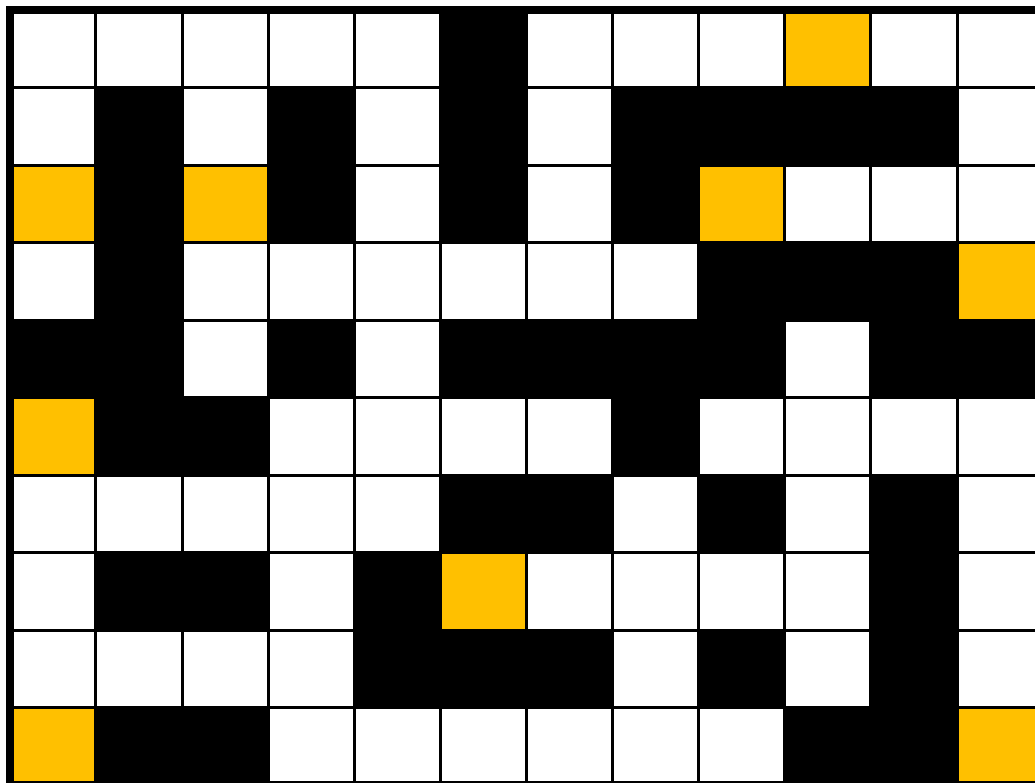


Place all numbers in the grid below. Once you've completed it, find which figure is not on any colored tile, and add it to the number of the parking slot that opened the garage to know which bedroom you should explore.



4 figures	5 figures	6 figures	7 figures
2025	10682	301502	4447420
2342	25634	600668	
2961	26660	747592	
3819	32354		
5022	53791		
7036	63074		
7218	76526		
8904	97058		

Matoku: place numbers from 1 to x (x being the number of rows and columns), each number can be used only once per row and column. There are areas with a number and an operator, it should be possible to obtain the result with numbers placed in the area when applying the operator. An area can have the same number twice or more as long as it's not repeated on a row or column.

For the hard one only: start by filling the four single-box areas with the number of the table you jumped on earlier. The colored figure will reveal where to continue. Look for a nearby room with this number. Note: it has several solutions, but only one figure can be in this box.

Medium

7+	180x	1		6+
3+		3	9+	
7+	15+			2-
		4		

Hard

	60x		28x	14+		
				18+		60x
210x						
	840x					
	16+			1260x		
					56x	
8+						

Find the following words, remaining letters (from left to right, top to bottom) will reveal where is the trigger you'll have to drive through in the dining room (triggers are represented by a translucent cube)

F	S	U	P	E	R	M	A	R	K	E	T	E
A	U	S	A	K	U	R	A	N	C	H	O	C
I	G	R	I	S	V	I	L	L	E	N	Y	I
R	D	P	E	T	R	O	V	O	L	T	T	N
G	E	U	I	P	H	E	L	I	O	S	A	E
R	M	V	O	C	A	S	T	L	E	E	N	V
O	R	R	I	S	K	R	O	W	E	R	I	F
U	T	T	A	L	Q	U	A	K	E	B	C	L
N	O	D	N	O	L	S	P	A	V	O	L	T
D	E	N	E	G	R	E	B	Z	T	I	P	S

AIRPORT

QUAKE

CASTLE

RANCH

FAIRGROUND

REVILLE

FIREWORKS

SAKURA

GRISVILLE

SPAVOLT

HELIOS

SPITZBERGEN

LONDON

SUPERMARKET

MUSEUM

TOYTANIC

PETROVOLT

VENICE

PICKUP