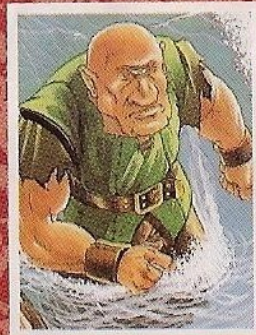


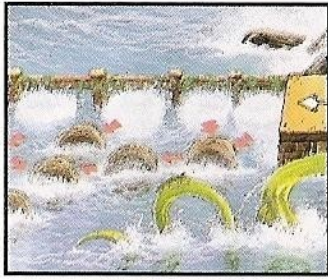
KEY TO THE KINGDOM

Hazard Handbook



5060

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BEAM BRIDGE TO THE EVIL TOWER

After you stop at the White Dagger, immediately roll the die and move. You will reach the beam on odd numbers, and the posts on even numbers. Keep rolling the die and moving. Try to finish each roll on a post, until you reach the opposite White Dagger. Your turn ends here. Look up "Wizard of Plenty" if you are on his White Dagger.

Land on a beam section?

Fall into a splash space. On your next turns, roll. Follow the red arrows from one stepping stone to the next (1 roll per turn).

Land on the stone being swallowed by the Giant Fish?

Wait until your next turn. Then choose 1 of these ways to escape to the next stepping stone:

Have a Net?

Roll the die twice and get a total of 8 or more.

Have a Grappling Hook?

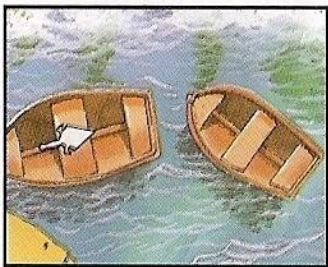
Roll the die twice and get a total of 9 or more.

Did you fail?

Lose the Equipment card that you used (Net or Hook). Move on to the next stepping stone. Your turn ends.

No Net? No Grappling Hook?

Roll 2 to escape to the next stone (1 roll per turn).



BOATS

Stop on the first boat with the White Dagger on it. On your next turn, roll the die. Move until you reach the opposite White Dagger. This ends your turn.

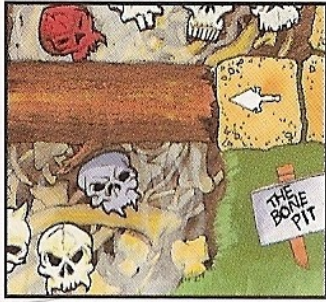
If you land on the boat attacked by the Giant Sea Serpent...

Have a Sword, Axe, or Fire?

Keep your equipment, roll 2 8s in 6 rolls and escape to the opposite White Dagger. Your turn ends here.

Didn't roll 8s? No Sword, Axe, nor Fire?

Then the boat sinks. You lose 1 piece of equipment and 1 Treasure (if you have any). Climb out onto the stone nearby. Your turn ends. On your next turn, follow the red arrows to the rocks surrounding the magic Whirlpool. One roll per turn.



THE BONE PIT

Stop on the White Dagger. Immediately roll again.

Roll 2, 4, 6, or 8?

Move to the opposite White Dagger. Your turn ends.

Roll 1 or 3?

Fall onto the red skull.

Roll 5 or 7?

Fall onto the grey skull.

To escape the skulls

Wait for your next turn. Roll any odd number and move one space onto the next white skull. Roll an even number, stay put. Continue until you climb out onto the White Dagger.



BRIDGE OF GLASS

Stop on the White Dagger. Immediately roll again.

Roll 5 or higher?

Cross to the opposite White Dagger. Your turn ends.

Roll less than 5?

The bridge cracks. You fall into quicksand.

Have a Net, Rope or Grappling Hook?

Roll a 4, 5, or 6 and escape immediately, keeping your equipment.

Roll 1, 2, 3, 7 or 8?

Your turn ends. Try again next time. Or, give up your Shield to escape.

No equipment at all?

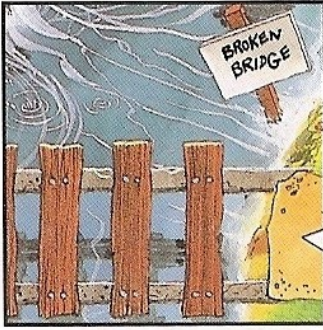
Roll the die twice. Add up both rolls.

Roll a total of 8 or less?

