UNLOCK!

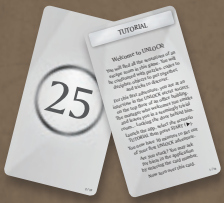
ESCAPE ADVENTURES

- Ages 10 and Up
- 60 Minutes
- 1 to 6 Players

COMPONENTS

IMPORTANT: DO NOT LOOK THROUGH THE CARD DECKS BEFORE STARTING TO PLAY.

A 10-card Tutorial Deck



A 60-card Deck

GAME OVERVIEW

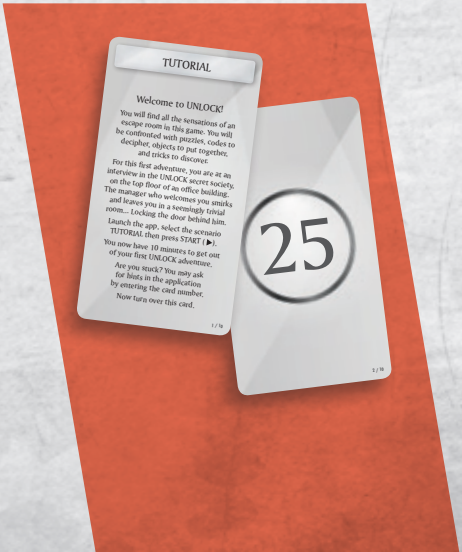
Each deck is a full, independent scenario.
Enter an immersive adventure and work together to complete your mission.
You have one hour (in real time) to overcome the many challenges and obstacles ahead of you.

GAME SETUP

In order to learn how to play the game, it is recommended to play the ***Tutorial*** adventure first, as it will walk you through the rules.
The tutorial can even be played **before** reading this rulebook. Just follow the setup instructions as indicated below.

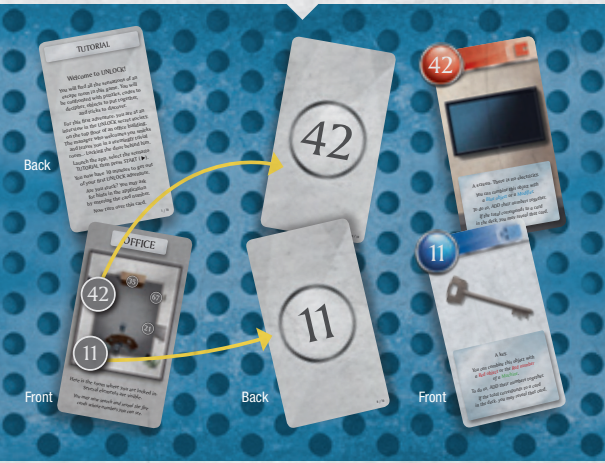
- Place the start card (with the title of the adventure) in the center of the table, with the text side face up.
- Place the other cards facedown to form a deck.
- Launch the application (See **Application** — page 12), select the ***Tutorial*** adventure, and place the device within easy reach of all players.
- One player reads the text on the start card out loud, then starts the countdown on the application, and flips the card over. The game begins!

Note: You can take notes using a pencil and paper.



GAME RULES

On the back of the start card is the first room of the game. In this room, there are numbers and letters that correspond to cards in the deck (the numbers and letters that are written on the back of the cards).
Each time you see a number or a letter on any card, you can take the corresponding card from the deck and reveal it (flip it over to see the other side).
Revealed cards are placed face up on the table so that everyone can see them.



The game takes place in real time and the players must work together as a team to win.
Each player should have access to the deck at all times. You could have one player in charge of searching and taking cards from the deck or split the deck to share that responsibility between several players.
Players cannot spread the deck out on the table.

THERE ARE SEVERAL TYPES OF CARDS.

OBJECTS (RED OR BLUE STRIPE)
Objects can sometimes interact with other objects (See **Combining Objects** — page 6).

Object 35 is a cabinet.

Object 11 is a key.

MACHINES (GREEN STRIPE)
Machines must be manipulated. The black numbers shown on these cards **never correspond** to other cards, so do not look for them in the deck (See **Machines** — page 9).

Machine 67 has six pins that are each associated with a black number (these numbers do not correspond to any card in the deck).

CODES (YELLOW STRIPE)
These require you to enter a code into the application to continue the adventure (See **Codes** — page 10).

Card 21 is a locked door with a digital code. Entering the correct code will unlock the door.

OTHER CARDS (GREY STRIPE)
These cards can be:
- A **place** showing a room and the objects within.
- The result of an **interaction with an object**.
- A **penalty** that players who have made a mistake are subjected to.
- A **modifier** (See **Modifiers** — page 8).

