

# UNLOCK! KIDS

## RULES

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



## ABOUT THE GAME



SONG of the SEA



Wolfwalkers



THE SECRET OF KELLS

**Unlock! Kids** is a version of the game **Unlock!** designed for children. This game is based on the universes created by Tomm Moore and the animation studio **Cartoon Saloon**. Experience three amazing stories inspired by the films “**The Secret of Kells**,” “**Song of the Sea**,” and “**Wolfwalkers**.” Solve puzzles, combine items, and complete the adventures while finding as many stars as you can.

If this is your first game, learn the rules by playing the **Tutorial**.



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

Once you have played the **Tutorial**, please read the detailed **Unlock! Kids**, rulebook for more information about the three stories and the films that inspired them.

### WHAT IS THE IRISH FOLKLORE TRILOGY?

**Tomm Moore**, one of the founders of Kilkenny based studio **Cartoon Saloon** in Ireland, directed **The Secret of Kells**, **Song of the Sea** and **Wolfwalkers** - three animated feature films based on Irish legends. Those are the stories that inspired the adventures in this box.



**IMPORTANT** : Do not look through the other game materials before you start playing.



# 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. Afterward, they will need assistance only with the texts on the adventures' Starting Items, final cards, and the Hints/Step-by-Step Solutions booklet. 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 playing, make sure you have all the components. To do so, check the numbers on the lower right side of each component's back.

First, choose an adventure, then take one of its **Starting Items (A, B, C, D, E or F)** and the deck of cards. Also, take the corresponding Item tokens and place them facedown on the table.

