

RULES REMINDER



BLUE NUMBERS can only be combined with **RED NUMBERS** (written on red cards or by solving the machines).

RED NUMBERS can only be combined with **BLUE NUMBERS**.



MACHINES are puzzles you can solve in the application. Press the correct buttons to get a **RED NUMBER** (to be combined with a **BLUE NUMBER**).

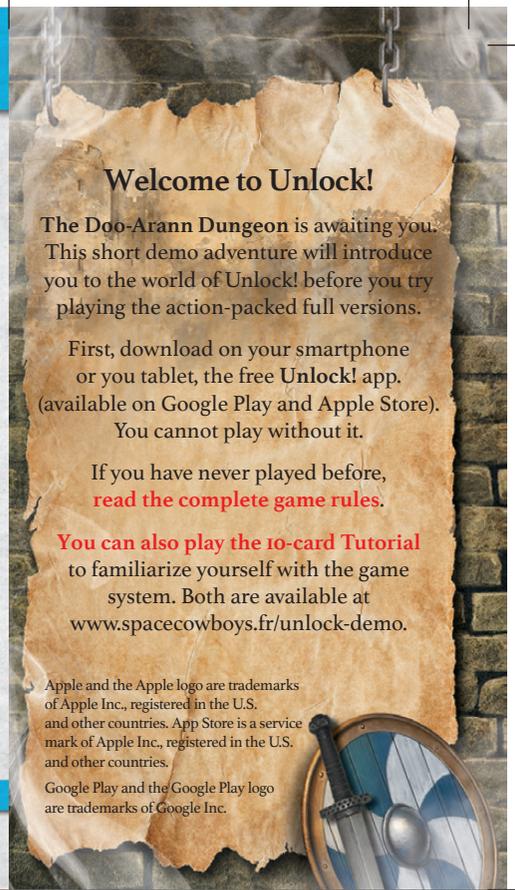
YELLOW CARDS require a 4 digits code you have to discover. Find this code and type it in the application.



HINTS



Stuck? Use the application to ask for hints or help in finding hidden numbers.



Welcome to Unlock!

The Doo-Arann Dungeon is awaiting you. This short demo adventure will introduce you to the world of Unlock! before you try playing the action-packed full versions.

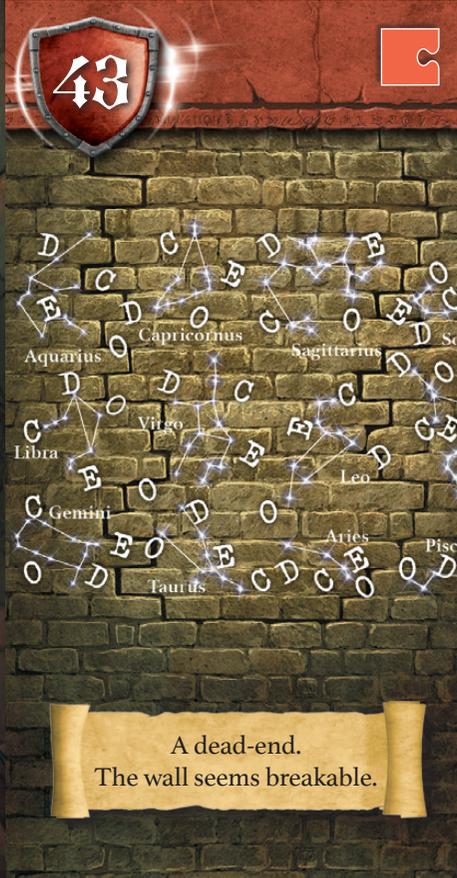
First, download on your smartphone or you tablet, the free **Unlock!** app. (available on Google Play and Apple Store). You cannot play without it.

If you have never played before, **read the complete game rules**.

