

UNLOCK! KIDS

A new **UNLOCK!** version

- ▶ 6 years and up
- ▶ 20 minutes
- ▶ 1 to 4 players



ABOUT THE GAME

Unlock! Kids is a version of the game **Unlock!** designed for children. Experience three amazing stories, solve puzzles, combine items, and complete the adventures while finding as many stars as you can.

If this is your first time playing, discover the rules through the **Tutorial**.

Take the **Tutorial** deck and read **the first card** to start the learning game.

If you have already played the **Tutorial**, please read the **Unlock! Kids** rulebook for more in-depth rules.



COCOW'S AND JAMES' RECOMMENDATION



Attention, please! You may be familiar with the game **Unlock!** And who knows? You may even have played it in secret while your parents were asleep... But still, you have to play the **Tutorial** to discover the specificities of this version.

IMPORTANT: Don't look through the contents before you start playing.

SOLUTIONS AND HINTS BOOKLET: Only read the hints when you can't solve a puzzle. And only read the solution when you're sure you want to give up!





GOAL OF THE GAME



Unlock! Kids is a cooperative game.

Together, discover one of the game's three stories.

Each story leads you to two adventures to choose from.

Then work together to overcome the trials of your chosen adventure.

There is no time limit. Take a close look at ALL of the components available to you!

Some may hold hidden surprises...



READER NEEDED?



To discover the Unlock! Kids rules, children will need to complete the *Tutorial* with someone who knows how to read. Afterwards, they will need assistance only with the texts on the adventures' starting special components and final cards. Once in the game, they can play alone.

CONTENTS AND SETUP



IMPORTANT: Before you start playing, make sure that your deck is complete. To do so, check the numbers on the components back, lower right side.

First, choose an adventure, then take 1 of its starting **special components** (A, B, C, D, E or F) and deck of cards. Also, take the cardboard items (*easy to spot thanks to their backs*) and place them facedown on the table.

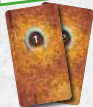
Difficulty level:



Feather Balls and Mysteries

The Disappearance of Mrs. Hen

Bernard the Duck's Birthday



x 49

x 10



Mac Unlock's Castle

Mac Unlock's Lost Treasure

Mac Unlock's Bearded Ghost



x 46



x 9

Fuss at the Park

Redbeard's Secret

In Pursuit of Calamity Jones



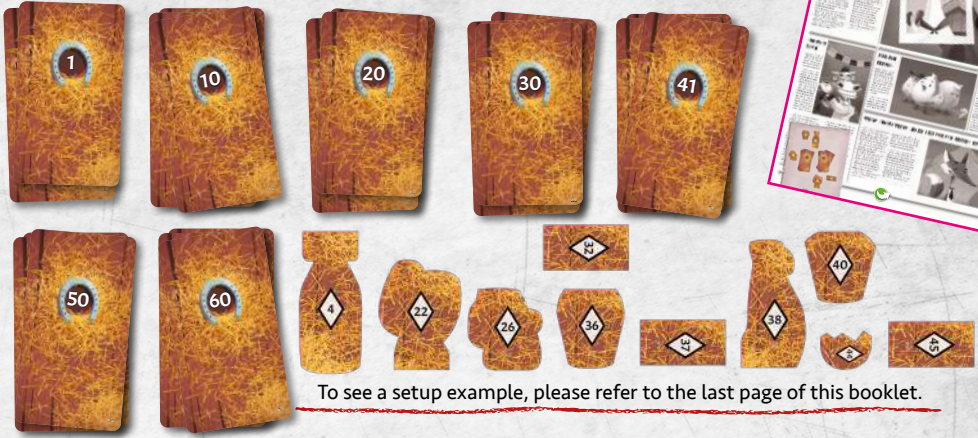
x 55



x 17



Place your adventure's cards and items **FACEDOWN** on the table and look at your starting **special component**.



To see a setup example, please refer to the last page of this booklet.

!! IMPORTANT !! Do not look at any of the components (cards or cardboard items) until prompted to do so.



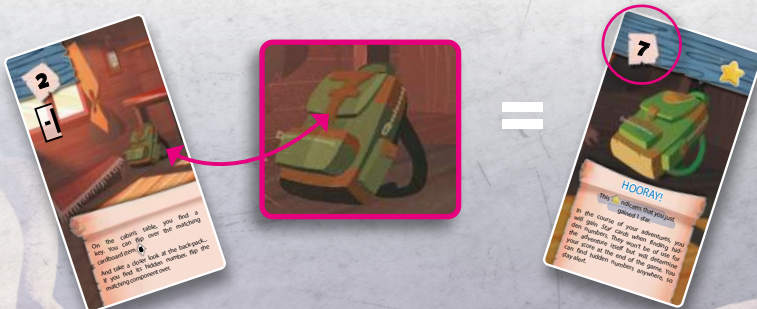
BASIC RULE



As soon as you see a number on a card, you can look at the matching component.

First and foremost, Unlock! Kids is an observation game. **Always** start by looking at the components you reveal. As soon as you see a number, you can take the matching card or item. Sometimes, there are also hidden numbers on the cards.

Example: In this cabin, when looking closely at the backpack, you can see the number 7. So, immediately take card 7. These hidden items are always bonuses that will determine your score at the end of the adventure.



But don't worry if you miss them. They are a nice bonus, but are not needed to finish the adventure.