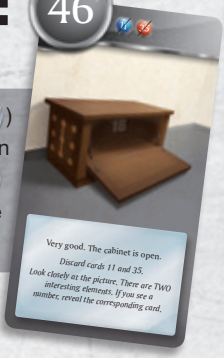
COMBINING OBJECTS

Sometimes it is possible to combine objects (for example a key with a door). To do this, players add the objects' numbers (noted in a red or blue circle) together, search the deck for the corresponding card, and reveal it. It is not possible 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 combination is valid (blue+blue, red+red, blue+grey, etc.).

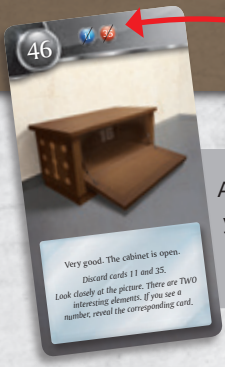
11 + 35 = 46

You decide to use the key (11) on the cabinet (35). You then search the deck for card 46 (11+35). It works! You open the cabinet and discover what is inside.



DISCARDING CARDS

At the top of certain cards, you may find crossed-out numbers and letters. This means that the cards which have the number or the letter shown must be discarded immediately. These cards are no longer used for the rest of the adventure.



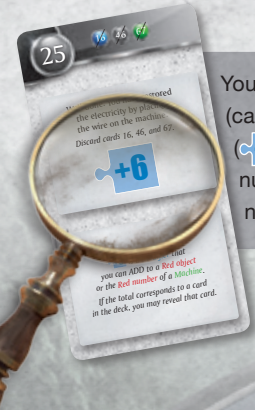
After opening the cabinet (46), you must discard the key (11) and the cabinet (35).

PENALTIES

Some game actions cause you to waste time. If you reveal a penalty card ( ), you must follow the instructions indicated on that card (You will be deducted some time, generally a few minutes). Then the penalty card is discarded.

MODIFIERS +?

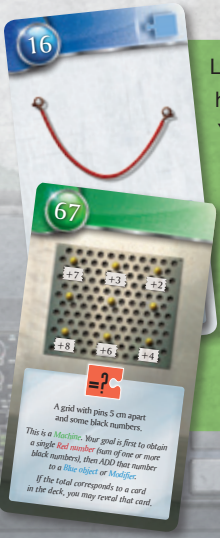
Modifiers can be found on some cards. They are blue numbers with a "+" in front of them and depicted inside blue puzzle piece icons. These numbers **never correspond** to cards. They must be combined with a red number (That's the **golden rule!**).



You have restored the electricity (card 25) and gained a modifier (+6) that you can add to a red number, instead of using the card number (25).

MACHINES =?

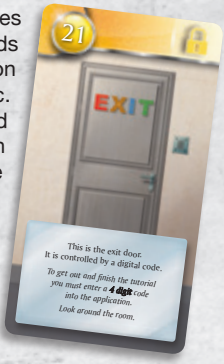
Before you can use a machine (card with a green stripe), you must learn how to use it by progressing through the adventure and finding some instructions. These cards have several black numbers with the a "+" in front of them. These numbers **never correspond** to cards in the deck and can only be added to each other. The correct sum gives you **a single red number** that you can then combine with a blue number (the **golden rule** once again).



Later in the game, you discovered how to use the machine (67): You need to link together pins +3 and +6 . This gives a final red number (=9). The machine also needs a wire (16); so you decide to combine the wire (16) and the sum of the two pins you previously found (=9). Then you can take card 25 (16+9).

CODES

During the game, you will sometimes be confronted with codes (cards with a yellow stripe): combination locks, digital door codes, etc. To open them, you must find the right code. This code then needs to be entered into the application (see **Application** — page 12) and validated (the card's number itself does not need to be entered).



Codes are made up of 4 digits. If the code you entered is correct, the application will tell you how to proceed. If the code is incorrect, time will be deducted (a few minutes).

HIDDEN OBJECTS

Sometimes, you must look closely at the cards, as there may be hidden numbers or letters to be found. These numbers or letters correspond to cards that you need to take from the deck and reveal.

Note: If you are stuck, you can use the game application ("Hidden Object" button) to get a hint about the nearest hidden object.

Can you see the hidden number on card 46? Look **inside** the cabinet.

HINTS

During the game, you can request hints. Press the “Hint” button in the application and request help by entering **the number of the revealed card** that you need assistance with.

