

KEY TO THE KINGDOM

Adventure Instructions



For 2 to 6 Players
Ages 8 and Up



5060

CONTENTS:

Transforming Gameboard in 2 Interlocking Parts
2 Black Whirlpool Rings
6 Square Bridge Sections
6 Adventure Warriors
1 Black Demon King
1 Eight-Sided Die
48 Equipment Cards
 (Six each of Axe, Fire, Food, Grappling Hook,
 Net, Rope, Shield, Sword)
30 Monster Cards
6 Treasure Cards
 (Key to the Kingdom, Crown of Glory, Ring of
 Power, Runesword, Chalice and Cobra)
6 Treasure Card Holders
6 Deep Magic Cards
Adventure Instructions
Hazard Handbook

Key to the Kingdom is a trademark of and used under license from Waddingtons Games Ltd.,
Leeds, England.

© 1990, 1992 Waddingtons Games Ltd. Game devised by Paul Bennett

BEFORE YOU PLAY...

To make Key to the Kingdom even easier to play, you may want to look over the contents of the game before you start. It will be much easier to begin after you know the difference between the cards.

Check out "**The Bare Bones of the Game**" on the back of this booklet. (These are the basics!)

There are so many adventures to discover in Key to the Kingdom, it would be impossible to memorize all of the rules. Keep the Adventure Instructions and the Hazard Handbook close by while you're playing. Have fun!

SETTING UP THE GAME

1. Separate the whirlpool rings and bridge pieces, making sure that all rough edges are trimmed off prior to playing.
2. Look for the two whirlpools on the gameboards labeled "A" and "B." Punch out the disks.
3. Carefully press the whirlpool rings into the holes in the boards; one between the Start and the Banshee Towers, and the other between the Spider's Web and the Wild Boar.
4. Punch out the six holes near the Evil Tower Bridge.
5. Open both boards and fit the two interlocking pieces together. Each of the four sections you see is known as a World. Fold the outer flaps of the board inward. Two other Worlds will now be in view. There are six Worlds in all. Start each game with your transforming gameboard in this closed position.
6. Put the six bridge sections next to the board.
7. Separate the playing cards into four different piles. Put the red Monster cards in one pile, the green Equipment cards in another pile, the gold Treasure cards in a third pile, and the blue Deep Magic cards in a fourth pile.
8. Put the Monster cards facedown in one of the plastic trays. Use the other tray to discard used cards.
9. Put the Deep Magic cards faceup in a pile near the board.
10. **HIDE THE TREASURE!** Shuffle the Treasure cards (including the Cobra card) and slip one into each Treasure Card Holder, making sure that none of the players (including you!) sees which card goes into which holder. Place the holders in a row near the board, making sure the titles show. Each title corresponds to a different Key Location. The Key Locations are:

Banshee Towers
Ice Palace
Demon Castle

Temple of Martyrs
Island Fortress
Evil Tower


The Key to the Kingdom, the other Treasures, and the dreaded Cobra card are now hidden at the Key Locations. Each is guarded by terrible monsters, which you will have to confront if you wish to acquire a Treasure.

11. Give each player a set of 8 Equipment cards: Axe, Fire, Food, Grappling Hook, Net, Rope, Shield, and Sword. Each player should keep his equipment near him (faceup) during the game.
12. Each player chooses an Adventure Warrior and puts him in the grey Start area. Place the Demon King there, too.
13. Each player throws the die in turn. The highest throw starts.
14. Any cards lost during the game are put faceup in the empty plastic tray.

OBJECT OF THE GAME

The object of the game is to be the first Adventurer to escape from the Kingdom with the Key and one other Treasure.

PLAYING THE GAME

1. The first player throws the die. Move the Demon King to the space bearing his symbol  and the same number as your die throw. The Demon King always moves before you do!
2. Now move your Adventurer the number of spaces on the die. You may move in either direction. The long space above the blue Start arrow is counted as the first space. Play passes to the left.
3. Adventurers may share the same space. If you happen to land on an Adventurer with Treasure, you may steal one piece from him. You cannot look inside the Treasure Card Holder before you take it. If you decide not to steal the other player's Treasure, then the play is just a friendly meeting. To escape, throw the die again and move in any direction.
NOTE: If you land on an occupied space and you have Treasure, the other player may not steal it.
4. You must use your full die count, unless your way is blocked by a White Dagger, a Black Dagger or the Demon King.



DANGERS YOU MAY FACE ON YOUR JOURNEY

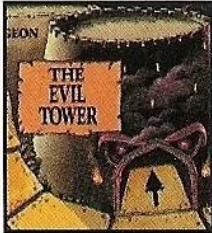
The Demon King

- Always place him in his new position on the first die throw of each of your turns, regardless of whether you actually move or not. He always moves before you do.
- If he lands on or on the space next to an Adventurer, that Adventurer goes straight to the dungeon in that World.
- You may not move over the Demon King. If he is blocking your way, go in the other direction. (Remember, you cannot move two directions in one turn - go one way or the other.)



