

THE UNLOCK! APP

The **UNLOCK!** app can be downloaded for free from the App Store and Google Play. It manages your timer, 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 to use. You are then redirected to the adventure selection screen.



After completing the adventure, you will be automatically redirected to this screen. In some instances, it will display the outcome of the adventure.

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 any previously encountered machines so that you can resume the game where you left off.

To begin, download the free **UNLOCK!** app on your smartphone or tablet. Be sure to update your app regularly.



App Store



Google Play

RECOMMENDATIONS

BE ORGANIZED!

- Split the deck between the players so that they can search faster through the cards,
- Read each card carefully and share information,
- Discard cards when instructed (*and check that no errors have been made; crossed-out numbers or letters show which cards should be discarded*),
- Some puzzles may feature audio. If an icon appears in the app, make sure that your device's sound is activated.

STILL STUCK?

You may need to move forward in the adventure to understand how to combine objects or use a machine. However:

- If a card seems too complex, request a hint about that specific card,
- You may have missed a hidden object. Press the button in the app.

PLAYER AID

CARD TYPES

Object (door, key, etc.)



Combine



Machine

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

Modifier

- ▶ 1 blue number to be combined with a red card
- ▶ 1 red number to be combined with a blue card

Combine



Gray cards

- ▶ All other cards (scene, interaction, penalty)

CONTENTS

- 1 Rulebook
- 10-card Tutorial
- 3 Adventures (180 cards)
- 1 Map
- 5 meeple

SOLUTIONS

All Step-by-Step Solutions for the **UNLOCK!** scenarios are available at <https://www.spacecowboys-games.com/unlock-solutions/>



If, despite all the care taken in the manufacture of this game, an element is missing or damaged at the time you purchase this box, please contact the customer service of our distributor, Asmodee, at <https://www.asmodee.fr/contact/>. Your issue will be resolved in a timely manner.

UNLOCK! NEW GAMES ADVENTURES
is published by **SPACE Cowboys - Asmodee Group**
18 rue Jacqueline Auriol, 78280 Guyancourt - France
www.asmodee.com
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Discover the newest updates from **UNLOCK!** and the SPACE Cowboys at <https://www.spacecowboys-games.com/universe/unlock/>,
[@SpaceCowboysFR](https://www.facebook.com/SpaceCowboysFR/) / [@space_cowboys_officiel](https://www.instagram.com/space_cowboys_officiel/).



UNLOCK!

GAME RULES



10+ 1-6 60'

IMPORTANT:

- Do not look at the cards before you start playing.
- Keep the box and its contents within reach. You will need them while playing the scenarios!



UNLOCK! is a **collaborative adventure** and **mystery game**. This box set features **3 standalone scenarios** that transport you to **3 unique universes**.

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 introduction 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 "The Unlock! App" section), select the Tutorial, and place the device within easy reach of all players.
- One player reads the text on the introduction card aloud, then launches the countdown timer on the app and flips the card over to begin the game.

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 each of the card backs.

1/10

GAME RULES

The game is played in real-time using the cards and app simultaneously.

Players form a **team** freely and **must work together to win**. You can either designate one player to search for and reveal new cards or split the deck among all players.

The back of the Introduction card indicates the starting point of your adventure. Each time you see a **number** or **letter** on a **card**, look for the matching card in the deck and reveal it. The numbers and letters are printed on the back of the cards.

Important: Do not spread the cards of the draw pile on the table.

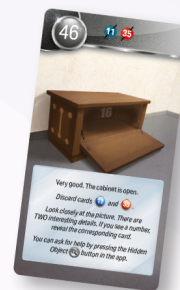
Revealed cards are placed faceup so that everyone can see them.

CARD TYPES

There are several types of cards:

• GRAY cards

These cards provide places/locations, information, and sometimes contain numbers that allow you to reveal new cards.



• RED or BLUE cards

A blue card can be combined with either a red card or a red modifier. A red card can be combined with either a blue card or a blue modifier.

A modifier is represented by a blue or red number that is preceded by a "+" sign within a puzzle piece. These numbers do not correspond directly to any cards in the deck. You can either combine the relevant numbers of two cards or add a modifier to the number on a card.

$$11 + 35 = 46$$

If the result matches a card in the deck, you can reveal it!



• GREEN cards (machines)

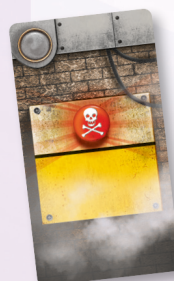
In the app, press the green button, then enter the green card number. Your screen will then display the machine you will **interact with**. While doing so, keep in mind that **UNLOCK!** is, above all, a **puzzle game!**

Important: Using a machine incorrectly can cause you to lose time. Sometimes you may need to progress further in the adventure before you are able to fully understand how to properly use a particular machine.



• PENALTY cards

A **penalty** applied when you make a mistake.



DISCARDING CARDS



The top of some cards depicts **crossed-out numbers** or **letters**. You must **immediately** set them aside. Typically, these cards are not used again during the game.

HIDDEN OBJECTS

As you play, some objects may not always be obvious. Closely examine the cards to uncover hidden letters or numbers that match cards to be looked for in the deck.

Note: If you are stuck and do not know what to do next, the 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 clues at appropriate times.



HINTS

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If you find yourself stuck during the game, you can obtain hints by pressing the button in the app and by entering the **number of a revealed card**.

For cards with a letter, you will have to enter the **number below that letter** to obtain the hint. If there is no number below the letter, no hint can be obtained from that card.

B
123

Note: For some cards, the app will offer you a second hint if the first one does not provide enough information, and possibly even the solution. Remember that solutions are also available on our website.

GAME END

The game ends once you have managed to solve the last puzzle and stopped the timer.