

WELCOME TO UNLOCK!

This **short adventure** will allow you to discover **Unlock!** quickly and **without reading the rules!**
Longer adventures are available in stores.

THE APP

First, **download the free Unlock! app** on your smartphone or your tablet.



◀ App Store



Google Play ▶

Full rules available at:
www.spacecowboys.fr/unlock-demo

NOTHING IS EASIER THAN PLAYING UNLOCK!

First, **gather a few friends** together (two or three you included, but you can also play alone). Then, **take all the cards** from the deck and **split them among players** (don't deal nor spread them).

Last, read *The Ghost Stone* introduction card.
There you go!



This is a **GRAY** card. As soon as you see a number within a circle, you can look for the matching card in the draw pile. Once you found it, flip it over.



The ghost is no longer here.

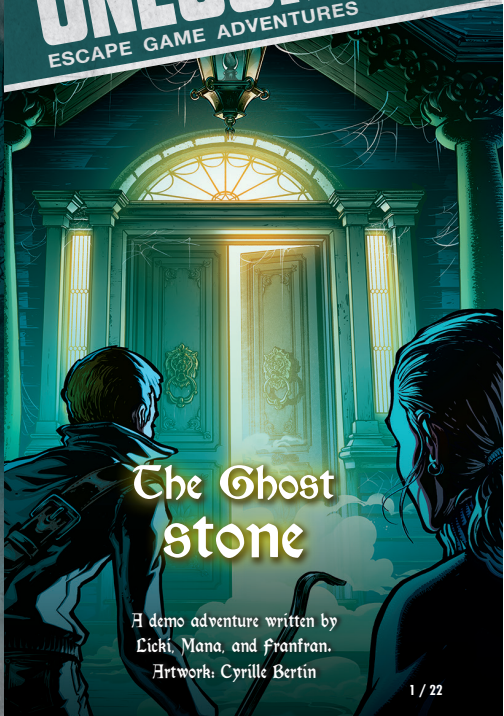


The letterbox held a package, which contained a tiepin.

This is a **BLUE** card. It can be combined with a **RED** card. To that end, just add their respective numbers together. If the total matches a card in the deck, flip it over. The top of some cards bears crossed-out numbers or letters. You must immediately discard the corresponding cards as they will not be used again during the game.

UNLOCK!

ESCAPE GAME ADVENTURES



The Ghost stone

A demo adventure written by
Licki, Mana, and franfran.
Artwork: Cyrille Bertin

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The Ghost stone

All thieves dream of getting their hands on the Trivoc, a most precious stone. Lord Victor Beckett, its owner, keeps it in the safe of his Devon's country house. You are the best team of thieves in the country. Get inside Beckett Mansion and steal the gem!

UNLOCK! is a cooperative game based on the Escape Rooms' system. Split the deck among the players facedown, i.e., the side showing the numbers. Do not flip them over.

Download the **UNLOCK!** app to a compatible device. Select the "Demo Adventures" tab, then the Ghost Stone scenario.

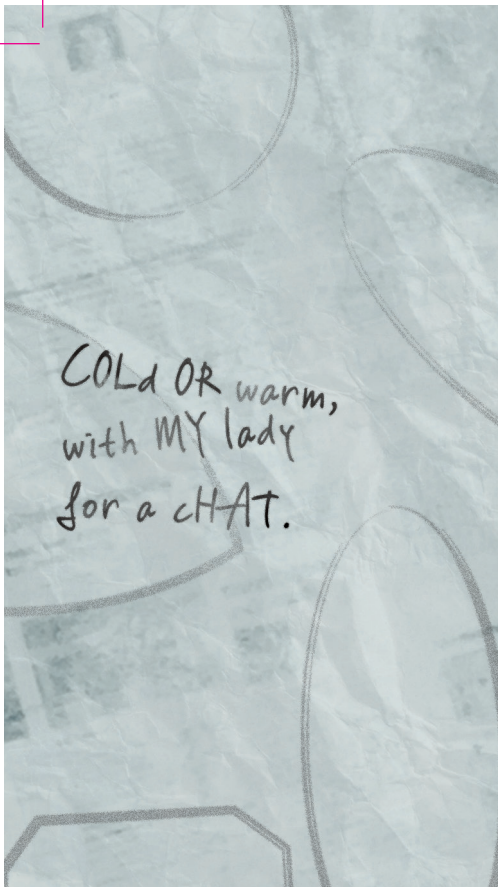
Press Start, and flip this card over.

