UNLOCK!

ESCAPE ADVENTURES

- Ages 10 and up
- 60 minutes
- 2 to 6 players (every adventure, except for The Island, can also be played solo).





CONTENTS

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

A 10-card Tutorial deck

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

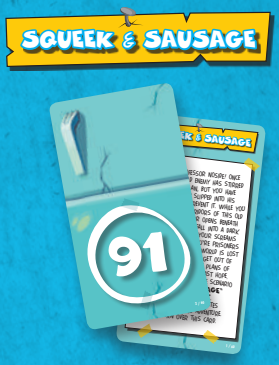


Place these cards in space 0 once the decks are unwrapped.

3 adventures (186 cards)



Difficulty level: 🔒🔒🔒



Difficulty level: 🔒🔒🔒



Difficulty level: 🔒🔒🔒

GAME OVERVIEW

Each deck proposes a cooperative scenario.
Players are immersed in an adventure and have one hour to complete their mission.
During that hour, they will have to overcome many challenges and obstacles.

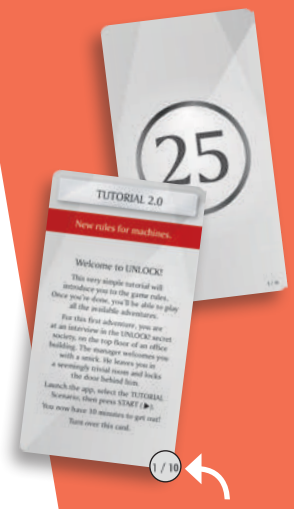
GAME SETUP



In order to learn how to play the game, it is recommended that the ***Tutorial*** adventure is played 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 face down to form a deck.
- Launch the app (see **App** - page 7), select the "Mystery Adventures" ***Tutorial***, 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 app and flips the card over. The game begins!

Note: Players can take notes during the game.

