**Introduction**

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

- (Pirate): *"I've finally reached the right island, here I'll find the treasures I've been looking for for so long. I'll open the map to find out where the treasures are."*

It shows a press M to open the map reads the following text

- (pirate): *"Wow! The map gives me four coordinates, I'll try the first one. 1/8 horizontal, 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 flashes at the + of the horizontal coordinates.

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

A blinking white circle appears at the location of the coordinates.

- (pirate): “*Very well now I must find the site that marks the map and the other coffers.”*

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

**Find first door**

Camera panning is performed and door is shown

-(Pirate): *What a big door! 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. I'll try placing the answer in the center lock.*

When you place a value in the Field input, a flashing white circle will appear where you must click to test the response of the different modules.

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

By checking the correct answers and see that all are OK and open the doors.

-(Pirate): *So the division of those numbers can also be seen as a multiplication and as a fraction! I didn't expect that.*

**Find first chest**

The player finds the first box with 3 modules

-(pirate): *"Hmm...wow this chest looks like it's closed and has several riddles."*

**Module 1**

-(pirate): *"In this puzzle it seems that I must turn the lever the amount indicated to me by the fraction numerator."*

The arrows on the keyboard/buttons are shown to rotate the lever and in the center is the numerator of a fraction that must be answered.

\*If turning the lever reaches the turning limit\*

-(Pirate): *It seems that the limit I can turn is the second fraction they show me.*

With each turn you leave a trace of the path taken by the lever. The number of times the lever should rotate is the numerator of the question.

**Module 2**

-(Pirate): *In this riddle it seems that I must turn the lever by the amount indicated to me by the denominator of the fraction.*

The arrow keys/buttons are shown to change the denominator and the number of divisions in the module while in the center you can see the numerator that does not change from the fraction.

With a change of denominator, the lever will be placed in the place indicated by the numerator with the intention of choosing the denominator as an answer.

**Module 3**

-(Pirate): *This module is empty! It seems that I have to fill it with these cubes.*

With the white circle flashes in the buttons where boxes are added in the module

-(Pirate): *Now that I fill this space I must select the amount of cubes they will use.*

Show the mouse so they can select the cubes and change color with the amount of the numerator.

End of game

The pirate opened the last cave after finding the previous coffers, and found a very large treasure and many gold coins which he took in his boat to live a life at sea without worries.

It shows an animation of the ship sailing with the treasure on top while the pirate says:

-(Pirate): "At last to be able to live the life I always wanted with nothing to worry about at sea. How beautiful it is to live!"