UNLOCK!

EPIC ADVENTURES

- Ages 10 and up
- 60 minutes
- 1 to 6 players - The Seventh Screening: 2 to 6 players

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

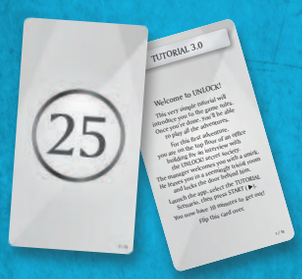


CONTENTS

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

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 + 2 leaflets)



2-6 Difficulty level:



1-6 Difficulty level:



1-6 Difficulty level:

IMPORTANT: KEEP THE GAME BOX WITHIN REACH WHILE PLAYING THE SCENARIOS

GAME OVERVIEW

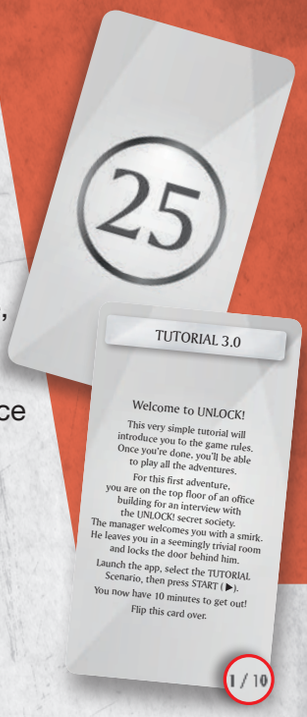
Each deck of cards proposes a cooperative scenario.
Players are immersed in an adventure and have one hour to complete their mission.
During that hour, they will have to overcome many challenges and obstacles.

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 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!

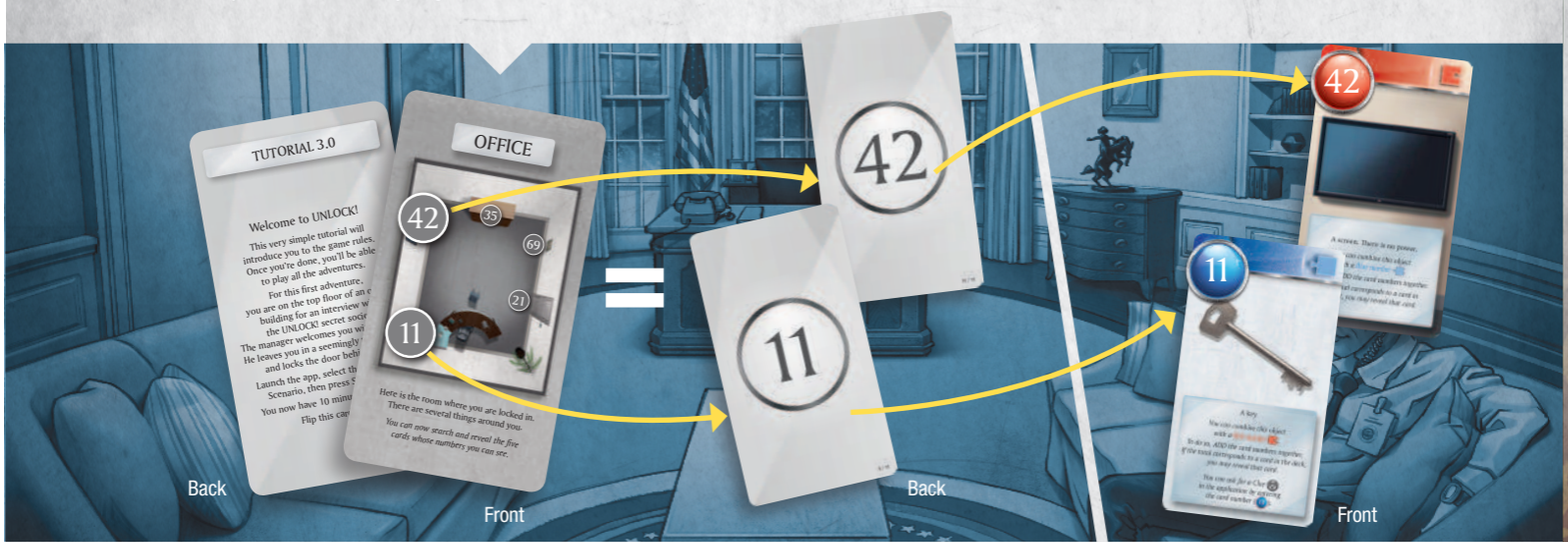


Note: Players can take notes during the game.

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.

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.**

SCUNL07EN_Rules_Co231219.indd 2 23/12/2019 15:26

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 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 to players who made 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.



SCUNL07EN_Rules_Co231219.indd 3 23/12/2019 15:26

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.).

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 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.



SCUNL07EN_Rules_Co231219.indd 4 23/12/2019 15:26

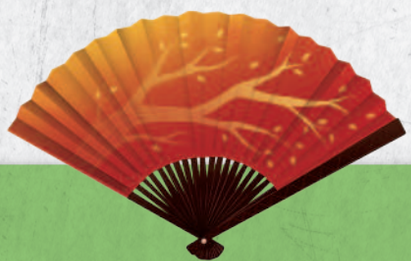
MODIFIERS



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**!).