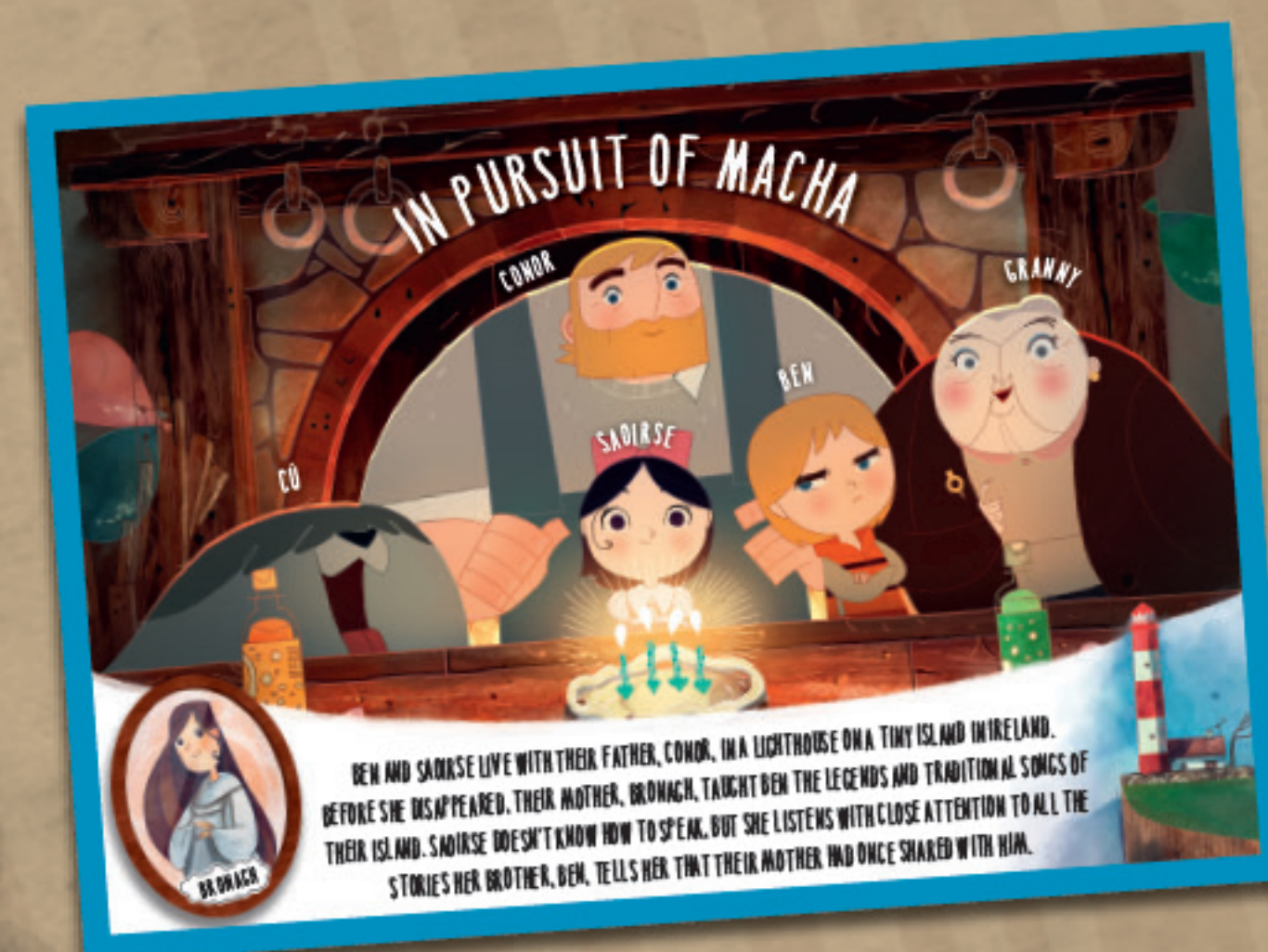


**!! IMPORTANT !!** Do not look at ANY of the components (cards or Item tokens) until prompted.

## SETUP EXAMPLE

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

Check your special starting component.



**DISCARD**

# SONG of the SEA

DIFFICULTY LEVEL:

This adventure tells the story of Ben and Saoirse. They live in a lighthouse with their father, but one day, magic enters their lives and takes them on incredible adventures.



**In Pursuit of Macha**



**The Selkie's Powers**



**x 81**



**x 3**



**x 11**

# Wolf Walkers

DIFFICULTY LEVEL:

Robyn and Mebh are two young girls who are complete opposites. Robyn lives in the city and dreams of hunting wolves, while Mebh lives in the forest and is a Wolfwalker (while sleeping, she becomes a wolf). However, maybe there's a chance they could become friends.



**Robyn, the young city girl**



**Mebh, the Wolfwalker**



**x 67**



**x 2**



**x 25**

# THE SECRET OF KELLS

DIFFICULTY LEVEL:

Brendan is a young monk living in Kells, a small community threatened by Vikings. After meeting Brother Aidan, a master in the art of illumination who illustrates books by hand, his life is forever changed.



