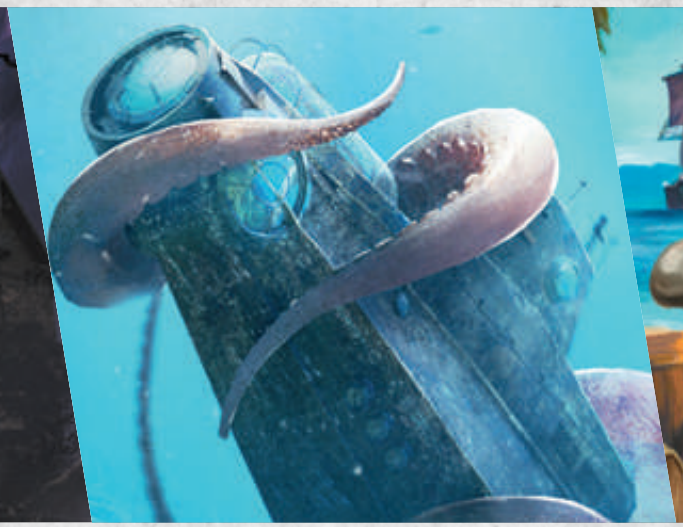
UNLOCK!

MYSTERY ADVENTURES

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





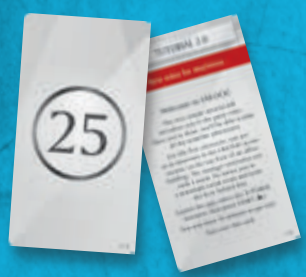


CONTENTS

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)

THE HOUSE ON THE HILL



Difficulty level: 🔒🔒🔒

THE NAUTILUS TRAPS



Difficulty level: 🔒🔒🔒

THE TONIPAL'S TREASURE



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.

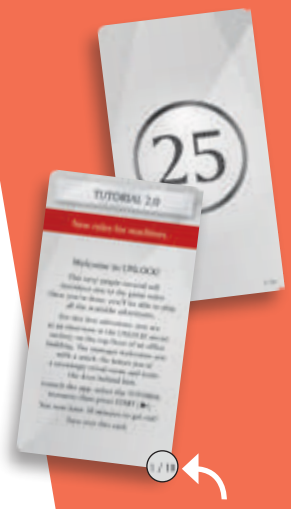
GAME SETUP



In order to learn how to play the game, it is recommended 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 application (see **Application** - page 7), 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: Players can take notes during the game.

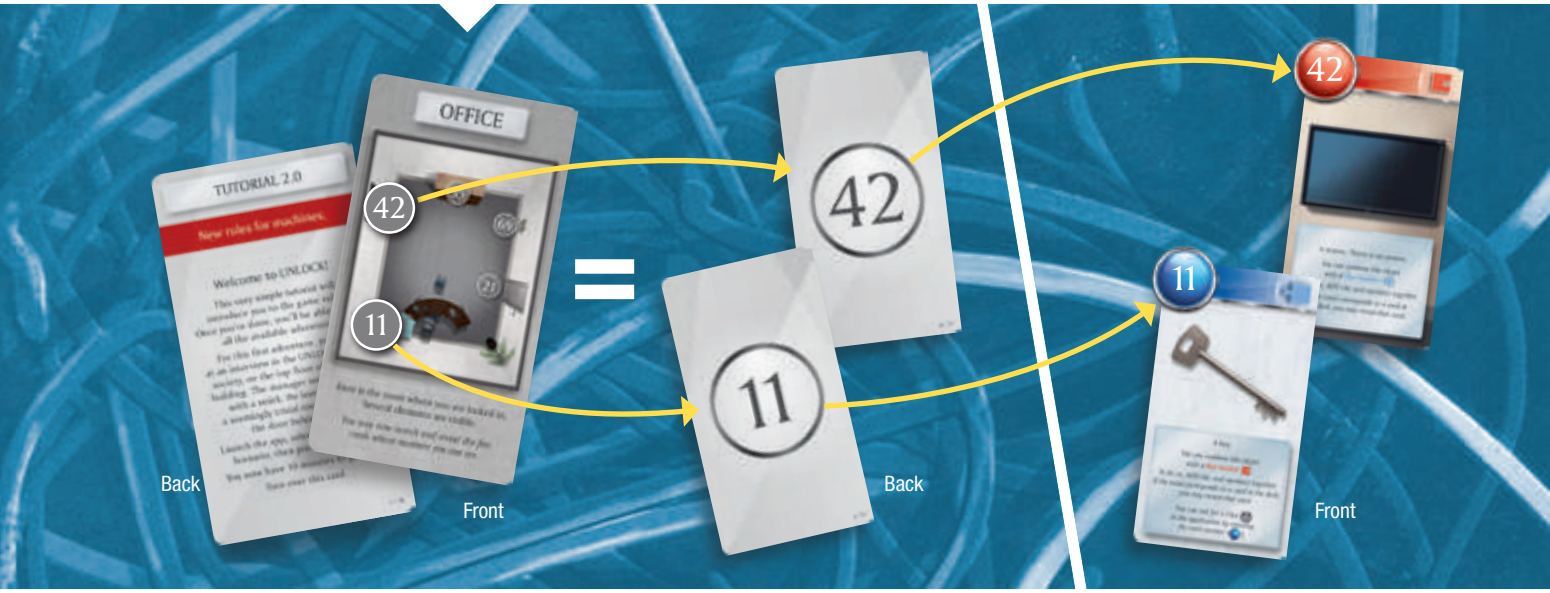


Each card bears a unique number on the back so that you can check your deck is complete prior to starting the game.

