

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.



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UNLOCK!

ESCAPE ADVENTURES



DOO-ARANN DUNGEON

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Illustrator: Arnaud Demaegd

A game by Cyril Demaegd
published by Space Cowboys.

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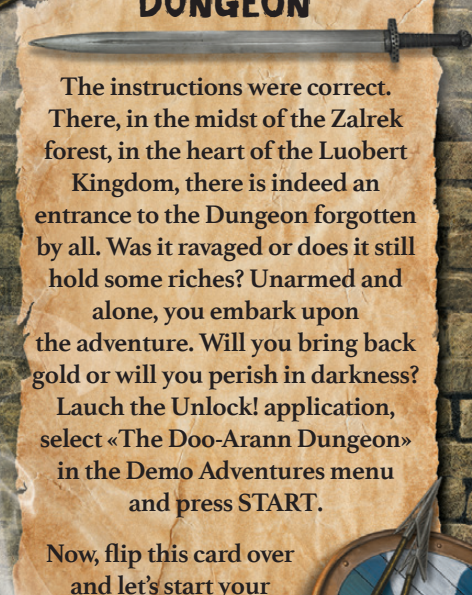

UNLOCK!

ESCAPE ADVENTURES

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!



1 / 22



73

4 / 22



43

3 / 22



94

2 / 22

60

48

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.

39

18

21

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.





46



50



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



A dead end.

22



64

NO!
The elemental quenches your torch.



Press the Penalty button once.



18



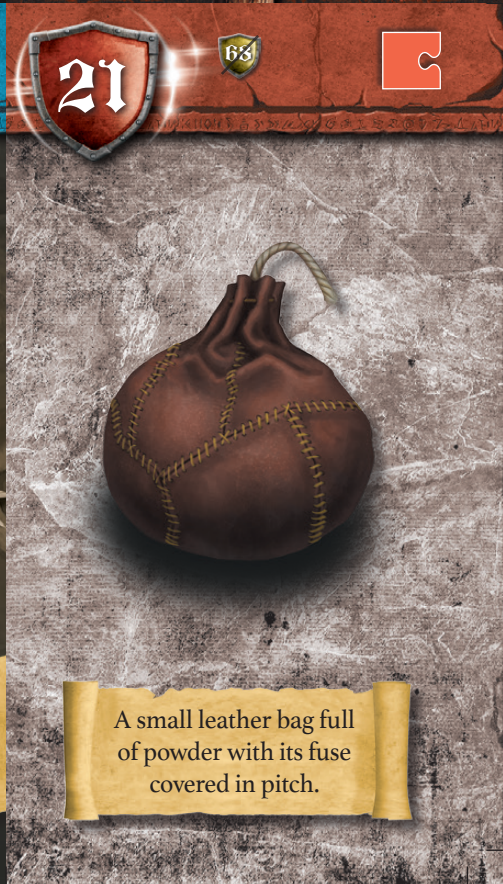
22



A torch.



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



21



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



78

A bow.

82

30

43

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.

24

29

88

NO!

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

Press the Penalty
button once.

48

73

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.