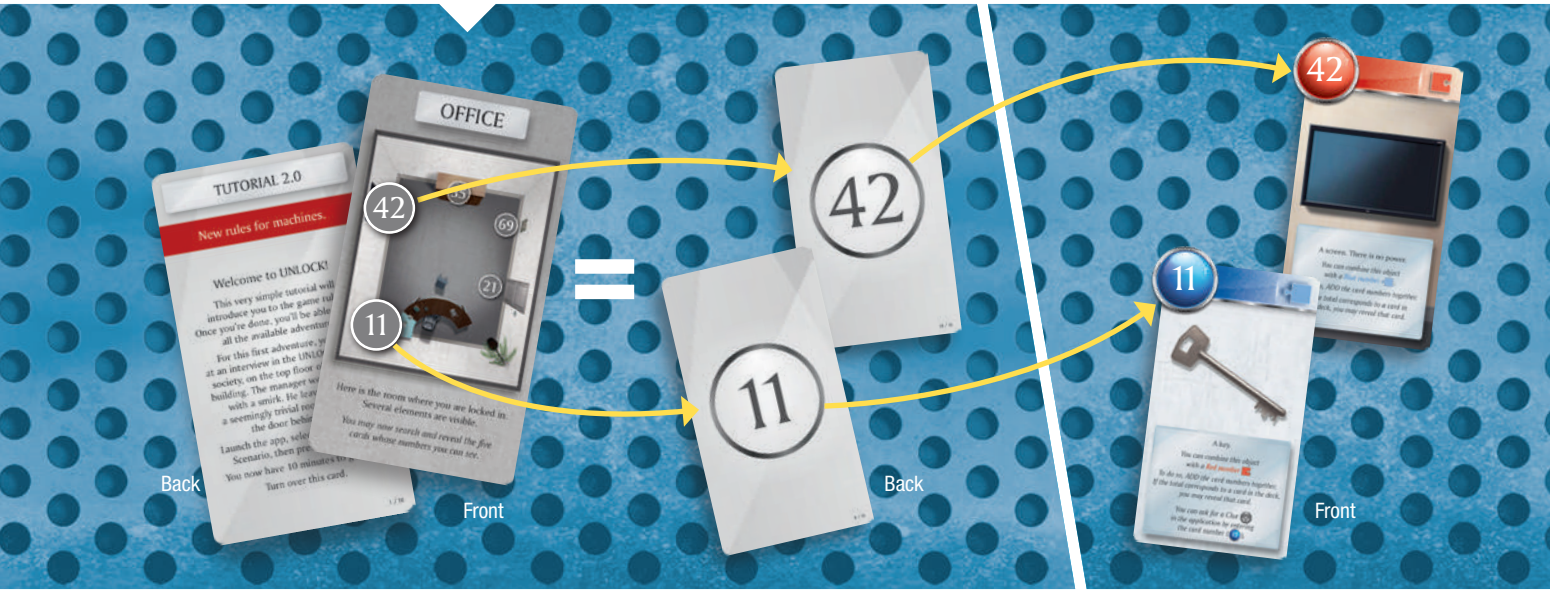


Each card bears a unique number on the back so that you can check your deck is complete prior to starting the game.

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 players see a number or a letter on the room card or any other card, they must take the matching 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. The players must form a team and work together to win. Each player should have access to the deck at all times. Players can either designate one of them to look for and take cards or split the deck among them. **Players cannot spread out the deck on the table.**

CARD TYPES



THERE ARE SEVERAL TYPES OF CARDS.



OBJECTS (RED OR BLUE STRIPE)
Objects can sometimes interact with other objects (see **Combining Objects** - page 4).

Object 35 is a cabinet.

Object 11 is a key.

MACHINES (GREEN STRIPE)
Players must enter the machine number in the app to access it (see **Machines** - page 5).

Machine 69 is a grid with 6 pins.





CODES (YELLOW STRIPE)
Players must enter a code in the app to continue the adventure (see **Codes** - page 6).

Card 21 is a door locked by a digital code.
Players must enter the code to 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** 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.



COMBINING OBJECTS

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+grey, etc.).



11 + 35 = 46



Players decide to combine the key (11) with the cabinet (35).
So, they look for card 46 (11+35) in the deck and reveal it.
It works: they open the cabinet and discover what is inside.

DISCARDING CARDS

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



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

PENALTIES



Players can lose time (generally a few minutes) because of some actions they performed. If players reveal a Penalty card (), they must follow its instructions. These cards must always be discarded afterwards.

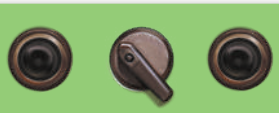
MODIFIERS +?

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



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

MACHINES



To use machines (green-striped cards), players must enter the card number in the app (if a letter, the number below it). Then, the app will display the machine and the buttons to be used for hints, answers, etc. The app will take players through all the steps to continue playing and most often, will provide them with a red number (to be added to a blue number).



Later in the game, players learned how to use the machine 69. An electrical wire must be placed between the two pins in the center. So, they must press the app's button and enter number 69. Then, by selecting the two pins in the center and after validating, they obtain number 9. Now, they can combine this number with the one of the electrical wire 16 and take card 25 (16+9).

Look out! A misuse can cause a loss of time and you may need to move forward in the adventure to understand the machine.

CODES





During the game, players will sometimes be confronted with codes (yellow stripe): combination locks, digital door codes, etc. To open them, players will have to find the correct code. Then, this code must be entered in the app (see **App** - page 7) and validated (the card number doesn't need to be entered).

Codes are made up of 4 digits. If players entered the correct code, the app will provide instructions to continue playing. If the code is incorrect, players, most often, will lose a few minutes.

HIDDEN OBJECTS



During the game, all objects are not always visible. Therefore, players must carefully look at the cards in order to find, every now and then, hidden letters or numbers which match cards to be looked for in the deck.



Note: If players are stuck and do not know what to do next, the button "Hidden Object" is available in the app and indicates the closest hidden object based on their progress. It is also possible, at game start, to activate the automatic help function to find the hidden objects. In this case, the app will provide the indications to players in due time.

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

HINTS





During the game, players can obtain hints by pressing the app's button "Hint" and by entering **the number of a revealed card**.



For cards with a letter, players will have to enter **the number below the letter** to obtain the hint.

Note: For some cards, the app will offer players a second hint (and/or the solution) if the first one does not provide enough information.

END OF GAME

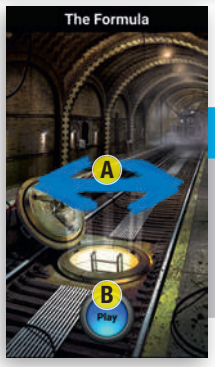


The game ends once players have managed to solve the last puzzle and stopped the timer. Then, they can access their score and their performance evaluation (0 to 5 stars).

