

UNLOCK! KIDS

SOLUTIONS



IMPORTANT!



Read these solutions only if you are still stuck after looking at the hint booklet. Keep in mind that this booklet provides information likely to spoil your game experience.

INSTRUCTIONS

When you are stuck and need to access the solution, simply go to the page corresponding to the ongoing adventure.

Feather Balls and Mysteries:

- ▶ The Disappearance of Mrs. Hen 2
- ▶ Bernard the Duck's Birthday 4

Mac Unlock's Castle:

- ▶ Mac Unlock's Lost Treasure 7
- ▶ Mac Unlock's Bearded Ghost 9

Fuss at the Park:

- ▶ Redbeard's Secret 12
- ▶ In Pursuit of Calamity Jones 15

THE DISAPPEARANCE OF MRS. HEN



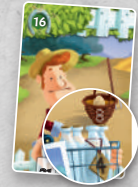
You are called upon to solve the disappearance of Mrs. Hen.

- ▶ This newspaper clipping provides essential hints. You can see something that looks like a fruit tart. Your job is to find these ingredients throughout the adventure.



- ▶ You are at the farm entrance **16**, where the farmer shows you a photograph of Mrs. Hen.

- ▶ *If you take a closer look, you can also see an empty bottle (4) and an egg (8).*



- ▶ You are now in the henhouse **33**. When looking at Mrs. Hen's photograph **21**, you notice she has brown, white, and red feathers. You can see the same colors inside the nesting box, on the lower right side of the henhouse: therefore, it is Mrs. Hen's nesting box! Select it using the hand token **26**. The formed symbol, which you can find in the Symbols Table, leads you to card **49**.

- ▶ *While there, you retrieve an egg **9** hidden in another nesting box.*



- ▶ After exiting the henhouse, you arrive at the barnyard **4142**.

There, you retrieve a bucket **40** and go to the barn **10**.

You then place the bucket under the cow and squeeze out the milk to fill the bucket **36**.



- ▶ *Then, you pour some of the milk from the bucket **36** into the empty bottle **4** and thus obtain a bottle full of milk **46**. You gain 2 ★.*



FEATHER BALLS AND MYSTERIES

SOLUTIONS

- ▶ Back at the barnyard **41/42**, you call out to a cat walking around with a soft toy in the mouth **53**.

This cat seems to be hungry. You give him some milk from the bucket **36**. The cat then releases his soft toy **38** to drink the milk.



- ▶ *While still at the barnyard **41/42**, you notice a **2** hidden amid the raspberries. So, you pick a few raspberries.*

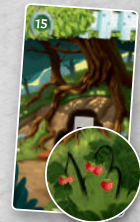


- ▶ Here, the three chicks point in three different directions. But, only one of them is Mrs. Hen's chick. It is easy to recognize him, thanks to the half-shell **44** you found in Mrs. Hen's nesting box **49** and which perfectly matches the one he has on the head. So, you follow the direction indicated by that chick and rejoin cards **23/24**.



- ▶ You are now in the forest. You notice Mrs. Hen's feathers on the path leading into the undergrowths. So, you choose that path with **26** and arrive in front of a burrow...

- ▶ *While there, you pick some wild strawberries **13**, which you see in the bushes.*



- ▶ You are now inside Harry the fox's burrow. Thanks to the picture hanging on the wall, you guess that Harry the fox has lost his Giraffe soft toy. He snatched Mrs. Hen, who helped him fall asleep with a lullaby.

So, you return the soft toy to Harry the fox who frees Mrs. Hen!



★ BRAVO! YOU SOLVED THIS CASE! ★

BERNARD THE DUCK'S BIRTHDAY



Today is a big day! It's Bernard the duck's birthday, who organizes a party! Your job is to distribute the invites to all of his friends and reunite them!

- ▶ Duck's invitation lists his guests: Sam the frog, Tom the cat, and James the mouse.



- ▶ The first invitation is on card **25**, where you retrieve envelop **32** for Sam the frog and his address **2324**.

