

Treasure hunt



The curse of the missing water



1:30



7-12 years old



Resort of Haute-Nendaz



It was a moonless night when only the most terrible thing could happen, because this night, which had been dreaded for thousands of years, at precisely midnight, the most tyrannical demon appeared and cast a horrible spell over the inhabitants of Nendaz.

According to the legend, a naughty little village boy named Peter had played a trick on the horrible demon Délèzébuth. The latter is said to have sworn revenge ! He appeared at the top of the mountain and unleashed his fury:

« My vengeance will be terrible ! I'm going to deprive you of the most essential source for your survival. You won't receive a single drop of water, neither from the sky neither from the ground ! »

A great flash of lightning struck. All the water in the bisses, the springs, the dam and every little gully disappeared instantly. The village wise men summoned up all their knowledge to find a solution. A little man approached them and revealed the story that had been handed down in his family for generations. To counter the demon's spell, it was necessary to find the last four magical beings living in Nendaz. Each of them had a piece of the magic spell to ward off the curse.

The little man explained :

« The guardian of the air is the clever elf Prazael. To find him, you must be cunning. The guardian of the ground is the grumpy dwarf Glasseyur, who has to be coaxed into helping. The keeper of the fire is the kindly witch Bornella, who must be dazzled. And finally, the guardian of light is the powerful wizard Mariéthor. To find him, you'll have to cheat a little ».

The wise men asked all brave and courageous people to carry out this quest. That's why we're calling on you ! Are you ready to take up the challenge and save an entire community from certain death ?

Do you refuse to take up the challenge for fear of reprisals? Go to chapter 26.

Are you brave and ready for adventure? Go to chapter 21.

Your playground



CHAPTER 1

Glasseyr stamps his foot and says: « I thought you were smarter than that. Start again.! » Return to Chapter 18.

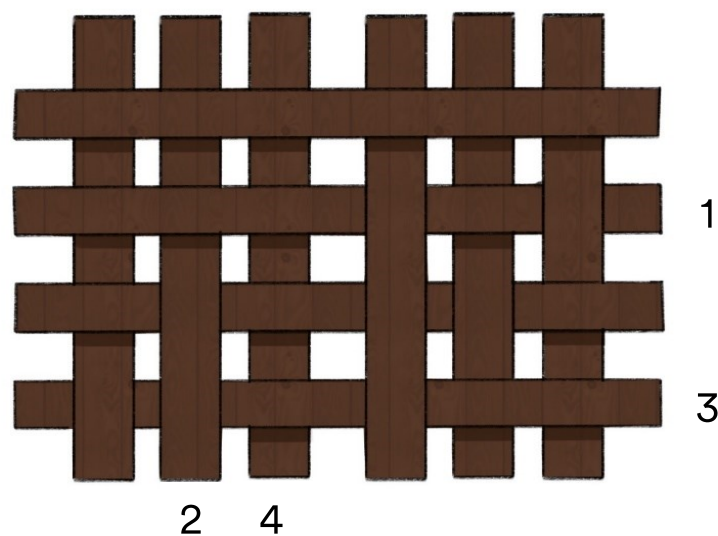
CHAPTER 2

The guardian of the air is very impressed and gives you the last piece of the magic formula. :

Qu'éivoue èrdzèche (*to be added at the end of the logbook*)

You're at a crossroads. Answer the riddle on the stick to find out whether you should take the shortest or the longest route:

Several sticks overlap. Look carefully and decide which one is under all the others. Look carefully:



If you think it's the stick n° 1 : rendezvous at chapter 20

If the correct answer is stick n°2 : let's meet at chapter 5

If it's stick n° 3 : quick, go to chapter 13

Are you sure it's stick n° 4 : come to chapter 9

CHAPTER 3

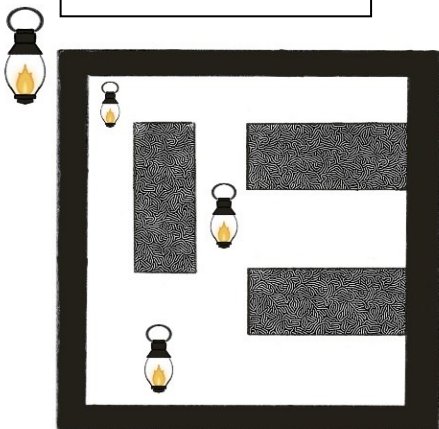
You're here already ! You are quick and surely impatient to begin the adventure.

