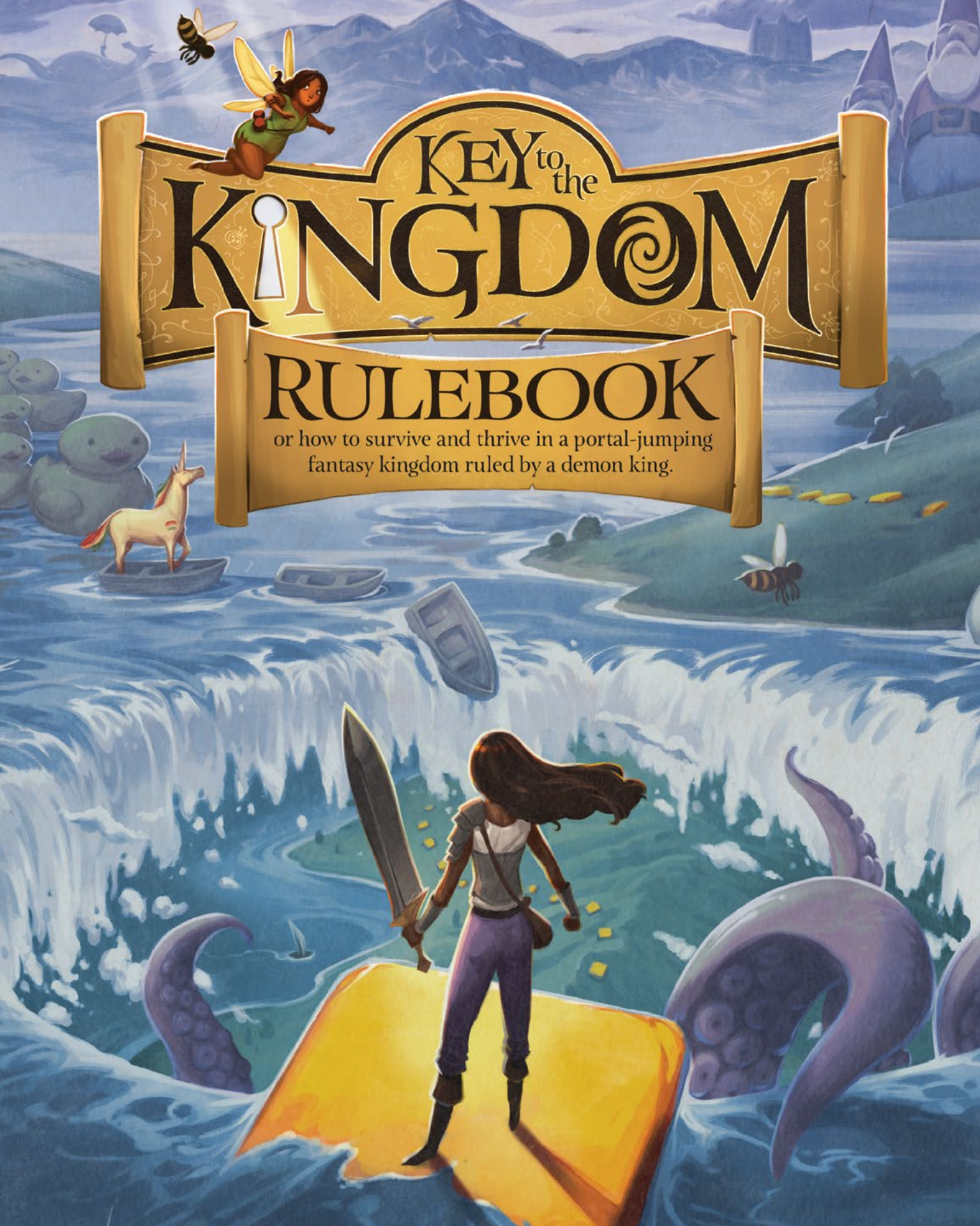

KEY to the
KINGDOM
RULEBOOK
or how to survive and thrive in a portal-jumping
fantasy kingdom ruled by a demon king.

KEY to the KINGDOM

SINCE THE LATE '80s, sometime around 1987, the Demon King has wreaked havoc upon the land. The downtrodden people cry out for a worthy hero to set upon a mighty quest: to fashion a magical key that will grant them control over the kingdom's mysterious whirlpools, then to defeat the Demon King once and for all. The kingdom cheers each time a brave hero rises to face this endless gauntlet of dangers...and then promptly runs away to sunny Florida. There is no one left to answer the call. Unless, maybe you are up for it? No pressure.