You go to that location and find yourself in the forest. The path to your left, which is damp, seems to be leading to a pond. You also notice frog prints. You take that path. Select it using the hand token **26**. The formed symbol, which you find in the Symbols Table, leads you to the pond **35**.

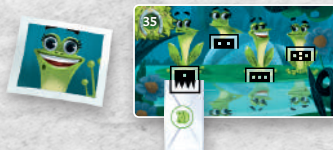


- ▶ *Here you are at Sam the frog's pond. You take this opportunity to pick the hidden flowers **19**. They will be a nice gift for Bernard the duck.*



- ▶ How can you differentiate Sam the frog from his friends? His portrait is right before your eyes, on card **25**, and you notice that he has a beauty mark on his right cheek.

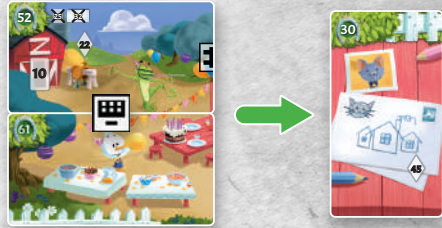
Only Sam the frog's reflection is fully visible. But pay attention! As with all reflections, the image is reversed. Therefore, Sam the frog's reflection bears the beauty mark on the left cheek.



FEATHER BALLS AND MYSTERIES

SOLUTIONS

- ▶ When Sam the frog receives his envelope, he follows you to the barnyard **52**, where he finds Bernard the duck preparing for the party **61**. By assembling Sam the frog and Bernard the duck, you retrieve card **30**, which bears the second invitation **45**.



- ▶ In the barnyard **52**, you notice a saddle **22** and the entrance to the barn **10**.

When you enter the barn **10**, you put the saddle **22** on the horse. Now, you have a saddled horse ready to take you wherever you want!



- ▶ You retrieve Tom the cat's invitation from card **30**, and notice that he seems to live in a village. You remember seeing, from the forest, a village in the distance. So, you go to cards **2324** and use the horse **39** to take the right-hand path. It leads you to the village **50.51**.



- ▶ *You are now in the village. You pick a few raspberries **2** and take a bottle of milk **46**, which will be greatly appreciated at Bernard the duck's party!*



- ▶ Two cats **53 57** are playing in the village. But which one is Bernard the duck's guest? You come closer to the cats and compare them to Tom the cat's portrait **30**. You notice that Tom the cat has a collar with a small bell. So, he is the one depicted on card **57**. You give him the invitation.

- ▶ *You also notice that the doll in Tom the cat's mouth bears the number **7**. So, you retrieve that doll which will be a nice gift for Bernard the duck!*



FEATHER BALLS AND MYSTERIES

SOLUTIONS

► Now that Tom the cat has his invitation, he too goes to Bernard the duck's party **11**. He places himself next to Sam the frog, which allows you to retrieve card **17**.



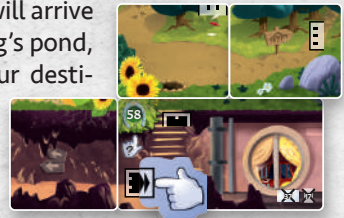
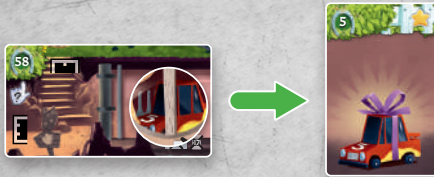
► You retrieve, from card **17**, the last invitation; that of James the mouse **37**, and the starting point of the sewers **14** which lead you to James' house. To access the sewers **14**, you return to the village and place this card under the manhole of card **50**. Thus, you make headway on card **3**, where you find James in front of his house.