2 / 22



37 66

4 / 22 3 / 22







22



A SAFE

The precious stone must be locked in it.
You are very close to achieving your goal.

This is a **GREEN card** . In the app, press the symbol and enter this card number.
Then, handle the machine according to its instructions, if any.

51



The front door is locked.

This is a **RED card** . It can be combined with a **BLUE card** . To that end, just add their respective numbers together. If the total matches a card in the deck, flip it over.

21



AN OLD SINK

68



A painting is hidden by a shadow
quite disturbing





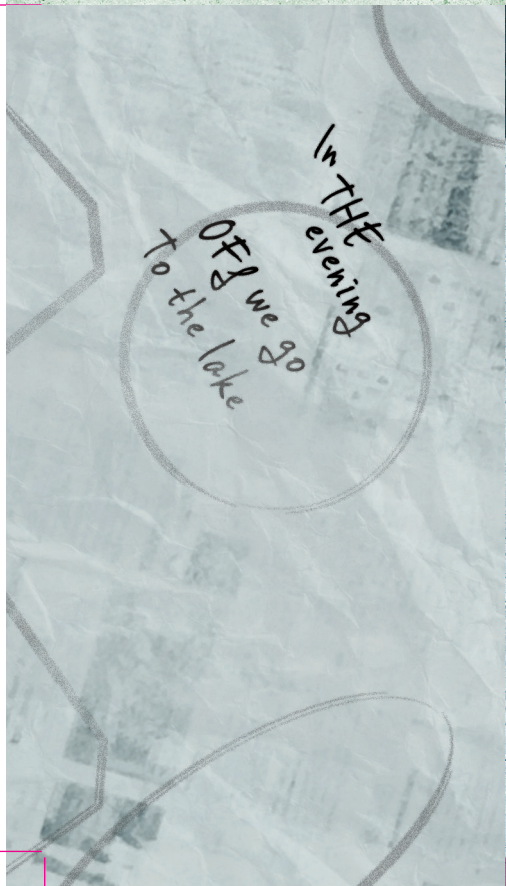
AN OUIJA BOARD

*This is a **GREEN** card . In the app, press the  symbol and enter this card number. Then, follow the machine's instructions, if any.*



A CROWBAR

*This is a **BLUE** card . It can be combined with a **RED** card . To that end, just add their respective numbers together. If the total matches a card in the deck, flip it over.*



A KEY



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13 / 22



16 / 22

15 / 22

11

79

11

68



The lantern is lit.

This is a **BLUE card** . It can be combined with a **RED card** . To that end, just add their respective numbers together. If the total matches a card in the deck, flip it over.



When lit by the lantern, the painting changes!

12

73



The pedestal table shakes and triggers the opening of a door hidden behind a bookcase. An alarm goes off: Hurry!

39

The key is stuck in the keyhole, on the other side of this door.

This is a **RED card** . It can be combined with a **BLUE card** . Important: Some cards can be used twice. If you are stuck, you can ask for a hint in the app: press the  button and enter the number of the card you are having trouble with.





29

LETTERS

A MAILBOX

Each time you see a number in the illustration, you must take the matching card in the deck and flip it over. A number is hidden here.

Fell free to move this card in all directions you can think of!

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UNLOCK!
GET THE FULL ADVENTURES
IN YOUR STORE.

