UNLOCK!
GAME ADVENTURES

CONTENTS

10-card Tutorial

3 Adventures (180 Cards, 1 Map, 6 Red Cubes, and 1 Solution Booklet)

YOU DON'T NEED TO KNOW HOW TO PLAY TICKET TO RIDE, MYSTERIUM, OR PANDEMIC TO PLAY THESE ADVENTURES.

This tutorial is on the top of the first adventure.

25

TUTORIAL 3.0
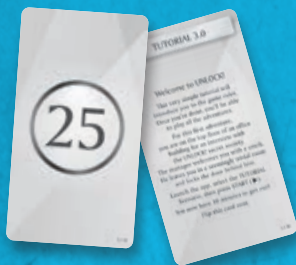
Place these cards in space 0 once the decks are unwrapped.

Ticket to Ride
49

Difficulty level: 🔒🔒🔒

MYSTERIUM
46

Difficulty level: 🔒🔒🔒

PANDEMIC
46

Difficulty level: 🔒🔒🔒

SOLUTION BOOKLET:
• Only refer to the Solution Booklet at the end of the adventure or if the app does not give you the answers.
• Keep the game box within reach while playing the scenarios.

UNLOCK!
GAME ADVENTURES
STEP BY STEP SOLUTIONS

GAME OVERVIEW

Each deck of cards contains a cooperative scenario.
You are immersed in an adventure and have one hour to complete your mission.
During that hour, you 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.

You can play the *Tutorial* **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 6), 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!
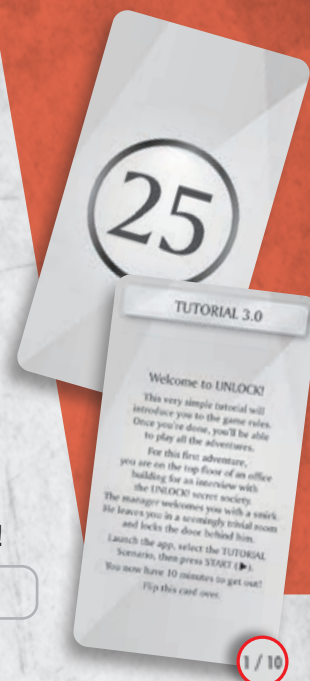
Note: Players can take notes during the game.

IMPORTANT: Before you start an adventure, make sure that your deck is complete. To do so, check the card numbers in the lower right corner of the card back.

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 you see a number or a letter on the room card or any other card, take the matching card from the deck and reveal it. Revealed cards are placed faceup on the table so that everyone can see them.
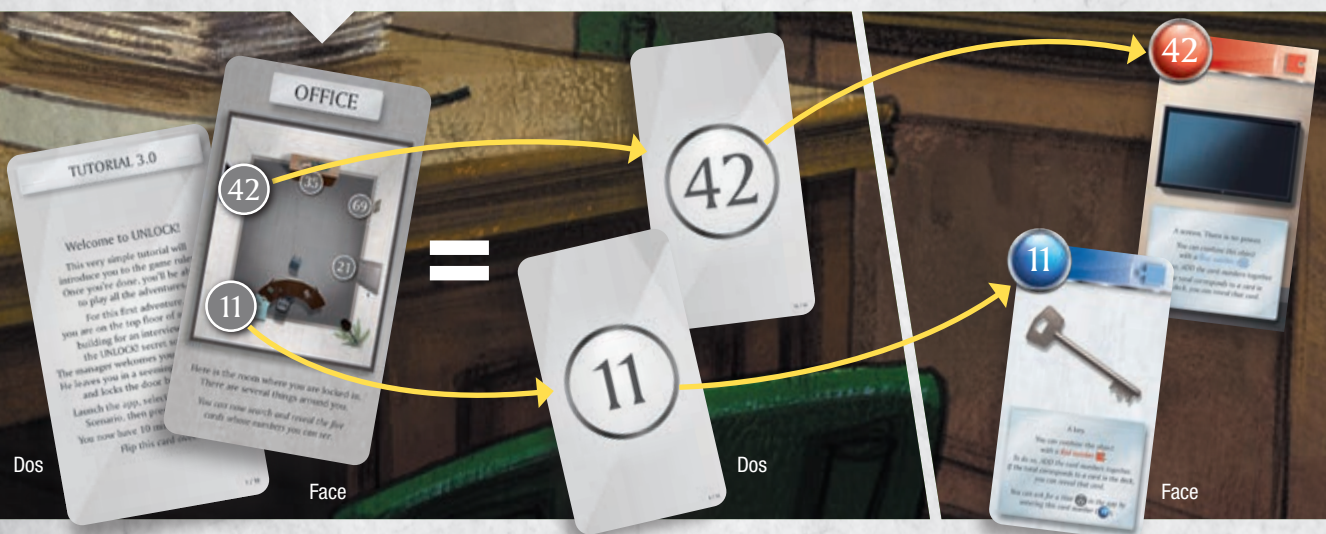
The game takes place in real time (cards and app are used simultaneously). Form a team and work together to win. You can either designate one player to search and reveal cards, or split the deck among you.