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 and the players must form a team and work together as a team 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 share the deck among them. **Players cannot spread out the deck on the table.**

CARD TYPES



THERE ARE SEVERAL TYPES OF CARDS.



OBJECTS (TOP 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)
The machines must be used according to the instructions provided hereafter (see **Machines** - page 5).

Machine 69 is a grid with 6 pins.





CODES (YELLOW STRIPE)
Players must enter a code in the application 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 the objects (for example, a key with a door). To that end, just add their respective values 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 bear 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 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 the electricity (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 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 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 buttons in the center and after validating, they obtain number 9. Now, they can combine this number with the one of the electrical wire 16. So then, they must take card 25 (16+9).



Look out! 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 (yellowstripe): combination locks, digital door codes, etc. To open them, players will have tofind the correct code. Then, this code must be entered in the application (see **Application** - 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 will either receive new instructions or, most often, will lose some time (a deduction of 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 will indicate 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.

Did you notice the hidden number (16) on the opposite card?

HINTS





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



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

Note: For some of the cards, the app will offer players a second hint if the first one does not provide enough information.

END OF GAME

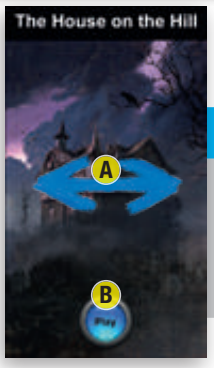


The game ends once players have managed to solve the last puzzle and stopped the timer. Then, they can access their score and their performance evaluation (0 to 5 stars).

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.

APPLICATION

The **UNLOCK!** application can be downloaded, for free, from the App Store and Google Play. It manages players' time, penalties, codes, machines and hints. **THE APPLICATION IS REQUIRED TO PLAY THE GAME** (but once downloaded, no internet connection is required to play). At the start of the game, players must choose the game, then the game language. Then, they are directed toward the adventure selection screen.



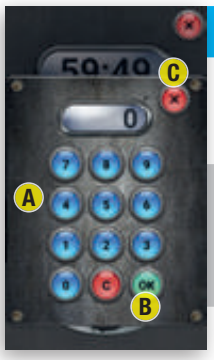
ADVENTURE SELECTION

- **A** Adventure: by dragging the image, players can navigate between the 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: To start or pause the game.
- **C** Hint: A hint may be obtained by entering the card number for which help is needed.
- **D** Penalty: When players get a Penalty card, they are asked to press the Penalty button. Then, they lose a few minutes.
- **E** Code: Enables players to enter a code (cards with yellow stripe).
- **F** Machine: Enables the use of the machines (cards with green stripe).
- **G** Hint review: Enables players to review the previously obtained hints/hidden objects.
- **H** Hidden object: Enables players to get help about hidden objects according to the progresses made in the adventure.
- **I** Sound: turns the background music on/off.

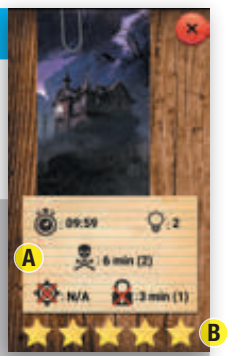


HINTS/CODES/MACHINES

When pressing the buttons "Hint", "Code" or "Machine", 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



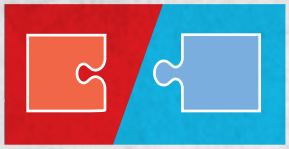
After completing the adventure, players are automatically directed toward this screen. In certain instances, it will either display the outcome of the adventure or request players to reveal a final card.

- **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 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)



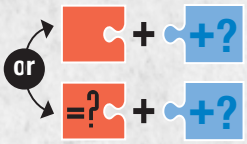
Combine



Modifier

▶ 1 BLUE NUMBER (other than the card number)

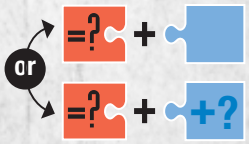
Combine



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 application**

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.

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 application.

CREDITS

THE HOUSE ON THE HILL

Scenario: Fabrice Mazza

Illustrator: Pierre Santamaria
http://www.behance.net/pierresantamaria

THE NAUTILUS' TRAPS

Scenario: Arnaud Ladagnous

Illustrator: Florian de Gesincourt
http://www.degesart.com

THE TONIPAL TREASURE

Scenario: Billy Stevenson & Sébastien Pauchon

Illustrator: Sergo
http://mikmakstudio.com

Tutorial illustrated by Arnaud Demaeg.



UNLOCK! MYSTERY ADVENTURES is a game published by JD Editions - Space Cowboys
238 rue des Frères Farman, 78530 BUC - France
© 2017 SPACE Cowboys. All rights reserved.

Find out more about **UNLOCK!** and SPACE Cowboys on **www.spacecowboys.fr**, on @SpaceCowboysFR et sur .