Bornella the witch takes you into an unknown forest. It's pitch black and you can only see shadows. She says :

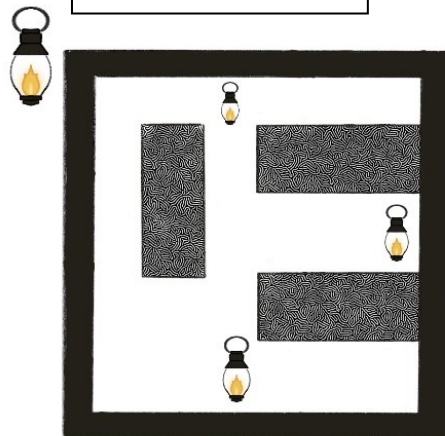


« If you want me to help you, you need to find me ». To do so, you need to light up the whole magic forest with the three lanterns. Be careful, they must light up the whole forest ».

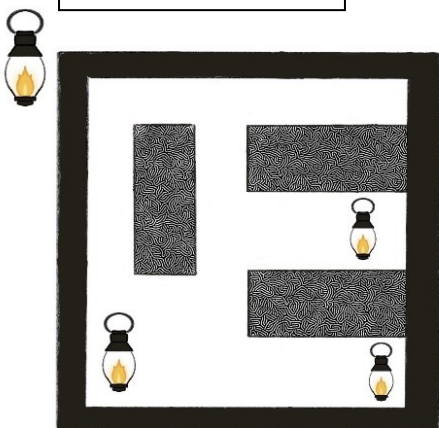
PICTURE 1



PICTURE 2



PICTURE 3



Choose the correct picture among the 3 images :

Image 1 : meet us at chapter 8

Image 2 : go to chapter 15

Image 3 : come to chapter 29

CHAPTER 4

The wizard Mariéthor is bent double with laughter.

« Hahahaha, I played a trick on you and you fell for it ! Start again! And since I like you, I'll give you a little hint. Listen to me : to beat a cheat, you have to go beyond your limits! ». Go back to chapter 27.

CHAPTER 5

Wrong choice. You need to go all the way round the road to get here. (red route). Meet us at **POSTE H** of the bisse du Milieu.

CHAPTER 6

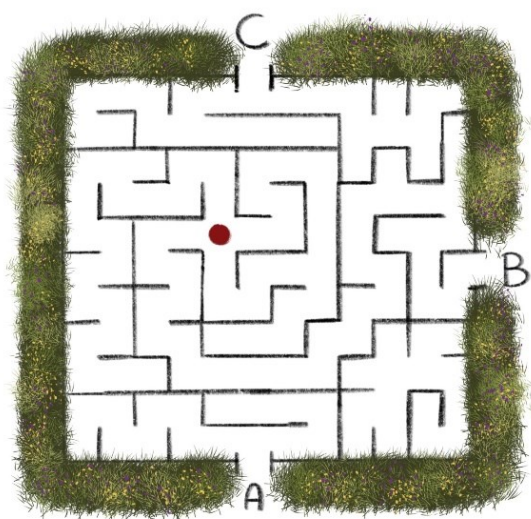
You're nearly there. Start again... Go back to chapter 12.

CHAPTER 7

As you round the bend in the road, in front of the big blue pond, a huge maze is built before you. Suddenly, clouds darken the sky, and the wind picks up. That's when the horrible demon Délèzébuth appears. In his deep, terrifying voice, he says :

« I've been watching you from the start and I won't let you go on your way so easily. You'll never get out of this maze ! ». And in a flash he disappears.

To continue your quest, you need to find your way out of the maze. Which of these 3 exits is the right one ?



Exit A : Meet us at the ice-rink,
POSTE B

Exit B : Go to the play area, **POSTE E**

Exit C : Come in front of the climbing,
POSTE A

CHAPTER 8

« I'm really proud of you, says Bornella the witch. You have succeeded in solving my riddle ! I believe in you, you'll get there.

Here's my piece of the magical formula :

à noé é d'avoue (*to be added at the end of the logbook*)

My friends, you are at a crossroads. The following riddle will determine which path you should take».

With that, the witch waves goodbye and enters her mansion.

