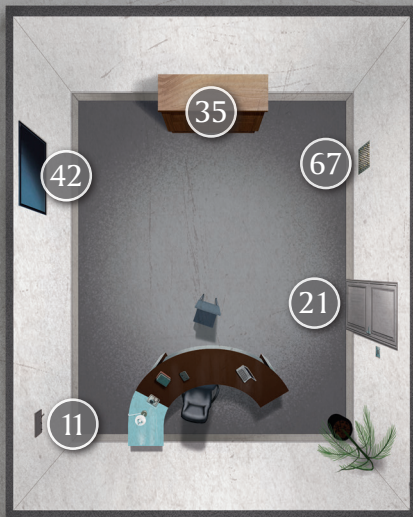## OFFICE

Here is the room where you are locked in.
Several elements are visible.

*You may now search and reveal the five
cards whose numbers you can see.*

25

Well done. You have restored
the electricity by placing
the wire on the machine.

Discard cards 16, 46, and 67.

+6

+6 *is a Modifier that
you can ADD to a Red object
or the Red number of a Machine.*

*If the total corresponds to a card
in the deck, you may reveal that card.*

48

7239

Well played. The screen is on.
This should help you to get out.

Discard cards 25 and 42.

*You can enter a Code into
the application thanks to these 4 digits!*

21

EXIT

This is the exit door.
It is controlled by a digital code.

*To get out and finish the tutorial
you must enter a **4 digit** code
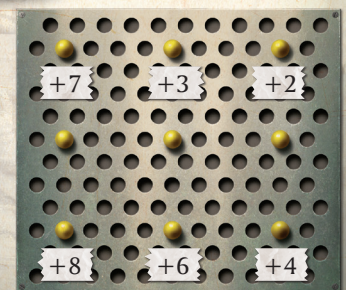into the application.*

Look around the room.

35

A locked cabinet.

*You can combine this object with
a Blue object or a Modifier.*

To do so, ADD their numbers together.

*If the total corresponds to a card
in the deck, you may reveal that card.*

67

+7   +3   +2

+8   +6   +4

=?

A grid with pins 5 cm apart
and some black numbers.

*This is a Machine. Your goal is first to obtain
a single Red number (sum of one or more
black numbers), then ADD that number
to a Blue object or Modifier.*

*If the total corresponds to a card
in the deck, you may reveal that card.*

Welcome to UNLOCK!

You will find all the sensations of an escape room in this game. You will be confronted with puzzles, codes to decipher, objects to put together, and tricks to discover.

For this first adventure, you are at an interview in the UNLOCK secret society, on the top floor of an office building. The manager who welcomes you smirks and leaves you in a seemingly trivial room... Locking the door behind him.

Launch the app, select the scenario TUTORIAL then press START (▶).

You now have 10 minutes to get out of your first UNLOCK adventure.

Are you stuck? You may ask for hints in the application by entering the card number.

Now turn over this card.

1 / 10

48

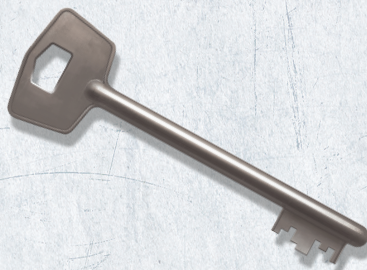3 / 10

25

2 / 10

67

6 / 10

35

5 / 10

21

4 / 10

16

A 10 cm long electrical wire with ends in the form of rings.

You can combine this object with a Red object or the Red number of a Machine.

To do so, ADD their numbers together.

If the total corresponds to a card in the deck, you may reveal that card.

11

A key.

You can combine this object with a Red object or the Red number of a Machine.

To do so, ADD their numbers together.

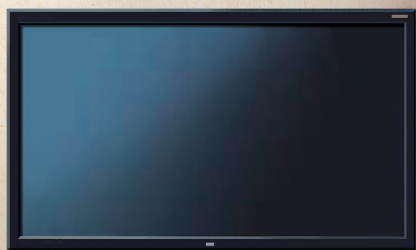*If the total corresponds to a card in the deck, you may reveal that card.*

46

11 35

Very good. The cabinet is open.

Discard cards 11 and 35.

Look closely at the picture. There are TWO interesting elements. If you see a number, reveal the corresponding card.

42

A screen. There is no electricity.

You can combine this object with a Blue object or a Modifier.

To do so, ADD their numbers together.

If the total corresponds to a card in the deck, you may reveal that card.

46

11

16

42