**Introduction**

After the initial kinematics where the pirate arrives at the island with the player's camera without being able to move, the following text is read

- pirate: I have finally reached the right island, here I will find the treasures I have been looking for for so long. I will open the map to find out where the treasures are.

Open the map and read the following text:

- (Pirate): Wow! The map gives me 4 coordinates, hmm... I'll try the first one. 1/8 in horizontal, hmm... I got it! That means I have to place 8 lines from left to right and choose the first one.

A white circle flashes at the + of the horizontal coordinates.

- (Pirate): Now 3/10 vertical, must be 10 lines from top to bottom and I will choose the number 3.

A white circle appears flashing in the + of the horizontal coordinates.

(Pirate): Now I know what each one means I must click on the cross where 1/8 and 3/10 are intercepted.

A white circle appears flashing in the location of the coordinates.

(Pirate): Very well now I must find the place that marks the map and the other chests.

The player is given the freedom to explore the map and find the gates.

**Find first door**

The camera is panned and the door is shown.

- (Pirate): What a big door! Hmm... the door has several riddles. Apparently I must place a value and test if it is the right answer in each part of the door; the left is a division, the right is a multiplication of a fraction and the bottom is a fraction. I will try placing the answer of the division.

When you place a value in the input field, a flashing white circle will appear where you must click to test the response of the module on the left.

- (Pirate): The three parts are related, I wonder if this answer will work for the others.

Mark with the white circle the location of the other buttons to test the answer.

When you check the correct answers and see that all of them are OK and the doors open.

- (Pirate): Wow, so the division of those numbers can also be seen as a multiplication and as a fraction! That's right

I didn't expect it.

The player finds the first chest with the 1st module

-(Pirate): Mmm... what a chest looks like it's closed and has a box with a riddle.