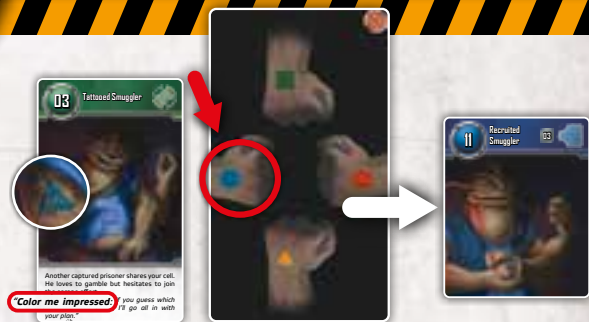


AN UNFORESEEN DELAY

Difficulty level:

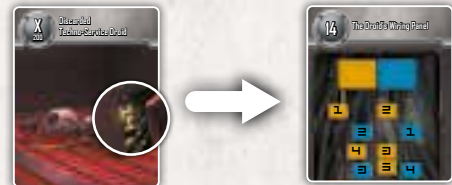
▶ To have a chance of escaping this Star Destroyer, you must first find a way to get out of your cell. Start by convincing this tattooed smuggler to join you in this escape. Enter machine **03** and select the correct hand. Here, what matters is the color, not the shape. You understand from his arm tattoo (and his jacket and ring) that he is very fond of the color blue. So, select the hand with the blue circle. Take card **11**.



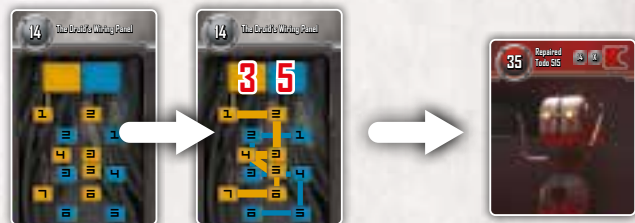
▶ Then, spot the hidden number **44** in the lower left side of the cell (**02**). Take card **44**.



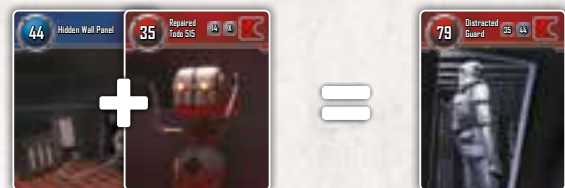
▶ Also, look closely at the malfunctioning techno-service droid (**X**). You spot number **14** at the level of his head. Take card **14**.



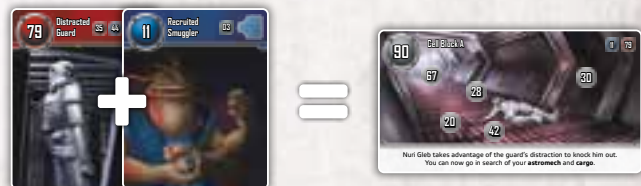
▶ You access the droid's wiring panel (**14**). To fix him, reconnect the wires of each color in the order of the numbers. The orange wire forms a **3** while the blue wire forms a **5**. Take card **35**.



▶ Instruct the now repaired techno-service droid to short-circuit the cell's force field: $44 + 35 = 79$. Take card **79**.



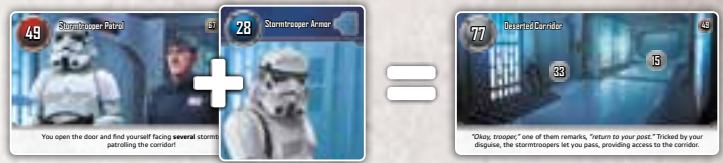
▶ The cell's force field is deactivated. Quickly send your recruit to neutralize the stormtrooper before he can notice: $79 + 11 = 90$. Take card **90**.



▶ You need a 4-digit code to open the security door (**67**). These numbers are written on the door but in the wrong sequence. Use the Imperial code cylinder (**42**) to find the correct sequence. The pattern at the bottom of the cylinder shows the size of the 4 numbers forming the code. So, the numbers must be organized in the following order: the largest (3), the shorter (7), the larger (1), and the shortest (4). Enter code **3714** in the app. Take card **49**.



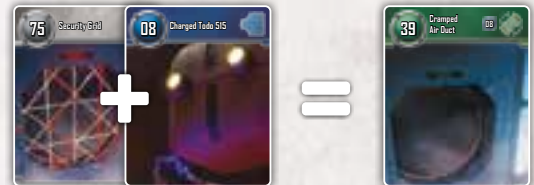
- ▶ Now is not the time to get noticed, blend in by wearing stormtrooper armor: $49 + 28 = 77$.
Take card **77**.



