



EKOLOCK

Game manual

All you need to know about your game

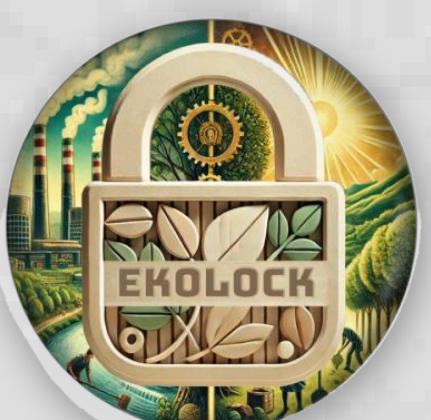


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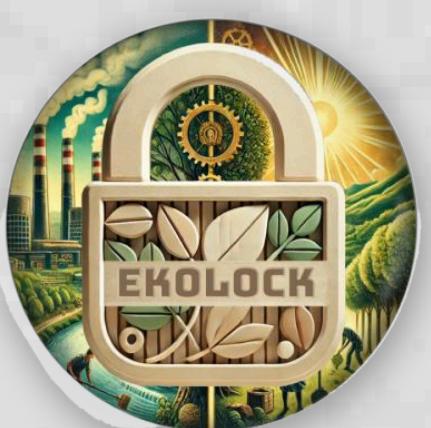


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INTRODUCTION

GAME OVERVIEW

Ekolock is a cooperative escape room card game that brings climate change-themed challenges to your tabletop. You are going to solve puzzles, decode intriguing clues, and progress through the game within a time limit in order to counter climate change effects in Omega Corp, a company in which strange events are happening recently. Each scenario offers a self-contained scenario with a distinct theme and story.

Your experience is complemented by a **free companion app**, which includes sound effects, interactive elements, and a timer, providing an engaging gameplay experience to solve the world from climate change. This app is necessary to play the game.

WHAT'S INCLUDED?

Tutorial (12 cards)



2 Chapters (27 cards and 1 Solutions Manual)



SOLUTION MANUAL: Should only be consulted at the very end of the adventure or if the application fails to provide the answers.

IMPORTANT: Do not review the cards in the various chapters before beginning the actual chapter.

QUICK START GUIDE

GAME SETUP

To familiarize yourself with the game, it's recommended to begin with the Tutorial, which introduces the rules. You can play the tutorial without reading the rules first.

Setup Instructions:

1. Place the start card with the adventure title face-up in the center of the table.
2. Arrange the remaining cards into a deck, face-down.
3. Download and launch the app (see **Install Instruction** below) and select the Tutorial Adventure. Keep the device accessible to all players.
4. One player reads the scenario instructions on the start card aloud, then starts the app's countdown and flips the start card.

The game begins...

INSTALL THE APP



1. Go to <https://github.com/algosup/2024-2025-project-2-serious-game-team-8/releases> or scan the QR Code
2. Download the latest release available for your platform (APK for Android, IPA for iOS and iPadOS).
3. Click on the downloaded file to install it.
4. After the installation process completes, click on the Ekolock app icon.

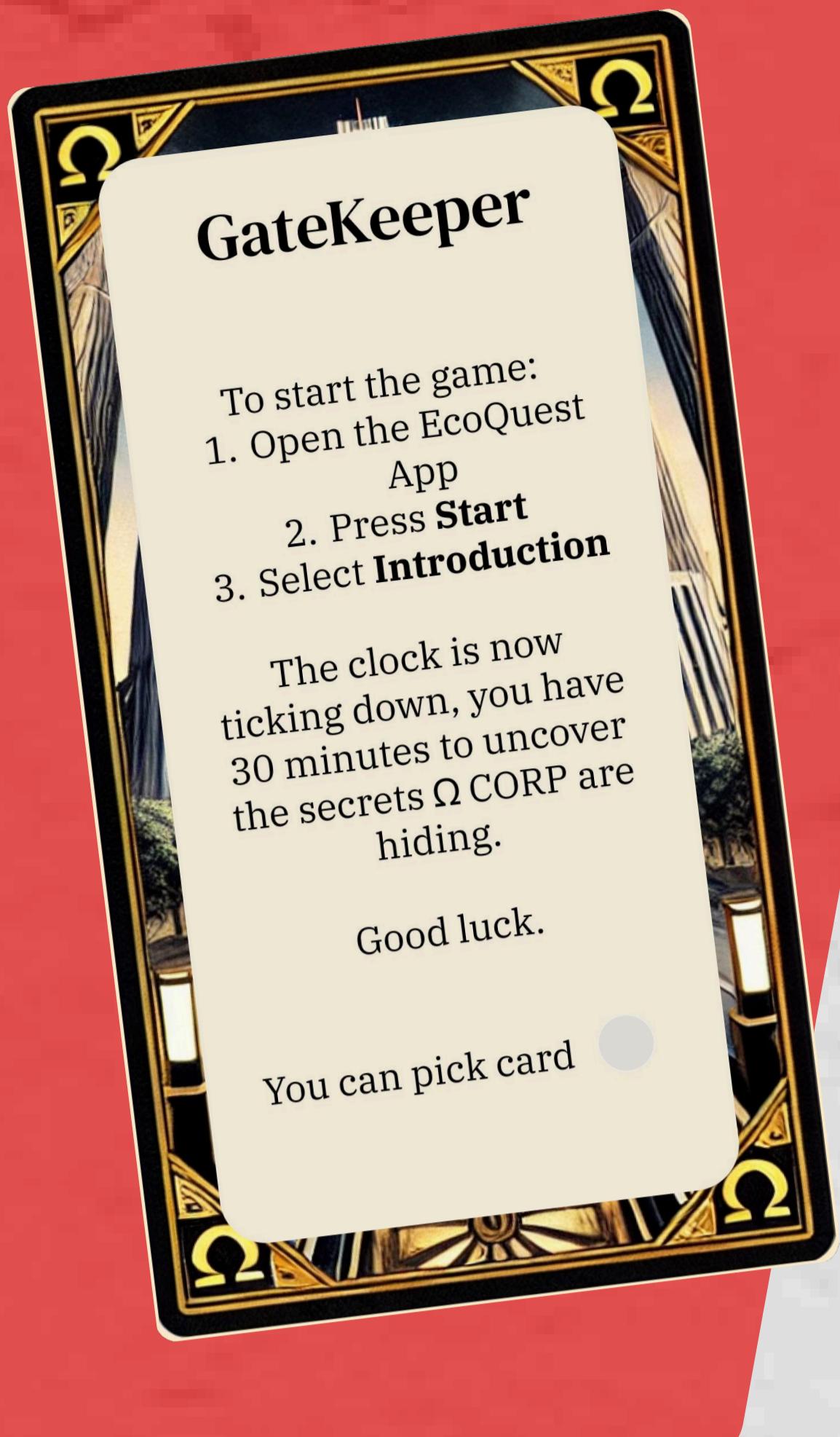
Enjoy playing!





GAMEPLAY BASICS

GAME GOAL

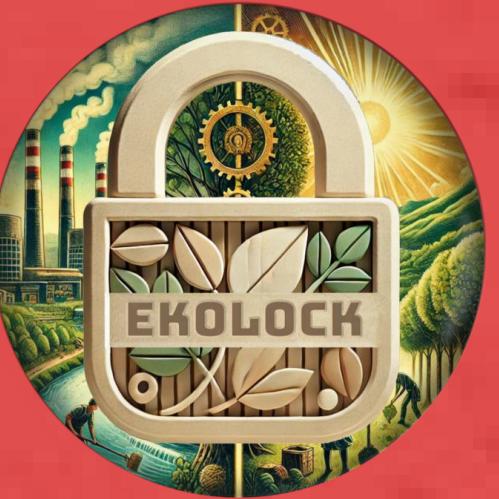


The goal of Ekolock is to work together as a team to escape from a scenario by solving puzzles, finding clues, and cracking codes within the time limit to solve climate change-related enigmas and break misconceptions. You must carefully examine the cards, create connections, and use logic and creativity to progress through the game.

Success requires effective communication and teamwork, as every discovery brings the group closer to completing the mission .

HOW TO PLAY?

