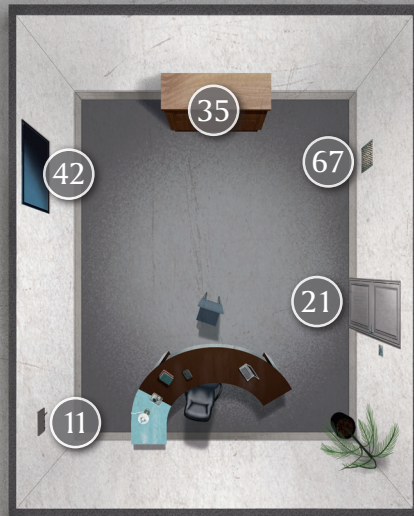


## OFFICE



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

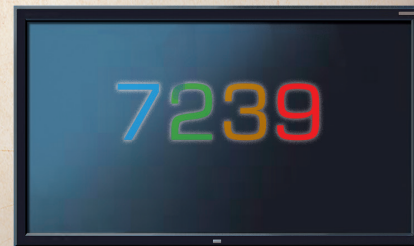


Well done. You have restored  
the electricity by placing  
the wire on the machine.  
Discard cards 16, 46, and 67.




**+6** 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



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



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



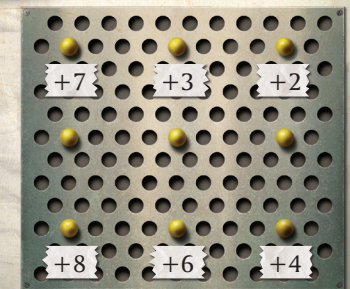
A locked cabinet.

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



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.

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

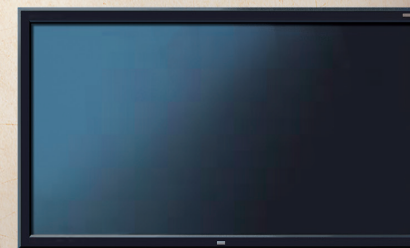


Very good. The cabinet is open.

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.



67

6 / 10

35

5 / 10

21

4 / 10

48

3 / 10

25

2 / 10

## TUTORIAL

### 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

42

10 / 10

46

9 / 10

11

8 / 10

16

7 / 10