You are stuck in the quicksand until your next turn, when you can try again.

Roll a total of 9 or more?

Escape. But lose any 1 piece of equipment. Your turn ends.



BROKEN BRIDGE

Stop on the White Dagger. Immediately roll the die 3 times and move 3 times.

Didn't reach the other side?

Go back to the White Dagger on the original side. Try again on your next turn.

Land on a missing plank?

Splash! You fall into the water. Move to the nearest white splash space. On your next turn, (1 roll per turn), move across the square stepping stones toward shore.

Land on the red square being attacked by the Giant Squid?

Have equipment?

1. Throw your Shield at it. (Lose your Shield.)
2. Give it your Food. (Lose your Food.)
3. Fight with your Sword or Axe and roll 2 even numbers in 4 rolls. If you fail, stay put until your next turn. Try again. Or choose another way to escape. (Keep your Sword and Axe.)

No equipment?

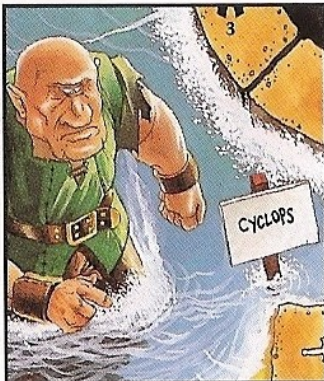
Roll the die.

Roll 6 or less?

Stay where you are. Try again on your next turn.

Roll a 7 or 8?

Move to the next stone. Lose any 1 piece of equipment.



CYCLOPS

Stop on the White Dagger.

Have an Axe and Fire?

Keep them. The Cyclops will carry you right across the water to the opposite White Dagger.

No Axe? No Fire?

Give him 1 of your other pieces of equipment. He will carry you over.

No equipment at all?

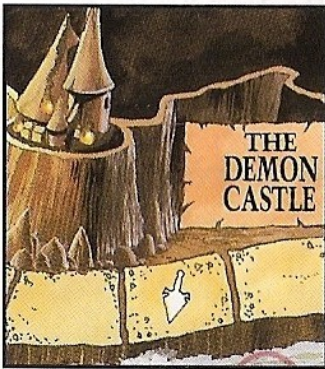
Roll 1 and he'll carry you across.

Didn't roll 1?

Move across the stones according to the die, 1 roll per turn, until you reach the White Dagger. Stop there until your next turn.

Land on the third rock?

Cyclops drops you in the water. You land on the splash space. On your next turns, follow the red arrows away from the splash according to the die (1 roll per turn). End up at the red arrow that leads you into the Whirlpool.



DEMON CASTLE MOAT

Stop at the White Dagger. Immediately roll the die.

Roll 2 to 8?

Cross to the other side. Your turn ends.

Roll 1?

You fall into the splash space in the moat. On your next turn, roll again.

Roll 2 to 8 this time?

Climb out to the opposite White Dagger.

Roll another 1?

You are caught by crocodiles. Move onto the blue arrow. Immediately try to escape to the White Dagger by using 1 of these methods (1 method per turn):

1. Give your Food to the crocodiles.
2. Kill the crocodiles with your Sword (keep it), and roll an 8 (1 roll per turn).
3. Roll 1 (1 roll per turn). Then lose 1 piece of Treasure (if you have any).



EVIL TOWER BRIDGE

Are you the first to reach the bridge?

Stop at the White Dagger. Immediately roll the die.

Roll 6?

Build the bridge using all the black plastic bridge sections. Finish your turn on the opposite White Dagger.

Roll less than 6?

Build the bridge using the same number of sections as the number you rolled on the die. (For example, if you roll 3, build 3 sections of the bridge.) Start with the nearest and build your way across. You can't complete the bridge. Stand on the last section. Wait for your next turn. Roll. Finish crossing, or fall in! Each unbuilt section counts as 1 space.

Fall in?

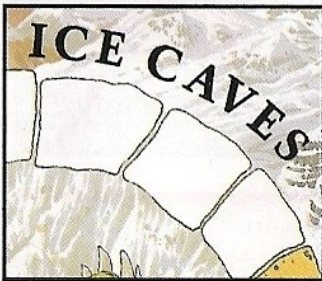
Stay on the first rock in the river. Lose any 1 piece of equipment. On your next turns, move from stone to stone (1 roll per turn).

Roll 7 or 8?