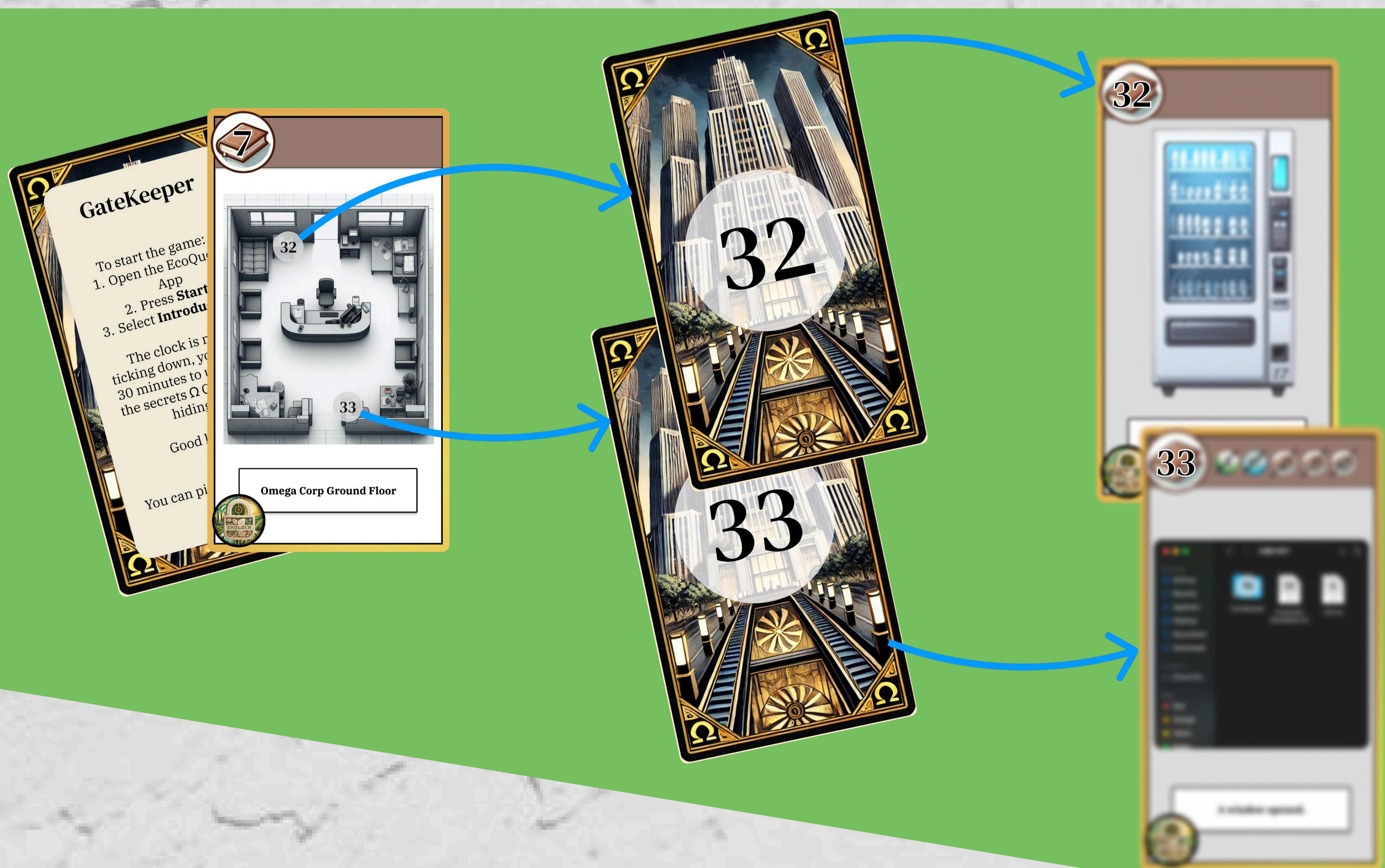
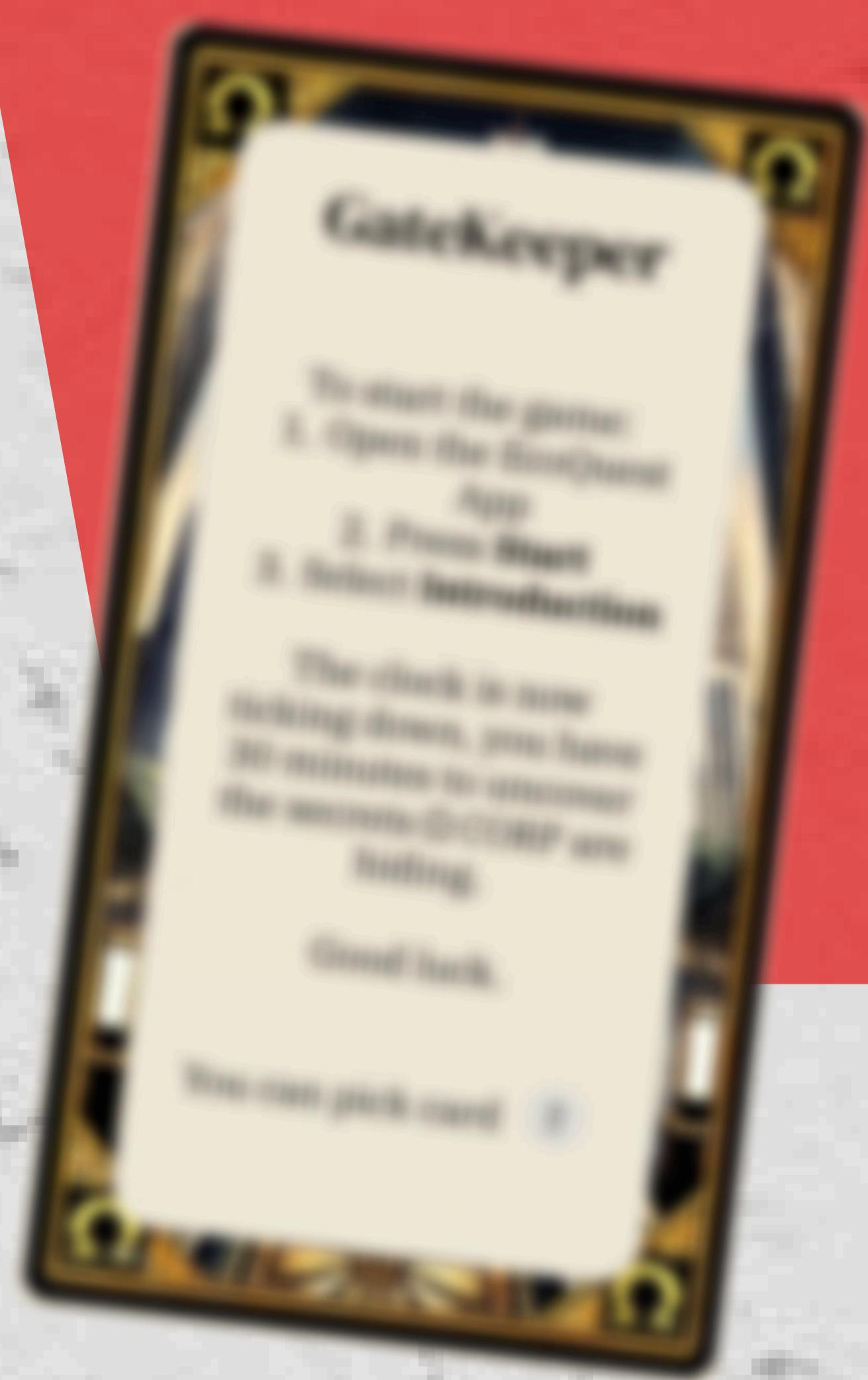
The game is played in real-time and relies on teamwork and cooperation. Players are free to organize their group as they see fit—for example, one player can search the deck for matching cards, or the deck can be divided among several players. However, it is not permitted to spread the deck face-up in front of you.



HOW TO PLAY?

The first room of the game is shown on the back of the starting card. This room contains numbers and letters that correspond to cards in the deck, which can be identified by the numbers and letters on their backs.

When you find a number or letter on any card, locate the corresponding card in the deck, reveal it, and place it face-up in the center of the table for everyone to see.



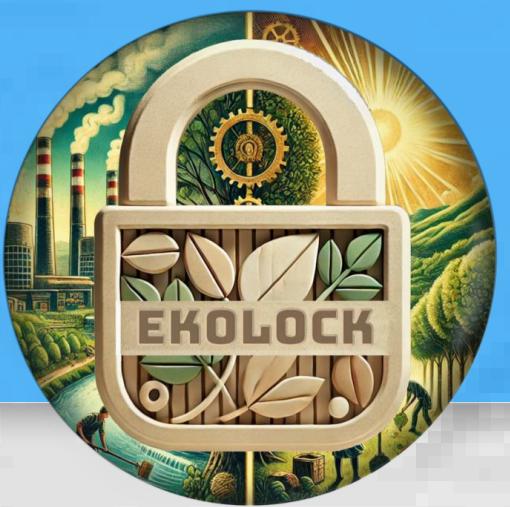
HOW TO WIN?



To win the game, your team must work together to complete the objective by solving all the puzzles and escaping the scenario **before time runs out** on the app. Minimize mistakes by avoiding incorrect guesses and using hints sparingly, as penalties can reduce your available time. Success relies on teamwork—communicate openly, share your observations, and think creatively to connect clues and overcome challenges effectively.



CARD TYPES



MULTIPLE CARD TYPES EXIST:



OBJECTS (green or blue symbols)

Objects can sometimes interact with other objects (refer to **Combining Objects** p.10).

Object 44 is a PC with an empty USB slot.

Object 45 is a USB key.

PUZZLES (grey & black symbols)

Machines usage needs manipulations you can do in the application (refer to **Puzzles** p.12).

