

## Welcome to Unlock!

This short adventure will allow you to discover  
Unlock! without reading the rules!  
Then, you'll be able to play longer adventures  
that are available in stores.

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



◀ Apple Store



Google Play ▶

Full rules are available at:

<https://www.spacecowboys.fr/unlock-demos-english>

To play, nothing easier. Gather a few friends  
together (three or four for the first game, 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 "5<sup>th</sup> Avenue" Introduction  
card. There you go!

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countries.

5

5<sup>th</sup> Avenue

Somewhere on this location card (gray),  
you can see a number.  
If you spot a hidden letter (or number) in the  
illustration, you can reveal the matching card.

44




8



A crowbar.

Remember: you can't leave any traces  
behind you!

You can combine this object with  
a **Red number** .

To do so, add their card numbers together.  
If the total matches a card from the deck,  
you can reveal it.

11

F  
121



A splendid carpet ornaments the floor in  
front of the vault.

42

37

8




Your tools were well-hidden.

You can reveal the three cards whose numbers  
you can see.

15



A hairpin.

You can combine this object with a **Red number** .

To do so, add their card numbers together. If the total  
matches a card from the deck, you can reveal it.



8

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## 5<sup>th</sup> Avenue

New York, 1931.  
Al Capone has called upon you  
from Chicago.

You must steal a revolutionary product  
from the multinational corporation 2M4GD  
CORP. Industrial espionage is not your  
forte, but you can handle this job.

All the necessary tools have been left on the  
premises. **Do a thorough search of the  
building's surrounding area.**

Now launch the app, select  
“Demo Adventures” and “5<sup>th</sup> Avenue”.  
Then, press **START** and flip this card over.



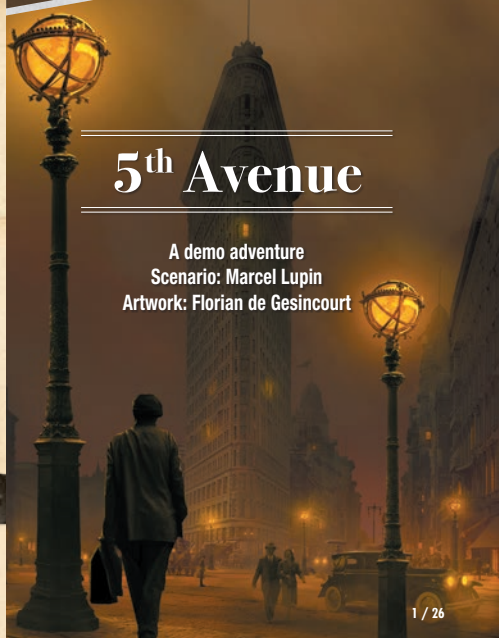
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# UNLOCK!

ESCAPE ADVENTURES

## 5<sup>th</sup> Avenue

A demo adventure  
Scenario: Marcel Lupin  
Artwork: Florian de Gesincourt



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15

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F

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11

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66

**NO!**


The door of this bookcase does not yield.

Press the Penalty button once in the app.

R  
131


25



To open this door, you must find a **4-digit code**.  
Once you have the code, press  in the app, enter the code, and follow the instructions.



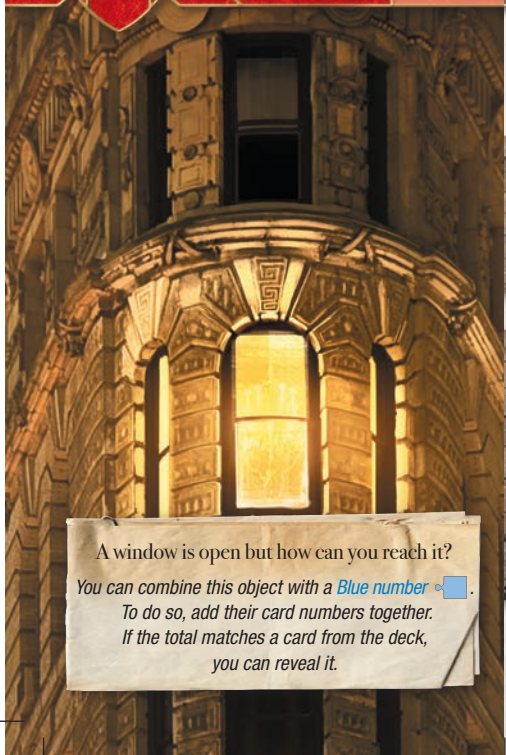
This portrait is protected by an alarm that goes off at the slightest touch.

You can combine this object with a **Blue number** . To do so, add their card numbers together. If the total matches a card from the deck, you can reveal it.