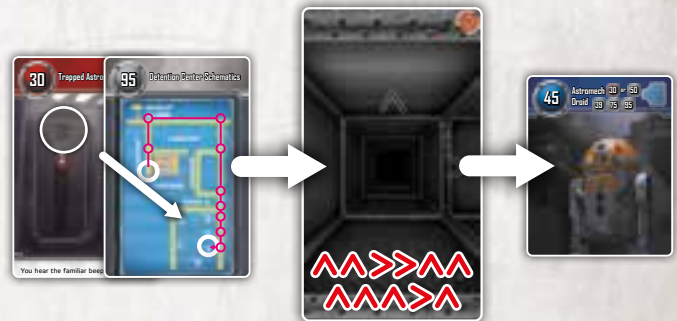
- ▶ As previously, organize the 4 numbers of the door (33) according to their size and the cylinder's pattern (42). However, this time the word "DOOR" is written backward, which means that you must inverse the order of the sequence the cylinder provides: the smallest (0), the bigger (8), the smaller (1), and the biggest (4). So, enter code **0814** in the app.
Take card **F**.



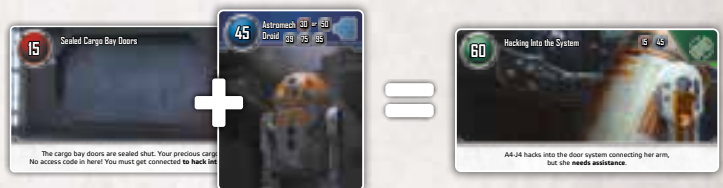
- ▶ You can access your astromech's cell going through the air duct (75), but the entrance to the duct is secured by lasers. Observe the red lasers, they form the **+31** modifier. Instruct your newly repaired droid, Todo 515, to overload these lasers: $08 + 31 = 39$.
Take card **39**.




- ▶ To rescue your astromech, join her by going through the air duct. First of all, spot your astromech's cell number on the door of card (30) (or 50), if you shot at it with your blaster (20): it is cell 3. So, spot its location on the map of the duct system (95). Then enter machine **39** and go from your position to cell 3 according to the map (95): straight, straight, right, right, straight, straight, straight, straight, straight, right, straight.
Take card **45**.



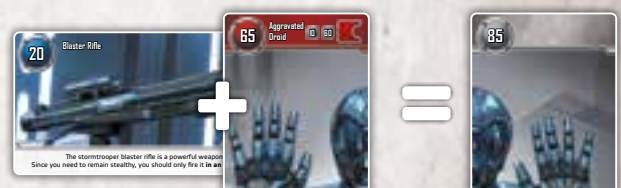
- ▶ Your droid, once freed from her cell, can help you recover your cargo. Have your astromech hack the cargo bay doors: $15 + 45 = 60$.
Take card **60**.



- ▶ Enter machine **60** to hack the door's terminal. Here, you (the player with the app) must question your droid to determine which symbol is the correct one among all those of the control panel (10) and thus, transfer to her the 3-digit code paired with that symbol. The droid can only answer questions using the 3 sounds available to her and which correspond to: *Yes, No, and Maybe*.
When using the appropriate communication, players understand that the corresponding symbol to code 150 is 
The droid must enter code **150** in the app.
Take card **65**.



- ▶ In the cargo bay, an enemy droid blocks your way. To keep moving, threaten him with your blaster rifle: $20 + 65 = 85$.
Take card **85**.

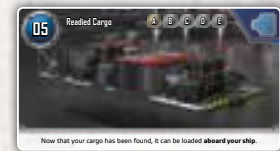
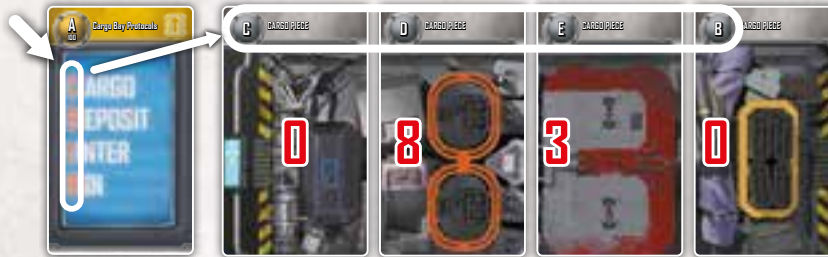


▶ The Imperial droid (85) tells you to go through deck 18 to access the cargo bay.

Take card 18.

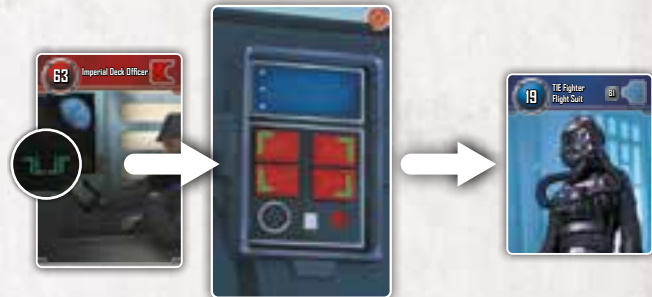


▶ You have found your cargo, but it is scattered. You have to prepare it for loading. First, note that each cargo item provides you with a number: B = 0, C = 0, D = 8 and E = 3. Then carefully observe the protocol (A): the first letters of each step of the protocol match each item of your cargo and thus gives you the order in which to store them: C (0), D (8), E (3), and B (0). Enter code 0830 in the app. Take card 05.