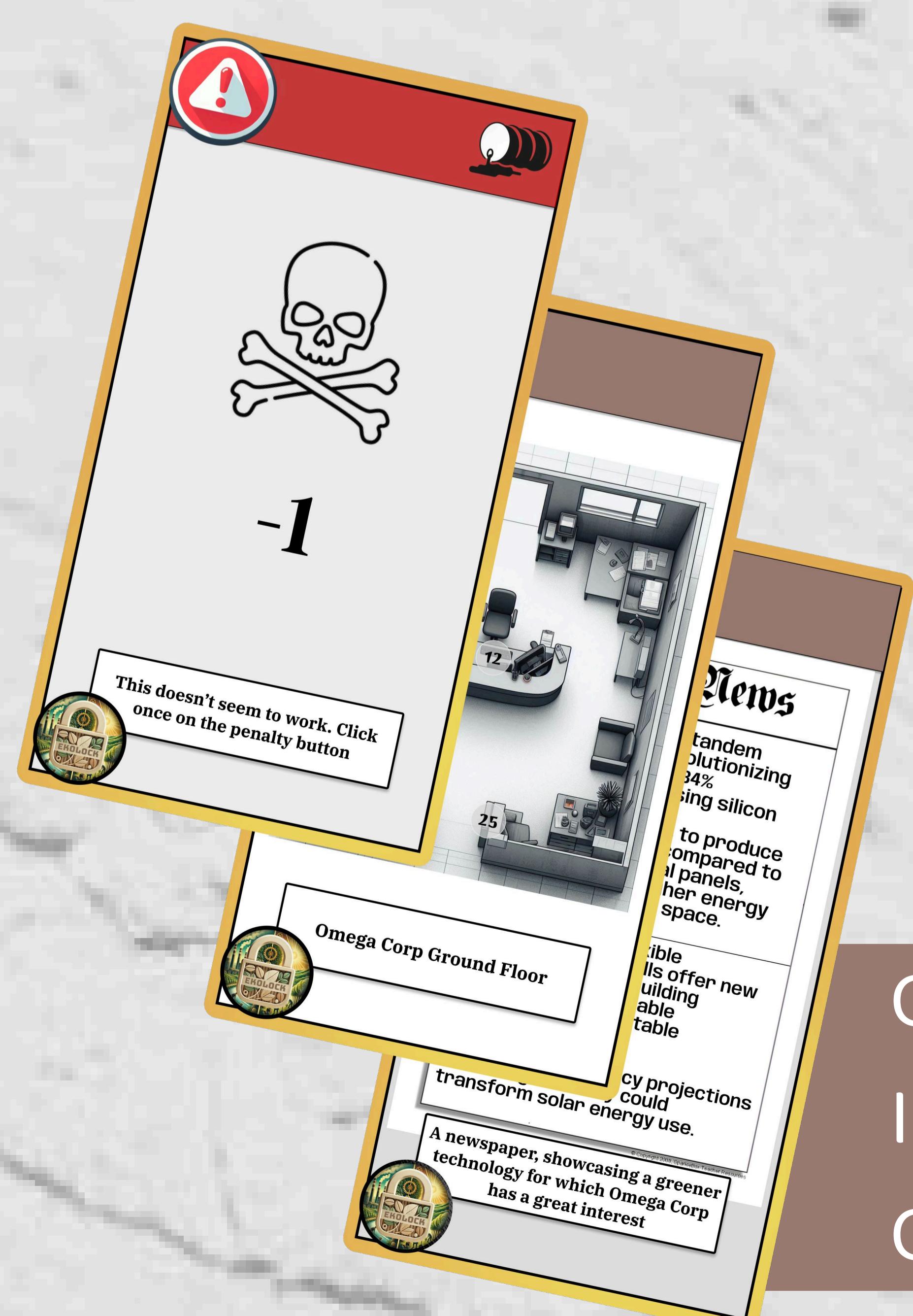
Puzzle 87 is an encrypted folder.



OTHER CARDS

These cards can be:

- A place showing a room and the furniture it contains.
- The result of an interaction between objects
- A penalty encountered when you do an error.
- A modifier (see **Modifiers** p.10)



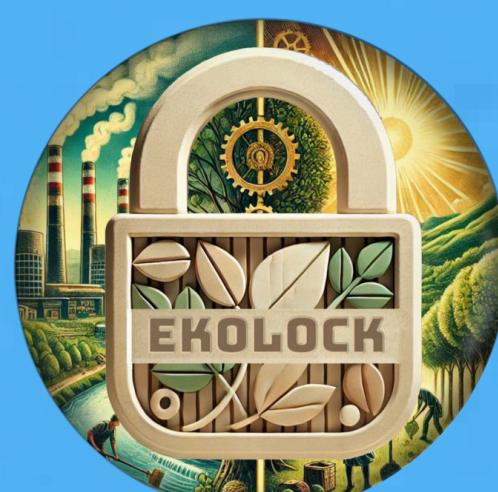
On the left, a penalty

In the middle, a room

On the right, the result of an interaction

GAME MECHANICS

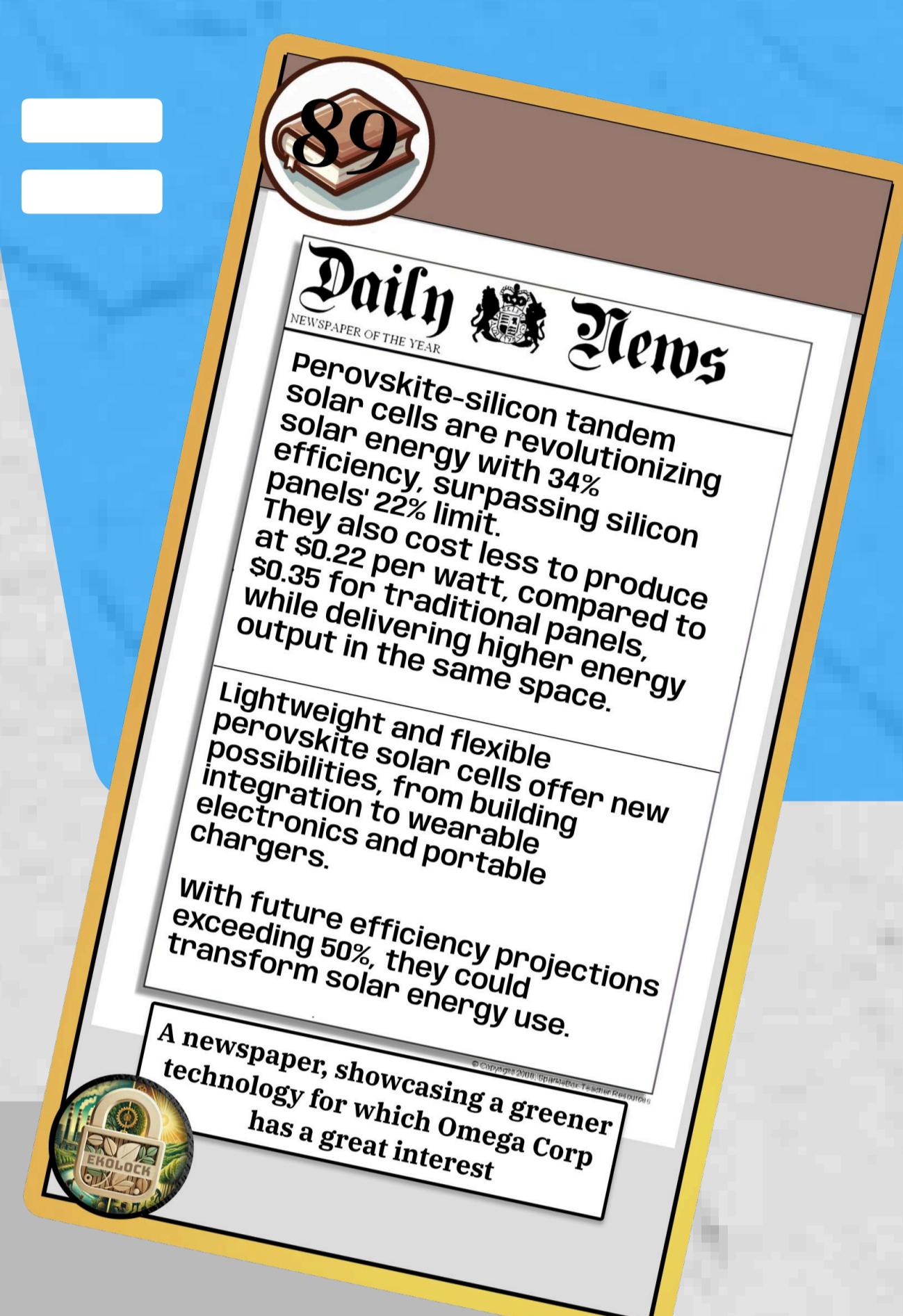
COMBINING OBJECTS



Some objects in the game can be combined, such as a key and a door. To combine two objects, add their card values (shown in blue or green circles) together and search the deck for the card matching the sum. Note that letters and numbers cannot be combined.

RULE OF THUMB: You can only combine a green number with a blue number. No other combination is possible.