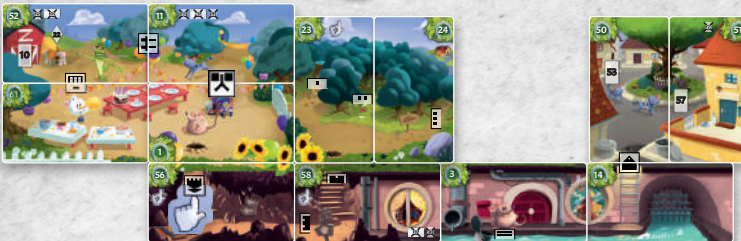
► You then give James his invitation, which allows you to proceed with him through the sewers **58**.

► *While there, you retrieve yet another gift for Bernard the duck, as the car in James' house bears the hidden number **5**.*

Thanks to the directions provided by the signs, you realize that you can get to Bernard the duck's party going through the sewers. If you exit now, you will arrive at Sam the frog's pond, which isn't your destination!



► You are now on card **56**, where you avoid a trap before going back up to the barnyard where James joins all of his friends **1**.



★ HOORAY! YOU MANAGED TO REUNITE ALL OF BERNARD THE DUCK'S FRIENDS! MAY THE PARTY BEGIN... ★

MAG UNLOCK'S CASTLE

SOLUTIONS

MAC UNLOCK'S LOST TREASURE



You go on the hunt for Mac Unlock's treasure thanks to the information you found on a postcard.

- Equipped with a set of keys **14**, you berth at the beach **48/49**.

- *There, you find a gold coin **17**, half-hidden in the sand!*



- You explore the surroundings and get to card **45**, which leads you to card **12**.

You unlock the door **12** using your set of keys **14**, noticing that one of the keys has the same shape as the grid of this door!

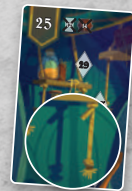
You apply that key to the keyhole, thus forming a symbol. You find that symbol in the Symbols Table on the postcard. This leads you to card **25**.



- Inside the shed **25**, you find a splitting ax **40**, another set of keys **29**, and a flashlight **37**.



- *You also notice a hidden book **11** in this shed.*

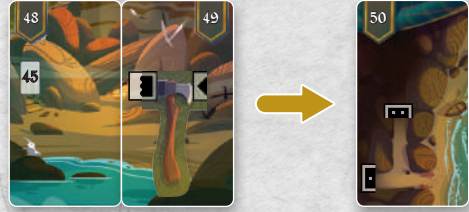


- Back to card **45**, you use the sharp side of the ax **40** to split the log and make small boards **44**.



MAG UNLOCK'S CASTLE SOLUTIONS

- ▶ You then return to the beach **48****49**. This time, using the blunt side of the splitting ax, you break the brick wall that conceals a passageway in the cliff.



- ▶ Once inside the underground passage **50**, you use your flashlight **37** to light one end of the path and arrive at a point where you must choose between card **51** and card **15**. Don't worry! There are no traps in this passage, and you can explore it at will. After a while, you arrive in front of a ladder with broken steps **2**.



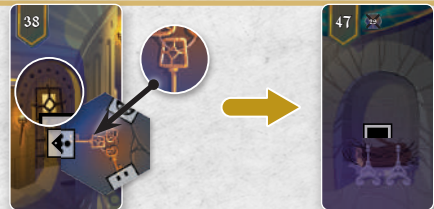
- ▶ *When the underground tunnel is recreated, number **21** appears and allows you to retrieve the plan of the castle.*



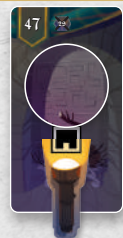
- ▶ On card **2**, you use the small boards **44** to repair the ladder, which allows you to gain access to the castle through card **13**.



- ▶ You are now inside the castle **38**. The door grid indicates which of the keys **29** you must use. That door leads you to card **47**.



- ▶ You are in a very dark room **47**. By shining your flashlight **37** into the fireplace, you can see the symbols on the wall on card **35**.



MAG UNLOCK'S CASTLE

SOLUTIONS

- ▶ The fireback **35** bears strange engravings. You also find a hidden passage **55** in which you enter. That passage leads you to card **22**. You find yourself in front of a collection of paintings.

