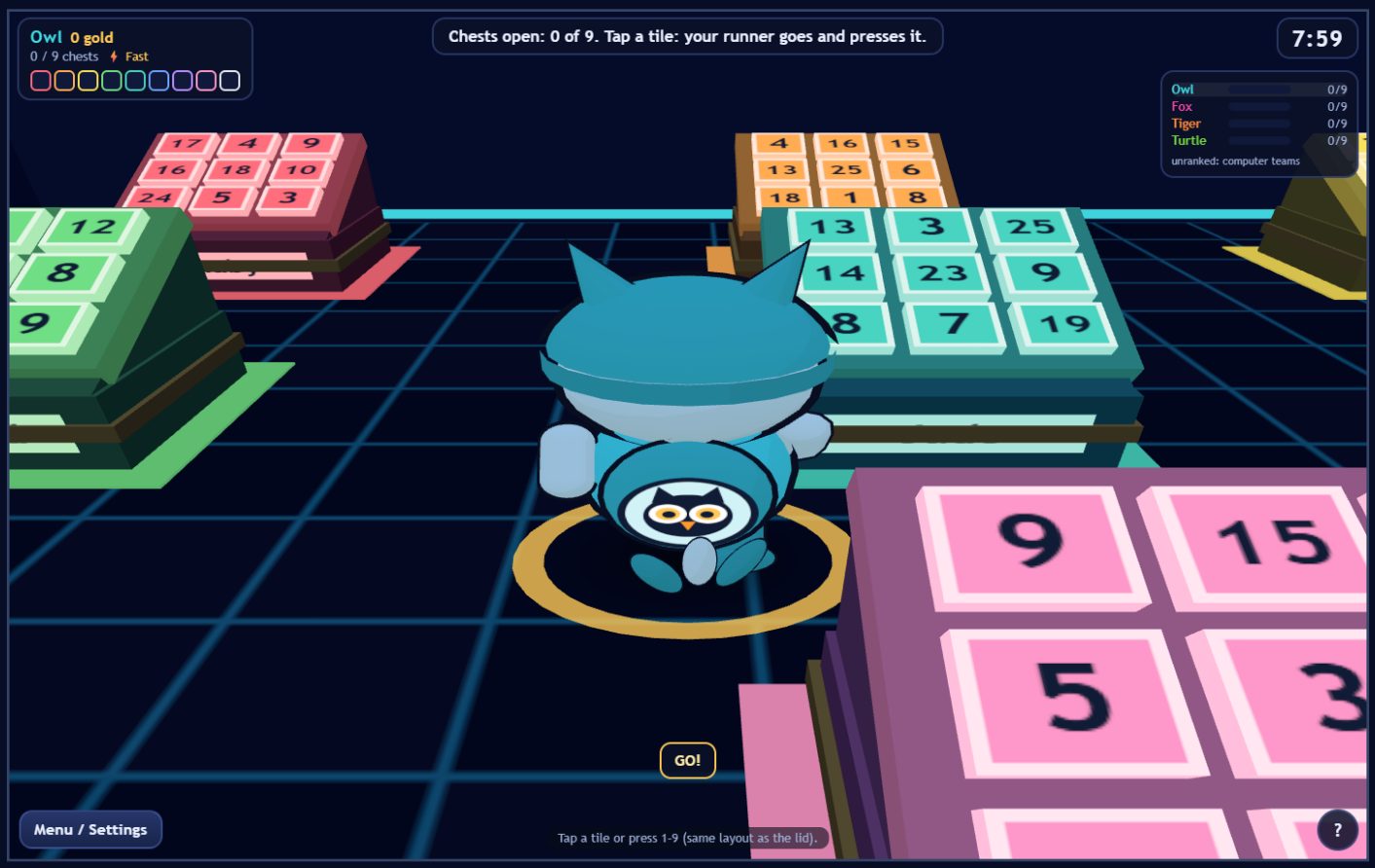
The treasure run

LOOT UNLOCKED

Find the sum. Open the chests. Race for the vault.



Actual version 1.0.0 play in Windows Edge. The Owl runner faces gem chests; your team, chest progress, rival teams and the clock frame the room.

A number puzzle on the run

Race through a dark neon vault as a toy runner in an owl, fox, tiger or turtle costume. Each chest has nine numbers. Find two that add to a third, then press their total.