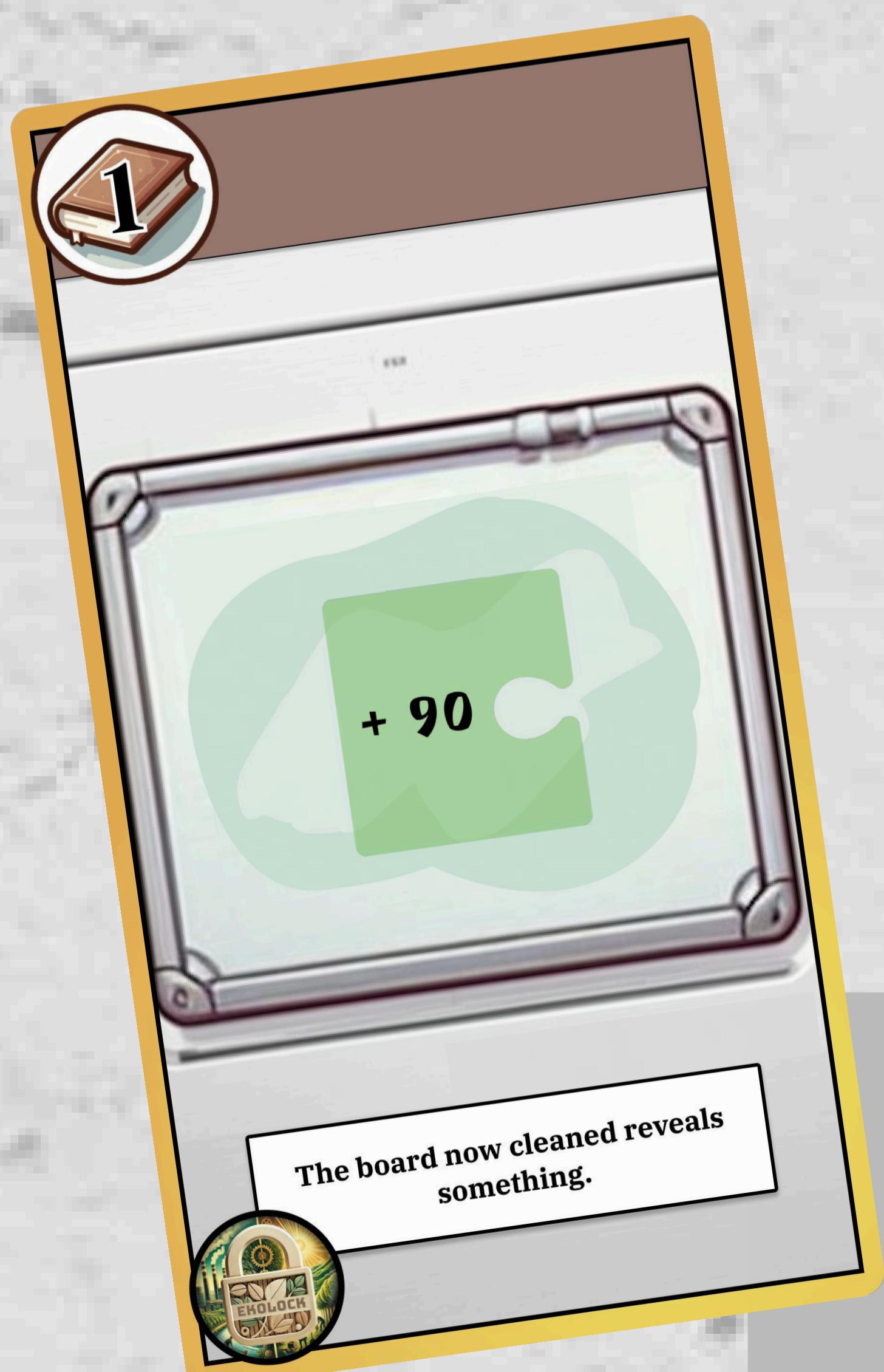
You decide to plug the USB key (45) in the computer with an empty slot (44). You then look for the 89 card ($44 + 45$) in the deck and reveal it. This works: You discover an article on the screen



USING MODIFIERS



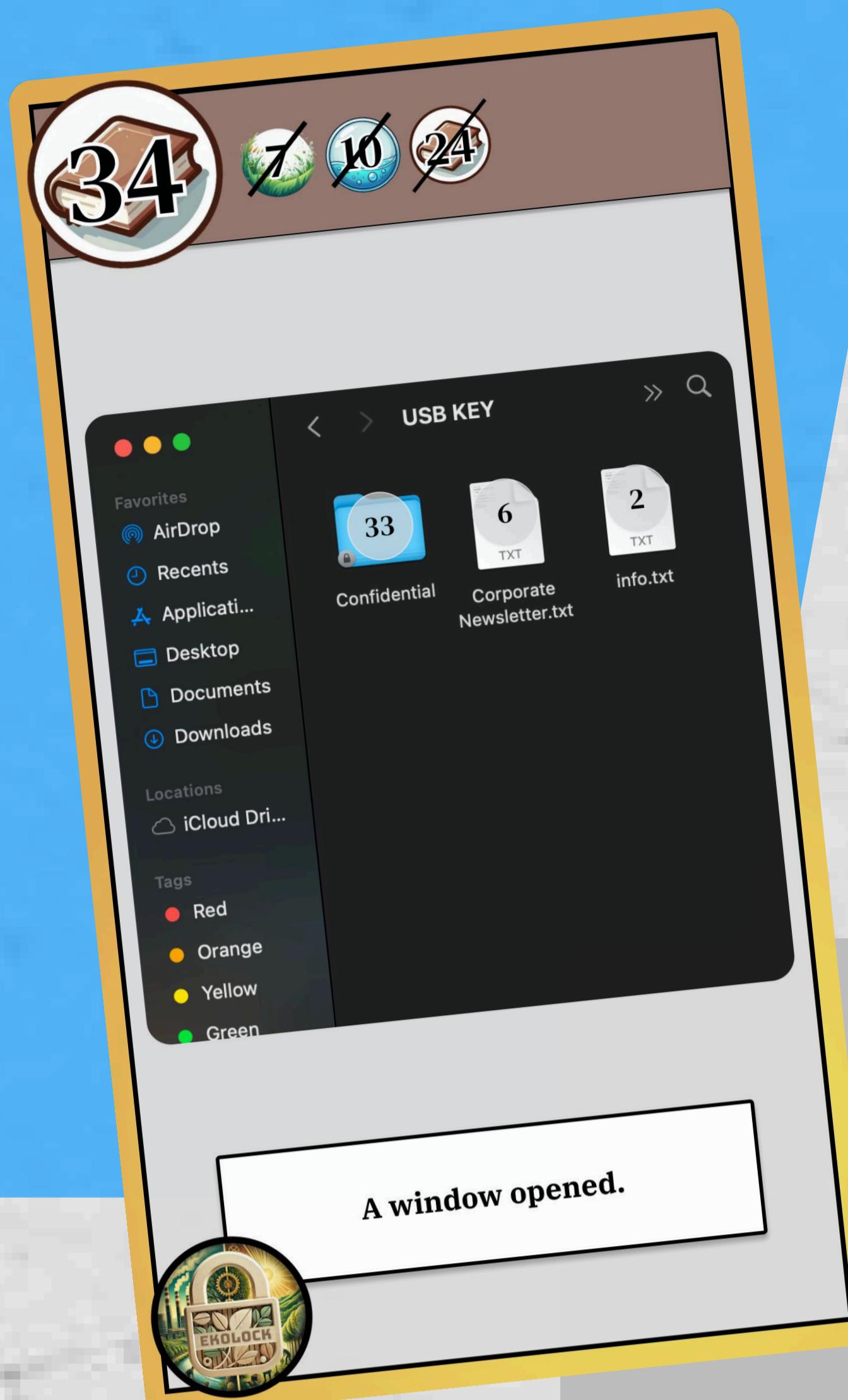
Some cards feature modifiers, which are blue or red numbers preceded by a "+" sign and displayed in puzzle pieces. These numbers **do not correspond** to cards in the deck. Instead, they must be added to a number of the opposite color, as outlined in the **RULE OF THUMB**.



You cleaned the board (card 36) and obtain a modifier (+ 90) you can now sum with a blue number, instead of using the number of the card (1)



DISCARDING CARDS

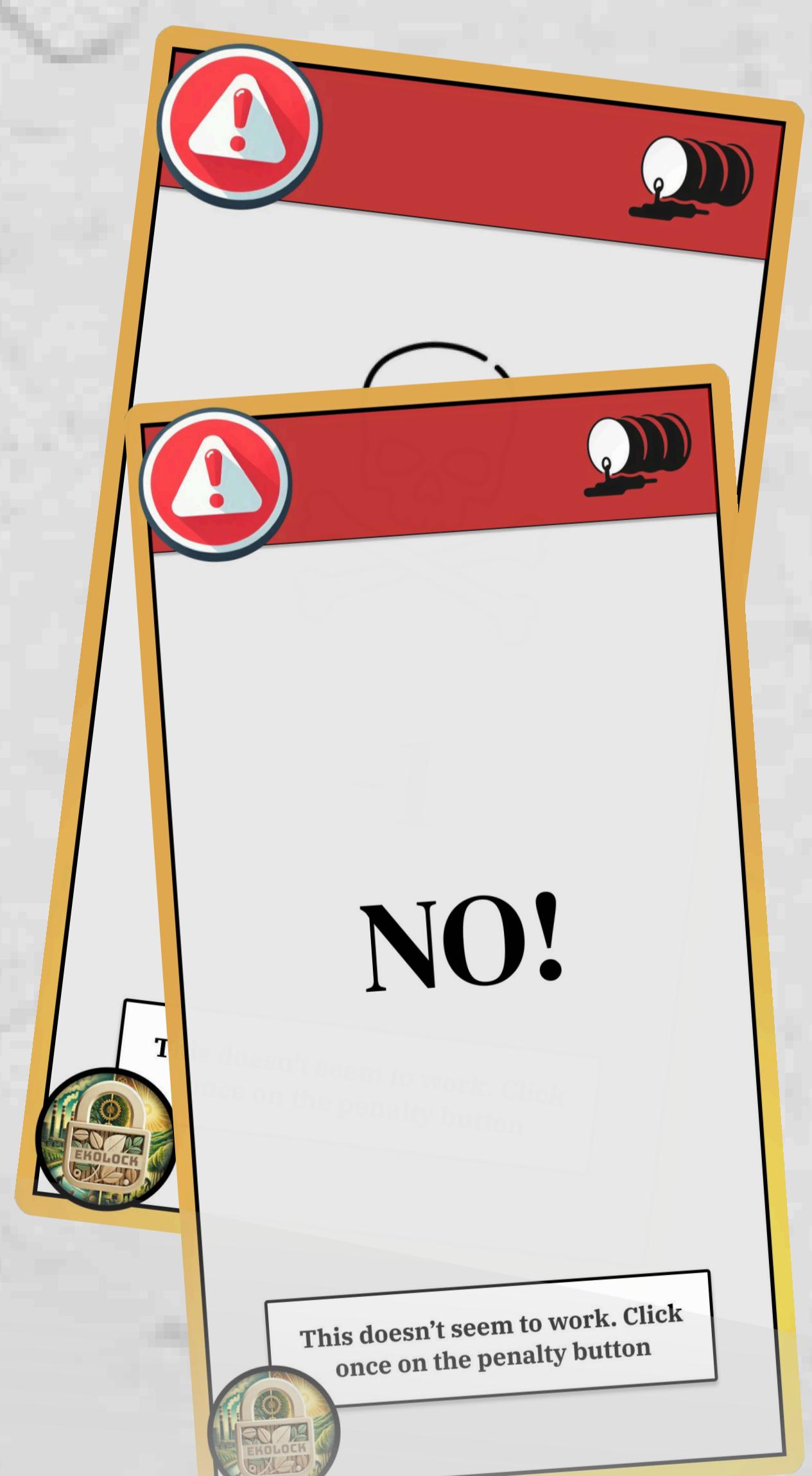


At the top of some cards, you will sometimes find crossed out letters and numbers. You need to immediately discard the corresponding cards as they won't be useful for the rest of the game.