**The Eye of Colm Cille**



**The Viking Attack**



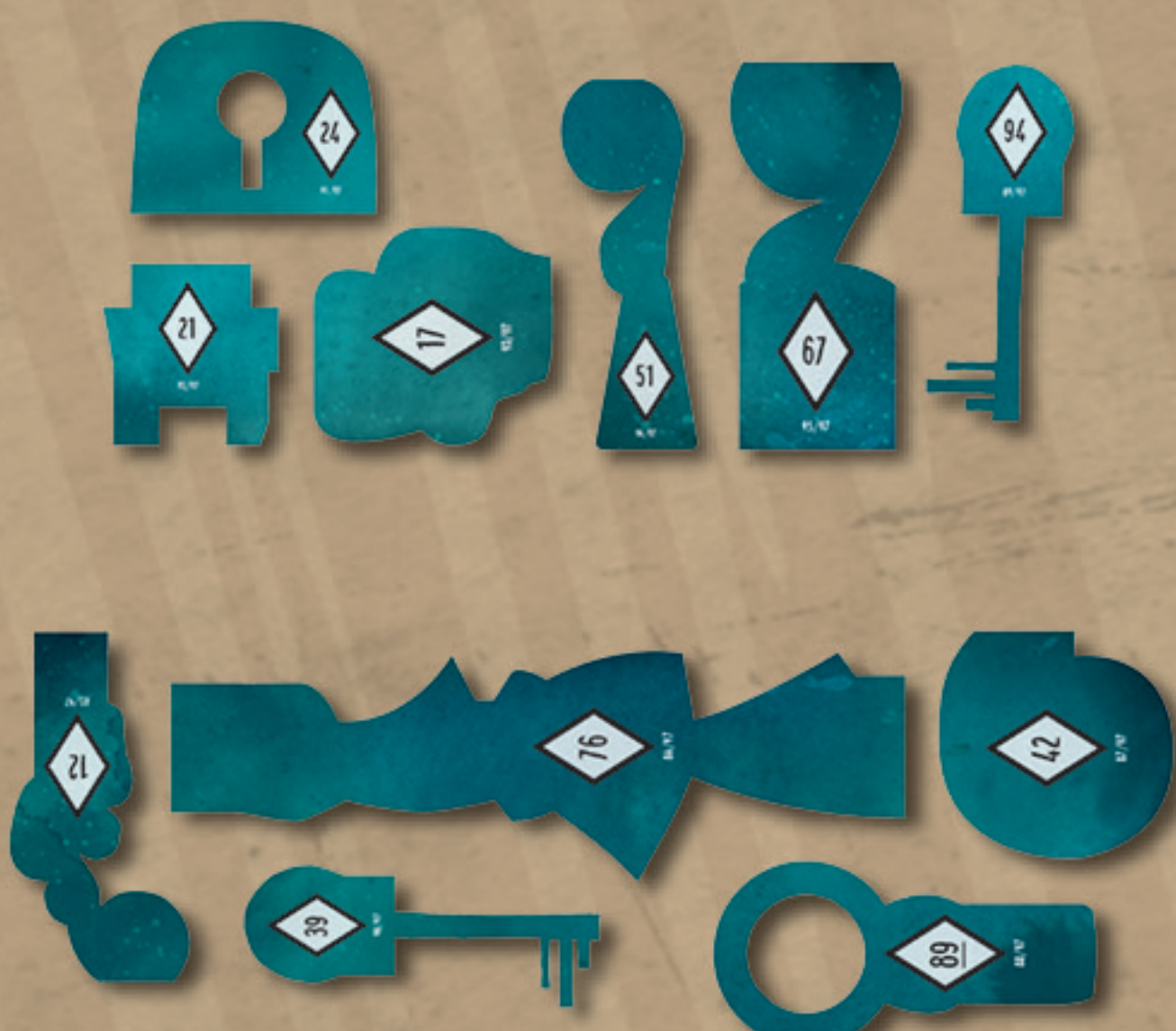
**x 64**



**x 23**

You can place the cards and Items **FACEDOWN** on the table.