It doesn't count. Wait until your next turn.

Not the first to reach the bridge?

Stop at the water's edge. Roll to cross the bridge. Keep rolling and moving (in the same turn) until you get across — or until you land on an unmade section and fall in.



THE ICE CAVES

Stop at the White Dagger. Immediately roll the die.

Roll 5, 6, 7, or 8?

Cross to the opposite White Dagger.

Roll 1, 2, 3 or 4?

You are frozen in the caves. Immediately try to escape by using your equipment:

Have Fire?

Lose it. Melt the ice. Move to either White Dagger.

Have an Axe?

Roll the die once. If you roll an odd number, escape. If you roll an even number, lose your Axe. Then escape to a White Dagger.

No Fire? No Axe?

Roll the die (1 roll per turn). When you get a 4, escape. But lose any 1 piece of equipment.



THE LIVING FOREST

Stop at the White Dagger. Immediately roll the die and move as many times as you need to cross the Forest. Your turn ends on the other White Dagger.

Land on a space captured by a tree branch?

In this turn, try 1 of the following ways to escape:

Have an Axe?

Roll 3 times to get an odd number.

Have a Sword?

Roll 3 times to get an even number.

Have Fire?

Roll once to get a 6.

Did you succeed?

Move straight to the next White Dagger. Keep your equipment.

Did you fail?

Wait until your next turn to try again. Choose a different way to escape, if you wish.

No Axe, Sword, nor Fire?

Roll a 3 (1 roll per turn) to escape. Then lose any 1 piece of equipment.



MAGIC RAINBOW

Stop on the White Dagger. Immediately roll.

Roll 6 or higher?

Cross the rainbow to the opposite White Dagger. If you are coming to see the Wizard, look up "Wizard of Plenty."

Roll less than 6?

If you are trying to cross in order to see the Wizard, move around the magic Whirlpool section on your next turn(s) before trying again. If you are trying to leave the Wizard, stay on his White Dagger space before trying again on your next turn.



RAT TRAP

Stop on the White Dagger. Immediately roll.

Roll an even number?

Cross to the other side.

Roll an odd number?

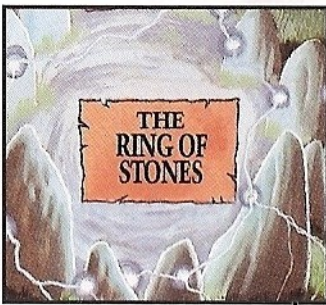
You fall in. Immediately try to escape:

Have a Rope?

Roll a total of 9 or more in 2 rolls to escape and keep your Rope.

No Rope? Roll less than 9?

Miss 3 turns. Then climb over the wall onto the first grey stone in the Swamp. This ends your turn. Look up "Swamp" before your next turn.



RING OF STONES

The Ring of Stones is a good, magical place. You don't need to enter the Ring of Stones by exact count.

Which Magic do you want granted?

1. To get 3 cards (Equipment or Treasure), or
2. To get a Deep Magic card.

To get 3 cards:

Wait for your next turn. Choose Equipment cards or Treasure cards that have been lost by any players during the game. Remember: you can't look inside the Treasure Card Holder(s) before choosing them! (You may end up with the terrible Cobra card!) After choosing, wait at the Ring of Stones until your next turn. Then move away.

To get a Deep Magic card

With a Deep Magic card, you have the power to stop the board from folding out. Get a Deep Magic card by throwing a 1 or an 8 (1 roll per turn). The roll you used to enter the Ring of Stones counts. If you rolled a 1 or 8, you earned a Deep Magic card. When you get a card, roll and move out on the same turn. If you give up, wait until your next turn to move away.



SLEEPING GIANT

Stop on the White Dagger. Immediately try and cross to the opposite White Dagger in 2 rolls.

Didn't make it across?

The Giant wakes up, captures you, and puts you in the Banshee Towers Dungeon. On the same turn, you can try 1 of the following 3 ways to escape to either one of the Black Daggers at the Banshee Towers:

Have a Sword, Fire, and Axe?

Threaten the Giant with them. (Keep them.)

Have a Net?

You can use it to climb out after you roll an even number (1 roll per turn). Keep the Net.

No Sword, Fire, Axe, nor Net?

Give up any 1 piece of equipment.



SNAKE PIT

Stop on the White Dagger. Immediately roll 3 times. Add up the numbers.