The answer to this riddle will determine the path you take. Read carefully and focus :

**Peter is 8 years old. His sister Emily is 2 years younger than him.
When Emily is 14 years old, how old will Peter be ?**

Look at chapter 17 if your answer is correct.

If you have answered correctly, follow the short cut which will lead you to the wizard (purple route on the map).

If you have answered incorrectly, you must take the longer route (yellow route on the map).

In any case, sooner or later you will arrive in the realm of the great wizard Mariéthor, before the sign of the **POSTE J**.

CHAPTER 9

Yes, that's correct. You can take the short cut (green route). Let's go to the bisse du Milieu, to **POSTE H** !

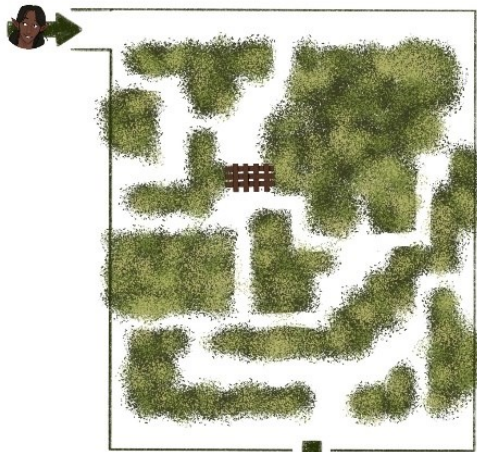
CHAPTER 10

Here you are, at the pinnacle of your quest, before the elf city of Prazael, guardian of the air.



Suddenly, something strange happens: you can't feel the ground beneath your feet and you're transported through the air to the forest a little higher up: the Pra da Dzeu forest. It's here that Prazael appears. He looks at you with his beady eyes. You know for a fact that he's cunning and you're suspicious of him. He says: « Here you are at last, little person. This is your last challenge. I challenge you to the trap riddle :

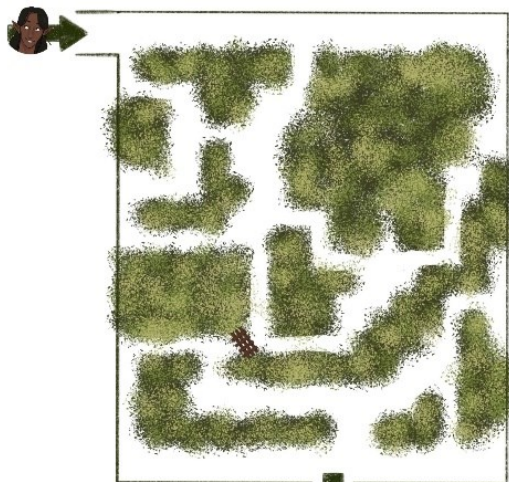
There are many ways out of this forest and only one place to block them all. Put a barrier there so I can't get out of the forest. If you succeed, I'll give you the last piece of the magic formula. »



PICTURE 1



PICTURE 2



PICTURE 3

Which of these 3 images is the correct one ?

Image 1 : come to chapter 28

Image 2 : go to chapter 25

Image 3 : Come to chapter 2

CHAPTER 11

Délèzébut is waiting for you, twirling on imaginary ice. « You're stuck in the maze. You can always redo the riddle, but I'm sure you won't get out of it ! » And in flash, he disappears.

But you're not softies. You don't give up and try again. Go back to chapter 7.

CHAPTER 12

You're so clever !

Délèzébut, furious at your success in foiling his spell, goes off in a clap of thunder. « This isn't my last word, I'll get back to you later ! »

You find yourself on a vast, pleasant plateau known as the plaine des Ecluses. To find out where you're going next, you need to solve the following riddle:

$$\begin{array}{rcl} 1 & + & \text{🍏} = 4 \\ \text{🍏} & + & \text{🍌} = 7 \\ \text{🍏} & - & \text{🍌} = ? \end{array}$$

If your answer is :

1 : go to chapter 30

2: meet us at chapter 6

4 : come to chapter 23

CHAPTER 13

And no, it's not that one. Tie your shoes and extend your journey (red route). Meet us at **POSTE H** on the bisse du Milieu.

CHAPTER 14

« You're not there yet ! But since you seem like a nice chap, here's a hint. Listen carefully: to beat a cheat, you have to go beyond your limits! ». Go back to chapter 27.

