UNLOCK!

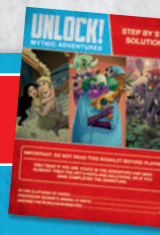
MYTHIC ADVENTURES

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

The solutions to all the UNLOCK! adventures are available at https://www.spacecowboys.fr/unlock-solutions-english



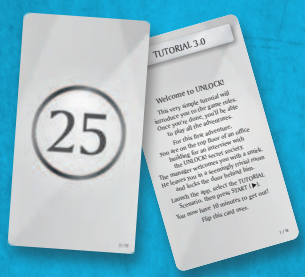
CONTENTS



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 on the top of the first adventure.



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

3 adventures (180 Cards, 1 Special Card, 1 Map, and 1 Solution Booklet)



Difficulty level: 🔒🔒🔒



Difficulty level: 🔒🔒🔒



Difficulty level: 🔒🔒🔒

GAME OVERVIEW

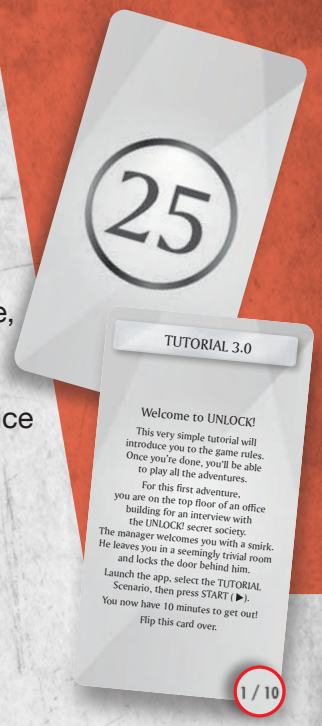
Each deck of cards proposes a cooperative scenario.
You are immersed in an adventure and have one hour to complete your mission.
During that hour, you will have to overcome many challenges and obstacles.

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.
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 out loud, then launches the countdown timer on the app and flips the card over. The game begins!

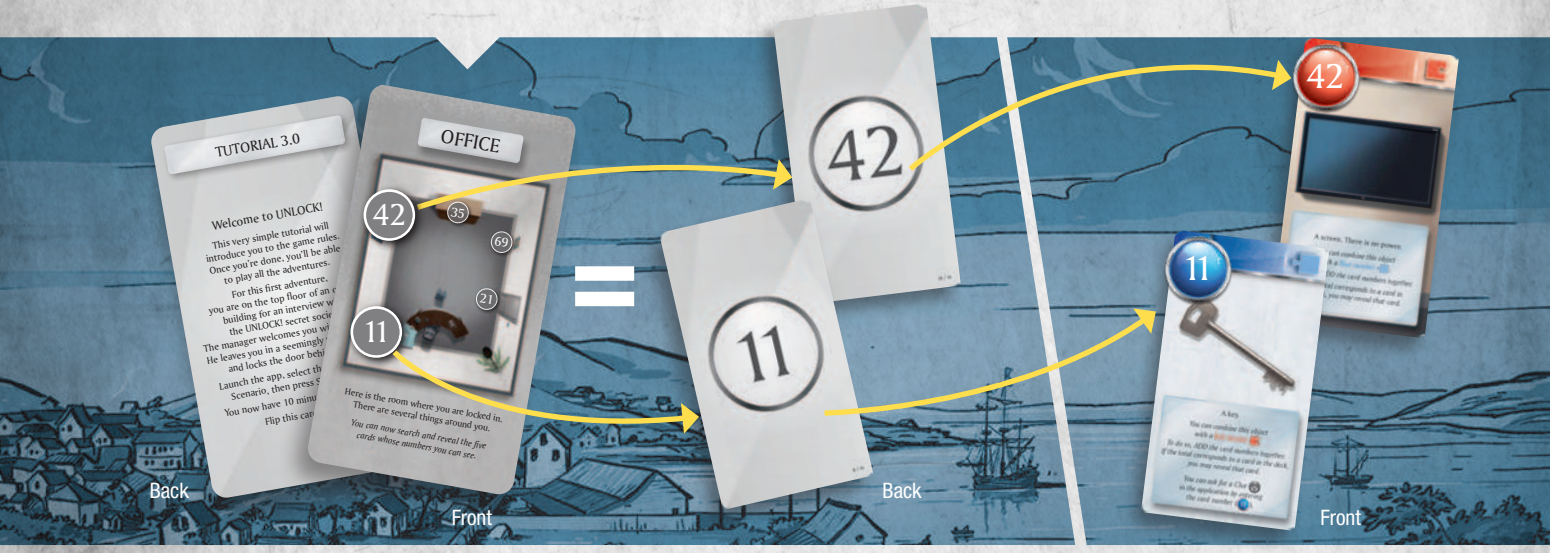


Note: Players can take notes during the game.

IMPORTANT: Before you start an adventure, make sure that your deck is complete. To do so, check 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.

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)

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

Machine 69 is a grid with 6 pins.





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 when you make a mistake.
- A **modifier** (see **Modifiers** - page 5).

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

COMBINING OBJECTS



11 + 35 = 46

Sometimes, it is possible to combine objects (for example, a key with a door). 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 key (11) with the locked cabinet (35). So, look for card 46 (11+35) in the deck and reveal it. It works: open the cabinet and discover what is inside.

DISCARDING CARDS

The top of some cards bears 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 (), you must follow its instructions. These cards must always be discarded afterward.

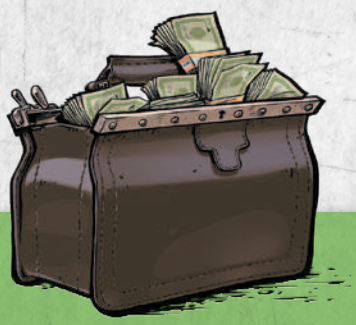


MODIFIERS

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. 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.

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 app's button "Hint" 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 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: you are redirected to the adventure selection screen.



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.

APP (CONT'D)



SETTINGS

- **A Music:** Turns on/off the background music.
- **B Timer:** Play with or without the timer.
- **C Notifications:** Activate/deactivate 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:** Handling of the machines (cards with a green symbol).
- **F Review Hints:** Review hints/hidden objects and some events.
- **G Hidden Object:** Get help about hidden objects according to the progresses 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 hint number 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.

EVALUATION



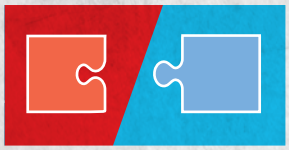
After completing the adventure, you will be automatically redirected to this screen. In some instances, it will display the outcome of the adventure.

- **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) and incorrect machines.
- **B Score:** The stars 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).

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

Gray cards

- The other cards (place, interaction, penalty)

THE GOLDEN RULE: RED NUMBER + BLUE NUMBER.





RECOMMENDATIONS

Be organized:

- Split the deck between the players so that they can search faster through the cards during the game;
- 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 the cards to be discarded).

Still stuck?

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

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

CREDITS



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HELP

This product has been manufactured with all possible care. However, if you encounter a problem with your game, please contact our Customer Service at support@asmodee.com
Your problem will be solved in a timely manner.

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