**ITEM SUPPLY**



**DRAW PILES**

**MAÏNA'S RECOMMENDATION:**

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



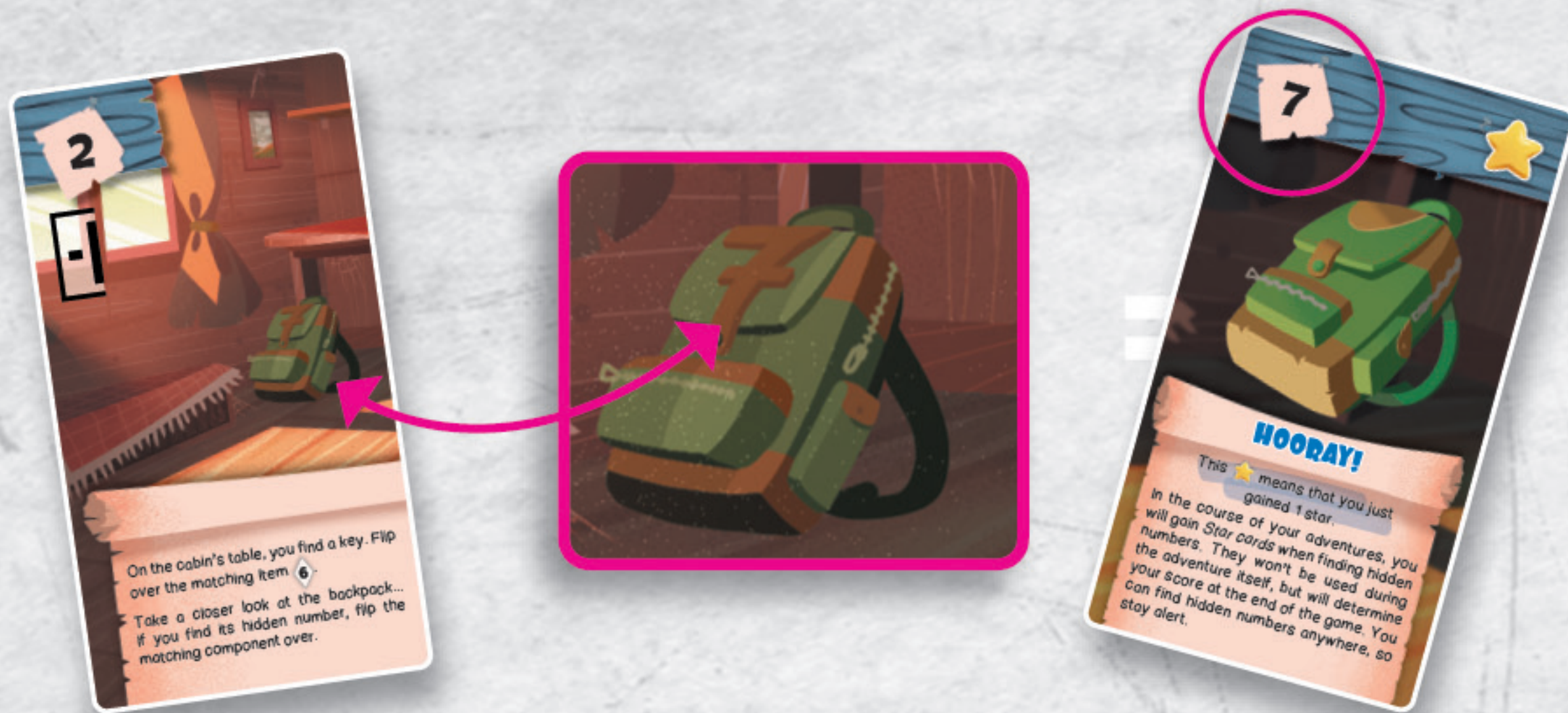
# GOLDEN RULE



**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, looking closely at the backpack, you can see the hidden number 7. So, immediately take card 7. Hidden numbers are bonuses that will boost your score at the end of the adventure.*



# TYPES OF COMPONENTS

The shape around the number indicates the type of component:

- The cards are symbolized by a **rectangle 11**.
- The Item tokens and Starting Items are symbolised by a **diamond: 8**.
- A **square** with 2 numbers means that these cards must be placed side by side: **2 + 3 = 2|3**.
- The inside of the box is symbolized by:

