

# KID'S QUEST

Mission  
'cookies'

UNFOLD  
KIDS

## PART 1

# SOLUTIONS

## WARNING:

DO NOT READ BEFORE PLAYING THE GAMES!

### SOLUTION 1

42. If the cornflake box stands for number 3, the bowl is a 4 and the milk carton is a 2.

### SOLUTION 3

80. The left part of the frame depicts halves of numbers 8 and 0. Reflected, the numbers become whole.

### SOLUTION 4

31. The wall has notches in the form of numbers 3 and 1.

### SOLUTION 8

45. The numbers glow in the dark.

4  
5

### SOLUTION 10

93. The body armor jacket and the helmet should be kept in the garage together with the motorcycle.

### SOLUTION 12

29. Lasers 2 and 9 are on wall brackets, their beams falling at a distance from the wall. One can walk around the beams and enter the garage through the hole between the beams.

**SOLUTION** 14

10. The numbers in the equations are hours of a day, so  $10+5=3$  o'clock,  $11+2=1$  o'clock,  $8+6=2$  o'clock, and  $16+6=10$  o'clock.

**SOLUTION** 17

25. The Hare's watch shows the second day of the month, and there are still five empty seats at the table.

**SOLUTION** 18

12.

- |                              |                             |
|------------------------------|-----------------------------|
| 1. Cherry on a cupcake       | 7. Pocket on Alice's apron  |
| 2. Rose in the bushes        | 8. Bow on Alice's apron     |
| 3. Bow on Alice's head       | 9. Cup in the stack of cups |
| 4. Ring on the cupcake stand | 10. Cupcake with a cherry   |
| 5. Teapot spout              | 11. Sponge cake with cream  |
| 6. Berries next to the cake  | 12. Stool color             |



**SOLUTION** 21

62. Pages 1 and 14 contain the same symbols as on the lock. The icons next to these symbols show that they stand for numbers 6 and 2.

**SOLUTION** 23

43. Press in turn both halves of the glasses against the jar to see the numbers.

