



Gameplay video and more product informations

Credits

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Timed Mode 2-4 players

Flip the board over to reveal the Timed Mode gem slots.



Use JOYO to scan on the game board. There are three slots on each side of the board for each player. The players go counterclockwise around the table, taking turns guessing the correct order.

After scanning your gems, place JOYO on the hexagon-shaped scanning area in the center of the board to generate your result.

But for this mode, there's a catch — you can't use the marker tokens! You'll have to rely on your memory and JOYO's scan results to find the correct order.

But for this mode, there's a catch — you can't use the marker tokens! You'll have to rely on your memory and JOYO's scan results to find the correct order.

In addition, JOYO will start a countdown at the beginning of every round. Players must place and scan their gems before the time expires or their turn ends.

The first player to unlock the door wins!



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Battle Mode 2-4 players

Flip the game board over on the same side used for Battle Mode



Use JOYO to scan on the game board. Two to four players will take turns guessing the correct gem order.

But instead of nicely waiting for your opponents to make their move, place your gems as quickly as possible and then grab JOYO from the magic hexagon in the center and scan them before your opponents get a chance.

Place JOYO back in the hexagon-shaped scanning area to see if you found the correct order.

The first player to unlock the door wins!

Tip: Pay attention to your JOYO scan results and observe your opponent's results to help you crack the code.



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UNLOCKO

RULE BOOK

AGES 8+
1-4 PLAYERS
2-15 MINS
PLAY WITH JOYO


Scan QR-code for Gameplay video



Background

You and your friends are wizards exploring a mysterious forest when you find a magic door with gems embedded inside it. Use your logical reasoning skills to arrange the gems in the correct order, and use JOYO as the magical key to unlock the secrets hidden behind it.

Game Overview

 JOYO generates a random code of gems arranged in a specific order. Guess the order correctly and unlock the door to win the game!

Content



1 game board extension



1 game board



8 purple gems



8 blue gems



8 red gems



8 green gems



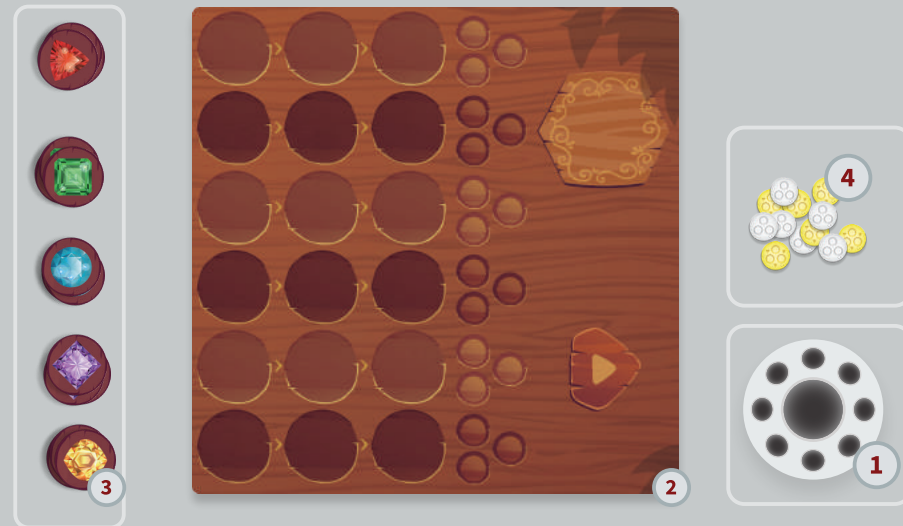
8 yellow gems




28 marker tokens

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Setup




- 1 Take out  the JOYO console and press and hold the power button to turn it on.
- 2 Place the game board on the playing surface.
- 3 Sort the gem tokens by color.
- 4 Arrange the marker tokens near the board as necessary.

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Normal Mode 2 players

Getting Started

Use JOYO to scan  on the game board to generate a random code of three gems in a specific order.

Guess the password

Decide which player goes first. The starting player selects three gems and places them in the gem slots on the board in the order of their choice, then scans them from left to right with JOYO console.

Unlock the Code

After scanning the gems, place JOYO in the hexagon-shaped scan area on the top-right corner of the board. JOYO will light up with up to three LEDs to tell you if you've found the correct order.
【Each white LED that flashes means you've chosen the correct gem, but it's in the wrong order.】
【Each yellow LED means you've chosen the correct gem, and it's in the right order.】

Place Your Tokens

Place your marker tokens in the circles to the right of the gem slots to help remember your result.


Game Over

The first player to find the correct order and unlock the door wins! The game ends in a tie if the players cannot unlock the door after six rounds.

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Hard Mode 2 players

Add the game board extension to increase the difficult with four gem slots per row.

The magic code now consists of four gems, and there may be multiple gems of the same color! Use JOYO to scan  on the game board. The players take turns guessing the correct order, and the first player to unlock the door wins!



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