Cobra Card

The Cobra card is hidden in one of the Treasure Card Holders. If you have the Cobra card and you are ready to exit the Kingdom to win the game, you must get rid of it at the Snake Pit.



Black Daggers, Key Locations and Monster Cards

The Black Daggers mark the entrances and exits to the Key Locations. The Key Locations hold the Treasures in the Kingdom. In order to get a Treasure, you must enter the Key Location, fight a monster and win.

Follow the track across the Black Daggers or move around the outside if you do not wish to enter. You may not jump across a Key Location! If you wish to enter:

- Stop when you reach a Dagger, even if you have not finished your die count. Immediately pick up a Monster card from the tray and follow the instructions to fight it. Discard it when you have finished.
- If you win the fight, go into the Location, take the corresponding Treasure Card Holder (if no one has taken it before you!), secretly look at the Treasure you have won and keep it safely by you in its holder. On your next turn, throw the die and move out in ANY direction, counting a Black Dagger as the first space.
- If you fail to defeat the monster, the card will tell you to throw the die and move away before finishing your turn. You will probably also be instructed to give up some equipment. You may not move directly around to the other Black Dagger to try to re-enter the Location. Move away, then approach again on your next turn if you so desire.

(Note: To travel to and from the Demon Castle, you must use the White and Black Daggers. The spaces on the other side of the moat opposite the Black Daggers are ONLY for use as escape routes when you fall in the water.)



White Daggers

- White Daggers mark the beginning and end of each hazard. There are no Treasures at the hazards, but you will have to go through some hazards in order to travel around the Kingdom.
- Stop when you reach a White Dagger, even if you have not finished your die count. Immediately (on the same turn) look up the hazard in the Hazard Handbook and follow the instructions to cross it.

- If you manage to pass through the hazard, STOP on the White Dagger on the far side. This ends your turn.
- If you fail in your attempt to cross the hazard and are still on the original Dagger, you may, on your next turn, go in the opposite direction instead of confronting the perils again.

Dungeons

- When you are sent to a dungeon, you can escape by throwing a 1 or an 8 on your next three turns - one throw per turn. (Don't forget to reposition the Demon King just as on a normal turn.)
 - **If you succeed**, move into the Key Location.
 - **If you fail**, give up one of your Equipment cards and move into the Key Location.
- Once you are in the Key Location, move out on your next turn by a normal die throw, counting a Black Dagger as the first space. You may NOT TAKE THE TREASURE belonging to that Location.

Whirlpools



There are two magic Whirlpools in the Kingdom. If you jump in, you have the power to fold the gameboard in or out. When the gameboard is opened, you will be able to visit new Worlds, where there are more hidden treasures (and more monsters!)

The Whirlpools' special magic can quickly transport you to these other parts of the Kingdom, and/or set other Adventurers back on their quest for the Treasure.

Before you begin to play, look up "Whirlpools" in the Hazard Handbook.

Deep Magic Cards



You may acquire one of these from the magical Ring of Stones in the World of the Demon Castle (see "Ring of Stones" in the Hazard Handbook). Use it to stop the board from folding out when another player jumps into the Whirlpool EITHER in the World of the Banshee Towers OR in that of the Ice Palace. IT CANNOT STOP THE BOARD FROM FOLDING INWARD.

The Adventurer in the Whirlpool must now throw a 1 or an 8 to escape - one throw per turn. If he is still there after three turns, he may rejoin the game on his next turn by moving away according to his die count.

After a Deep Magic card is used, it must be set aside in the discard tray, not to be used again in that game. Each Adventurer may acquire only one per game.

Regaining Lost Equipment and Treasure

Each time you visit the Ring of Stones, you will automatically regain lost cards (see Ring of Stones in the Hazard Handbook).



The Wizard of Plenty, if approached correctly, will employ his magic powers to return all the equipment you have lost. He will also give you the opportunity to claim any Treasures that have been lost by yourself or by other players and which have not been reacquired by anyone else. (See "Ring of Stones", "Magic Rainbow" and "Wizard of Plenty" in the Hazard Handbook.)

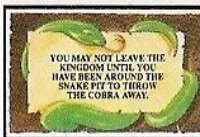
You may never hold more than one of each type of equipment.

WINNING THE GAME - THE VICTORIOUS ADVENTURER!

The first Adventurer to reach the "Start" area, carrying the Key and one other Treasure, is declared Supreme Custodian of the Key and WINS THE GAME.

The other Adventurers now have six throws each in which to flee the Kingdom to safety. If they fail, the Supreme Custodian will lock the door, the magic entrance will become invisible to all mortal eyes, and anyone still inside will be left to wander the Kingdom forever.

TO PLAY A QUICK GAME



The Key to the Kingdom has magical powers that only the players can unlock. If you want to play a shorter game, the Key may take on magical powers. When you find the Key and one other Treasure, try to roll an 8. As soon as you do, you win! The Key magically transports you and one other player of your choice back to the Kingdom's entrance. And if you have a Cobra card, the Key magically brings it back to the Snake Pit.



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.