44



30

W  
141

A window is open but how can you reach it?

You can combine this object with a **Blue number** .

To do so, add their card numbers together.


If the total matches a card from the deck, you can reveal it.





Discard cards , , and .



You must deactivate the right connectors but there is no lever.

This green card is a **Machine** .

You must find hints as to its operation in this room.

To use it, press  in the app, then enter the number of this card ().



25

R

66

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7 / 26

W

30

44

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10 / 26

37




A lever.

You can combine this object with a **Red number** . To do so, add their card numbers together. If the total matches a card from the deck, you can reveal it.

42



A grappling hook.

You can combine this object with a **Red number** . To do so, add their card numbers together. If the total matches a card from the deck, you can reveal it.

V  
151

You unfold a piece of paper.

43

37 W

Discard cards  and .

The power is cut off.  
The alarm should no longer be an issue.

This number is a modifier that you can combine with a **Red number** .

+67

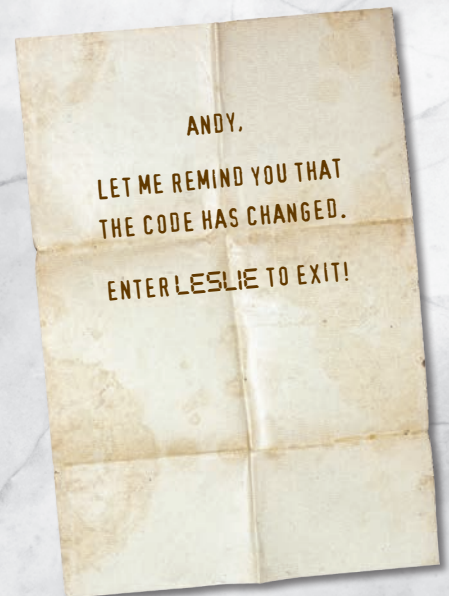
22

11 73 86  
92 V R

The vault is open.  
There's a wooden crate in it.

Discard cards

11, 73, 86, 92, V, and R.

H  
161



V

42

37

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14 / 26

13 / 26

H

22

43

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17 / 26

16 / 26





52

**NO!**

Press the Penalty button  
once in the app.



58



C



You have no idea how useful these  
objects are, but now you are ready  
to discover their wonders!

73

15 58



A page torn from the *Encyclopedia  
Britannica* falls to the floor when  
you open the bookcase.

Discard cards 15 and 58.

2M4CD CORP. headquarters

5 42 44

58

W

R

25

Congrats, you successfully trespassed!  
As you did earlier, you can reveal the cards whose  
numbers or letters you can see.  
Discard cards 5, 42, and 44.

G  
171



An alarm starts ringing and the exit door  
locks automatically.

You must find another 4-digit code.  
Press in the app and enter it!

86

11



C

58

52

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19 / 26

G

86

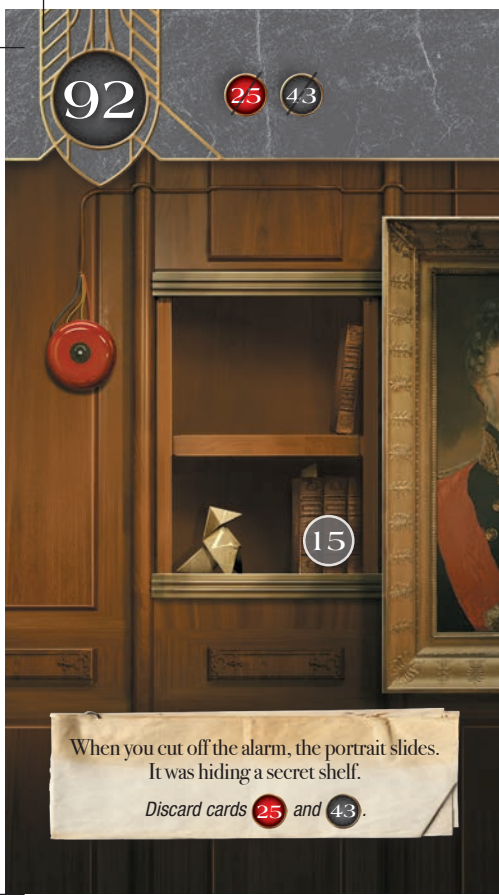
73

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When you cut off the alarm, the portrait slides.  
It was hiding a secret shelf.  
Discard cards **25** and **43**.





**UNLOCK!**  
FIND THE FULL ADVENTURES  
IN YOUR FAVORITE STORE!



Some of the adventures are available as standalone units.

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