

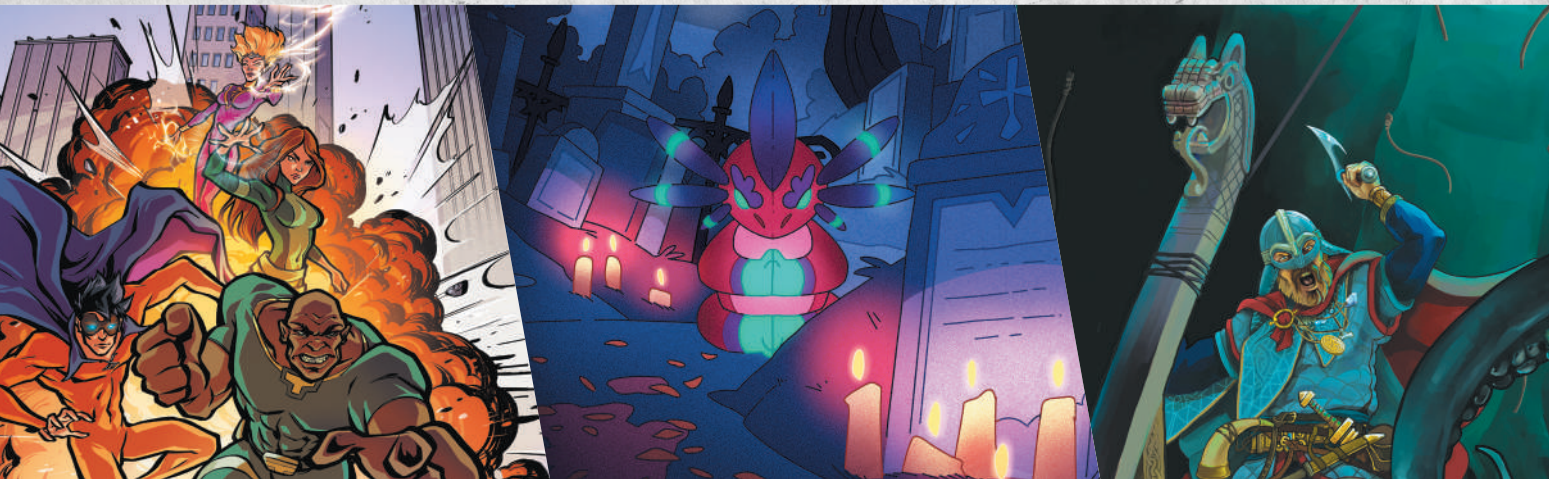
# UNLOCK!

## SUPERNATURAL ADVENTURES

▶ Ages 10+ ▶ 60-90 minutes ▶ 1 to 6 Players

### IMPORTANT:

- Do not look at the cards before you start playing.
- Keep the box and its contents within reach. You will need them while playing the scenarios!

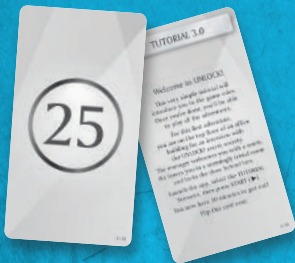


## CONTENTS

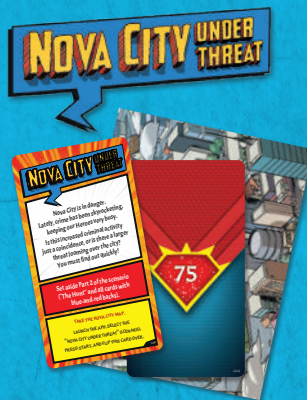
10-card tutorial, 3 adventures (180 cards), 1 map, 1 adventure booklet, 1 cardboard sleeve

### 10-card Tutorial

This tutorial is on the top of the first adventure.



Place these cards in space 0 once the decks are unwrapped.



Difficulty level:



Difficulty level:



Difficulty level:

## GAME OVERVIEW



- Each deck of cards contains a cooperative scenario.
- You are immersed in an adventure and have one hour to complete your mission.
- During that hour, you will have to overcome many obstacles and challenges.