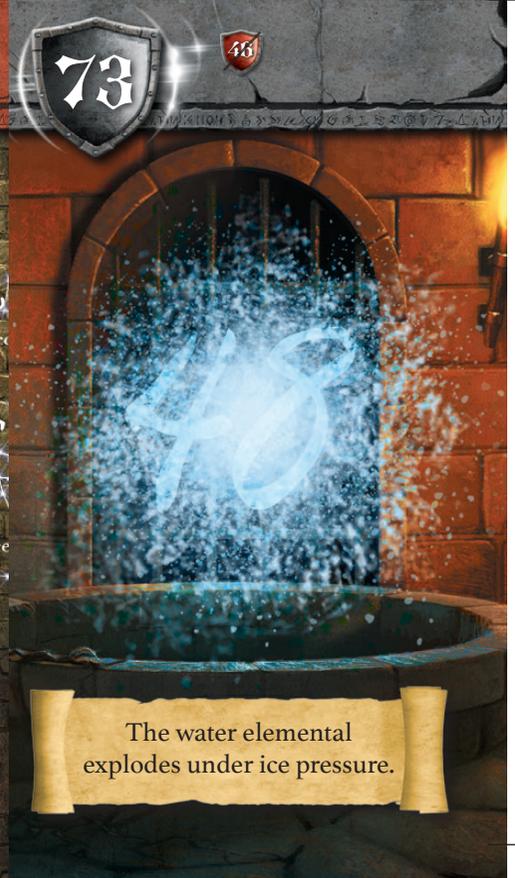
You can also play the 10-card Tutorial to familiarize yourself with the game system. Both are available at www.spacecowboys.fr/unlock-demo.

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A dead-end.
The wall seems breakable.

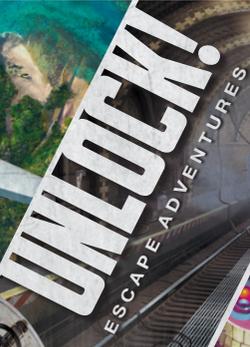


The water elemental
explodes under ice pressure.



A game by Cyril Demaegd
published by Space Cowboys.

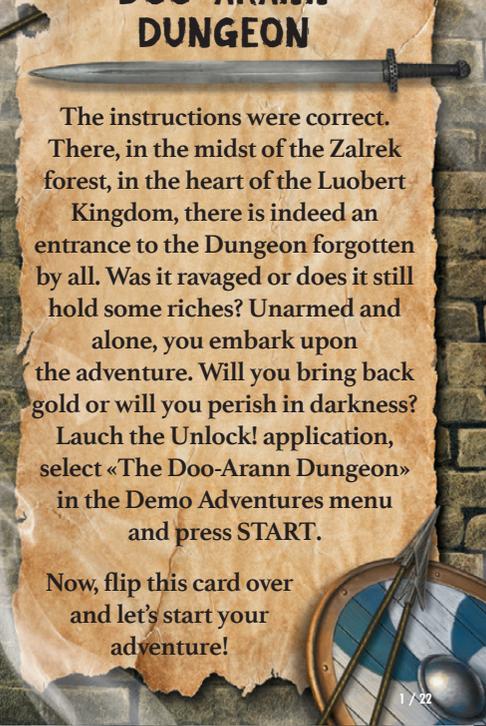
f : @SpaceCowboysUS
t : @SpaceCowboys1



DOO-ARANN DUNGEON

The instructions were correct. There, in the midst of the Zalrek forest, in the heart of the Luobert Kingdom, there is indeed an entrance to the Dungeon forgotten by all. Was it ravaged or does it still hold some riches? Unarmed and alone, you embark upon the adventure. Will you bring back gold or will you perish in darkness? Launch the Unlock! application, select «The Doo-Arann Dungeon» in the Demo Adventures menu and press START.

Now, flip this card over and let's start your adventure!



60



A rusty key.

29

- 12 (Levitation)
- 27 (Blizzard)
- 42 (Magma)



Several spells you can use throughout the adventure.

You activated a trap, a flock of arrows strikes you.



68

39



You've ignited the grenade: it's about to explode!

31



A shield.

68



Quartz crystals sparkle as soon as you hang the torch on the wall.