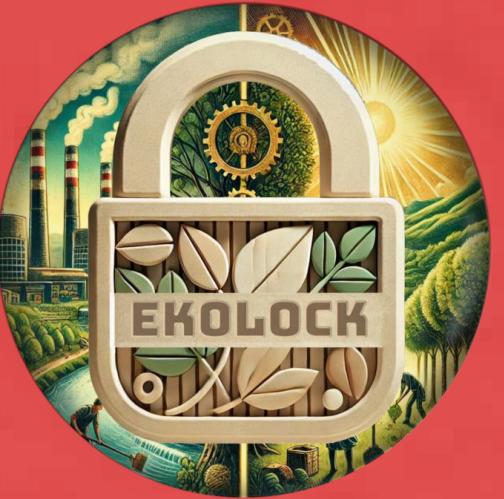
After opening the file explorer showing the USB key content (34), you will have to discard the computer (✓), the USB key and

GETTING PENALTIES

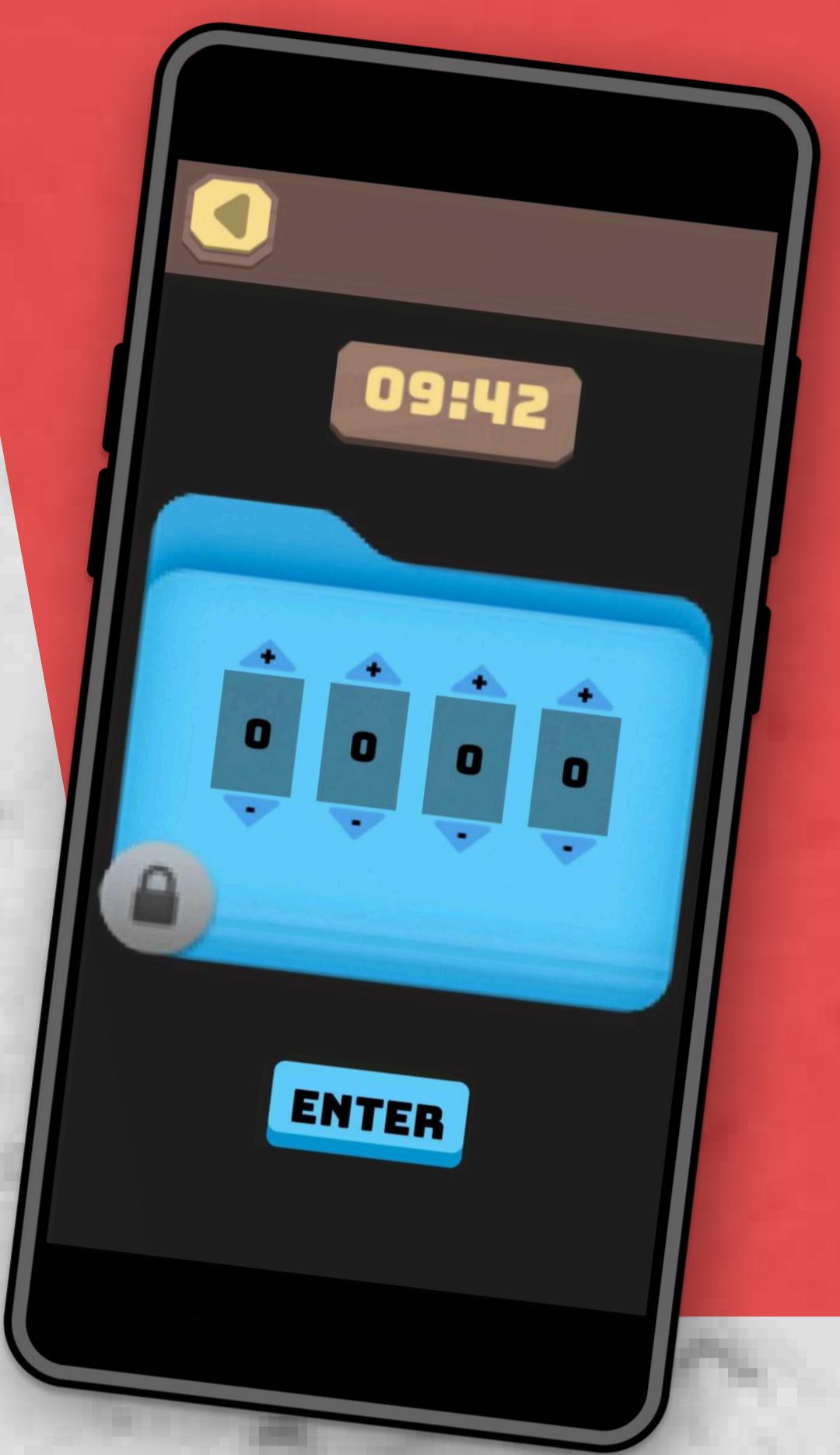
Some actions of the game can result in time loss. If you reveal a penalty card (⚠), you have to follow the instructions indicated (generally losing a few minutes on the countdown of the adventure present on the app). Those cards are then systematically discarded.



PUZZLES



To interact with puzzles (indicated by gray and black symbols), enter the card's number into the application. The app will display the puzzle along with interactive buttons. Once you solve the puzzle correctly, the app will guide you on how to proceed in the game.



HINTS

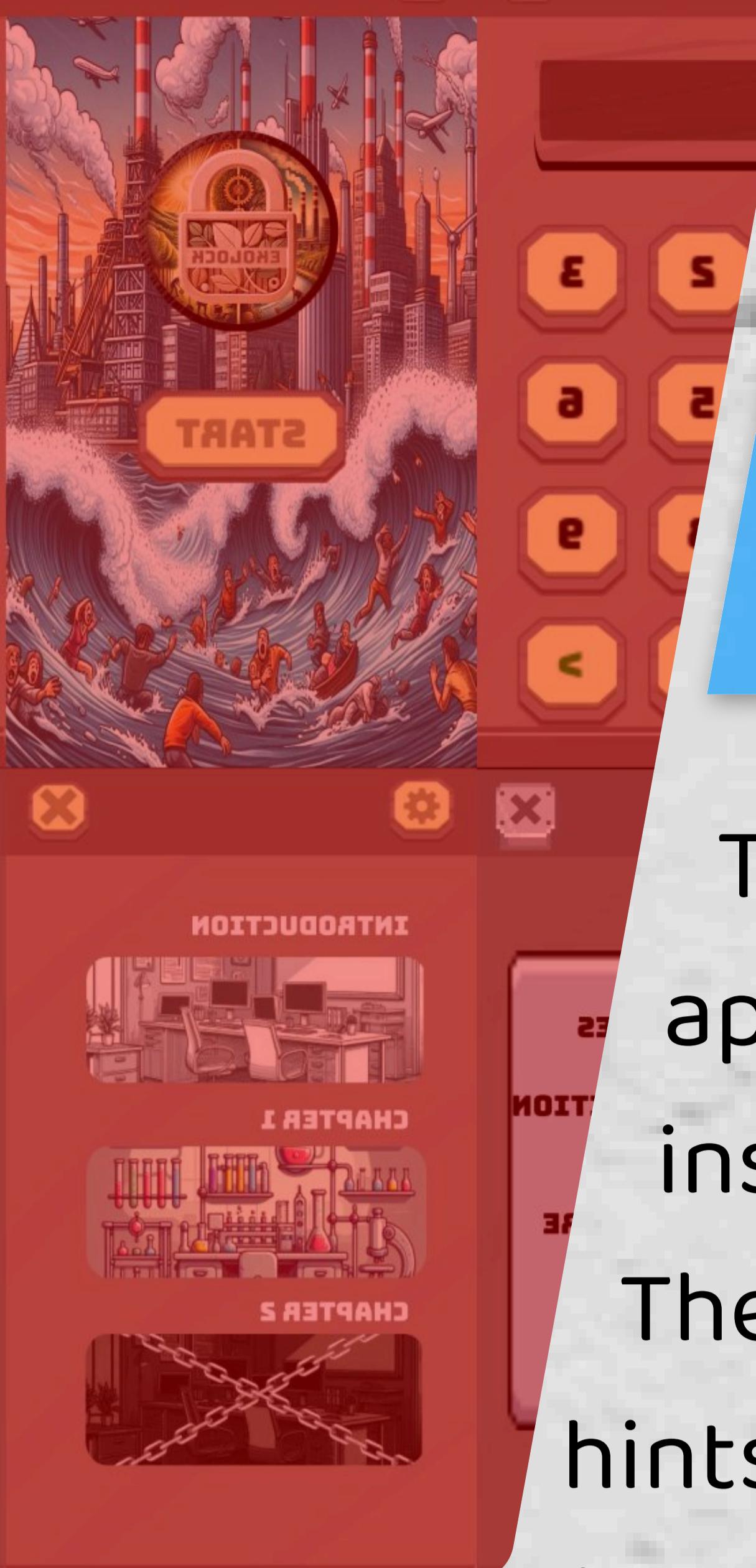
During the game, you will be able to use hints to help you progress in the adventure. You can click at any time on the "Hints" button of the application and seek for help by entering the number of a revealed card which is problematic

HIDDEN OBJECTS

During the game, not all objects are immediately visible. Pay close attention to every card, as some may contain hidden numbers that correspond to additional cards in the deck.