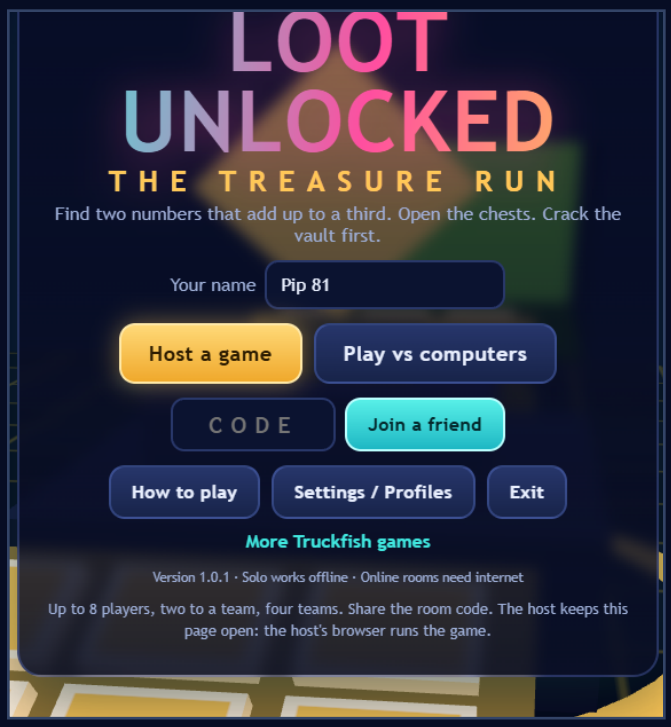
Open all nine team chests, solve the raised gold answers to open your door, then crack the central vault. Play solo against computer teams, or share an online room with friends. Up to eight players form four teams of two.

Loot Unlocked game page

Truckfish catalogue

01 / Open the game

Your first round



The version 1.0.1 title menu. Play vs computers starts solo; Settings / Profiles opens local preferences. Continue solo save appears after you save a run.

Play free in your browser

Open truckfishgames.com/play/loot-unlocked/ in Windows Edge. No account or payment is required. For offline solo, download the free ZIP from the game page, extract all files and open **index.html** in Edge.

Windows Edge with WebGL graphics is the verified runtime. No installer or local server is needed. The website and online rooms need internet; downloaded solo works offline.

Start solo

Continue through the Truckfish screen. At first launch, continue as Player 1 or create a local profile. Enter a name, choose **Play vs computers**, then select your team and power. Leave computer teams enabled for rivals. Press **START** in the lobby.

Move toward a chest and stop. The big number pad appears when you are close and still. Press a tile total, or press its 1-9 position on the keyboard.

Watch the race

The upper left shows your team, gold, opened chests and power. The middle prompt names the current task. The clock is at the upper right, with rival chest progress below it. The nine colored boxes track your team chests.

A round has an eight-minute limit. The first central-vault solve wins and starts a 90-second finishing window for rivals, within the round limit. Play ends when time expires or all teams finish. On results, press R for the lobby or T for the title. Progress is round by round; there is no campaign.

02 / Solve the room

Chests, door and vault



Version 1.0.0 chest, enlarged from gameplay. In its middle row, 14 + 9 = 23: press 23. Keyboard 1-9 uses left-to-right, top-to-bottom tile positions. The flat pad uses the same arrangement.

1 Open the nine chests

Find two displayed numbers whose sum is another displayed number. Press the total. A correct answer opens the chest and raises a gold answer. A wrong answer jams that chest for five seconds and releases a monster.

2 Use the gold answers

After all nine chests open, find the gold answer that is the sum of two other gold numbers. Press it to open the team door. Share the chest work with a teammate when you play together.

3 Crack the central vault

Go through your team door to the center. Step on REVEAL, then find and press the total in your vault. Teams can all finish. Central-vault rank rewards are 1,000, 700, 500 and 300 gold per teammate, in finishing order.

03 / Keep moving

Controls and trouble

WASD / arrows	Move the runner. Click the floor to walk there.
Mouse drag / wheel	Look around and up or down / zoom.
Q, E / Z or R	Turn the camera / reset the view behind you.
Space	Jump. A short tap hops; holding jumps higher.
1-9 / numpad 1-9	Choose the tile position while near a chest.
F / Enter	Smack the nearest monster; otherwise hit a rival.
G / X; C	Hit a nearby rival directly; cheer.
M / H	Toggle sound / open How to play.
Escape / Menu button	Open the game menu. Solo pauses; online continues.
F5 / F9	Save / load a solo round in the current profile.

Choose a power in the lobby

Speed runs 40% faster. **Tough** needs four qualifying hits within ten seconds before a bite, slime hit or shove counts. Its four HUD pips show that protection.

