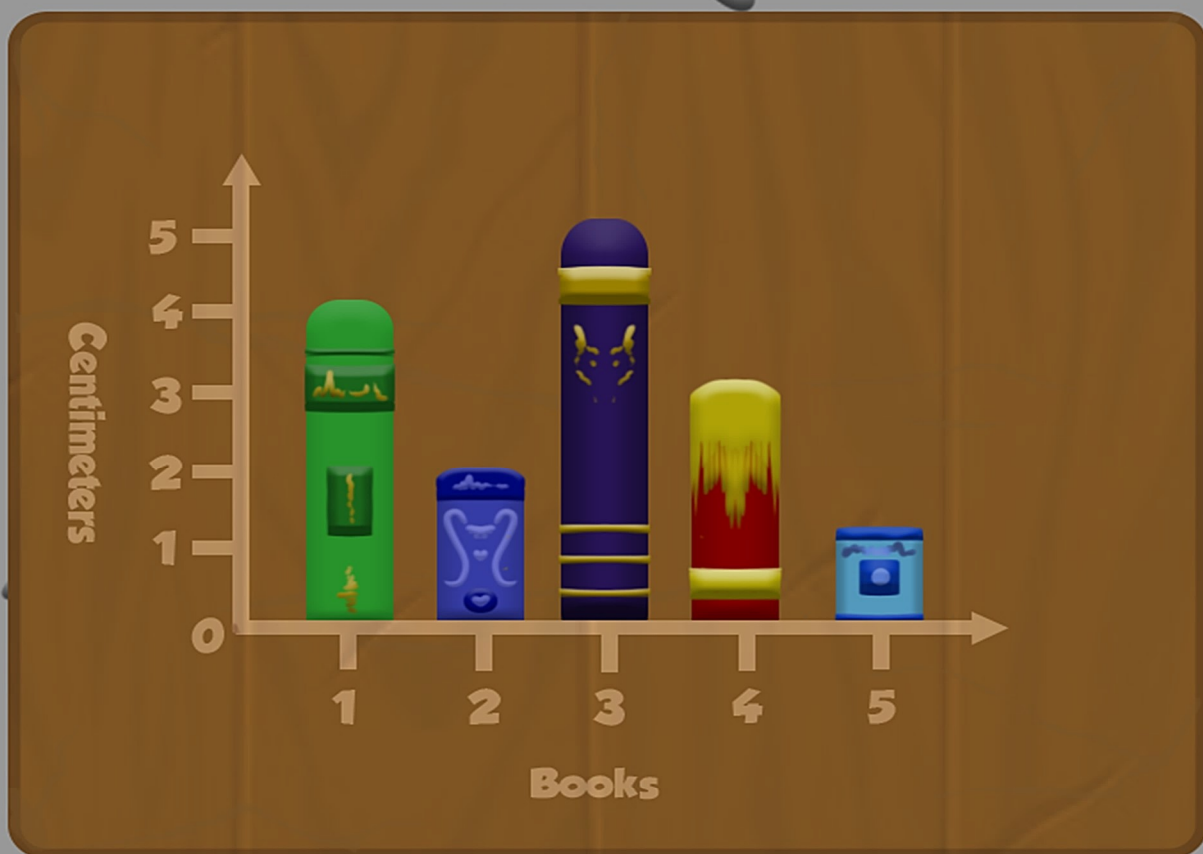


You grab the key excitedly from the safe and open the secret door to the library. Entering the room, you notice the weird damp smell has gone and has been replaced with dust and old books. The room is dimly lit by a small lamp in the corner, the walls are covered in books – a dream for some, if only it were kept clean.

THE HEIST



You know from Emile's information that the book is on the top shelf of the library, but how do you know which one it is? After all, the bookcase is quite big and it will take much effort to get the book down. Therefore, it is wise to figure out which book is the one you need. Remembering the clues, you know the book is the biggest, has the most information in it and is dangerous in the wrong hands. Using the graph, below, can you figure out which book is the one you need?

