

## Welcome to Unlock!

*In Pursuit of Cabrakan* is awaiting you.

This short demo adventure will allow you to discover Unlock! before you tackle the full denser and richer adventures of the game.

First of all, download the Unlock! app on your smartphone or tablet (available for free on Google Play and the Apple Store).

You cannot play without it.

If you have never played before, you will find **the game rules** at

<https://www.spacecowboys.fr/unlock-demos-english>

**You can also play the 10-card tutorial**

(<https://www.spacecowboys.fr/unlock-demos-english>) to familiarize yourself with the game mechanics before playing the adventure.

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## 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**.



Players must enter the **MACHINE** number in the app to access it.

**YELLOW CARDS** require a 4-digit code you have to discover. Find this code and enter it in the app.



## HINTS



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



Use the whip to catch the hook. It is connected to a small hatch from where a light beam springs.

Discard the cards shown above (15 and 20).



The Cabrakan gold statue! It is protected by a mechanism!

Find the **4-digit code!**



The gem of this scepter seems to be pointing to the wall.

## IN PURSUIT OF CABRAKAN

That old map was right: there is indeed a hidden cave north of Uxmal, near the Gulf of Mexico. This cave allegedly holds the Cabrakan gold statue.

After landing in Cancún, you decide to go there aboard the old crate of a local drunk.

Alas! Powerful wind and pouring rain get the better of your pilot, and the plane crashes right in the middle of the jungle.

After walking a couple of miles, tired and deprived of equipment, you make it to the cave mouth.

Launch the app, select the "In Pursuit of Cabrakan" scenario, then press START (▶).

Now, flip this card over and reveal the cards whose numbers you can see.

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**UNLOCK!**  
FIND THE FULL ADVENTURES  
IN YOUR FAVORITE STORE!



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Some of the adventures are available as standalone units.

# UNLOCK!

## ESCAPE ADVENTURES

## IN PURSUIT OF CABRAKAN

Game Design: Cyril Demaegd  
Artwork: Pierre Santamaria

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12

60

35

6 / 22

5 / 22

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59 ~~24~~ ~~35~~

You can direct this beam of light using the mirror.

**+42**

This is a **modifier**.  
It is the equivalent of a blue card.  
So, you can add this number to a red card.  
Discard the cards shown above (~~24~~ and ~~35~~).

54 ~~12~~ ~~59~~ 



When the light hits the gem, the wall seems to come to life.

The **green cards** are machines.  
Enter the card number in the app to use it.  
Discard the cards shown above (~~12~~ and ~~59~~).

SECRET ROOM

12

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43

The skeleton of an unfortunate explorer lies on the floor.

75 ~~54~~



Congrats! You have correctly directed the beam. The wall pivots.

Discard the card shown above (~~54~~).



A wall ornamented with Maya glyphs.

To solve the **yellow cards**, you must find a 4-digit code and enter it in the app.

10

6 



An old locked chest.

This is a **red card**.  
You can **combine it with a blue card** by adding up their numbers.  
If the total corresponds to a card in the deck, you can reveal that card.

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54

59

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6

10

75

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**20**

A whip.  
Looks like someone has already been here ...

This is a **blue card**.  
You can **combine it with a red card** by **adding up their numbers**.  
If the total corresponds to a card in the deck, you can reveal that card.



**30**

A strange symbol is engraved on the wall.

This is a **gray card**.  
It holds useful information for the adventure.



**15**

Well done!  
A rusty hook hangs from the cave ceiling.



**95**

This sculpture is next to a door.

The **green cards** are **machines**.  
Enter the card number in the app to use it.



**95**

You follow a long hallway ornamented with stone heads. You're getting closer to your objective!



**24**

You find an old mirror in the chest...

Discard the cards shown above (**6** and **18**), they will not be used again during the game.  
You can ask for a hint about this object by entering the **card number** in the app.