Did you notice the the hidden number (32) on the card?



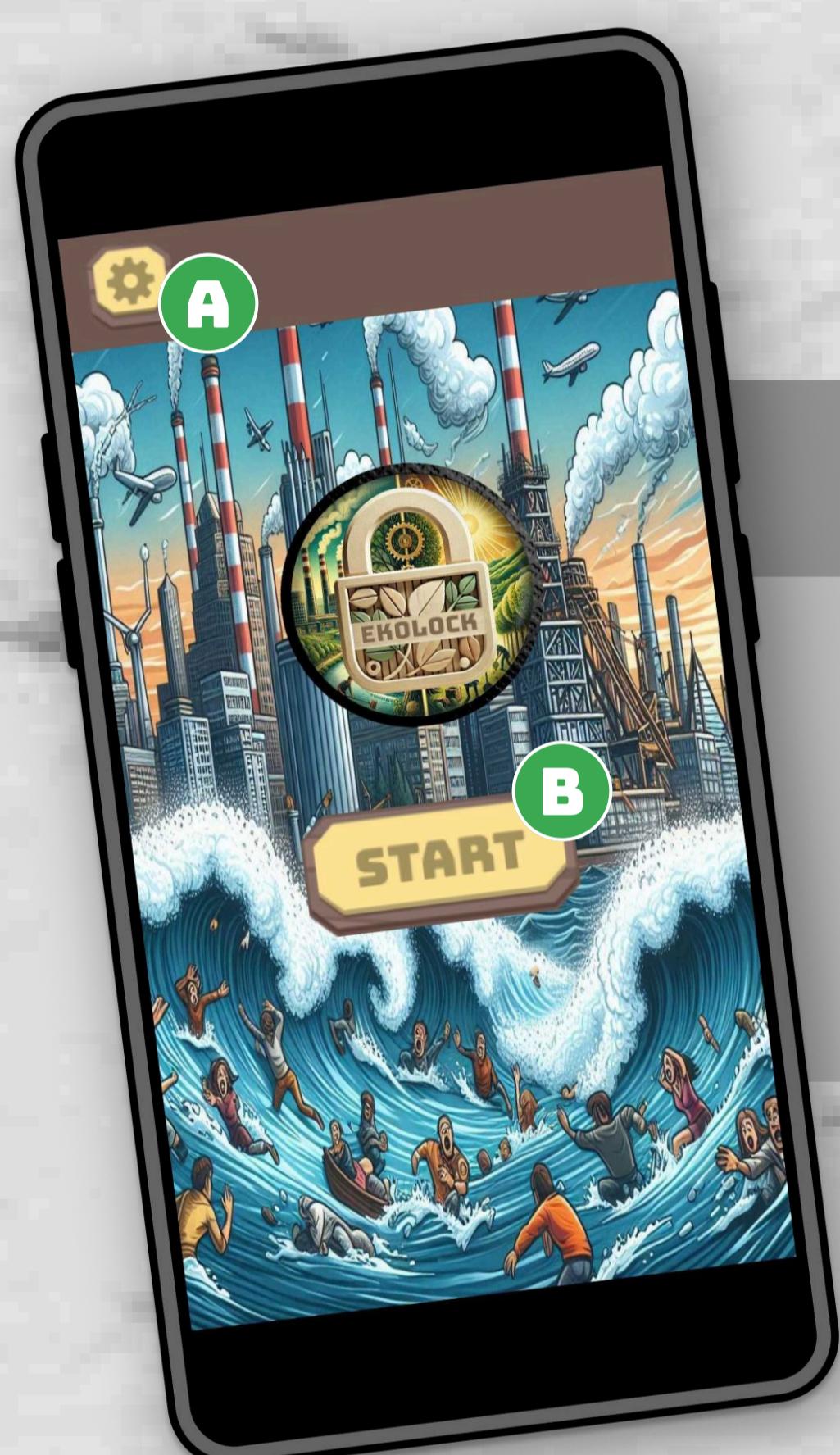


APPLICATION

NAVIGATING THE APP



The content of this section refers to the Ekolock mobile application. If you did not install it yet, please refer to the installation procedure in the **Install the App** section (p.5). The application manages your time, penalties, puzzles and hints. **IT IS IMPOSSIBLE TO PLAY WITHOUT THIS APP.** Once downloaded, you don't need any Internet connection to play Ekolock's scenarios.

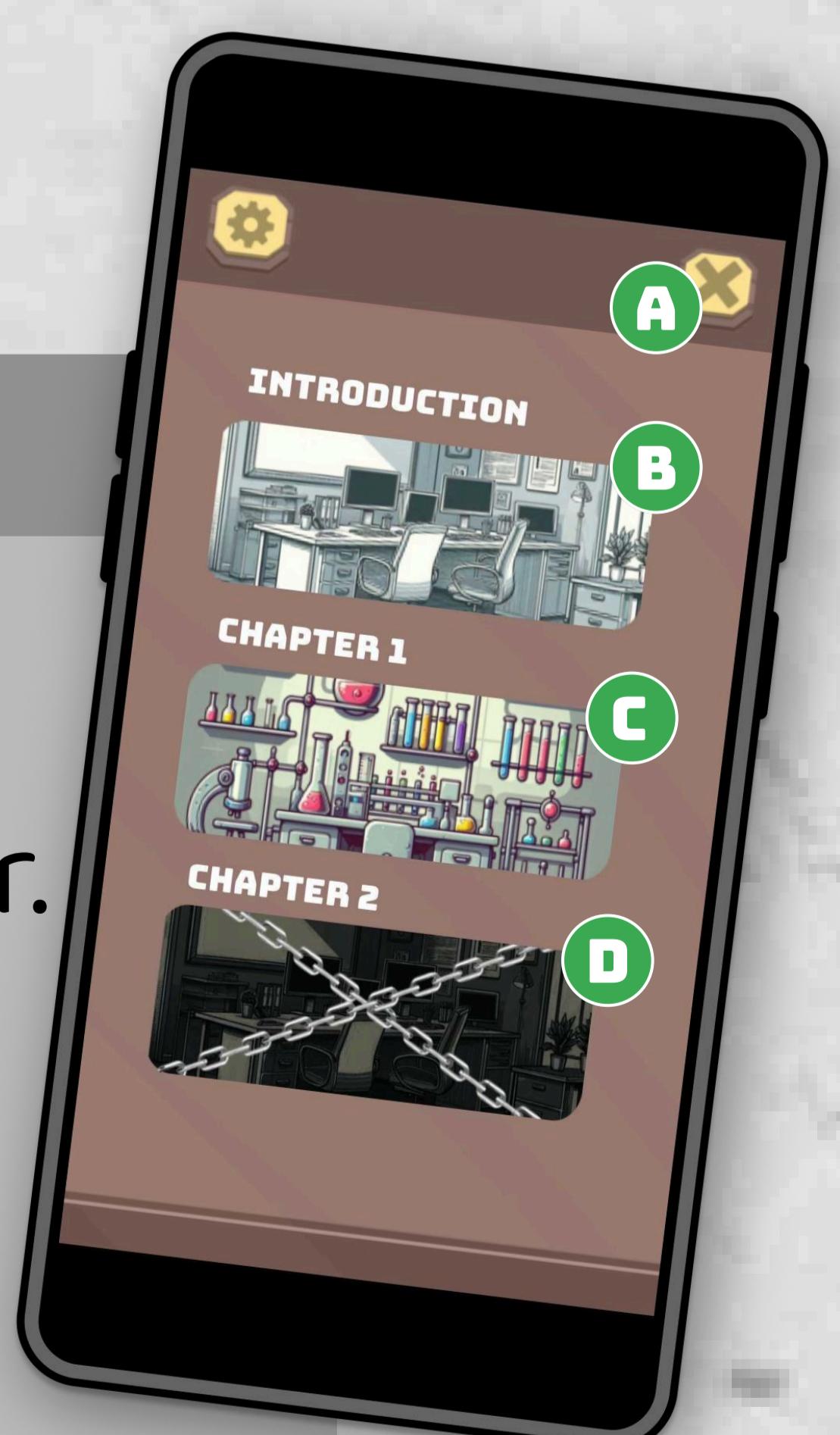


HOME PAGE

- A Settings:** Adjust game options like music volume.
- B Start:** Get access to the chapter selection screen.

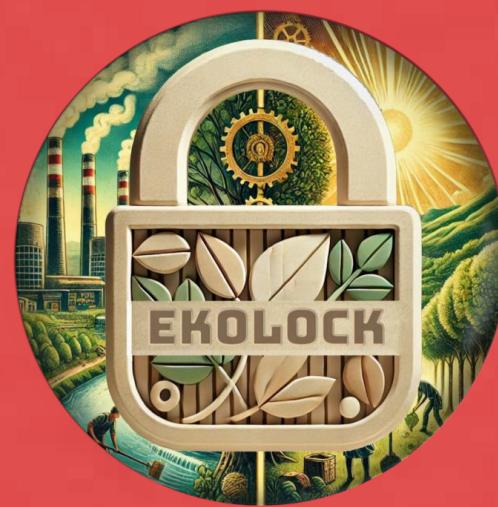
CHAPTER SELECTION SCREEN

- A Close:** Return to the home page.
- B Introduction:** Get access to the introduction chapter.
- C Chapter 1:** Get access to the chapter 1 (Start with the introduction chapter if you are new to EkoLock).
- D Chapter 2:** Get access to the chapter 2 (unlocked after chapter 1 completion).



