

UNLOCK!

ESCAPE ADVENTURES

Fifth Avenue

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

Fifth 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.**

Meet you on Fifth Avenue!

Flip over this card.

8

1 / 25

2 / 25

11

F

15

3 / 25

4 / 25

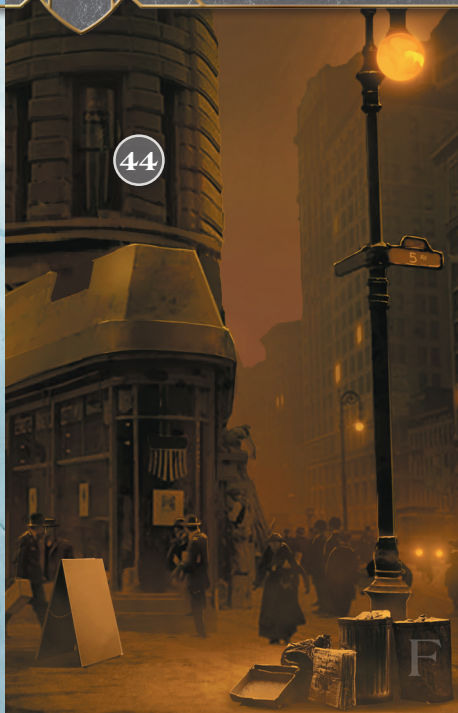
5 / 25

8



A crowbar.
You must carefully choose what
to force open:
you mustn't leave any trace.

5

5th Avenue

Welcome to Unlock!

Fifth Avenue is longing for you.
This short demo adventure will enable you
to discover Unlock! and will introduce you
to the game's complete adventures, filled
with amazing twists and turns.

First of all, download on your smartphone or on
your tablet the free application Unlock! (available
on Google Play or Apple Store). You can't play
without it.

If you have never played before, we recommend
that you read the full game rules:

www.spacecowboys.fr/unlock-demo

You can also play the 10-card tutorial which will
ease you into the mechanisms of the game before
you embark on the adventure.

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15



A hairpin.

F
121

Your tools were well-hidden.

11



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

66

R

25

6 / 25

7 / 25

8 / 25

44

30

W

9 / 25

10 / 25

11 / 25

25

R
131

66



The portrait of Mr. CORC, the founder. It is protected by an alarm that any maneuvering can trigger.



The vault door. You need a four-digit code to open it.

NO!

The door of this bookcase does not yield.

Press the application's Penalty button once.

W
141

30



44



This electrical panel feeds the picture's alarm. You must deactivate the right connectors, but there is no lever.



H

C



The majestic Flatiron Building. A window is open up there.

37

42

88

12 / 25

13 / 25

14 / 25

V

43

22

15 / 25

16 / 25

17 / 25

88

NO!

Press the application's
Penalty button once.



42



A grappling hook.

37



A lever.

22

11 73 86
92 V K



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

43

37 W

The power is cut off.
The alarm shouldn't be an
issue anymore.

ACTION TIME!

+67

V
151

You unfold a sheet of paper.



H

52

58

18 / 25

19 / 25

20 / 25

C

73

86

21 / 25

22 / 25

23 / 25

58



A locked bookcase.

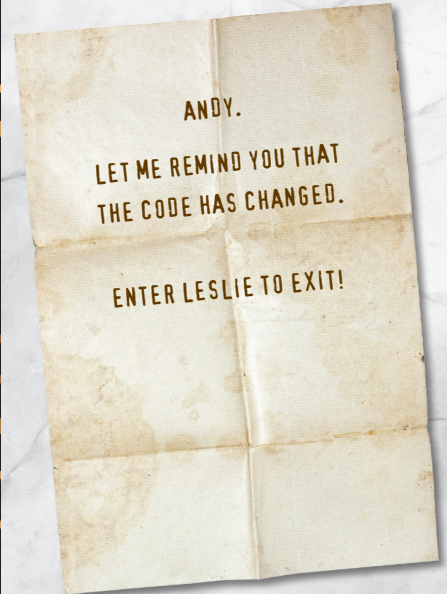
52

NO!

Press the application's
Penalty button once.



H
161



ANDY.

LET ME REMIND YOU THAT
THE CODE HAS CHANGED.

ENTER LESLIE TO EXIT!

44

42

5

2M4GD CORP. headquarters

W

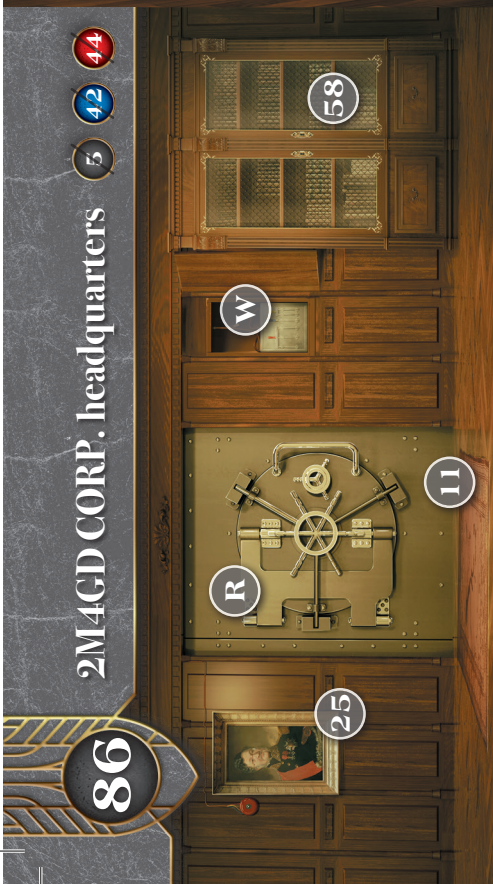
58

R

11

25

86



73

15

58

C



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



You have no idea how useful
this object is, but you will
gain a lot by delivering it
to Al Capone.

G 92

24 / 25

25 / 25

DISCOVER THE ALREADY
AVAILABLE ADVENTURES!



COMING SOON:
ESCAPE FROM A HAUNTED MANSION, EXPERIENCE A PIRATES' ADVENTURE AND DIVE INTO THE HEART OF THE NAUTILUS.

Designer: Cyril Demaegd

Follow us on  and .



• THE FORMULA •

SQUEEK & SAUSAGE

The Island of doctor Goorse



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92

25

43

G
171



When you cut off the alarm, the
portrait slightly moves forward.
You slide it.
It hid a secret shelf.

An alarm starts ringing
and the exit door locks
automatically. You only have
a few minutes to run away
before the police arrive.