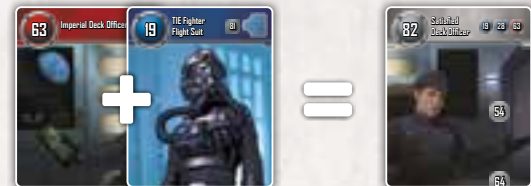
▶ Now, enter machine 81 and open the pilot's locker using the combination displayed on the control screen of the deck officer (63).

Take card 19.



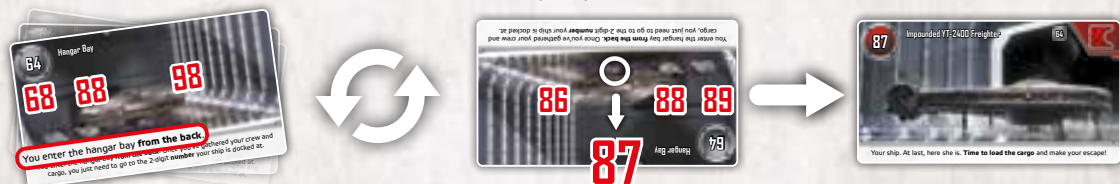
▶ Now that you are wearing a flight suit, the Imperial deck officer lets you access the hangar bay: 63 + 19 = 82.

Take card 82.



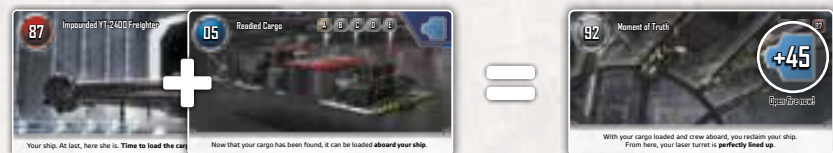
▶ Having accessed the hangar bay (64) from the back, you see the numbers of the docking spaces written upside down. Therefore, your ship is not between numbers 88 and 98 but between numbers 86 and 88, i.e., 87.

Take card 87.



▶ Make sure you load the cargo onto your ship before escaping: 87 + 05 = 92.

Take card 92.



▶ You will never be able to leave this Imperial Star Destroyer unless you deactivate the force field sealing the hangar bay.

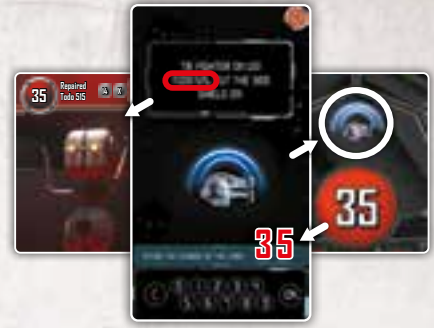
Shoot the control tower: 54 + 45 = 99.

Take card 99.

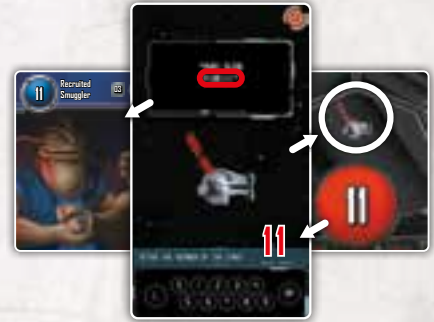


▶ Nope! You're not in the clear yet. The Imperial armed forces are tenacious. You will have to execute perfect maneuvers to escape the TIE fighters. Enter machine **99** and execute the maneuvers by spotting the exact same symbols on the back of the cards. To that end, you can count on your team members:

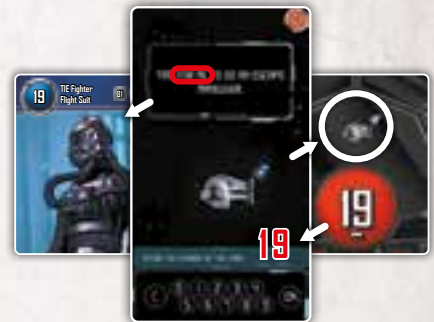
- First, Todo 515 must activate the magnetic shield for you. Therefore, you will find the same symbol on the back of the Todo 515 card, i.e., card **35**. Enter **35** in machine **99**.



- Then, instruct Nuri Gleb to open fire. This symbol is on the back of the Nuri Gleb card, card **11**. Enter **11** in machine **99**.



- Wearing your TIE fighter pilot suit, time has now come to execute the perfect escape maneuver. Spot the symbol on the back of card **19**, your TIE fighter pilot suit, then enter 19 in machine **99**.



- Having perfectly executed your escape maneuver, you are no longer in the Imperial squadron's firing range. Seize this opportunity and instruct your astromech to initiate the jump to hyperspace: this symbol is on the back of the astromech, card **45**. Enter **45** in machine **99**.



CONGRATULATIONS! YOU HAVE SUCCESSFULLY RECOVERED YOUR CARGO AND ESCAPED THIS DREADFUL IMPERIAL STAR DESTROYER. YOU ARE NOW NAVIGATING THROUGH HYPERSPACE AT GREAT SPEED TOWARD TATOOINE. NOW YOU CAN DELIVER THE CARGO ON TIME TO JABBA.