UNLOCK!

HEROIC ADVENTURES

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

The solutions to the Unlock! scenarios are available on Space Cowboy's Facebook page https://facebook.com/SpaceCowboysUS/

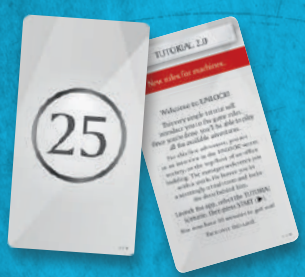


CONTENTS

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 (180 cards + 1 Sheet of paper + 1 Booklet)

INSERT COIN



Difficulty level: 🔒🔒🔒

Sherlock Holmes – The Scarlet Thread of Murder



Difficulty level: 🔒🔒🔒

IN PURSUIT OF THE WHITE RABBIT



Difficulty level: 🔒🔒🔒

GAME OVERVIEW

Each deck of cards 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 you 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:

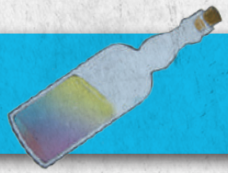
- Place the start card (with the title of the adventure) in the center of the table, with the text faceup.
- Place the other cards facedown to form a deck.
- Launch the app (see **App** - page 7), select the ***Tutorial***, and place the device within easy reach of all players.
- One player reads the 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.

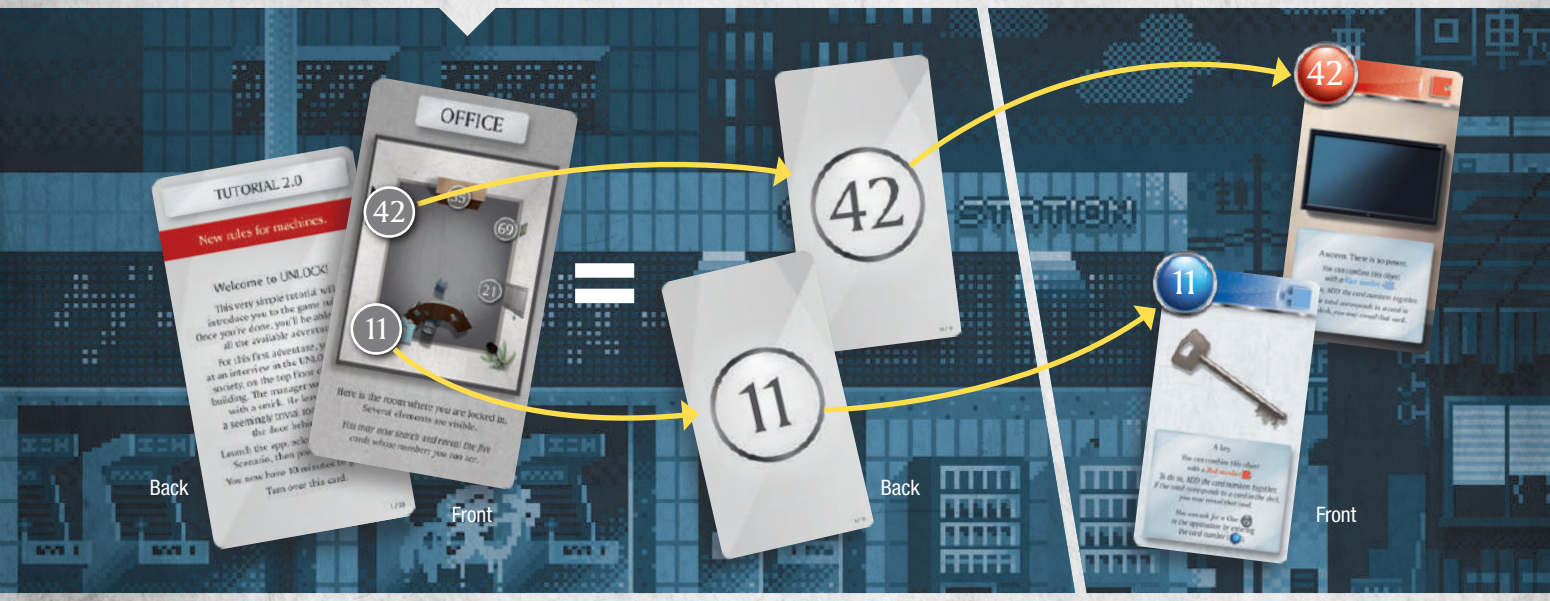


There is a unique number on the back of each card so that you can verify your deck is complete before starting the game.

