STAR WARS™

UNLOCK!
THE ESCAPE GAME

- Ages 10 and up
- 60 minutes
- 1 to 6 players



FIRST DOWNLOAD THE FREE *STAR WARS* UNLOCK! APP FROM THE APP STORE OR GOOGLE PLAY.



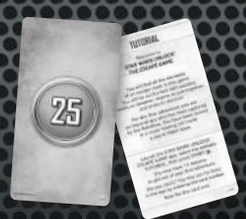
CONTENTS



IMPORTANT: Do not look through the card decks before starting to play.
SOLUTION BOOKLET: Do not read unless you are stuck in the adventure.

10-CARD TUTORIAL

This tutorial is placed on the top of the first adventure.



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

3 ADVENTURES (180 CARDS + MAP + SOLUTION BOOKLET)

ESCAPE FROM HOTH



Difficulty level: 🔒🔓🔓

AN UNFORESEEN DELAY



Difficulty level: 🔒🔓🔓

SECRET MISSION ON JEDHA

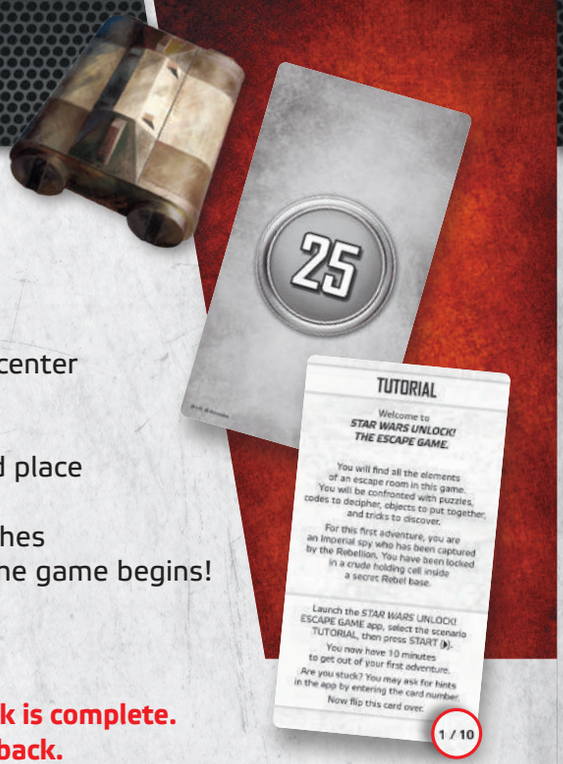


Difficulty level: 🔒🔒🔓

GAME OVERVIEW

Each deck of cards proposes 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 challenges and obstacles.

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. The tutorial can be played **before** reading the game rules. Just follow the setup instructions as indicated below:

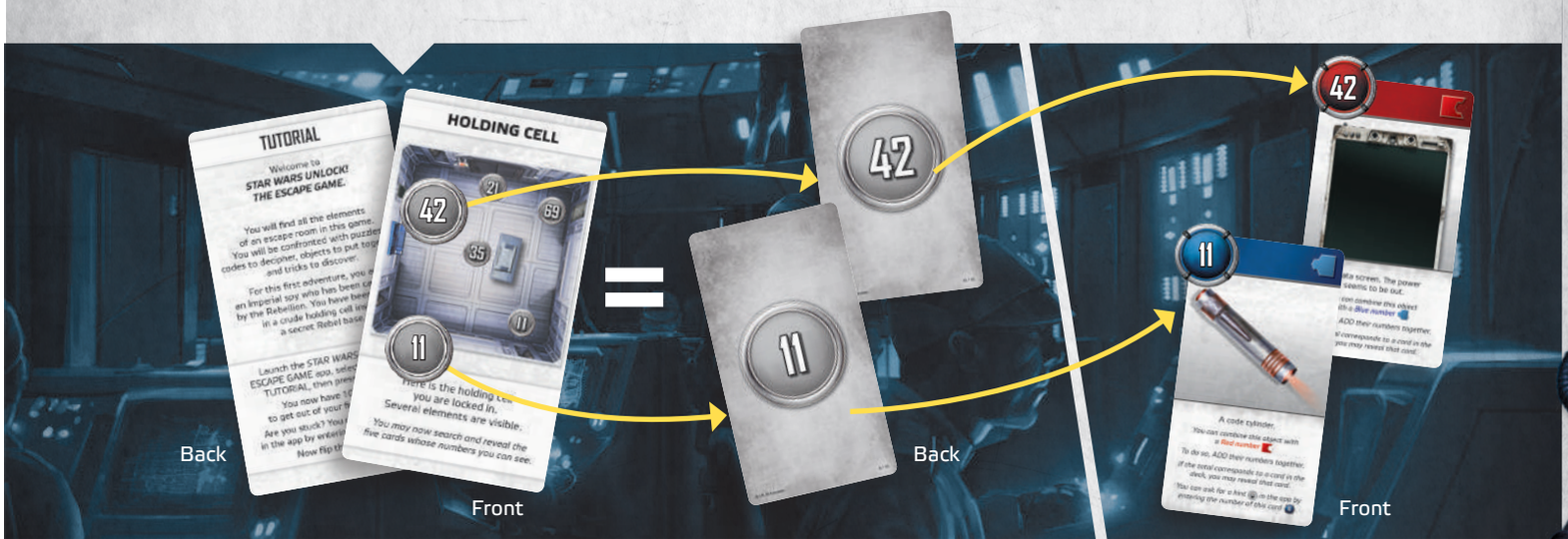
- Place the start card (with the title of the adventure) in the center of the table, with its text faceup.
- Place the other cards facedown to form a deck.
- Launch the app (see **App** - page 6), select the ***Tutorial***, and place the device within easy reach of all players.
- One player reads the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

Note: You can take notes during the game.

IMPORTANT: Before you start an adventure, make sure that your deck is complete. To do so, check your card numbers on the lower right side 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 (the numbers and letters that are written on the back of the cards). Each time 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 (cards and app are used simultaneously). Form a team and work together to win. You can either designate one of you to search and reveal cards or split the deck among you.
Do not spread out the deck on the table.

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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 crate.

Object 11 is a code cylinder.





MACHINES (green symbol)

Machines are handled via the app (see **Machines** - page 5).

Machine 69 is a panel with 6 pins.



CODES (yellow symbol)

These cards require you to enter a code in the app to continue the adventure (see **Codes** - page 5).

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



OTHER CARDS

These cards can be:

- A **place** showing a room and the objects within.
- The result of an **interaction with an object**.
- **Penalty** applied to players who made a mistake.
- A **modifier** (see **Modifiers** - page 5).



On the left, a room.
In the middle, the result of an interaction.
On the right, a penalty.

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COMBINING OBJECTS

Sometimes, it is possible to combine objects. To that end, just add their respective numbers together (within a red or blue circle) and look for the matching card in the deck. 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 combination is possible (blue+blue, red+red, blue+gray, etc.).



You decide to combine the code cylinder (11) with the locked crate (35). So, you look for card 46 (11+35) in the deck and reveal it. It works: you open the crate and discover what is inside.

DISCARDING CARDS



The top of some cards bear crossed-out numbers or letters. Immediately discard the corresponding cards, they will not be used again during the game.

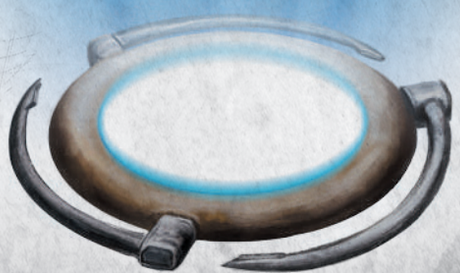


After opening the crate (46), you must discard the code cylinder (11) and the locked crate (35).



PENALTIES

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



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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. They must be added to a number of the other color (the **golden rule**!).



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



MACHINES



To handle the machines (green symbol), **enter the card number in the app** (if a letter, the number below it). Then, the app will display the machine and the buttons that must be used to activate its functions. Once you have learned how to handle the machine, the app will take you through all the steps to continue playing.

Later in the game, you have learned how to handle machine 69. A wire must be placed between the two pins in the center. So, press the app's 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: A misuse can cause loss of time and you may need to move forward in the adventure to understand the machine.