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

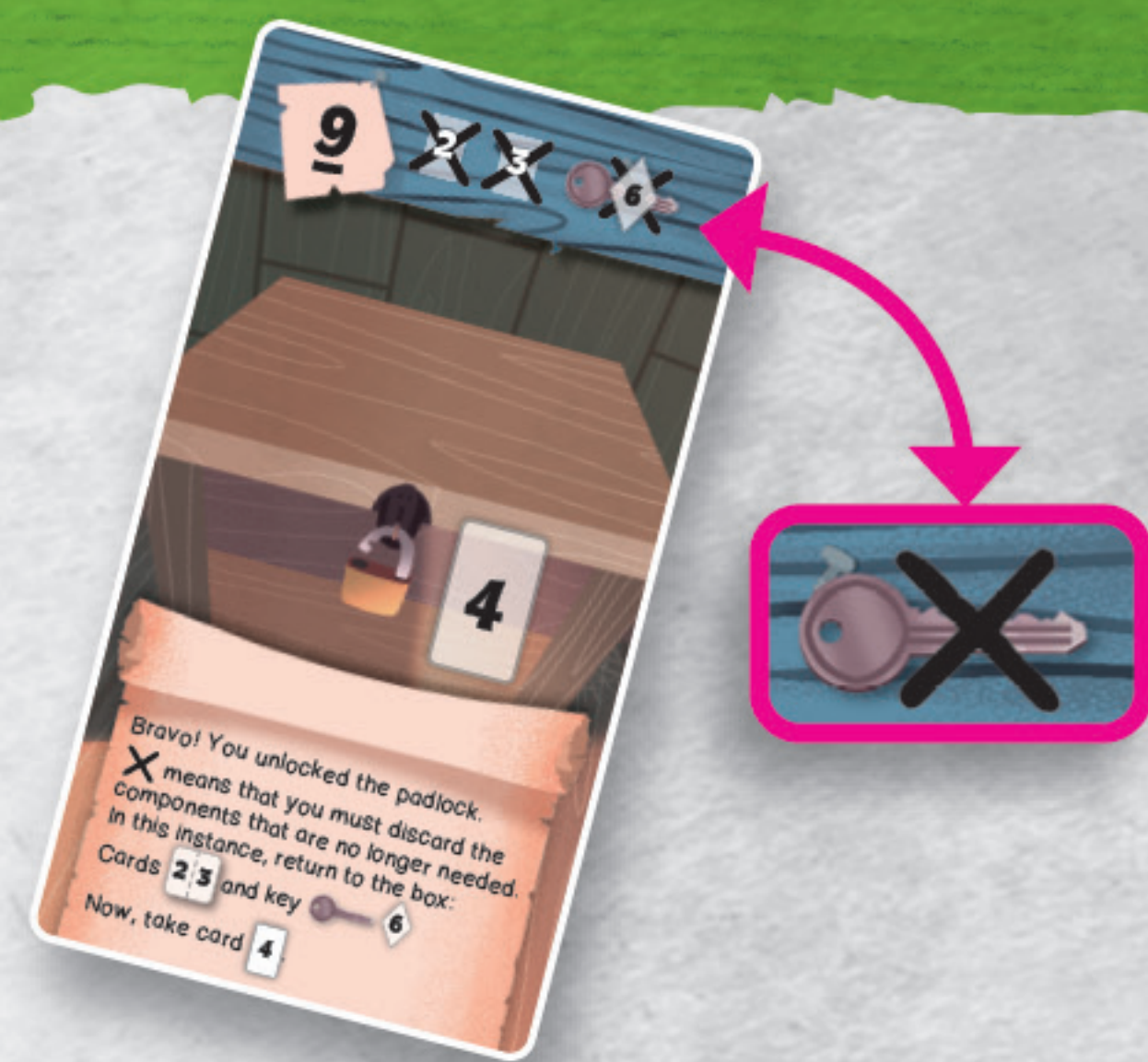
*Example: At the beginning of the Tutorial, you must immediately take Item 8 and cards 11, 2, and 3 and look at them. Cards 2 and 3 are placed side by side, forming a scene you must closely examine to continue your adventure.*



## DISCARDING COMPONENTS



On some cards, you will find one or more crossed-out components. The **X** symbol indicates that you can immediately return these components to the box (they will no longer be needed). This is a good sign! It means you're making progress on your adventure.



## COMBINING SYMBOLS



Once you have revealed all the components in a scene, you must solve a puzzle.

To do so, **combine two half-symbols to create a whole symbol**. These two half-symbols can be depicted on cards and/or components.

But beware! Creating 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. Either way, an effect will be triggered.*


Once you have created a whole symbol, refer to the **Symbol Table** (found on each Starting Item). **Find that symbol in the 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 how you wish to use the key. It can be combined with two different half-symbols, thereby creating one of two different whole symbols.*



## 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.



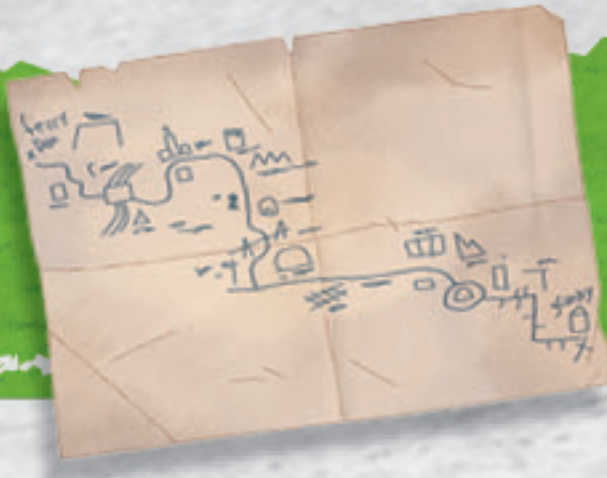
## CHOICES



The  symbol indicates that you must make a choice by using the  Item. Think it through: whenever 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.



## 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 hint matching the number of the card you want help with.





And if that hint isn't enough, head to our website to check the Step-by-Step Solutions booklet! Cocow will give you the solution to that puzzle!

