Welcome to Unlock!
This short adventure will allow you to discover Unlock! without reading the rules! Then, you’ll be able to play longer adventures that are available in stores.

First, download the free Unlock! app on your smartphone or your tablet.

Full rules are available at: https://www.spacecowboys.fr/unlock-demos-english

To play, nothing easier. Gather a few friends together (three or four for the first game, but you can also play alone). Then, take all the cards from the deck and split them among players (don’t deal nor spread them). Last, read the “5th Avenue” Introduction card. There you go!

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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.

Now launch the app, select “Demo Adventures” and “5th Avenue.” Then, press START and flip this card over.
**NO!**
The door of this bookcase does not yield.

*Press the Penalty button once in the app.*

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To open this door, you must find a **4-digit code**. Once you have the code, press in the app, enter the code, and follow the instructions.

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A window is open but how can you reach it?

*You can combine this object with a Blue number. To do so, add their card numbers together. If the total matches a card from the deck, you can reveal it.*

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**Discard cards 8, 22, and F.**

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You must deactivate the right connectors but there is no lever.

*This green card is a Machine. You must find hints as to its operation in this room. To use it, press in the app, then enter the number of this card.*

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This portrait is protected by an alarm that goes off at the slightest touch.

*You can combine this object with a Blue number. To do so, add their card numbers together. If the total matches a card from the deck, you can reveal it.*
A lever. You can combine this object with a Red number. To do so, add their card numbers together. If the total matches a card from the deck, you can reveal it.

A grappling hook. You can combine this object with a Red number. To do so, add their card numbers together. If the total matches a card from the deck, you can reveal it.

You unfold a piece of paper.

Discard cards 37 and W. The power is cut off. The alarm should no longer be an issue. This number is a modifier that you can combine with a Red number.

+67

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

Discard cards 11, 73, 86, V, and K.

ANDY, LET ME REMIND YOU THAT THE CODE HAS CHANGED. ENTER LESLIE TO EXIT!
A locked bookcase.

You can combine this object with a Blue number. To do so, add their card numbers together. If the total matches a card from the deck, you can reveal it.

You have no idea how useful these objects are, but now you are ready to discover their wonders!
When you cut off the alarm, the portrait slides.
It was hiding a secret shelf.

Discard cards 25 and 43.