- ▶ You notice on one of the paintings the hidden number **6** which allows you to retrieve a score.



- ▶ In front of the collection of paintings **22**, you must choose one of them to find the treasure. The mysterious engravings on the fireback **35** represent the collection of paintings. When you take a closer look at the engravings, you recognize the shapes of the various paintings as well as faces. Thus, you understand that this engraved plan is rotated a quarter of a turn. And the cross indicates which painting the treasure is hidden behind. So, you must choose that painting which leads you to card **33**.



★ CONGRATS! YOU FOUND MAC UNLOCK'S TREASURE! ★

MAG UNLOCK'S BEARDED GHOST



You go looking for Mac Unlock's ghost thanks to the information you found on a postcard.

- ▶ You land your hot-air balloon at the foot of a hill, equipped with your camera to bring back a few memories of this fantastic getaway.

- ▶ Once you have assembled cards **26** and **27**, you find a gold coin **17** hidden in the grass.



MAG UNLOCK'S CASTLE SOLUTIONS

- ▶ In scene **2627**: with your camera, you take a picture of the sheep standing to your left. This allows you to recreate a symbol depicted in the Symbols Table. This combination leads you to card **31**.



- ▶ When looking closely at the photograph **31** you just took, you notice a tam o' shanter **4** on the grass. You pick it up; one never knows...
You are now walking along the path and come across a Scotsman playing the bagpipes **34**.

▶ *When listening closely to his tune, you notice the hidden number **6** among the musical notes and retrieve the corresponding score. You also see a shadow in the mist that looks like the Loch Ness monster! You hasten to take out your camera **46** to immortalize Nessie. You find a half-symbol hidden among the rocks and so, recover an invaluable picture **42**.*



- ▶ You now approach the Scotsman **20** and hand him the tam o' shanter **4**. Grateful, card **32**, he gives you a set of keys **29**.



- ▶ Continuing on the path, you now arrive in front of a door **12** that seems to be locked. The door grid indicates which key from the set **29** you must use to open it. You enter the castle **3839**.



- ▶ You are now inside the castle **3839**. You take your camera to immortalize the great view **24** from the window. You get closer and take the torch **19** off the wall.



MAG UNLOCK'S CASTLE

SOLUTIONS

- ▶ You head to the door of card **38**, that you open using the set of keys **29**. Again, the grid on the door indicates which key you must use. That door leads you to card **47**.

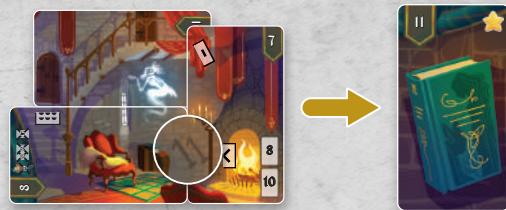


- ▶ You are in a very dark room **47**. When you start the fireplace fire using your torch **19**, you can see part of a room **7**.



- ▶ You then assemble cards **7**, **8**, and **10**, to discover the Great Hall.

- ▶ *You notice a hidden book **11** that you take as a souvenir.*



- ▶ Mac Unlock's ghost appears right before your eyes! It is him you were looking for, so you hasten to photograph him. This leads you to card **18**.



★ HATS OFF! YOU FOUND MAC UNLOCK'S GHOST! ★

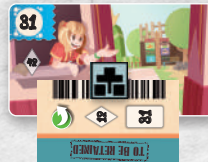
FUSS AT THE PARK SOLUTIONS

REDBEARD'S SECRET



You are at the entrance of the Unlock! Amusement Park. While enjoying the attractions, maybe you'll manage to find Redbeard's treasure!

- ▶ With your entry ticket in hand, you go to the ticket booth at the Park's entrance **31**. There, you retrieve a map **42** and show your ticket. In exchange, you get an access pass **55** for the "King Arthur's Maze" attraction. To that end, place your entry ticket under the booth so to form a symbol. That symbol is reproduced in the Symbols Table of your ticket. Take the matching access pass **55**.