CHAPTER 15

« You're nearly there my friend, try again ! »
Choose another image. Return to chapter 3.

CHAPTER 16

Sitting at the top of the climbing tower, Délèzébut is making fun of you:
« Did you think you could beat me that easily ? Well, think again !
You can always redo the riddle if you like. I'm sure you won't succeed !»
Armed with extraordinary courage, you begin the riddle of the maze all over again.
Return to chapter 7.

CHAPTER 17

Answer : Pierre will be 16 years old. Return to chapter 8.

CHAPTER 18

Here you are in the heart of the Earth, where the dwarves live.
But there's only one dwarf left. And not the least crafty... it's Glasseyur, the guardian of the Earth. He's friendly, but a bit grumpy.
He grumbles : « My word, who's that coming to bother me! Glasseyur rushes past you, very unhappy. Ah, it's you ! Bornella told me you'd come to me.



You're not very fast, are you ? Well, since you've made it this far, I have to say you're pretty sharp

To get my piece of the magic formula, you'll have to answer a riddle. Listen carefully :

« What is the most precious thing to me, Glasseyur guardian of the Earth ? »



1



2



3

Answer 1 (the ruby) : come to chapter 1

Answer 2 (my beard) : go to chapter 22

Answer 3 (my pickaxe) : go to chapter 31

CHAPTER 19

« Oh no, you're wrong ! That's not the right answer. Well, I'll help you out with a little hint. Listen to me: to beat a cheat, you have to go beyond your limits.! ». Return to chapter 27.

CHAPTER 20

That's not the right stick. You take the longer route (red route). Meet us at **POSTE H** of the bisse du Milieu.

CHAPTER 21

Well done ! You're brave and courageous ! So, let's set off on this adventure ! You'll begin your quest by paying a visit to the guardian of fire, none other than the beautiful and gentle witch Bornella. She lives in the mysterious manor of "Les Flambeaux", at the top of a stone staircase. Here's a little tip to help you out: she loves all things shiny. So, try to dazzle her! Go to the manor house to take up your 1st challenge in front of the **POSTE D**.

CHAPTER 22

Glasseyur claps his hands: « Yes, that's it! Well, that was an easy one. I'll give you my bit of the magic formula. Listen carefully:

Qu'i mâ ouchey vîa (to be added at the end of the logbook)

All that remains is for you to meet my friend Prazael the elf. You're going to have to get airborne. Take the funicular to the front of the gondola at **POSTE G**. » And he leaves as he appeared, grumbling with his pickaxe over his shoulder.

CHAPTER 23

You're not far off, but it's still not the correct answer. Look carefully, you will succeed ! Go back to chapter 12.

CHAPTER 24

The wizard, offended, speaks up: « I can see that you're quite tough. It annoys me a little, but your cause is righteous. So, I won't put a curse on you for humiliating me. So here's my piece of the magic formula :

rîe d'Éprîntze (to be added at the end of the logbook)

Continue on your way and stop at the big blue pond. It has been drained by that nasty demon, but you'll still catch a glimpse of it. Your next quest is there. Go straight to the **POSTE F** ».

And in a cloud of smoke, the wizard disappears into his kingdom.

CHAPTER 25

Prazael takes the floor: « Your quest is a noble one. For this reason, I give you permission to begin again. Return to chapter 10.

CHAPTER 26

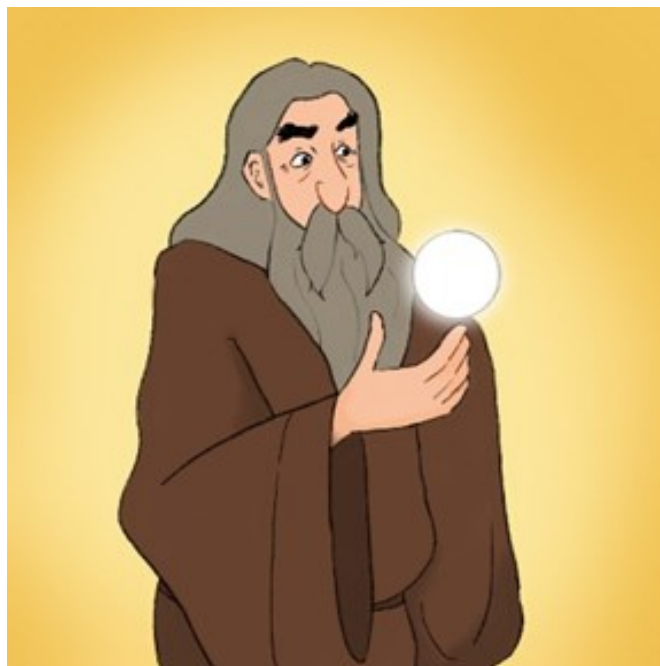
Run away, you bunch of softies!!!!

