

ON THE ROOF

After the explosion that occurs within minutes, look closely at card .

If the briefcase was closed, its right side would display number 86.

Take card . and enter 9999 in the app to continue.





PASSENGER CAR

Pay attention to the double door. If it was closed, it would display number 22. Take card 22.









BAR CAR

Inside this wagon, number 88 is embedded in the red backrest, on the lower left side. Take card









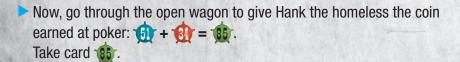




Play poker against Jack the Lefty:

Place cards 13, 22, 33, 53, and 88 from right to left and fan-shaped along the diagonal lines to reveal the word FOURTEEN.

Take card 11.







Back at the bar, you see the reflection of the bottle held by the bartender. Take card 18. Enter in the app the Roman numerals embroidered on his vest (don't forget that you are looking at the mirror): 6342.

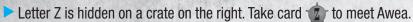
Enter the code in the app. The freight car is unlocked. Take card 17.





FREIGHT CAR

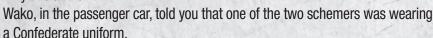








Then, take Hank's harmonica (machine 15) to unlock the door (15); listen to the Confederate's anthem Dixie and play it by entering 8511 in the app. Why this anthem?



Further, the newspaper () specifies that the Union's anthem is Yankee Doodle. The third tune in the machine is Hank's.







PRIVATE CAR



Once in Professor Nock's quarters, you can shoot at the bag's small lock:

+ 11 = 31. Take card 31.

The message on card is is to be deciphered as follows: date of Lincoln's death + number of stars on the flag, i.e., 15.





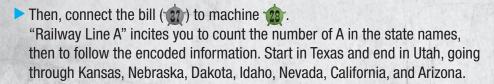






You learn from the newspaper (1) or the coin (1) that the president died 25 years ago: 1865 + 15 = 1880.

This code opens the armored safe (16).







Now, you're only left with a few minutes before arriving in Tombstone.

On card (1), unveil the secret by closely looking at the document (1) signed S. Cleveland.

The crosses indicate which words on each line must be read:

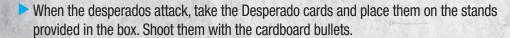
"Do yourself the theft of the heart.

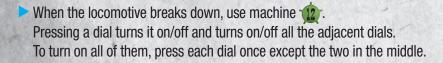
The war against the Apaches will put an end to the Union!"





EVENTS









END OF GAME

There are two options.

1

Then send smoke signals using the poncho: 4 + 4 = 4.

Take card 11.

In the newspaper (), it is reported that 2 smoke plumes mean a return to calm. Don't forget Awea's threat and temper the Apache's pugnacity by pressing the button in the middle.









2

The Apaches will attack if you fail to send them the correct signal, giving you less time to solve the final puzzle.



In any case, you will have to designate the culprit.

On card (31), there was fake blood in the bottle.

Marshal John pretended to be wounded, with the complicity of the Confederate Nock, and stole the jewel!

Enter **5847** in the app to hand over John. Congrats!

Note: You can still get by if you hand over Nock (**7826**), but the thief and the jewel vanish...