- ▶ By placing the pass for King Arthur's Maze at the entrance of the attraction on the park map, you gain access to the first card of the Maze **25**.

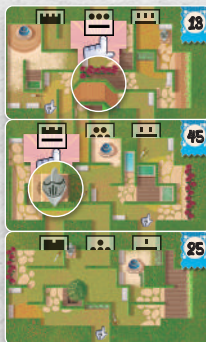


- ▶ To choose the path you must take, look closely at the access pass for the maze, which displays three symbols. The first is a fountain. There is a fountain in the maze, so you choose the path that takes you there.

- ▶ *You also find a token **1** for the balloon seller, hidden at the foot of that fountain.*



- ▶ Apply the same reasoning and take the path going through the knight's helmet on card **45** and the rose bed on card **13**. This allows you to exit the maze **11**.



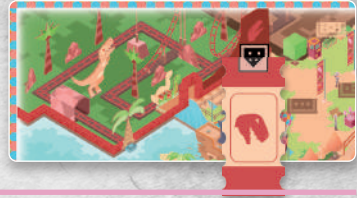
- ▶ *You can now use token **1** you found near the fountain at the balloon seller in the park. You then retrieve a pirate balloon.*



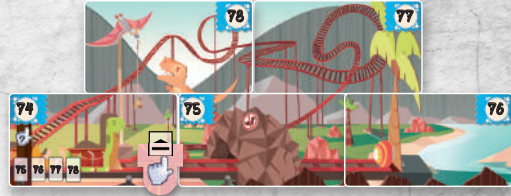
FUSS AT THE PARK

SOLUTIONS

- ▶ The access pass **37** you got from the knight on card **11** gives you access to the Dinoland attraction **74**. Place ticket **37** on map **42**.



- ▶ Once the attraction is recreated, you find out that the diplodocus wagon is ready to go! The diplodocus seems too big for the tunnel, so you decide to have it take the other route and use the hand to select it **12**.

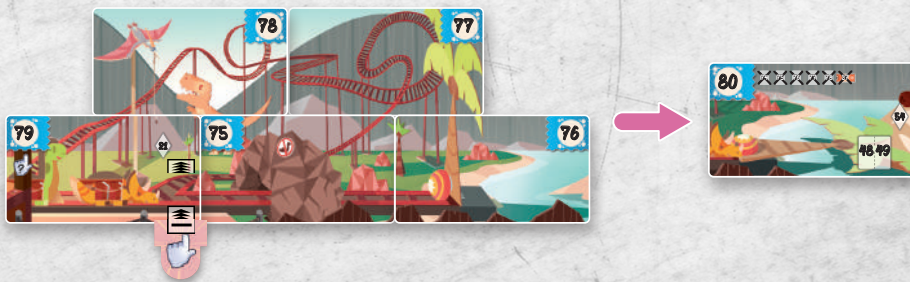


- ▶ So, the diplodocus takes a ride, and now the triceratops is in front **79**. Now, you can detach a piece of paper **21** hanging from the pterodactyl, thanks to the diplodocus.

- ▶ *You find here token **20** for the cotton candy seller.*



- ▶ The triceratops seems to be the right size to fit through the tunnel. The triceratops activates the secret entrance to the pirates' cove **80**!

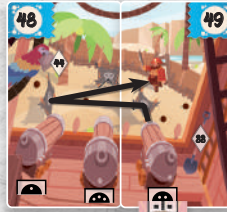


- ▶ *You can now use token **20** you found on card **79** at the cotton candy seller **42**. You retrieve a giant cotton candy!*

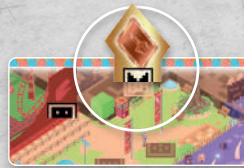


FUSS AT THE PARK SOLUTIONS

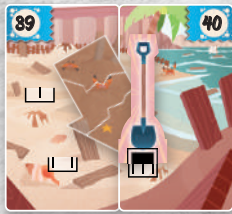
- ▶ You are now on the deck of the pirates' ship **4849**. To gain access to the Pirates' island, you must first knock over Redbeard's silhouette, guarding the entrance. To that end, you take the coconut **54**, picked up on card **80**, and load it into the cannon barrel, which allows you to hit the Captain. You use the cannon on the right to bounce the coconut off the beach banners.