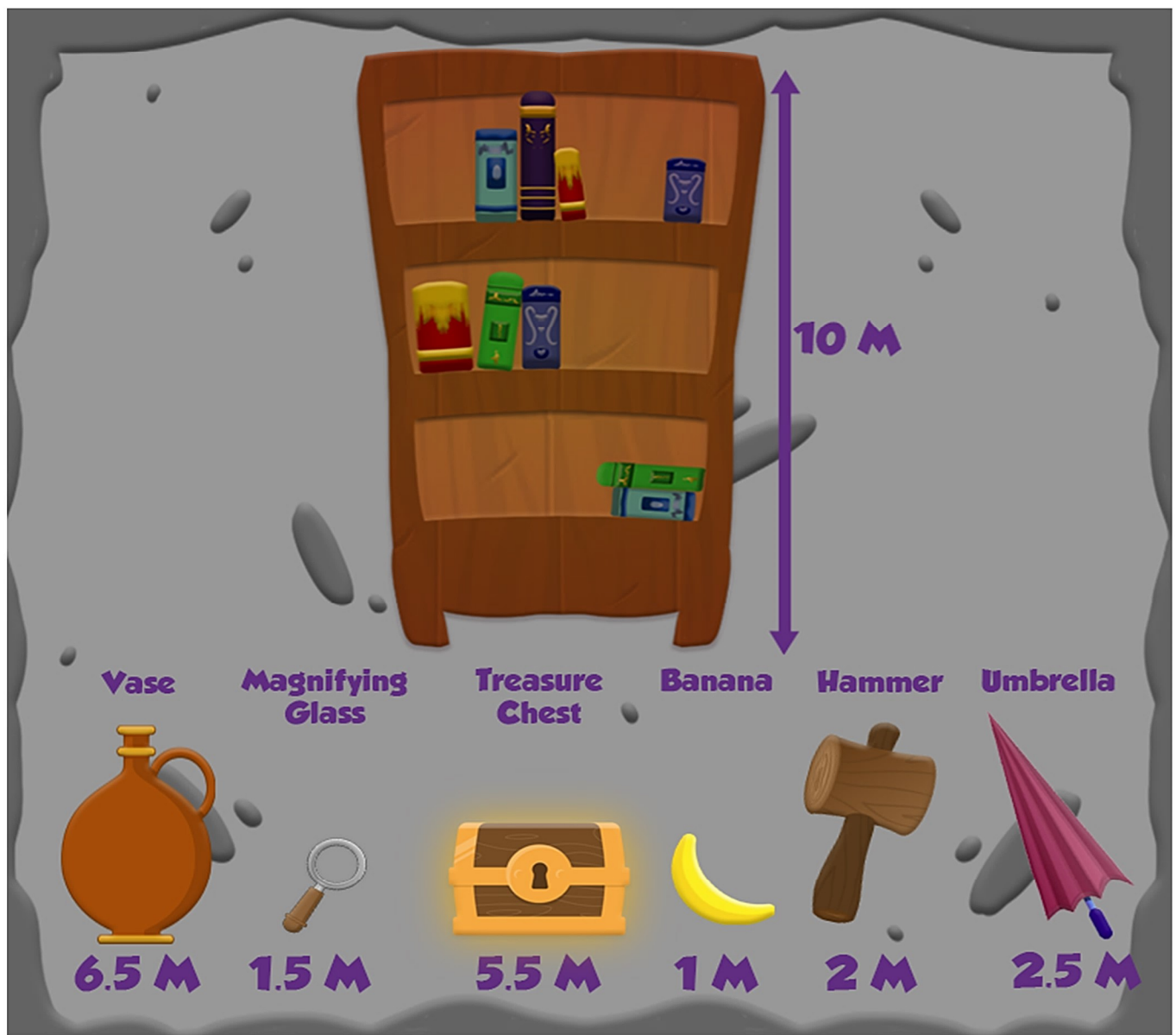


THE HEIST



So, you have found the book, now you must get it down. Even though you and Emile are not tall enough to get the book down on your own its fortunate that you both are very imaginative.

By using what is in the room you and Emile can make a contraption to knock the book down. You know the height of the bookcase is 10 Meters so by using this knowledge you can use Multiple objects that equal the same length as the bookcase to know the book down.



THE HEIST



You did it, you finally have the book ! “But what now? !” You say to Emile as you hold the book safe in your hands. He smiles and whistles loudly causing the guard who was outside the library to rush in. However, it is too late for him to catch you both as Emile has grabbed you and pulled you back into the office. You wonder why he whistled so loudly if you were trying to be quiet, it is not long that you notice that Emile has a plan !

You make it back through the long corridors, past the guard that questioned you both, and out the door all without getting caught ! Luckily, Emile’s spaceship is waiting patiently for you both

“That’s why I whistled” He laughed as you both entered the ship.

It is not every day that you get to go on an adventure with Emile, but now thanks to you the secrets of the world are safe ! Emile destroyed the book thanks to your help, ensuring that all is safe... but who knows, scrambler might get bored again !