### SOLUTIONS



All the solutions of the UNLOCK! scenarios are available on our website:  
[www.spacecowboys.fr/unlock-solutions-english](http://www.spacecowboys.fr/unlock-solutions-english)





# GAME SETUP



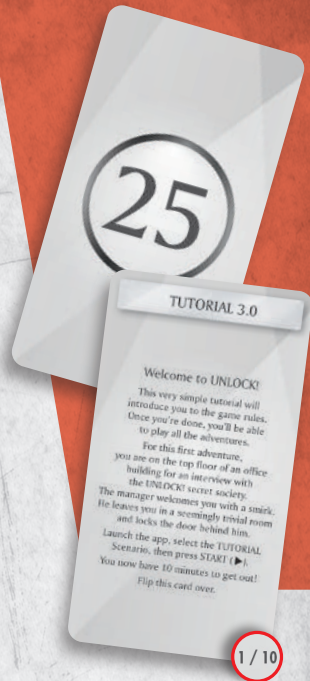
In order to learn how to play the game, it is recommended you play the **Tutorial** adventure first, as it will walk you through the rules.

You can play the **Tutorial** before reading this rulebook. Just follow the setup instructions as indicated below:

- ▶ Place the start card (with the title of the adventure) in the center of the table, with the text faceup.
- ▶ Place the other cards facedown to form a deck.
- ▶ Launch the **app** (see App - page 6), select the **Tutorial**, and place the device within easy reach of all players.
- ▶ One player reads the text on the start card aloud, then launches the countdown timer on the app and flips the card over. The game begins!

**Note:** Players can take notes during the game.

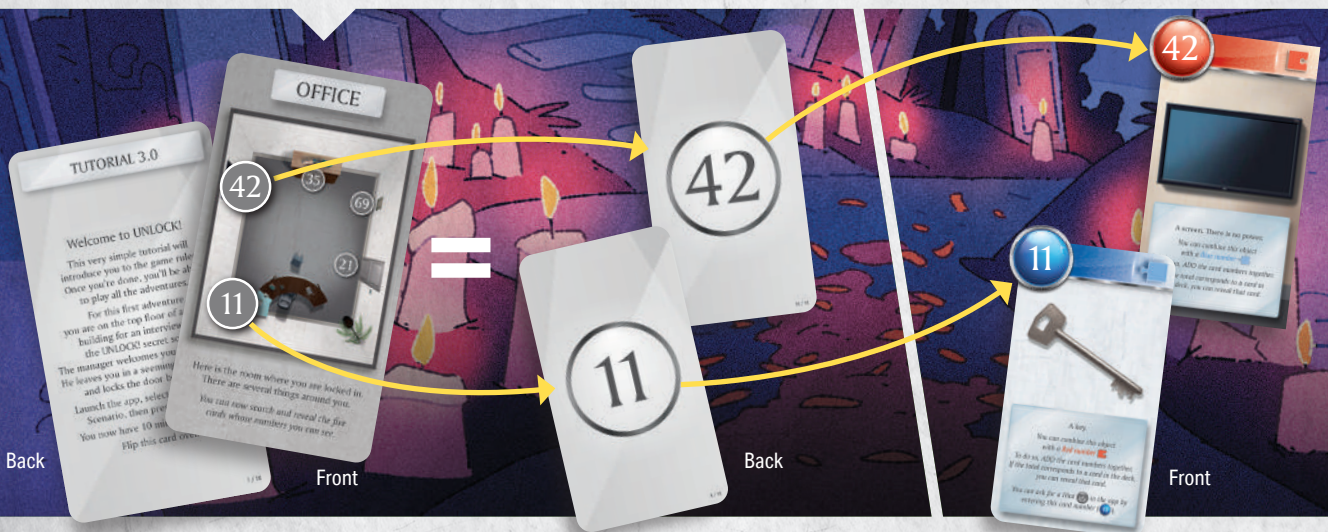
**IMPORTANT:** Before you start an adventure, make sure that your deck is complete. To do so, check the card numbers in the lower right corner of the card back.



# GAME RULES

The first room of the game is on the back of the start card. In this room, there are numbers and letters that match cards in the deck (these numbers and letters are found on the back of the cards). Anytime you see a number or a letter on the room card

(or any other card), take the matching card from the deck and reveal it. Revealed cards are placed faceup on the table so that everyone can see them.



The game takes place in real time (using the cards and app simultaneously). As a team, you will work together to win. You can either designate one player to search and reveal cards,

or split the deck among all players. **Do not just spread the entire deck out on the table.**



# CARD TYPES



THERE ARE SEVERAL CARD TYPES:

## OBJECTS (red or blue symbols)

Objects can sometimes interact with other objects (see Combining Objects page 4).

