

UNLOCK! KIDS

AN UNLOCK! game

- ▶ 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, learn the rules by playing the **Tutorial**.

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

If you have already played the Tutorial, please read the **Unlock! Kids** rulebook for a more detailed explanation of the 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 learn the rules specific to the Kids' version.

IMPORTANT: Don't look through the other game materials 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, you will explore one of the game's three tales.

Each tale allows you to choose from two adventures. 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...

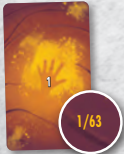


READER NEEDED?



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. In other words, kids can play without reading as long as someone who can read is nearby for the beginning and end of the adventure.

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:



Strolls Through Prehistory

Colorful Mammoths

Wow. What Big Paws!



x 47

x 14



The Secrets of Hatsheput, Queen of Egypt.

Hatsheput's Curse

Hatsheput's Treasure



x 51

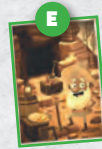


x 15

Welcome to Golden Town

Ol' Doug's Inheritance

The Return of Calamity Jones



x 51



x 15

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



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



GOLDEN 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 and look at 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 the bonuses that will boost 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 components and special items by a **diamond** **8**,
- A **square** with 2 numbers means that 2 cards should be combined: **2 3** = **2** + **3**.

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 must immediately take item 8 and cards 11, 2, and 3 and look at them. When combined, 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 you are progressing on your adventure.



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 might be holding surprises for you to find on another adventure.



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 begin on an entirely new adventure that will challenge everything you thought you knew.

THREE ADVENTURES ARE ALREADY AVAILABLE!



Follow Cocow's adventures!    / www.spacecow.fr

UNLOCK!

Ingenious puzzles, diabolical traps, and multiple adventures with an interactive app!
Unlock! is also available for grown-ups!

3-adventure boxes
(60 min each)

1-adventure packs
(30 to 45 min)

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



www.spacecowboys.fr



SETUP EXAMPLE

Here is how your table will look once you've set up the *Tutorial*.



DISCARD

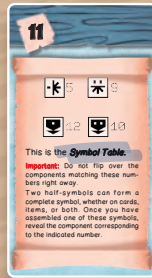
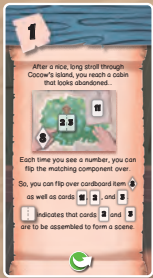
ITEM SUPPLY



DRAW PILES



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 MOO-MOO!

Moo-moo thanks to all the young Eartlings who tested this game!

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