Do not spread out the deck on the table.

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 locked 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 **penalty** applied when you make a mistake.
▶ The result of an interaction **with an object**.
▶ A **scene** and the objects within.
▶ A **Modifier** (see **Modifiers** - page 5).

On the left, a penalty.
In the middle, the result of an interaction.
On the right, a room.

3

COMBINING OBJECTS

Sometimes, it is possible to combine objects (for example, a key with a door). To do this, 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

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

DISCARDING CARDS

The top of some cards depict crossed-out numbers or letters. You must immediately discard the corresponding cards as they will not be used again during the game.
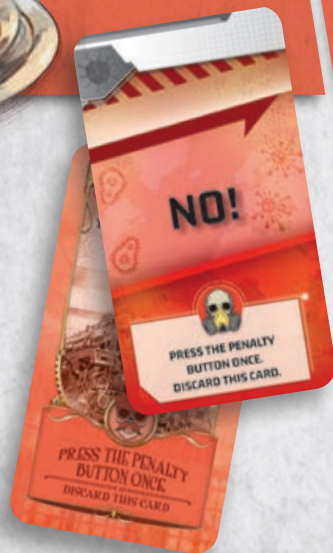
After opening the cabinet (46), you must discard the key (11) and the locked cabinet (35).
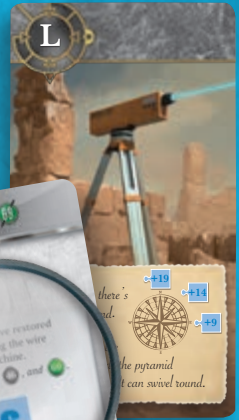
PENALTIES

You may lose time (generally a few minutes) because of certain actions. If you reveal a Penalty card ( ), you must follow its instructions. These cards must always be discarded afterward.

PRESS THE PENALTY BUTTON ONCE. DISCARD THIS CARD.

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!**).

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

MACHINES

To handle the machines (green symbol), **enter the card number in the app** (if a letter, use the number below it). Then, the app will display the machine and the buttons that must be used to activate its functions. Once you have learned how to handle the machine, the app will take you through all the steps to continue playing.

Later in the game, you have learned how to handle machine 69 . A wire must be placed between the two pins in the center. So, press the app's button and enter number 69 . Then, by selecting the two pins in the center and after confirming, you obtain the red number 9 . Now, you can combine this number with that of the wire (16) and take card 25 (16+9).

IMPORTANT: Misuse of the machine can cause a loss of time. You may need to move forward in the adventure before you are able to understand the machine.

HIDDEN OBJECTS

During the game, you will sometimes have to find hidden letters and numbers on the cards. Once you have spotted one, find the matching card in the deck.

Note: If you are stuck and do not know what to do next, the «Hidden Object» button is available in the app and it will indicate the closest hidden object based on your progress. It is also possible, at the beginning of the game, to activate the automatic help function to find the hidden objects. In this case, the app will provide you with indications in due time.

Do you see the hidden number 16 on the card shown here?

HINTS

27 If you are stuck in the game, you can obtain hints by pressing the «Hint» button in the app and by entering **the number of a revealed card.**

B 123 For cards with a letter, 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 you a second hint if the first one does not provide enough information, and possibly the solution. Remember that a solution booklet is included in this box.

END OF THE GAME

The game ends once you have managed to solve the last puzzle and stopped the timer. Then, you can access your score (0 to 5 stars).