15

30

20

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24

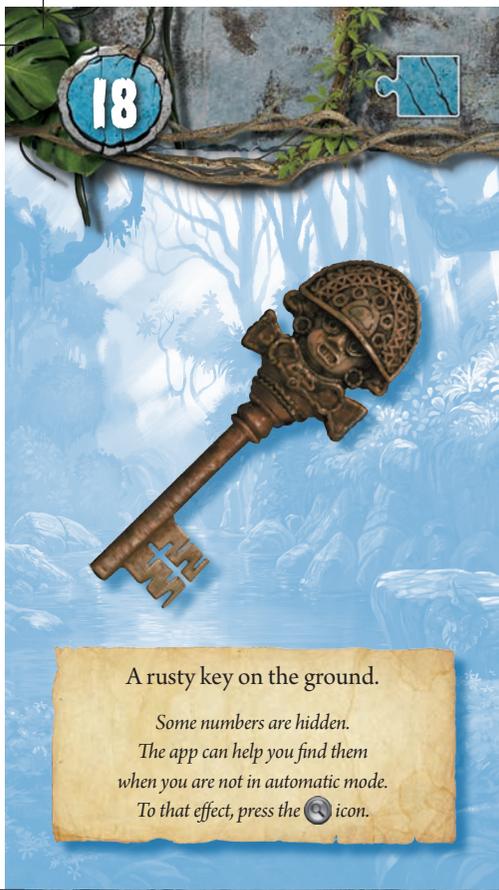
46

95

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**18**

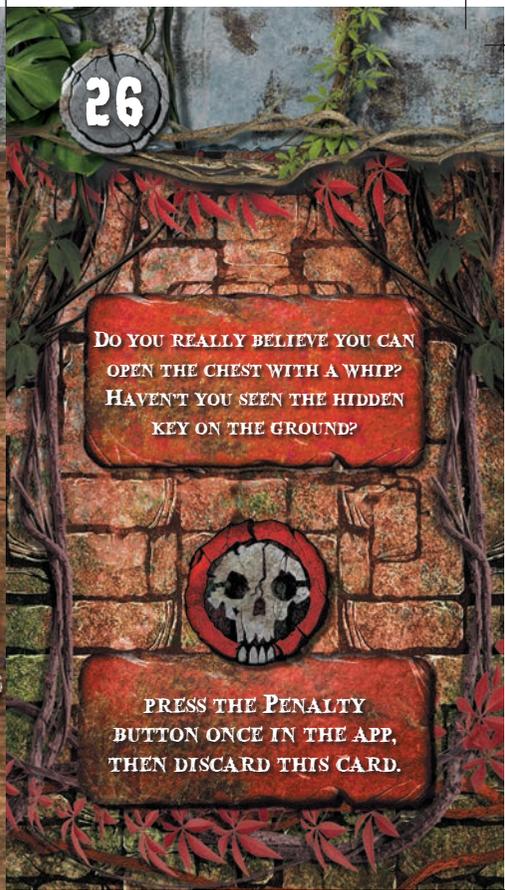
A rusty key on the ground.

*Some numbers are hidden.  
The app can help you find them  
when you are not in automatic mode.  
To that effect, press the  icon.*



**43**

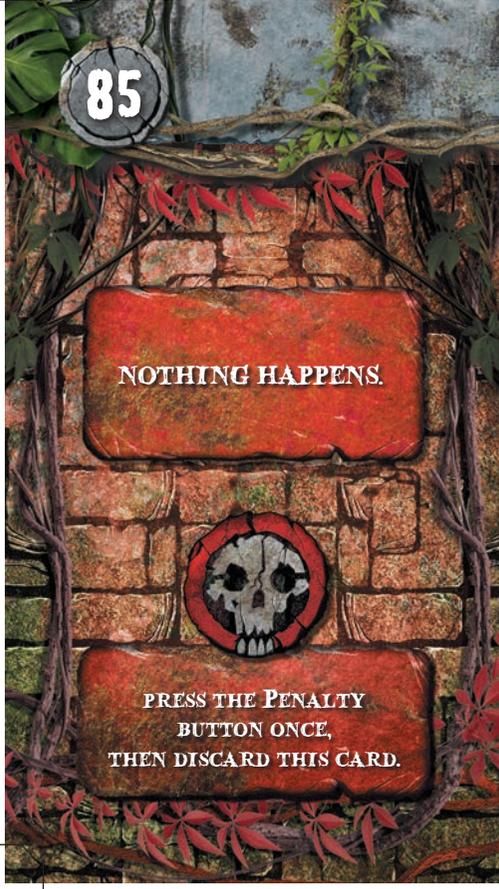
A few gems in a chest.



**26**

DO YOU REALLY BELIEVE YOU CAN  
OPEN THE CHEST WITH A WHIP?  
HAVEN'T YOU SEEN THE HIDDEN  
KEY ON THE GROUND?

PRESS THE **PENALTY**  
BUTTON ONCE IN THE APP,  
THEN DISCARD THIS CARD.



**85**

NOTHING HAPPENS.

PRESS THE **PENALTY**  
BUTTON ONCE,  
THEN DISCARD THIS CARD.



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