APPLICATION

WARNING: Chapters should be played without interruption. If you must exit the app, redo the solved puzzles in order to resume where you left off.

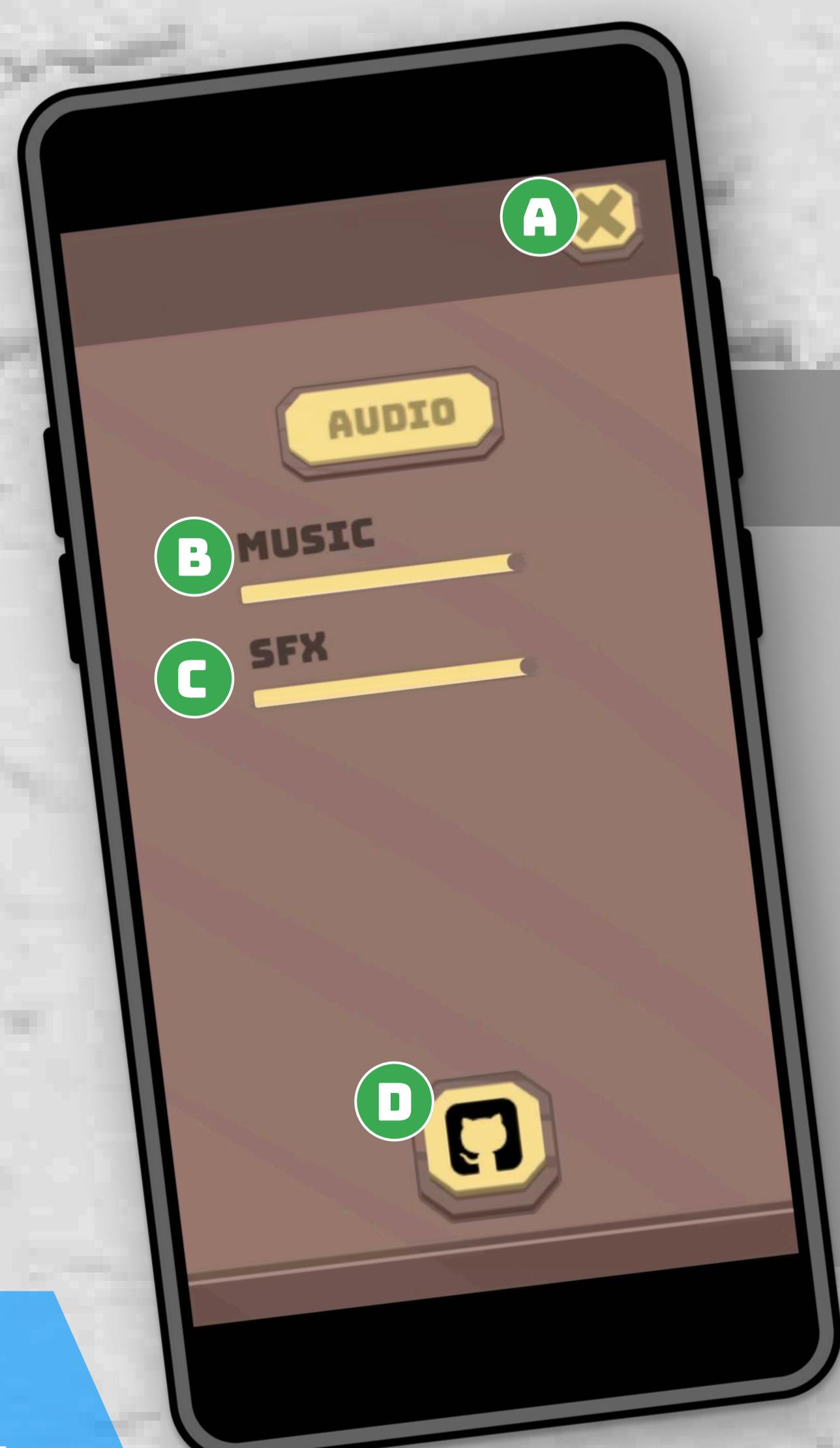


BEGINNING OF CHAPTER

At the end of each chapter, a screen expands on the story and gives more context to your actions and their link to climate change.

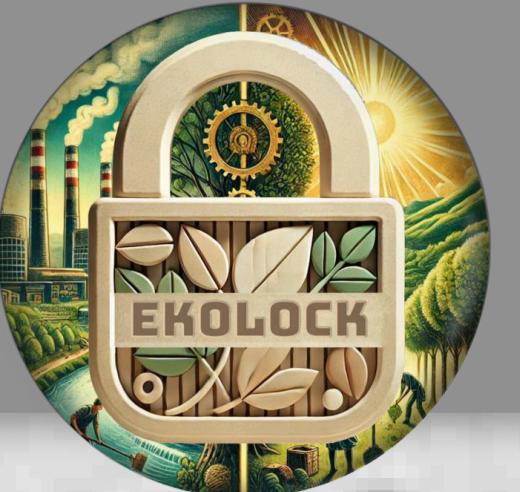
GAME SCREEN

- (A) Close:** Return to the chapter selection screen.
- (B) Timer:** Remaining time.
- (C) Hint:** Get access to hint selector screen.
- (D) Puzzle:** Get access to puzzle selector screen.
- (E) (Un)Pause:** Stop or restart the timer.
- (F) Penalty:** Remove 1 minute to the timer when clicked.
- (G) Hide:** Hide the user interface to see the background.



SETTINGS

- (A) Close:** Return to the previous page.
- (B) Music:** Control the music level.
- (C) SFX:** Control the sound effects level.
- (D) GitHub:** Get access to our GitHub repository.



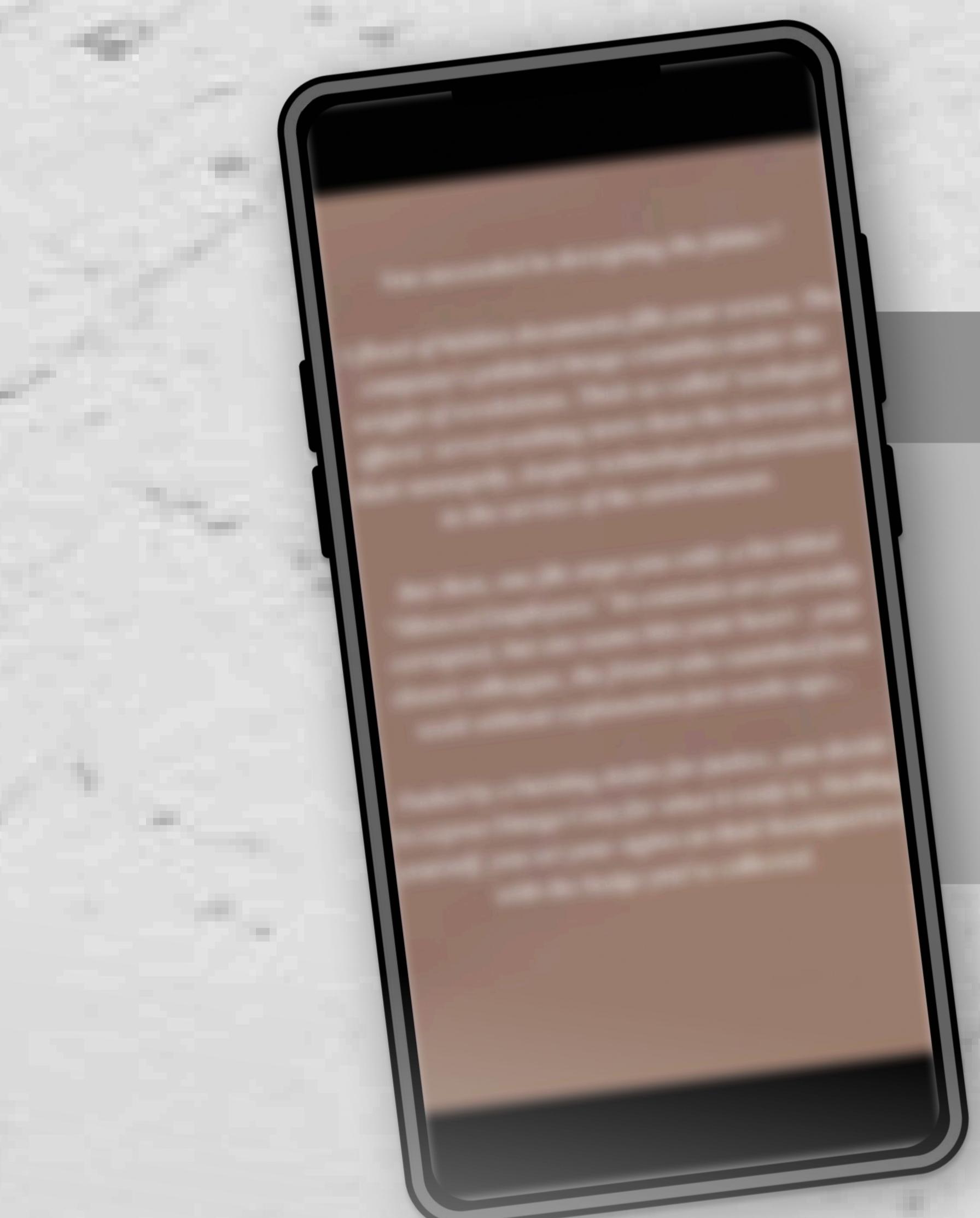
HINT/PUZZLE

- A Close:** Return to the game screen.
- B Screen:** Show what you typed.
- C Digits:** Write the according digit inside the screen.
- D Erase:** Get rid of the last digit entered.
- E Accept:** Get access to the according hint/puzzle.