CHAPTER 27

After having bravely climbed the hill, here you are in front of the amazing manor house belonging to the great wizard, to which the only way in is by climbing a steep cliff.

Mariéthor is the Guardian of light. He's a very powerful wizard and a bit of a... sore loser. Despite this he loves to play.

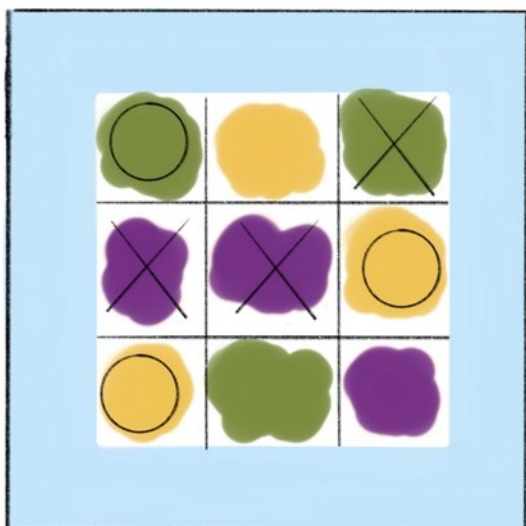
He's waiting for you at the foot of his kingdom with his long grey beard and his stick in hand.



« Welcome brave ones ! I heard that you succeeded the quest of our dear witch Bornella. Congratulations !

With me, a different challenge awaits you I propose that we play.» A small hint to beat the wizard Mariéthor : you have to cheat. Don't tell anybody, it's a secret !

The goal is to line up 3 crosses. To solve this riddle, which colour is the 3rd cross ?



Blue : go to chapter 24

Green : direction chapter 14

Purple : off to chapter 4

Yellow : come to chapter 19

CHAPTER 28

The elf says : « Since I don't mean you any harm, I'll give you one more chance to try.». Go back to chapter 10.

CHAPTER 29

But what is happening ? The forest is in pitch black.

Bornella is calling you : « Don't give up ! The next one will be the right one! » Choose another image. Go back to chapter 3.

CHAPTER 30

It's the correct answer, well done !

Can you hear that noise ? It sound like it's coming from underground !

You need to go see what's going on... Have you guessed who's waiting for you ? Meet us at the entrance to the funicular at the signpost for

POSTE C. See you soon !

CHAPTER 31

Glasseyr slaps his forehead with his large hand and says: « Nonsense! Try again !» Go back to chapter 18.

CHAPTER 32

Arriving on the Bisse du Milieu, your mission is to put the chant in the correct order. But how can we do that? You don't understand a word of this gibberish !!

Then you get a feeling of déjà vu: clouds darken the sky and the wind picks up. And the horrible demon Délèzébut returns. In his deep, and ever scary voice, he says : « You'll never succeed. I won't let you ! » Thunder rumbles and the earth shakes. A strange thing is happening:

in a few minutes, the trees are covered with colorful leaves, then the leaves turn into beautiful white flowers. Immediately, the flowers wilt and the snow begins to fall, to be replaced just as quickly by an overwhelming heat. what's going on ?

« I've cast a powerful spell that mixes all the seasons up ! You're no match for me !».

And in a flash, Délèzébuth disappears.

Put the 4 seasons in the correct order. On each image, you can find one of the magical characters. Then put the phrase in the correct order.



And now, head for the sacred starting point of your journey and find the sign for the **POSTE I** which will reveal the translation of the chant in local dialect (the patois).

NOTE YOUR MAGIC FORMULA

Character's Formula

Witch Bornella	_____
Wizard Mariéthor	_____
Dwarf Glasseyur	_____
Elf Prazaël	_____

TRANSLATION OF THE MAGIC FORMULA :

WELL DONE and THANKS you have saved the people of Nendaz from a tragic fate !