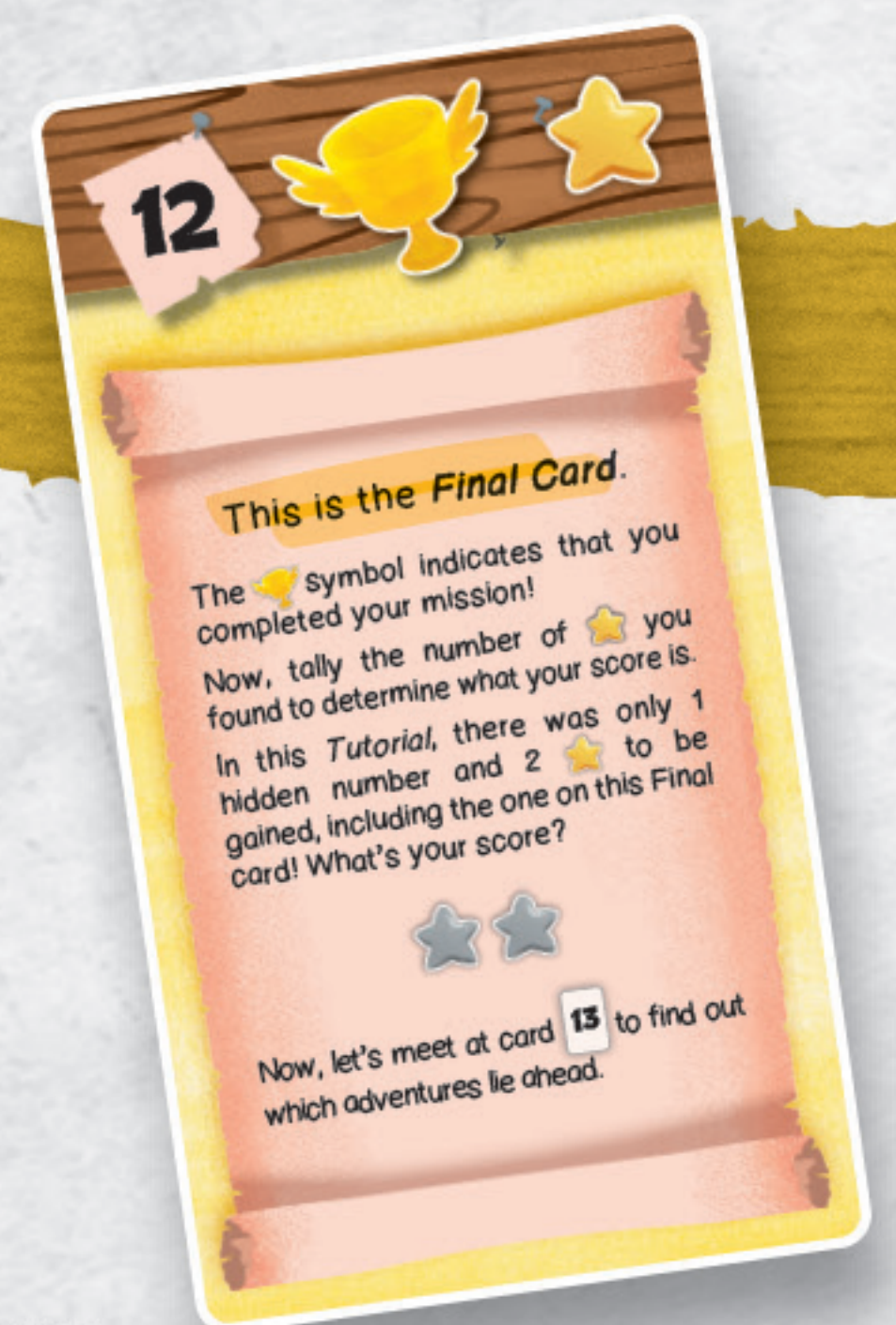


## END OF GAME



The  symbol indicates that you have reached the end of the adventure. Congratulations! To find out your score, count all the  stars you have gained, 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:** Don't look at the remaining facedown cards even if the game is over! They may 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 Item, the corresponding deck of cards, and Item tokens. But you also have the option to revisit places in a brand-new light! To that end, choose the second Starting Item, flip all the revealed cards and Item tokens facedown, and begin a new adventure that will challenge everything you thought you knew.