7 / 22



6 / 22



5 / 22



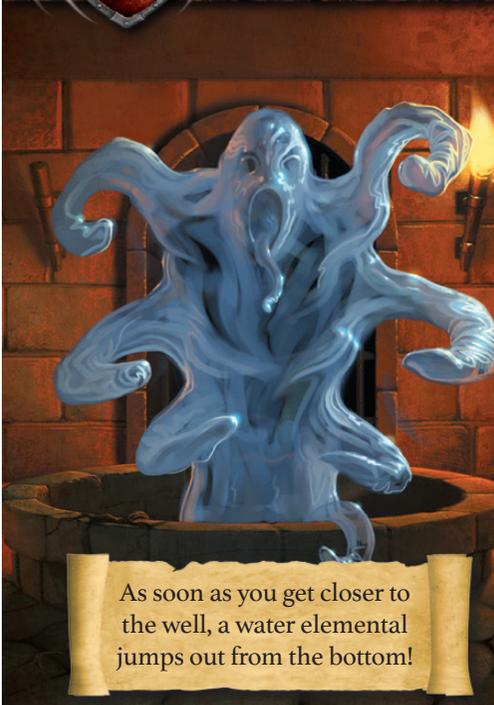
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9 / 22



8 / 22

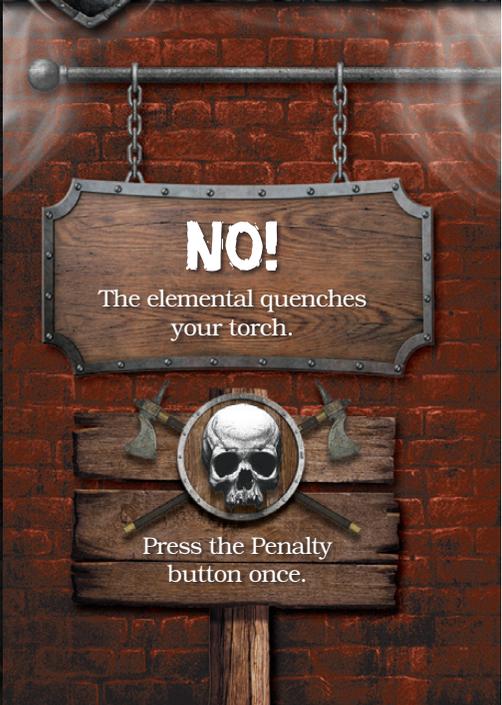


As soon as you get closer to the well, a water elemental jumps out from the bottom!



A dead end.

22



NO!
The elemental quenches your torch.

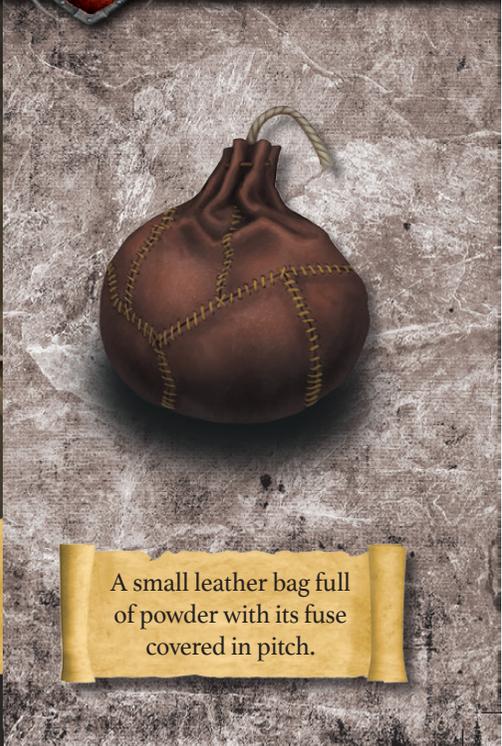
Press the Penalty button once.



A torch.



Broken arrows lay on the floor. Only one of them is useable. You only have one try!



A small leather bag full of powder with its fuse covered in pitch.



78

A bow.

82

The wall blows to pieces!
You enter a room covered in gold coins. A dragon keeps watch over the place. Bring it down!

A windy hall and a locked door.

29

24

88

NO!

At magma's contact, the elemental turns into steam and attacks you.

Press the Penalty button once.

48

The elemental kept an object in its womb. Now, it glows in the depth of the well's dark water.

92

NO!

Press the Penalty button once.