END OF CHAPTER

At the end of each chapter, a screen provides story context and highlights how your actions connect to the adventure and climate change.



TROUBLESHOOTING & SUPPORT

APP UPDATE

This application is currently going under heavy development, we invite you to check weekly our latest releases at <https://github.com/algosup/2024-2025-project-2-serious-game-team-8/releases> for newer releases. To install the packages, please refer to the **Installation** steps (p.5).



REPLACING MISSING/DAMAGED GAME ELEMENTS

If any game components are damaged or missing despite our packaging efforts, please contact our customer support at <https://github.com/algosup/2024-2025-project-2-serious-game-team-8/issues>. We will address your issue as quickly as possible.

SAFETY & HANDLING



1. ! - Handling Cards and Components:

- Keep all game components out of reach of young children to avoid choking hazards.
- Handle cards and materials with care to prevent damage.

2. ! - References to Chemical Products:

- Some puzzles or scenarios may reference chemical products.
- While no actual chemicals are included in the game, be aware that handling such substances in real life can be dangerous.
- Always exercise caution when dealing with chemicals outside of the game and follow proper safety protocols.

3. ! - Incorrect Formulas:

- The game may present formulas or chemical representations that are intentionally incorrect for gameplay purposes. Do not use these formulas for real-life applications or experiments.

4. ! - General Precautions:

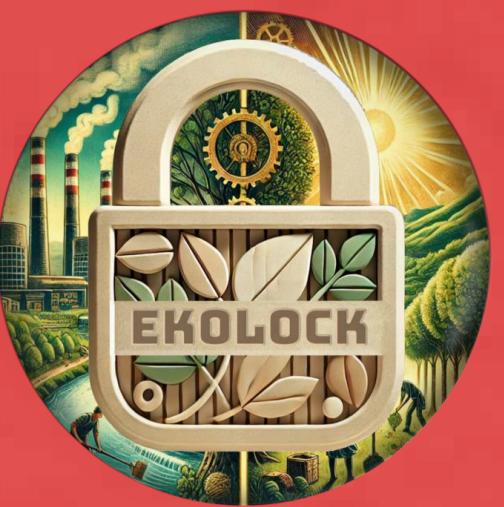
- The game contains small elements which may present a choking hazard to small children. Keep these elements away from small children.
- Follow all instructions carefully and avoid improvising with game components.
- In case of any damage to components, contact customer support for replacements.

DISPOSAL & RECYCLING INSTRUCTIONS



F WRAPPING ITEMS + MANUALS 

This symbol indicates that your product should be disposed of separately from household waste, in accordance with local laws and regulations. When your game reaches the end of its life, take the cards, box, and manual to a designated recycling or collection point. Alternatively, consider donating the game to a charity, where it can bring joy and provide an engaging escape for those in need. Proper disposal, recycling, or donation helps conserve resources and support the community.



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CREDITS



Special thanks to the members of team 8 for their involvement during this project: Maxime THIZEAU, Benoît DE KEYN, Pavlo PRENDI, Aurélien FERNANDEZ, Thibaud MARLIER, Mathis KAKAL, Antoine PREVOST

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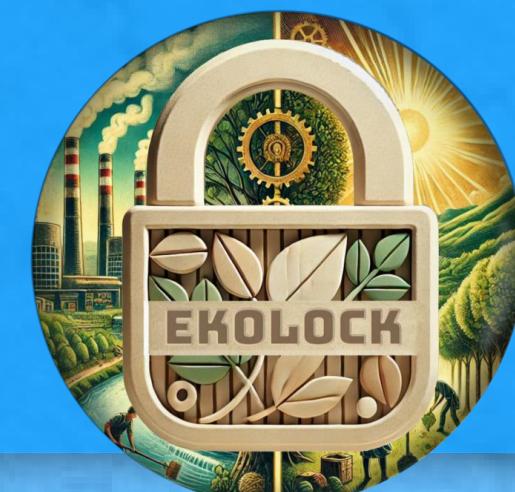
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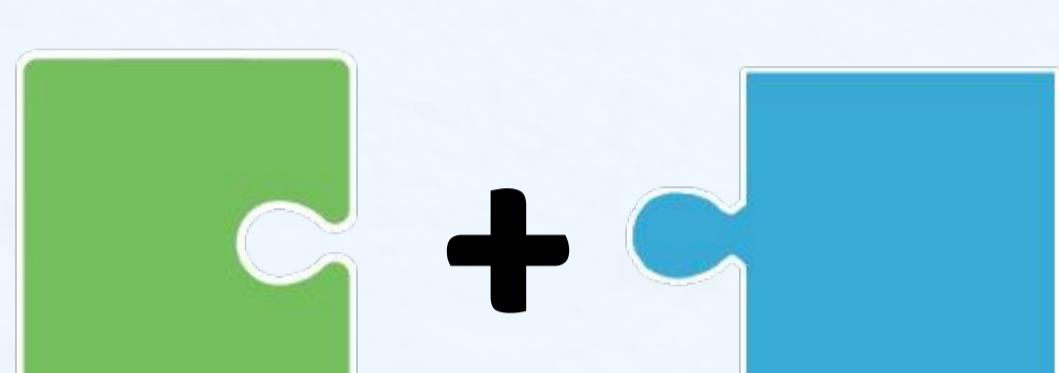
IN-GAME HELP CARD TYPES



Object (door, key)

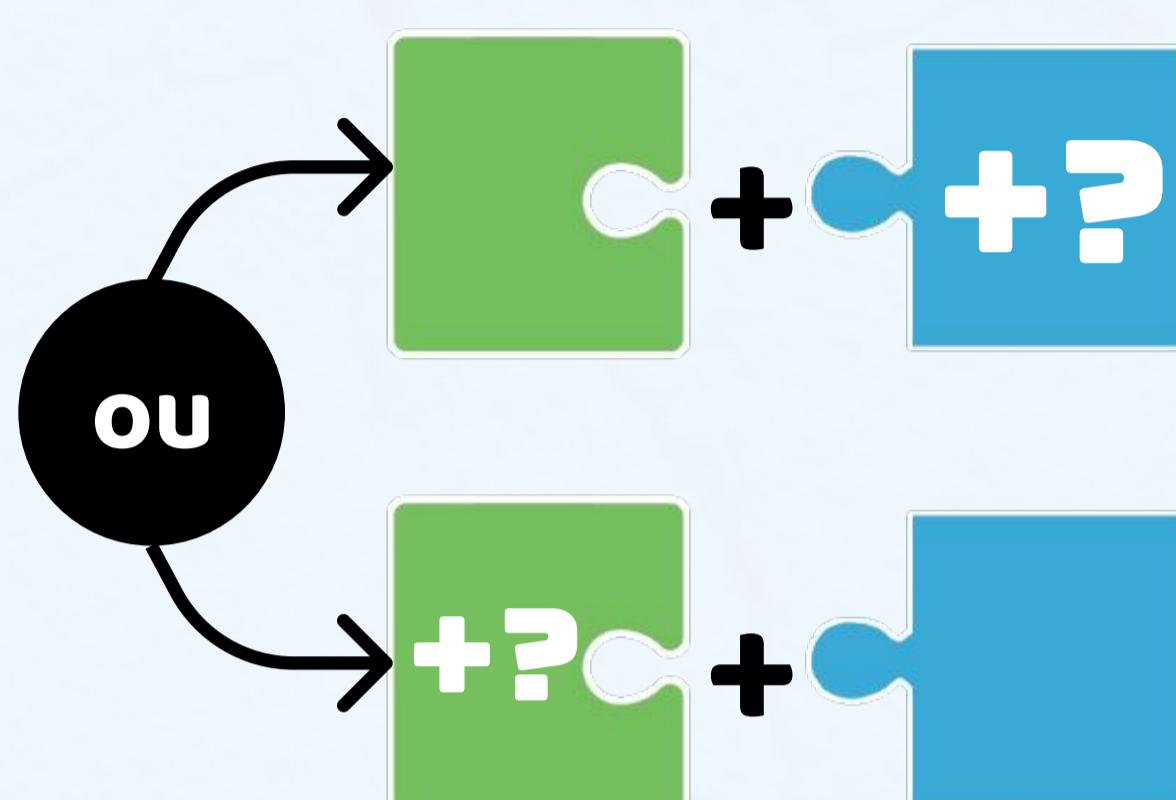


Summing



Modifier

- 1 blue number to add with a green card
- 1 green number to add with a blue card



Machine

- Card number to enter in the **application**
- Requires to solve a puzzle

Brown cards

- All the other cards (place, interaction, penalty, etc...)

**THE RULE OF THUMB, ONLY ONE ADDITION POSSIBLE:
GREEN NUMBER + BLUE NUMBER**

HINTS & HELP

If you need any help during your adventure, click the Hints button in the game screen and enter the number of the card causing you trouble.

GENERAL ADVICE FOR SUCCESS

TRY TO BE ORGANIZED:

- Distribute deck cards search among multiple people
- Read attentively the texts and communicate your information
- Discard the cards as you go along (and check that any error hasn't been made, crossed out numbers are used cards).

STILL BLOCKED?

You sometimes need to go deeper in the adventure to understand a combination or a puzzle, however:

- An enigma seems to hard: ask for an hint on the card causing trouble
- Or you might have missed an hidden object, recheck the last discarded cards