

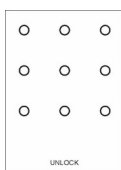
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2-7 players - ages 8 and up – 15 minutes
PRINT AND PLAY GAME

INTRODUCTION

In **UNLOCK**, 1 to 6 players compete to unlock the hidden smartphone-unlocking code created by another player called 'The Lock' by a series of attempts. The *lock player* will give players information about how close they are to the hidden code on each attempt. When at least one of the players finds the secret code, the one that did best in the unlocking attempts will win the game.

MATERIAL

- A deck of 61 identical cards depicting a 3x3 array of dots, as in a smartphone locking screen. They must be rectangular or have some text to indicate the orientation. The cards are lined with plastic so erasable markers can be used on them.¹



- 6 erasable markers
- 10 chips numbered 0 to 9
- A scoring track (-10 to 100)
- 6 pawns on 6 different colors

SETUP

Create a row with the chips numbered 0 to 5 facing up in order, spaced so that a card fits between each two. Place the remaining chips at the end of the row².

Determine which player is the 'lock' by any peaceful means. The 'lock' takes one card. Deal the remaining cards evenly among the rest of the players (the 'guessers').

Secretly The Lock draws a code on her card by joining dots with straight lines. Refer to the section 'Difficulty Levels' on restrictions when drawing the code. This code is never shown to the players until the game ends.

Each player takes a marker and chooses a pawn. Place all pawns on the '0' cell of the scoring track.

HOW TO PLAY

The game is played in turns. On each turn, all players simultaneously and secretly (except for 'The Lock player') draw a code (according to the restrictions of the difficulty level) on one of their cards. It is **forbidden** to draw a code already drawn before during the game³. Once all players have drawn a code all those cards are revealed at once.

For **each and every one** of those cards, The Lock player does the following in order:

1. If the player has repeated an existing code she gets 0 points. Otherwise...
2. Count how many lines on the player's card **match** with the lines drawn on the secret code.

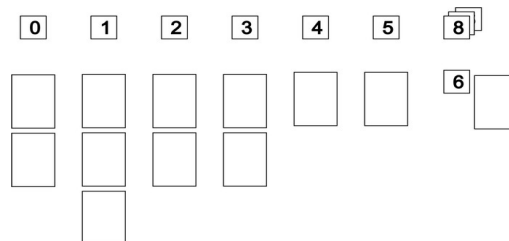
¹ Blank registry cards can also be used, instead. Just draw the 9 dots on them before use and discard them after play.
² This is done to reduce the space used on the table. 10 columns will cover too much room, so only the most frequent numbers (0 to 5) are used to form columns. The rest are simply grouped aside.
³ The previously drawn codes are sorted by columns on the table, so players can use them for deducting the hidden code, and also avoid repeating it.

3. Count how many lines on the player's card **don't match** with the lines drawn on the secret code.

4. Subtract the number of matches minus the number of non-matches.

5. Move the corresponding player's pawn on the scoring track that number of spaces. Notice that the number might be negative, so the pawn will move backwards.

6. Place the player's card next to the chip with the same number as the number of **correct lines** of that card, forming a column with any other cards already placed next to that chip, if any. These cards are used to give clues to the players on subsequent turns. If the number of correct lines is higher than 5, place it next to the corresponding chip but it's not necessary to form a column (as mentioned, this is done to save on table space).



Example of game state after a few turns

If, after checking and scoring **all the cards** in the turn, at least one of the players has guessed the secret code correctly the game ends. The player with the highest score is the winner. In case of a tie, the player that guessed the code correctly wins. If the tie persists play again.

Tournament play

Play as many games as players, with the 'smartphone owner' being a different player each time. The player with the highest accumulated score overall is the winner.

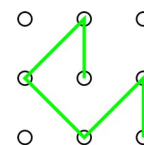
DIFFICULTY LEVELS

General rules

The path must be continuous and made of **straight** lines linking dots. The path **can't cross the same dot twice**. It's not mandatory to use all dots⁴

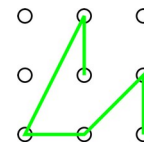
Easy

Lines can only join vertically, horizontally or diagonally adjacent dots. Lines cannot cross. There must be a starting dot and an ending dot, not being the same one.



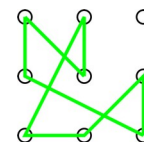
Medium

Same as Easy, but lines can also link dots further apart.



Hard

Same as Medium, but lines can cross and the path may end on the same dot as it started.



DESIGNER NOTES

The player count can be increased by simply including more cards and the corresponding pawns. The game can be expanded to a harder 4x4 pattern.

⁴ Notice that this is not exactly how smartphone locks work. The restrictions have been slightly modified for this game.