APP
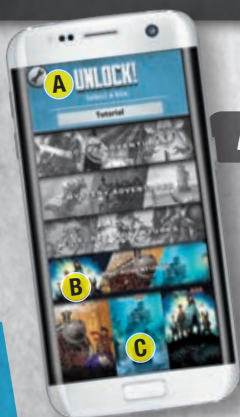
The UNLOCK! app can be downloaded, for free, from the App Store and Google Play. It manages your time, penalties, machines, and hints. **THE APP IS REQUIRED TO PLAY THE GAME** (but once downloaded, no internet connection is necessary to play). After launching the app, you must select the language: you are redirected to the adventure selection screen.

ADVENTURE SELECTION

A **Settings:** Opens the «Settings» window.

B **Adventure:** Once the box menu is displayed, click the title to launch the adventure you want to play. Reminder: It is recommended to start with the Tutorial adventure if you have never played UNLOCK! before.

C **Game launch:** You are brought to the game screen.

IMPORTANT: The adventures are designed to be played without interruption. If you have to quit the application before the end of an adventure, be sure to resolve the previously encountered machines so that you can resume the game where you left off.

SETTINGS

A **Music:** Turns on/off the background music.

B **Timer:** Play with or without the timer.

C **Notifications:** Activates/Deactivates notifications.

D **Hidden objects:** Enables automatic help for hidden objects.

E **Language:** Language choice.

GAME SCREEN

A Remaining time.

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 you reveal a Penalty card, you are asked to press this button. As a result, you may lose a few minutes.

E **Machine:** Activate a Machine (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, you get access to a numeric keypad that allows you to enter the hint number or the Machine card number.

A **Numeric keypad:** Enables you to enter a number. Button **C** deletes the entire entry.

B **OK:** Confirms the entered number to obtain the corresponding message.

C **X:** Enables you to close the numeric keypad without making any entry.

SCORE

After completing the adventure, you will be 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 because of penalties (in parentheses, the number of penalties) and incorrect machines.

B **Score:** The stars are awarded (from 0 to 5) according to your performance/time spent to complete the adventure and the number of hints asked for.

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

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

OR

+ +?

+? +

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

Gray cards
- ▶ The other cards (scene, 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).
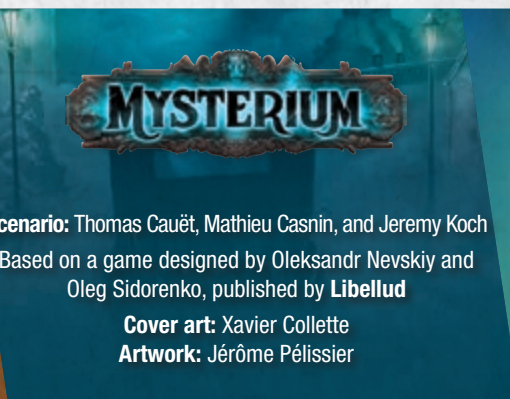
Still stuck?

You may need to move forward in the adventure to understand a combination, or a machine. However:
- ▶ If a card seems too complex, request a hint about that specific card (even if it lowers your final score);
- ▶ You may have missed a hidden object. Press the «Hidden Object» button in the app.
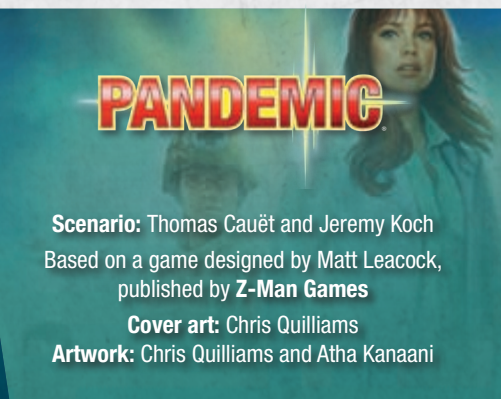
CREDITS

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Based on a game designed by Alan R. Moon, published by **Days of Wonder**
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Artwork: Martin Mottet

MYSTERIUM
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Artwork: Jérôme Pélissier

PANDEMIC
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Cover art: Chris Quilliams
Artwork: Chris Quilliams and Atha Kanaani

Tutorial artwork: Arnaud Demaegd.

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 support@asmodee.com Your problem will be solved in a timely manner.

All our thanks to Days of Wonder, Libellud, Z-Man Games, the game designers (Alan R. Moon, Oleksandr Nevskyi, Oleg Sidorenko, and Matt Leacock) for their support.

Thanks to Norhane and the testers from Guyancourt!

SPACE Cowboys