Roll 11 or more?

Move around the pit and stop on the other White Dagger.

Roll less than 11?

You slip and fall in. To escape to either White Dagger, choose 1 option before you roll the die:

Have a Grappling Hook?

Roll 5, 6, 7 or 8 (1 roll per turn). Keep your Grappling Hook.

Have a Rope?

Roll 1, 2, 3 or 4 (1 roll per turn). Keep your Rope.

No Rope? No Grappling Hook?

Lose any 1 Equipment card. Immediately move to a White Dagger.



SPIDER'S WEB

Stop at the White Dagger. Roll the die 4 times. If you roll a 4, go to the opposite White Dagger.

Didn't roll 4?

The Spider imprisons you in its web surrounded by stones. In this same turn, you have 4 chances to escape. Announce which way you're going to use before you try:

Have a Sword?

Announce that you'll roll 1 or 6.

Have a Shield?

Announce that you'll roll 2 or 5.

Have an Axe?

Announce that you'll roll 3 or 4.

Did you succeed?

Escape to the nearest brown spider. On your next turn(s), follow the spiders just like normal spaces on the track.

Did you fail?

On each failed attempt, lose 1 piece of equipment of your choice. On your next turn, roll the die and escape along the backs of the brown spiders.

Land on a spider?

Wait until your next turn to continue.

No Sword? No Shield? No Axe?

Roll an 8 to escape onto the first brown spider (1 roll per turn). On your next turn, continue. Count the Spiders' backs as spaces.



SWAMP

Take the route through the Swamp if you want to avoid the Rat Trap! Stop on the White Dagger. Immediately keep throwing the die and moving until you reach the opposite White Dagger. Your turn ends.

Land on a red stone?

In this same turn, you must use either your Grappling Hook or Net:

Have a Grappling Hook?

Keep it. Keep rolling and moving until you reach the end of the Swamp.

Roll an even number and land on a red stone?

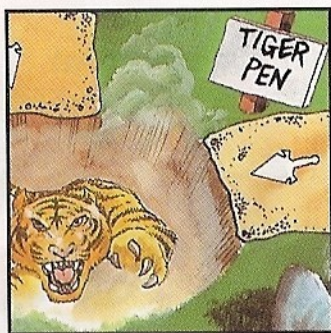
Your turn ends. Stay where you are. Try again on your next turn.

Have a Net?

Use it to help you onto the next grey stone. Lose your Net. Immediately roll. Move off again. Try to finish crossing without landing on another red stone! If you do land on a red stone, start again at "Land on a red stone?" above.

No Grappling Hook? No Net?

Lose any 1 piece of equipment. Step onto the next grey stone. Wait for your next turn.



TIGER PEN

Stop on the White Dagger.

Have a Rope?

Swing across immediately, but lose your Rope. Continue your journey if you have any points left on the die.

No Rope?

Roll 5, 6, 7 or 8 to jump to the other side and wait for your next turn on the White Dagger.

Roll a 1,2,3, or 4?

You fall in. Immediately try one of the following ways to escape:

Have Food?

Give it to the Tiger and roll immediately to escape.

Have a Shield?

Roll an 8 in 4 rolls, move immediately, and keep your Shield.

Didn't roll 8?

On your next turn, try this option again. Or, try another one on your next turn.

Have Fire?

Keep it. Use it to frighten the Tiger. Roll 6, 7, or 8. Move immediately.

Didn't roll 6, 7, nor 8?

On your next turn, try again. Or try another option.

No Food? No Shield? No Fire?

Roll the die for a 4 (1 roll per turn). When you succeed, climb out, but lose any 1 piece of equipment.



WELL OF DOOM

Stop on the White Dagger. Try to get around in 2 rolls.

Didn't make it around in 2 rolls?

Slip and fall in. To escape in the same turn, you must:

Have either a Rope or Grappling Hook?

Roll a 2 in 4 rolls and keep your equipment.

Have a Shield?

Battle your way out. Roll a total of 10 or more in 3 rolls and keep your Shield.

Did you succeed?

Climb back onto the wall where you fell off. On your next turn, you must roll a high enough number to get to the White Dagger. If you don't, you'll fall in again.

Did you fail? Have no Rope, Hook, nor Shield?

Roll the die once for a 5 (1 roll per turn). Climb out to the White Dagger of your choice when you succeed, but lose any 1 piece of equipment.