For cards with a letter, you can enter **the number shown below the letter** to obtain the hint.

END OF GAME

The game ends when you complete the adventure and stop the timer.

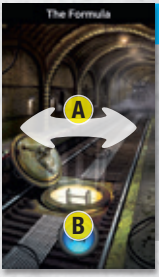
You can then consult your score and see an assessment of your performance (0 to 5 stars).

The game does **NOT** end if the timer reaches 00:00. You may still finish the adventure.

However, your score will not be as good as if you had finished in time.

APPLICATION

The **UNLOCK!** application can be downloaded for free from the App Store and Google Play. It allows you to manage your time, penalties, codes, and hints. **THE APPLICATION IS REQUIRED TO PLAY THIS GAME** (but once downloaded, no Internet connection is required). At the start of the game, you must choose the game language. You are then directed toward a screen to select the adventure you want to play.



ADVENTURE SELECTION

- **A** Adventure: By swiping the image right or left, you can navigate between the different adventures available.
  Reminder: We recommend you start with the ***Tutorial*** adventure.
- **B** Press "Play" to go to the game screen.

GAME SCREEN

- **A** Remaining Time: When the countdown reaches 00:00, you may still finish the adventure.
- **B** Start/Pause: Press to start/pause the timer. A contextual help is triggered.
- **C** Hint: You can request a hint by entering the number of the card for which you need help.
- **D** Penalty: When you reveal a penalty card, you will sometimes be told to press this button. You then lose a certain amount of time (a few minutes).
- **E** Code: Press to enter a code to validate a code card (card with a yellow stripe),
- **F** Hint Review: Press to review previously obtained hints or hidden objects.
- **G** Sound: Press to turn the background music on/off.
- **H** Hidden Object: Press to request help to find hidden objects if you are stuck in the adventure.

HINTS/CODES

When you press the Hint or Code buttons, you gain access to a numeric keypad that allows you to enter the number of a hint or a code.

A Numeric Keypad: This allows you to enter a number. The “C” key deletes the entire number that has been entered.

B Validation: By pressing “OK”, you validate the number you entered and obtain important information.

C Close: This allows you to close the keypad without entering a number.

ASSESSMENT

When you finish the adventure, you are automatically directed to this screen. In some cases, a message gives you the conclusion of the adventure or ask you to reveal a final card.

A Game Results: This information summarizes the adventure. The first line shows the total time and number of requested hints. The second line shows the time lost due to penalties (in parentheses, the number of penalties). The third line shows the time lost because of incorrect codes (in parentheses, the number of incorrect codes).

B Assessment: The number of stars (between 0 and 5) is based on your performance. The assessment depends on the time you took, as well as the number of hints you requested.

ADVICE

Be Organized:

- Give the deck to one player or split it up between several players;
- Read the cards carefully and communicate with each other;
- Discard cards when told to do so (and check that no errors have been made, the crossed-out numbers or letters show the cards that must be discarded).

Still Stuck?

Sometimes it is necessary to progress through the adventure to understand a combination, a code or a machine. However:

- If a card looks too complex for you, request a hint about this specific card (even if it will lower your final assessment);
- You might have missed a hidden object. Press the “Hidden Object” button in the application.

CREDITS

THE FORMULA

Scenario: Cyril Demaegd

Illustrations: Pierre Santamaria
www.behance.net/pierresantamaria

Published by JD Éditions - SPACE Cowboys
238, rue des frères Farman, 78530 BUC - France
© 2017 SPACE Cowboys. All rights reserved.

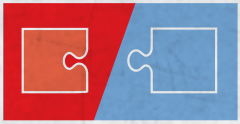
Find out more about UNLOCK! and the SPACE Cowboys on www.spacecowboys.fr, on and on .

This product has been manufactured with all possible care. You might nonetheless encounter a problem with your game, in which case you can contact Customer Service at www.asmodee.com

PLAYER AID

CARD TYPES

Object (door, key…)



Combine

Modifier

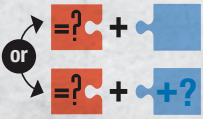
- 1 BLUE NUMBER (other than the number of the card itself)

Combine

Machine

- Understand how it works to find 1 RED NUMBER

Then combine



Code (locks, keypads…)

- Always **4 digits**
- Must be entered **into the application**

Grey cards

- The other cards (room, interaction, penalty)

THE GOLDEN RULE: A RED NUMBER CAN ONLY BE COMBINED WITH A BLUE NUMBER AND VICE VERSA. NO OTHER COMBINATION IS VALID.