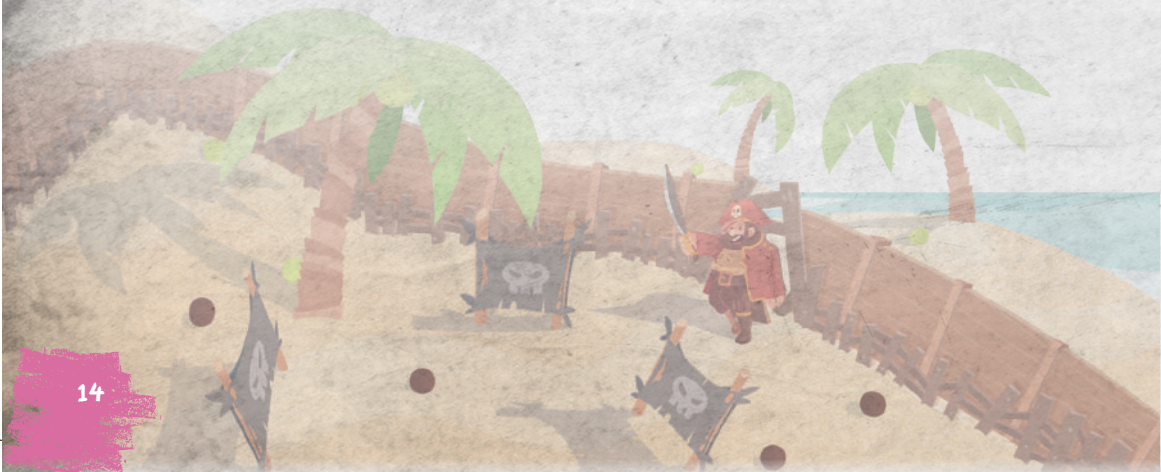
- ▶ On card **29**, you find token **34** to use on the claw machine. Insert that token **34** in the machine on map **42**. Look in the claw machine and take the dinosaur soft toy **50**!



- ▶ Once in the pirates' cove **3940**, you assemble the pieces of paper **35**, **21**, and **44**. and form an arrow. You recognize the cove items. By placing this card at the right spot, it shows you where to dig with the shovel **33**.



★ AWESOME! YOU FOUND THE TREASURE OF THIS DEAR OLD REDBEARD! ★



FUSS AT THE PARK

SOLUTIONS

IN PURSUIT OF CALAMITY JONES



You are now at the Unlock park's entrance. Enjoy the attractions and try thwarting the plans of the famous cowgirl, Calamity Jones, who enjoys turning the park upside down!

- ▶ Your entry ticket in hand, you go to the ticket booth at the Park's entrance **31**. There, you retrieve a map **42** and show your ticket. In exchange, you get an access pass **53** for "The Zombie Shooting" attraction. To that end, place your entry ticket under the booth so to form a symbol. That symbol is reproduced in the Symbols Table of your ticket. Take the matching access pass **53**.



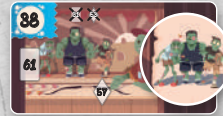
- ▶ *You start this adventure with card **64**. It is the poster depicting the items lost in the park.*



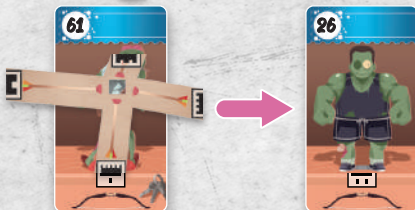
- ▶ By placing the pass for the Zombie Shooting at the attraction entrance on the park map, you gain access to the shooting gallery **38**.