CODES



During the game, you will sometimes be confronted with codes (cards with a yellow symbol): combination locks, digital door codes, etc. Find the right code. Then, it must be entered in the app (see **App** - page 6) and confirmed (the card number itself does not need to be entered).

Codes are made up of 4 digits. If the code you entered is correct, the app will provide instructions on how to proceed. If the code is incorrect, you will probably lose time (a few minutes).



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HIDDEN OBJECTS



During the game, not all objects are always visible. Carefully look at the cards in order to find, every now and then, 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 indicates 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 indications in due time.



Do you see the hidden number (16) on the card to the right?

HINTS





During the game and when at a loss, you can obtain hints by pressing the "Hint" button in the app and by entering **the number of a revealed card**.



For cards with a letter, enter **the number below the letter** to obtain the hint. If there is no number below the letter, no hint can be obtained.

Note: For some cards, the app will offer you a second hint if the first one does not provide enough information, and possibly the solution. Remember that a solution booklet is included in this box.

END OF GAME



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 green lights).

APP

The ***STAR WARS*** **UNLOCK!** app can be downloaded, for free, from the App Store and Google Play. It manages your time, penalties, codes, 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: you are redirected to the adventure selection screen.



ADVENTURE SELECTION

- **A** **Settings**: Opens the "Settings" window.
- **B** **Game launch**: You are brought to the game screen. **Reminder**: It is recommended to start with the ***Tutorial*** adventure if you have never played Unlock! before.

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APP (CONT'D)



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** or **elapsed time** (depending on the adventures).
- **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** **Code**: Press this button, then enter a code.
- **F** **Machine**: Handling of the machines (cards with a green symbol).
- **G** **Review Hints**: Review hints/hidden objects and some events.
- **H** **Hidden Object**: Get help about hidden objects according to the progresses made in the adventure.



HINTS / MACHINES / CODES

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

- **A** **Numeric keypad**: Enables you to enter a number. The C button deletes the entire entry.
- **B** **OK**: Enables to confirm the entered number and to obtain the corresponding message.
- **C** **X**: Enables 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 due to penalties (in parentheses, the number of penalties). The third line shows the time lost because of machines and incorrect codes (in parentheses, the number of incorrect codes).
- **B** **Score**: The green lights are awarded (from 0 to 5) according to your performance/time spent to complete the adventure and the number of hints asked for.
- **C** **Sharing**: Share your score with your friends (internet connection required).

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PLAYER AID

CARD TYPES:

Object (door, key)



Combine



Modifier

- **1 blue number** to be combined with a red card
- **1 red number** to be combined with a blue card

Combine



Machine

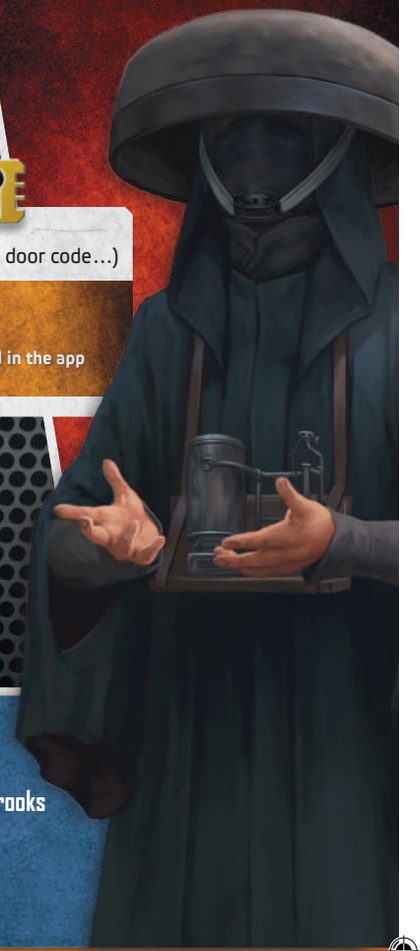
- Card number to be entered in the **app**
- Requires solving a puzzle

Code (padlock, door code…)

- Always **4 digits**
- Must be entered **in the app**

Gray cards

- The other cards (place, interaction, penalty)



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