TYPES OF COMPONENTS

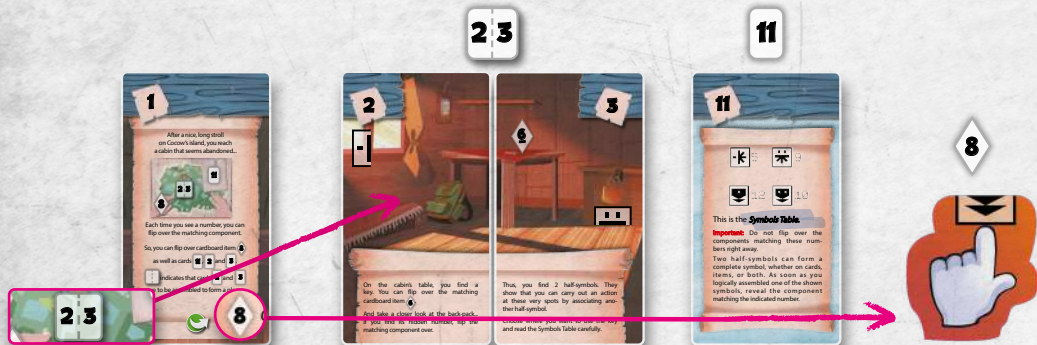


The shape around the number indicates the type of component:

- Cards are represented by a **rectangle 11**,
- Cardboard tokens by a **diamond 8**,
- 2-number **squares** indicate that 2 cards must be assembled: **2 + 3 = 23**.

When you see a number without a shape, it means you must search for the component. It is either a card OR a cardboard token.

Example: At the beginning of the Tutorial, you can immediately take item 8 and cards 11, 2, and 3 and look at them. When assembled, cards 2 and 3 form a scene that you must closely examine to continue on your adventure.



DISCARDING COMPONENTS



On some cards, you will find one or more crossed-out components. The **X** symbol indicates that you must immediately return these components to the box. This is a good sign! It means that you are progressing through the adventure.



COMBINING SYMBOLS



When no components are left to be revealed, you must solve a puzzle.

To that end, **assemble two half-symbols so to form a whole symbol.** These two half-symbols can be depicted on cards and/or items.

But beware! Assembling two half-symbols into a whole symbol always triggers an effect: you will either progress on your adventure or fall into a trap!

Example: You can combine the key with the wardrobe padlock or the window handle, and an effect will be triggered either way.

Once you have formed a symbol, refer to the **Symbols Table** (reproduced on each starting special component). Find the symbol you formed in this table, **and take the card or item with the corresponding number.**

Example: In this Tutorial, you can choose between numbers 5 and 9 depending on where you wish to use the key. It can be combined with two different half-symbols, thereby creating one of two different whole symbols.

Thus, you find 2 half-symbols show that you can carry out at these very spots by using the half-symbol.

Choose where you want to use and read the Symbols Table carefully.

Key	5	Padlock	9
Window handle	12	Wardrobe padlock	16

This is the Symbols Table

Two half-symbols can form a complete symbol, whether on cards, items, or both. As soon as you logically assembled one of the shown symbols, reveal the component matching the indicated number.

ERRORS

Some choices can lead to Error cards. In this Tutorial, combining the key with the window is worthless. Most errors have no serious consequences. But keep in mind that some Error cards can cause you to lose stars at the end of the adventure.



CHOICES



The symbol indicates that you must make a choice by using the component. Think it through: when there's a correct solution, there's also a trap. If you look closely at all the components before you, you can always find the hints you need to make the right choice.

4 ?

Indicates that you must make a choice.

Take the component and place it under the item of your choice. Remember what your mission is.



ARE YOU STUCK?





You've looked everywhere and don't know what to do next? If you're stuck, you can turn to the hints booklet. Cocow will be more than happy to assist you! Read the section matching the number of the card you want help with. And if that hint isn't enough, flip the hints booklet over, and Cocow will give you the solution to that puzzle!



END OF THE GAME



The  symbol indicates that you have reached the end of the adventure. Congratulations! To find out what your score is, count all the stars  you have recovered, and don't forget to subtract the stars you lost because of **Error cards**.

The **Final card** tells you the highest possible score you can achieve on your adventure. **IMPORTANT:** Please, don't look at the remaining facedown cards even if the game is over! They may conceal other surprises.



WHAT NOW?



After completing an adventure, you can pick a new story by taking another starting special component, the corresponding deck of cards, and items. But you also have the option to revisit places in a brand new light! To that end, choose the second starting special component, flip all the revealed components facedown, and off you go on an entirely new adventure that will challenge everything you thought you knew.

UNLOCK!

THE ESCAPE GAME

TRY TO GET
OUT IN TIME!



INGENIOUS PUZZLES, DIABOLIC TRAPS, AND MULTIPLE
ADVENTURES, WITH AN INTERACTIVE APP!
UNLOCK! IS ALSO AVAILABLE FOR GROWN-UPS!



Play the available free demos on our website: <https://www.spacecowboys.fr/unlock>



SETUP EXAMPLE

Here is how your table can look like once you set up the *Tutorial*.



ITEM SUPPLY

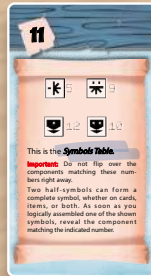
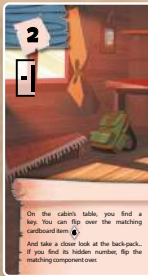
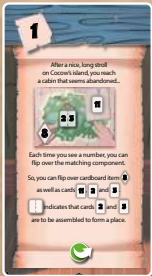


DRAW PILES



DISCARD

REVEALED CARDS PLAY AREA



COCOW'S RECOMMENDATION

If you stack the cards in groups of 10, you will be able to find cards more quickly!

COCOW THANKS YOU!

Cocow is grateful to all the young Earthlings who tested this game! Thanks again!

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