WHIRLPOOLS

There are 2 magic Whirlpools in the Kingdom. If you jump in one, you have the power to fold the gameboard in or out.

When you want to jump in a Whirlpool

Follow the stone path to the edge of the swirling water. If there are enough points on the die, jump in on that same turn. You don't need to jump in on exact count. Let the other Adventurers try to escape the World (see below) by rolling the die 3 times.

Then fold the gameboard out or in:

- **If you are in the Banshee Towers or Ice Palace Worlds**

Stay in the Whirlpool. Open the single flap of the gameboard out.

- **If you are in the Evil Tower or Temple of Martyrs Worlds**
Stay in the Whirlpool. Fold the flap next to your World in.

After you fold the gameboard in or out

On your next turn, roll the die and continue making your way around the Kingdom.

When another Adventurer jumps into a Whirlpool

Look to see if the gameboard panel you are on will be moved. Will you be affected by the folding of the board?

If you won't be affected

Continue playing as usual.

If you will be affected

You have to escape the danger by: jumping into the Whirlpool, moving to a safe World, or, if you have the Key and one other Treasure, escape the Kingdom and win.

Roll 3 times to escape

Don't reposition the Demon King. If you arrive in a safe World and land on a White Dagger, wait there until your next turn.

Didn't escape?

You are tipped off (or crushed) by the folding of the board. You got caught in the transformation.

Did the board open out?

Put your Adventurer in the empty hole.

Did the board fold in?

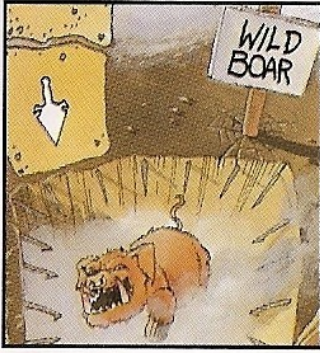
Put your Adventurer in the black-edged Whirlpool.

Now roll 1 or 8

You have 3 chances. Then you can move onto any one of the spaces surrounding the hole or Whirlpool.

Didn't roll 1 or 8?

Rejoin the game anyway. But lose any Treasure you have.



WILD BOAR

Stop at the White Dagger.

Have Food?

Immediately roll the die.

Roll 6, 7 or 8?

Leap over. Your turn ends.

Roll 2, 3, 4, or 5?

Stay put until your next turn.

Roll 1?

You fall in. Surrender any 1 piece of equipment.

Return to the original side to wait for your next turn.

No equipment?

Roll 1 or 8 to cross over (1 roll per turn).



WIZARD OF PLENTY

Approach the Wizard correctly and he will use his magic powers to return all the equipment you have lost. He will also help you claim any Treasure cards you or the other players have lost.

Your turn ends on the White Dagger when you enter his cloud.

Choose which lost Treasure Card Holders you want to have, but don't look at the Treasure inside.

Now you must:

Go over the Rainbow and back in 4 or less rolls. Each Adventurer is allowed only ONE TRY PER GAME.

Did you succeed?

Get your Equipment and/or Treasure cards. Move away on your next turn. EITHER cross the Beam Bridge, or the Rainbow.

Did you make it across the Rainbow?

If not, ignore the White Dagger at the other end. Stop on the Rainbow. Wait until your next turn and continue. Count the Rainbow squares as spaces.

Did you fail?

Go straight back to the Wizard's cloud. He'll return any piece of equipment you want. Leave as described above in "Did you succeed?".



THE BARE BONES OF THE GAME

- Your goal is to acquire the Key and one other piece of Treasure, and escape the Kingdom.
- Treasures are hidden in the Key Locations. Stop on the Black Dagger and draw a Monster card. You must fight the monster (and win) to obtain the Treasure.
- After throwing the die, first move the Demon King, then your Adventurer.
- You may not move over the Demon King.
- If the Demon King lands on you or on the space next to you, go to the dungeon.
- You may move in any direction, but you may not change direction in the middle of a single die throw.
- Adventurers may share spaces. If you land on an opponent you may steal his Treasure and move on.
- Stop at a White Dagger at the beginning of a hazard, then in the same turn keep throwing the die as many times as instructed in the Hazard Handbook to try to cross it.
- Stop on a White Dagger after crossing a hazard and wait for your next turn.
- If you jump into a magic Whirlpool, you can move to other parts of the Kingdom by folding the gameboard flaps in or out.