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.
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). The players must form a team and work together to win.

Players can either designate one of them to search and reveal cards or split the deck among them. **Players cannot spread out the deck on the table.**

CARD TYPES



THERE ARE SEVERAL CARD TYPES.



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)
Machines are to be handled via the app (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 an electronic keypad. Players must enter the code to unlock the door.

OTHER CARDS (GRAY 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+gray, etc.).



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 or letters. You must immediately discard the corresponding cards as they will not be used again during the game.



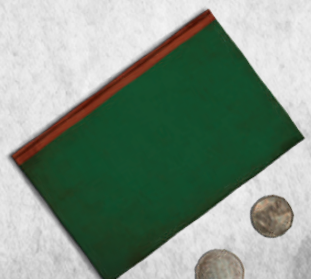
After opening the cabinet (46), players must discard the key (11) and the cabinet (35).





PENALTIES

Players may 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 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) that they can add to a red number, rather than using the card number (25).





MACHINES

To handle the 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 that must be used to activate its functions. Once the players have learned how to handle the machine, the app will take them through all the steps to continue playing.

Later in the game, players have learned how to handle 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 confirming, they obtain number 9. Now, they can combine this number with the one of the electrical 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, players will sometimes be confronted with codes (yellow stripe): combination locks, electronic keypads, 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 confirmed (the card number doesn't need to be entered).

Codes are always made up of 4 digits. If players entered the correct code, the app will provide instructions so as 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 that 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 and when at a loss, 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. If there is no number below the letter, no hint can be obtained.

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.

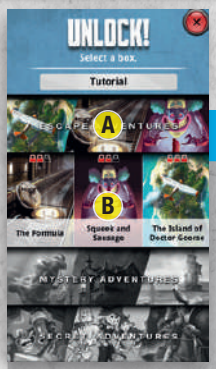
END OF GAME

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).



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 select the language: they are redirected to the adventure selection screen.



ADVENTURE SELECTION

A Box: Once the box has been selected, the app will display three adventures to choose from (players can start with any of these adventures).

B Adventure: Once the adventure has been selected, the app will display the GAME SCREEN.

Reminder: It is recommanded to start with the Tutorial adventure if you have never played UNLOCK! before.

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.

D Penalty: When players reveal a Penalty card, they are asked to press this button. As a result, they may lose a few minutes.

E Code: Enter a code.

F Machine: Handling of the machines.

G Review: Review 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

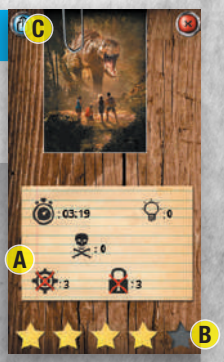
When pressing the "Hint", "Code", or "Machine" buttons, players get access to a digital keypad that allows them to enter the hint number, the code, or the Machine card number.

A Numeric keypad: Enables players 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 Closing: Enables to close the numeric keypad without making any entry.

EVALUATION



After completing the adventure, players are 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 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).

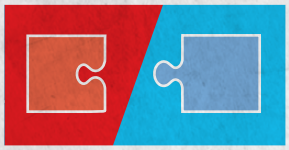
B Evaluation: The stars are awarded (from 0 to 5) according to players' performance–time spent to complete the adventure and the number of hints requested.

C Sharing: Share your evaluation with your friends (internet connection required).

PLAYER AID

CARD TYPES:

Object (door, key)



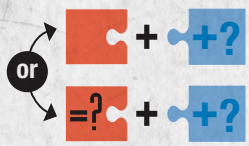
Combine



Modifier

- 1 BLUE NUMBER (other than the card number)

Combine



Code (padlock, door code…)

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

Machine

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

Gray 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.

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 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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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 https://fr.asmodee.com/fr/support. Your problem will be solved in a timely manner.

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