The game **does NOT end** when the timer reaches 00:00. Players can still pursue and complete their adventure. However, their evaluation will be lower if they finish after the allocated time.

APP

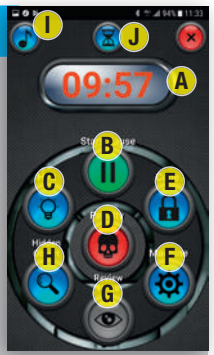
The **UNLOCK!** app can be downloaded, for free, from the App Store and Google Play. It manages players' time, penalties, codes, machines and hints. **THE APP IS REQUIRED TO PLAY THE GAME** (but once downloaded, no internet connection is necessary to play). After launching the app, players must choose the "Mystery Adventures" set, then the language of the game: they are directed toward the adventure selection screen.



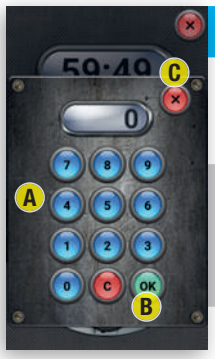
ADVENTURE SELECTION

- **A** Adventure: by dragging the image, players can choose between the available adventures included in the box. Reminder: It is recommended to start with the ***Tutorial*** adventure.
- **B** By pressing "Play", players are taken to the game screen.

GAME SCREEN



- **A** Remaining time: When the countdown reaches 00:00, the timer keeps working without being displayed.
- **B** Start/Pause: Start or pause the game.
- **C** Hint: Obtain a hint by entering the card number for which help is needed.
- **D** Penalty: Press the Penalty button as instructed by the Penalty card. You lose a few minutes.
- **E** Code: Enter a code.
- **F** Machine: Use of the machines.
- **G** Review Hints: See again the previously obtained hints/hidden objects.
- **H** Hidden Object: Get help about hidden objects according to the progresses made in the adventure.
- **I** Sound: Turn the background music on/off.
- **J** Time: Play with or without the timer.



HINTS/CODES/MACHINES

When pressing the "Hint", "Code" or "Machine" buttons, players get access to a digital keypad which allows them to enter the hint number, the code, or the Machine card number.

- **A** Digital keypad: Enables players to enter a number. The C button deletes the entire entry.
- **B** Validation: Enables to validate the entered number and to obtain the corresponding message.
- **C** Closing: Enables to close the digital keypad without making any entry.

EVALUATION



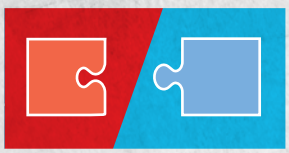
After completing the adventure, players are automatically directed toward this screen.

- **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 the machines and the incorrect codes (in parentheses, the number of incorrect codes).
- **B** Evaluation: The stars are awarded (from 0 to 5) according to players' performance–time spent to complete the adventure and the number of hint requests.

PLAYER AID

CARD TYPES:

Object (door, key)



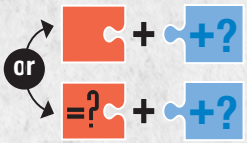
Combine



Modifier

▶ 1 BLUE NUMBER (other than the card number)

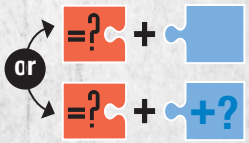
Combine



Machine

▶ Requires solving a puzzle in the **app**

If a red number, combine



Code (padlock, door code…)

▶ Always **4 digits**

▶ Must be entered **in the app**

Grey cards

▶ The other cards (location, interaction, penalties)

THE GOLDEN RULE: A RED NUMBER (OBJECT OR MACHINE) CAN ONLY BE COMBINED WITH A BLUE NUMBER (OBJECT OR MODIFIER) AND VICE VERSA.

ADVICE

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 communicate with each other;
- ▶ 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 this specific card (even if it will lower your final evaluation);
- ▶ You might have missed a hidden object. Press the “Hidden Object” button in the app.

CREDITS

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UNLOCK! MYSTERY ADVENTURES is a game published by JD Editions - Space Cowboys
238 rue des Frères Farman, 78530 BUC - France
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