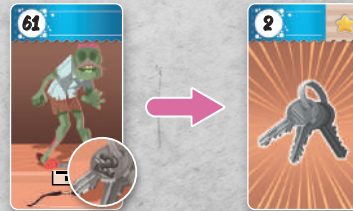
- ▶ *A poster at the entrance of the shooting gallery **38** shows you the zombies' weak points.*



- ▶ You are now in front of a signboard depicting a zombie **61**. To find out where to aim, look at card **38**, which shows that you must aim at the zombie's torso. So, you place the corresponding arrow **57** in the bow of card **61**.

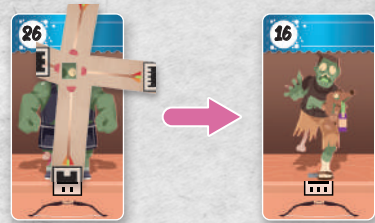


- ▶ *You find on card **61** a set of keys **2** that was left behind on the counter. You take it.*

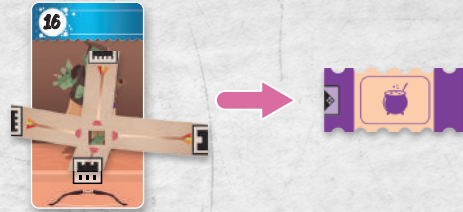


FUSS AT THE PARK SOLUTIONS

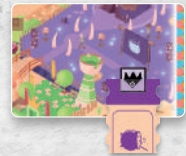
- ▶ You must aim at the eye of this powerful zombie **26**. So, you place the corresponding arrow **57** in the bow of card **26**.



- ▶ Finally, you must aim at the knee of the last zombie **16**. So, you place the corresponding arrow **57** in the bow of card **16** and retrieve the pass for the following attraction: Granny Voodoo's Lair.



- ▶ By placing the pass **43** for Granny Voodoo's Lair at the attraction entrance on the park map, you gain access to the inside of the hut **14.15**.



- ▶ Calamity Jones shrunk Granny Voodoo **14.15**. To restore her to normal size, you must select the right ingredients. The grimoires present various recipes.

▶ *"The Awakening of the Dino" recipe won't make Granny Voodoo grow, but it will enable you to retrieve a soft toy. That's a nice souvenir to bring back. So, you take the unicorn's horn, the phoenix feather, and the dragon egg. You then assemble their quart of symbols with the one in the cauldron.*

*You also find, on one of the shelves, the hidden number **3**. It is a watch. A visitor must've left it behind!*



- ▶ As for Granny Voodoo, it appears that the "Growing" recipe is the adequate one. So, you take the chicken leg, the voodoo doll, and the zombie's foot. You then assemble their quart of symbols with that of the cauldron. It leads you to card **32**, where Granny voodoo grows big again! She then gives you what's left of the "Growing" potion **19** and the pass **62** for the following attraction: "The Haunted House."



FUSS AT THE PARK SOLUTIONS

By placing the pass for "The Haunted House" **62** at the attraction entrance on the park map **42**, you gain access to the house's door **72**.



▶ Here you are in front of the locked door **72** to The Haunted House, searching for Calamity Jones. This plant seems weak! You pour what's left of the Growing potion **19** in its pot. The plant immediately grows and gives you access to The Haunted House **66**.



▶ You assemble cards **66 67 68 69 70 71**, and discover The Haunted House in its whole. You also retrieve the head **4** of the carnivorous plant growing on the house's facade.

You must now recognize and catch Calamity Jones. The portrait on card **66**, and the information from the honest cowboys and cowgirls enable you to spot the evil-doer on card **67**. And thanks to the plant's head **4** you can capture her **51**!



▶ You also notice that the glasses of the skeleton on card **69** hide the number **60**. You take the glasses, as the skeleton likely stole them from a visitor! And the skeleton on card **66** had the cap **30**.



★ WAY TO GO! YOU THWARTED THE PLANS OF CALAMITY JONES! ★