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

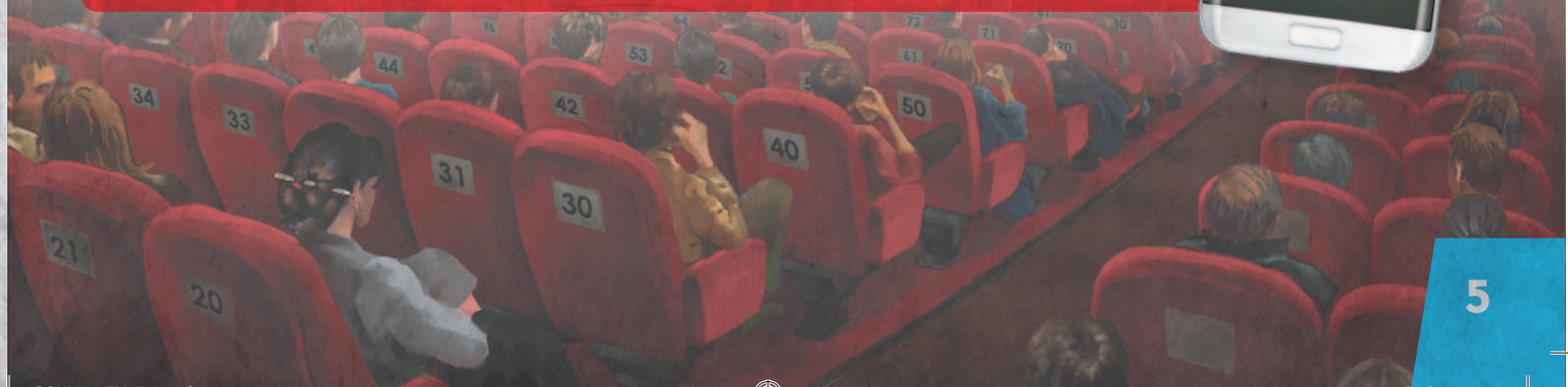


To handle the machines (green symbol), players **must enter the card number in the app** (if a letter, the number below it). Then, the app will display the machine and the buttons that must be used to activate its functions. Once the players have learned how to handle the machine, the app will take them 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 the red number 9. Now, they can combine this number with that 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.



SCUNL07EN_Rules_Co231219.indd 5 23/12/2019 15:26

HIDDEN OBJECTS

During the game, not all objects are 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 "Hidden Object" button 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 card opposite?

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 if the first one does not provide enough information, and the solution in some instances.

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.

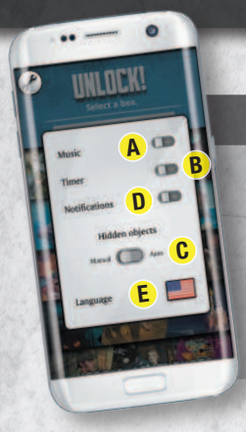


ADVENTURE SELECTION

- **A** Settings: Opens the "Settings" window.
- **B** Adventure: Once the box menu is displayed, click on the box to display the Adventures titles, then click on the title to launch the Adventure you want to play. Reminder: It is recommended to start with the Adventure Tutorial if you have never played Unlock! before.
- **C** Game launch: Players are brought to the game screen.

SCUNL07EN_Rules_Co231219.indd 6 23/12/2019 15:26

APP (CONT'D)



SETTINGS

- **A** Music: Turns on/off the background music.
- **B** Timer: Play with or without the timer.
- **C** Hidden objects: Enables automatic help for hidden objects.
- **D** Notifications: Activate/deactivate notifications.
- **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 players reveal a Penalty card, they are asked to press this button. As a result, they 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, players get access to a numeric keypad that allows them to enter the hint number 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** **X:** 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 spent playing and the number of requested hints. The second line shows the time lost due to penalties (in parentheses, the number of penalties).
- **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 asked for.
- **C** **Sharing:** Share your evaluation with your friends (internet connection required).

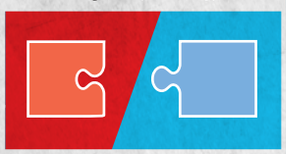
SCUNL07EN_Rules_Co231219.indd 7 23/12/2019 15:27

PLAYER AID



CARD TYPES:

Object (door, key)



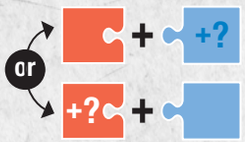
Combine



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 (location, 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 evaluation);
- You may have missed a hidden object. Press the “Hidden Object” button in the app.

CREDITS



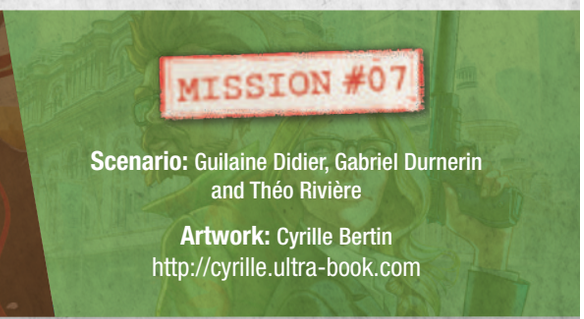
Scenario: Mathieu Casnin

Artwork: Neriac
http://neriac.free.fr



Scenario: Luna Marie

Artwork: Mahulda Jelly
https://mahuldajelly.artstation.com



Scenario: Guilaine Didier, Gabriel Durnerin and Théo Rivière

Artwork: Cyrille Bertin
http://cyrille.ultra-book.com

Tutorial’s artwork: Arnaud Demaegd.





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.

UNLOCK! EPIC ADVENTURES is a game published by JD Editions - Space Cowboys, 47 rue de l’Est, 92100 Boulogne-Billancourt - France
© 2019 SPACE Cowboys. All rights reserved. Find out more about UNLOCK! and SPACE Cowboys on
www.spacecowboys.fr, https://facebook.com/SpaceCowboysUS/ and .