Deal with monsters and rivals

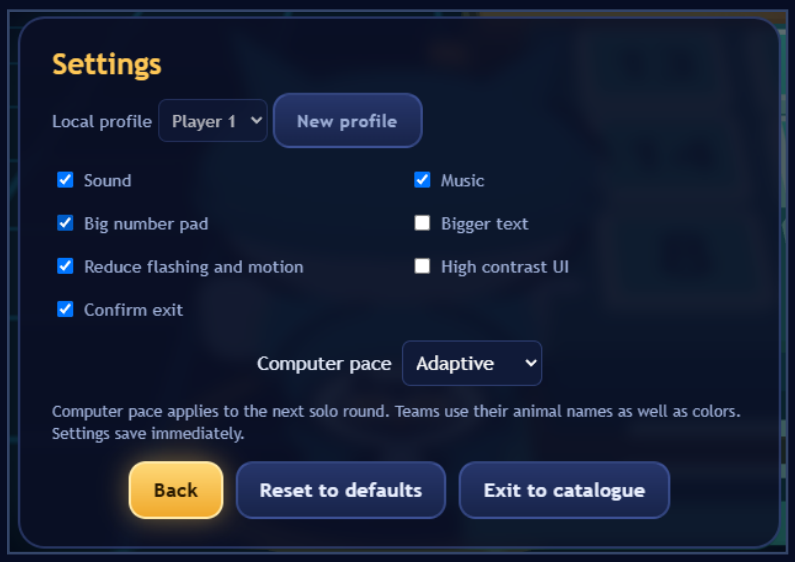
Biter chases and grabs. Smack it twice with F; if caught, tap a movement key repeatedly to escape. A teammate can free you with a smack. Spitter marks incoming slime with a red ring; move aside or jump.

A hit knocks a rival away and briefly stops them pressing tiles. Your teammates are safe. Look for the sum before committing so a wrong guess does not add another monster to the room.

Touch controls are implemented: drag on the left half to move, drag on the right to look, tap floor or tiles, and use JUMP, HIT, VIEW and CHEER. Physical phones, macOS and Safari/iOS remain unverified. No controller interface is supplied.

04 / Keep a solo run

Saves and comfort



Actual version 1.0.0 Settings crop. Local profiles can be changed on the title screen; options save immediately.

Set your preferences

Settings controls sound, music, the big number pad, bigger text, reduced flashing and motion, high contrast UI and exit confirmation.

Computer pace selects Adaptive or Fixed pace for the next solo round. Keep reduced flashing and motion enabled if you prefer fewer effects.

Open Menu / Settings during play, or press Escape. Solo pauses the clock and computer teams. An online room keeps running while your menu is open.

Save before you leave

During a solo round, open the menu and choose **Save (F5)**, or press F5. This keeps one saved snapshot for the current local profile. Save again to replace that snapshot. Use **Load (F9)** or **Continue solo save** on the title menu to restore it.

Saves stay in this browser on this device, tied to the current profile and game version. Website and downloaded-file saves are separate; there is no cloud sync. Profiles separate names, settings and solo saves. Return to the title screen before changing or creating a profile. Browser data clearing, private browsing, moving the file or switching browsers can remove or separate local data.

Leave deliberately

Return to title ends the active session. Save a solo run first if you want to return to that snapshot. Exit to catalogue or Ctrl+Q opens Truckfish Games; you can also close the browser tab. There is no cloud sync or saved online room.

If a save is damaged or belongs to a different version or profile, the game refuses it. Keep your extracted game folder in a stable location. F5 is the game save shortcut while this game is focused.

05 / Play with friends

Online rooms and help

Host or join

On the game website, choose **Host a game**, then **Copy invite link** and send it to friends. The link opens this game and joins your room after startup. Or share the visible four-character code: friends open the game, enter it and choose **Join a friend**. The host starts; up to eight players form four teams of two.

Use the room code for downloaded copies. A copied file invite link points to the host's disk and will not open the game on another computer.

Every player needs internet for remote rooms. The host browser runs the game and must stay open. If the host closes the page or leaves, the shared session ends. There is no host migration, dedicated game server or saved online room.

Connection and platform limits

Remote matchmaking uses PeerJS's public service and browser WebRTC. Availability and network restrictions can prevent a connection. If a room cannot connect, check internet access or try a different network. Choose Play vs computers for offline solo play.

This is a friendly-game trust model: movement is reported by each client and puzzle answers ship in the page. Do not use it for prizes. Windows Edge is the verified desktop runtime. Physical phones, macOS, Safari/iOS and controllers have not been verified.

If the screen or controls stop responding

For a blank scene, check that Edge allows WebGL and hardware graphics. Confirm the ZIP was extracted and open index.html. H opens How to play; Z or R resets the view. A floor-click route gives up when blocked, so use movement keys to get around an obstacle. At very low frame rates, play can slow down.

Help and credits

Use the contact options at Truckfish Games for help. Include version 1.0.1, your browser version, the steps you took and any error message. The ZIP includes the MIT license texts for Three.js r160 and PeerJS 1.5.4; retain them with the game files.

Screenshots: title from 1.0.1; gameplay and Settings from 1.0.0 in Windows Edge. Rules and scenes are unchanged. Crops improve readability. The full website game, ZIP and booklet are free. No account or payment is required.

Loot Unlocked game page

Truckfish catalogue & contact