

# MY FIRST UNLOCK!

FROG STORIES



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[asmod.ee/XTnM](https://asmod.ee/XTnM)

## WHAT'S THE GAME ABOUT?

**My First Unlock!** is an **Unlock!** game for children aged 4 years and over. Explore three adventures with the help of Fern Frog!

Even if you've played **Unlock!** or **Unlock! Kids** before, you should still read these rules and look at the *Tutorial* to find out what's new in this version. If you've played another **My First Unlock!** game, check the rules specific to this game (in blue).

### WILL I NEED TO READ?

You'll need someone to help you read these rules.  
After that, only the first and last cards of your adventure contain text.

## GOAL OF THE GAME

**My First Unlock!** is a cooperative game. Choose one of the three adventures to play together with the help of Fern Frog. To win, you need to connect all the adventure's missions in the right order. Look carefully at the cards to find the solutions and you may discover some surprises!

### !! IMPORTANT !!

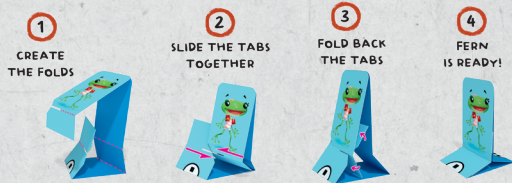
Don't look at the game materials  
for the adventures before you start playing.

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# CONTENTS AND SETUP

## 1 FERN FIGURE

Make your *Fern* figure by following these steps:



## 18 MISSION TILES

Don't look at these tiles before you start playing!  
They are used for all the adventures.



## 60 ADVENTURE CARDS

The game box contains **THREE** adventures. You can tell which cards belong to each adventure by the color on the back.



Use the numbers on the bottom and back of the pieces (cards and tiles) to make sure you have everything you need.



## 1 GAME BOX (DRAWER)

Pull the drawer out of the game box, empty it and place it on the table bottom up.



Choose **ONE** of the three adventures. We advise playing through them in this order:

### 1. FERN TO THE RESCUE



### 2. FERN ON A DESERT ISLAND



### 3. FERN AND THE PIRATE TREASURE



Take the deck of cards for the adventure you've chosen. Place the starting card on the box, then lay the rest of the cards face down on the table (with the symbol side visible).

Take **ALL** the *Mission* tiles and lay them out on the table, face down.

Place the *Fern* figure near the box, then read the starting card.



**!! IMPORTANT !!** Don't look at any of the game pieces (cards or *Mission* tiles) until you are told!

# HOW TO PLAY

**My First Unlock!** is an observation game where you need to identify symbols created from two half-symbols.



You play through the adventure using the *Fern* figure. The figure has two sides: Each side represents an action and shows a corresponding half-symbol.

Let's take  
a look!



Let's  
take it!



As you read these rules, work through the *Tutorial* at the same time. It will help you put the rules in this booklet into practice.



## WHO'S FERN?

Fern is a young frog who loves adventure! She's read about the ocean and sea creatures in books. She dreams of leaving her pond to explore the world on her Papa's boat.



## 1. IDENTIFY FERN'S MISSION

In each adventure, Fern has missions to complete.  
This is what a mission looks like:

- Fern needs to find this object to complete the mission.
- The gray background shows that the mission is not yet complete.
- This number indicates the order in which Fern must complete her missions.



Fern must complete **one mission at a time** and **in ascending order** (Mission 1, then Mission 2, then Mission 3, and so on).

Some missions don't have a number and only have a "?" instead of an object Fern needs to find. You'll need to work out what Fern needs to find to complete the mission.



## 2. LOOK AT THE SCENERY

Look carefully at the faceup cards on the table. They contain the solution to your mission.



### FERN SAYS:

Make sure you say out loud what your mission is.  
That can help you think about it!



A half-symbol always points toward an object.  
For example, this one points toward the pizza.



### 3. COMBINE THE TWO HALF-SYMBOLS

When you think you've found the right route for your current mission, use the two half-symbols to make a whole symbol: Combine Fern's action ("**Let's take a look!**" 🐸) or "**Let's take it!**" (🐸) with a half-symbol on a card.

When you have a whole symbol, look at the back of the cards and *Mission* tiles:

If that symbol isn't shown on any of the pieces (*Mission* tiles or cards), it's the wrong route. You need to look somewhere else!

If the symbol is shown, you take the piece(s) (*Mission* tiles or cards) that show that symbol.



#### FERN SAYS:

If there is a purple symbol and a triangle next to the card number, that means the symbol is on more than one piece.

If you've made one of these symbols, take all the pieces that show it.



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### 4. FLIP AND PLACE A MISSION TILE

If you can see the symbol you made on the back of **one or more *Mission* tiles**, flip that/those tiles face up.



Place the *Mission* tile on its spot. You can tell if it's correct because the image will match.



When you place a *Mission* tile on its spot, it will make another symbol. Immediately take the piece(s) showing that symbol and continue your adventure!



Now you have completed your mission! You may move on to the next mission in numerical order.



A *Mission* tile must only be placed on its corresponding spot (the image must match). **If none of the spots match, try the missions with a "?".**

You may find that the spot for the *Mission* tile you just flipped is not yet visible. Keep the *Mission* tile to one side and place it as soon as you see it on a card.

## 5. FLIP AND PLACE A CARD

If the symbol is on the back of **one or more cards**, flip that/those cards face up.



The card/cards you place must create a coherent landscape with the cards that are already face up.

When placing a card, you must follow these two rules:

The card must be placed **horizontally**.

The card must be **next to** one or more cards that are already face up.

Use the images to help you connect the cards in the right way. The new card will open up new routes so you can continue your adventure!

The cards around the starting card have colored strips to help you match them correctly.

**Some of the cards have dotted strips. You can move the starting card (and game box) to match it with all the cards that have the same markings.**



## END OF THE ADVENTURE

When you've flipped the final card and completed all the missions, you've finished your adventure!

Good job! Read the final card carefully, because there's a surprise...

All the solutions are on our website, which you can find using the QR code at the start of this booklet.

**THANK YOU!** to all the children, young and old, who helped playtest this game.

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**UNLOCK!** is a game  
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