Object **35** is a locked cabinet.

Object **11** is a key.



## MACHINES (green symbol)

You will interact with machines via the app (see Machines - page 5).

Machine **69** is a grid with 6 pins.



## OTHER CARDS

These cards can be:

- ▶ A **penalty** applied when you make a mistake.
- ▶ The result of an interaction with an **object**.
- ▶ A **scene** and the objects within.
- ▶ A **Modifier** (see Modifiers - page 5).

From left to right: A penalty; the result of an interaction; and a room scene.





# COMBINING OBJECTS



Sometimes, it is possible to combine objects (for example, a key with a door). To do so, just add their respective numbers together (found within a red or blue circle) and look for the card in the deck that matches the sum. Of course, it is impossible to combine a letter with a number.

**GOLDEN RULE:** A red number can only be combined with a blue number and vice versa. NO other combinations are possible (such as blue + blue, red + red, blue + gray, and so on).



You decide to combine the key (11) with the locked cabinet (35). You look for card 46 (11+35) in the deck and reveal it. It works! You open the cabinet and discover what is inside.

# DISCARDING CARDS



The top of some cards depict crossed-out numbers or letters. You must immediately discard the corresponding cards as they will not be used again during the game.



After opening the cabinet (46), you must discard the key (11) and the locked cabinet (35).



# PENALTIES



You may lose time (generally a few minutes) because of certain actions. If you reveal a Penalty card (skull icon), you must follow its instructions. These cards must always be discarded immediately afterward.





# MODIFIERS



There are Modifiers on some cards. These are red or blue numbers preceded by a "+" within the puzzle pieces. These numbers **never match** a card from the deck by themselves. They must be added to a number of the other color (the **golden rule!**).

You have restored power (gaining card 25) which shows a modifier (+6) that you can add to a red number, rather than using the card number of this card (25).



# MACHINES



To interact with a machine (green symbol), **press the "Machine" button in the app and enter the card number; if the card has a letter, use the number shown below the letter on the front side of the card.** The app will then display the machine and the buttons that must be used to activate its functions. Once you have learned how to interact with the machine, the app will take you through all the steps to continue playing.

Later in the game, you have learned how to interact with machine 69. A wire must be placed between the two pins in the center. So, press the app's Machine button and enter number 69. Then, by selecting the two pins in the center and after confirming, you obtain the red number 9. Now, you can combine this number with that of the wire (16) and take card 25 (16+9).



**IMPORTANT:** Using a machine incorrectly can cause a loss of time. You may need to move forward in the adventure before you are able to understand how to properly use the machine.



# HIDDEN OBJECTS



During the game, not all objects are always obvious. Carefully examine the cards every now and then in order to find hidden letters or numbers that match cards to be looked for in the deck.

**Note:** If you are stuck and do not know what to do next, the "Hidden Object" button is available in the app and it will indicate the closest hidden object based on your progress. It is also possible, at the beginning of the game, to activate the automatic help function to find the hidden objects. In this case, the app will provide you with clues at appropriate times.

Do you see the hidden number 16 on the card opposite?



# HINTS



27

If you find yourself stuck during the game, you can obtain hints by pressing the "Hint" button in the app and by entering **the number of a revealed card**.

B  
123

For cards with a letter, you will have to enter **the number below the letter** to obtain the hint. If there is no number below the letter, no hint can be obtained from that card.

**Note:** For some cards, the app will offer you a second hint if the first one does not provide enough information, and possibly even the solution. Full puzzle solutions are downloadable from [www.spacecowboys.fr/ unlock-solutions-english](http://www.spacecowboys.fr/unlock-solutions-english)

# GAME END

The game ends once you have managed to solve the last puzzle and stopped the timer. Then, you can access your score (0 to 5 stars).

# APP



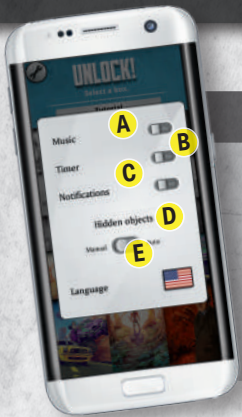
The UNLOCK! app can be downloaded, for free, from the App Store and Google Play. It manages your time, penalties, machines, and hints. **THE APP IS REQUIRED TO PLAY THE GAME** (but once downloaded, no internet connection is necessary to play). After launching the app, you must select the language to use. You are then redirected to the adventure selection screen. **BE SURE TO UPDATE YOUR APP REGULARLY.**

## ADVENTURE SELECTION

- A** Settings: Opens the "Settings" window.
- B** Adventure: Once the box menu is displayed, click the title to launch the adventure you want to play. Reminder: It is recommended to start with the Tutorial adventure if you have never played UNLOCK! before.
- C** Game launch: You are brought to the game screen.



**IMPORTANT:** The adventures are designed to be played without interruption. If you have to quit the application before the end of an adventure, be sure to resolve any previously encountered machines so that you can resume the game where you left off.



## SETTINGS

- A Music:** Turns on/off the background music.
- B Timer:** Play with or without the timer.
- C Notifications:** Activates/Deactivates notifications.
- D Hidden objects:** Enables automatic help for hidden objects.
- E Language:** Language choice.

## GAME SCREEN

- A Remaining time.**
- B Start/Pause:** Start or pause the game.
- C Hint:** Obtain a hint by entering the card number for which help is needed. Sometimes, the solution is provided if the hints are insufficient.
- D Penalty:** When you reveal a Penalty card, you are asked to press this button. As a result, you may lose a few minutes.
- E Machine:** Interact with a machine (cards with a green symbol).
- F Review Hints:** Review previously viewed hints/hidden objects, as well as some events.
- G Hidden Object:** Get help about hidden objects according to the progress made in the adventure.



## HINTS/MACHINES

When pressing the "Hint" or "Machine" buttons, you get access to a numeric keypad that allows you to enter the card number you want a hint for, or the card number for a Machine.

- A Numeric keypad:** Enables you to enter a number. **X** button deletes the entire entry.
- B OK:** Enables you to confirm the entered number and to obtain the corresponding message.
- C X:** Enables you to close the numeric keypad without making any entry.

## SCORE

After completing the adventure, you will be automatically redirected to this screen. In some instances, it will display the outcome of the adventure.

- A Game results:** This information summarizes the adventure. The first line shows the total time spent playing and the number of requested hints. The second line shows the time lost because of penalties (with the number of penalties shown in parentheses) and incorrect machine usage.
- B Score:** Stars are awarded (from 0 to 5) according to your performance, including the time spent to complete the adventures and the number of hints you asked for.
- C Sharing:** Press this to share your score with your friends (internet connection required).






# PLAYER AID




## CARD TYPES

**Object** (door, key, etc.)




**Combine**



**Modifier**

- ▶ 1 blue number to be combined with a red card.
- ▶ 1 red number to be combined with a blue card.

**Combine**



**Machine**

- ▶ Card number to be entered in the app.
- ▶ Requires solving a puzzle.

**Grey cards**

- ▶ All other cards (scene, interaction, penalty)



THE GOLDEN RULE: COMBINING A RED NUMBER AND BLUE NUMBER IS THE ONLY POSSIBLE OPTION.

## RECOMMENDATIONS

### Be organized:

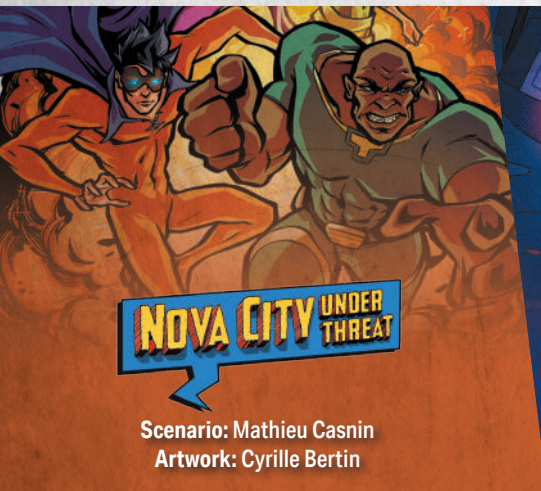
- ▶ Split the deck between the players so that they can search faster through the cards during the game (but do not just spread the cards out);
- ▶ Read the cards carefully and share information;
- ▶ Discard cards when instructed (and check that no errors have been made; crossed-out numbers or letters show which cards should be discarded).

### Still stuck?

You may need to move forward in the adventure to understand a combination or how to use a machine. However:

- ▶ If a card seems too complex, request a hint about that specific card (even if it lowers your final score);
- ▶ You may have missed a hidden object. Press the "Hidden Object" button in the app.

## CREDITS




Tutorial artwork: Arnaud Demaegd

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