Goal

Be the first hero to gain all three key pieces needed to enter the Demon King's domain and defeat the Demon King once and for all.





Tips for new heroes!

Go on adventures with plenty of available items so you don't have to rely too much on luck!

Companions and special magic items are found in the event deck. Get a few to help your chances of success!

If someone has more key pieces than you do, slow them down with the Demon die! It adds more unpredictability to their turn!

Components



1 Adventure Atlas



1 Demon King Board



2 Custom Game Boards



36 Event Cards



5 Hero Cards



40 Item Tokens (5 each of 8 different types)



5 Magic Item Tokens



5 Hero Figures



5 Hero Dice



15 Key Pieces
(5 each of 3 different colors)



9 Demon King
Board Tokens



1 Demon Die

Setup

1. Place the two game boards on the table adjacent to each other, folded, so the dotted paths connect and the starting space is visible.

2. Each player chooses a hero and takes the matching figure, die, card, and set of eight item tokens. Place your figure on the starting space of the board and your hero card face up in front of you. Place your item tokens in a row in front of you with their available sides face up (colored border).

3. Shuffle the event cards and place them face down in a deck next to the board.

4. Place the five magic items face up to the side.

5. Place the key pieces in piles next to the board.

6. Shuffle the Demon King board tokens for each section and randomly place them face down in their respective spaces on the Demon King board. Place the Demon die on the throne.

7. Place the Adventure Atlas nearby.

8. Each player rolls their die. The player with the highest roll takes the first turn.











! Leave enough space on the left and right of the game board for it to open during the game.



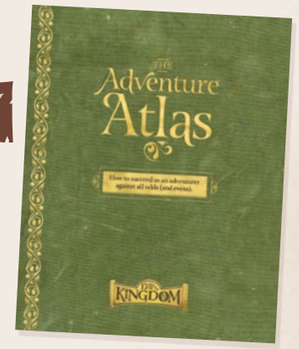
STARTING SPACE











Playing the Game



TAKE TURNS MOVING THROUGHOUT THE KINGDOM and going on adventures as you fashion the magical key needed to reach the Demon King's domain. You need to go on key adventures to get the three key pieces — one of each color (red, green, and blue)! Once you have gathered all three pieces, you must defeat the Demon King to save the kingdom and win the game.



A Look at the Kingdom

The game takes place in a magical realm represented by two unique boards attached to each other.

All of the board locations are collectively referred to as the kingdom. Each half-section of each board is a land. Some lands contain whirlpools, which you can use to travel to hidden lands by folding or unfolding the board.

When unfolded, some lands have holes in them, called voids.

Closed



Open



Items

You start with eight items that will help you on your journey. Each item has an available side and an exhausted side. Whenever you use an item, exhaust it by flipping it from its available side to its exhausted side. Whenever you refresh an item, flip it from its exhausted side to its available side.



In addition to modifying your die roll, an available item can also provide a benefit during a key adventure. The items that will help you are listed in the Adventure Atlas for each entry, as well as shown directly on the game board. (See KEY ADVENTURES, page 13.)



Rolls and Results

Every time you roll a die, such as when you move or during an adventure, you may use one of your available items to change the result of your roll. Exhaust the item you want to use and modify your result by adding or subtracting the exact number on the item.

Unless otherwise indicated, you may not use more than one item to modify a single roll. The result can be as high as you like. If you modify your result below 0, it is treated as a 0. Other cards, like companions, might allow you to further adjust your result.

EXAMPLE: You roll your die and get a "5". You use your sword to increase your result. The sword adds +4 to become a result of 9. (Alternatively, you could subtract 4 to turn it into a result of 1.)



Magic Items

There are five magic items in the kingdom. You get a magic item by visiting the genie in one of the lands or through certain event cards. If you get a magic item, add it to your collection of items. Magic items work the same way as your regular items, but three of them also have a special effect when they are used, as written on the token.



On Your Turn



ON YOUR TURN, you can either move through the kingdom by rolling a die or take a heroic nap to refresh your items.

Moving Through the Kingdom

1. 
Roll your hero die. If you have the Demon die, roll that instead.

2. 
You may modify your roll to get a new result by using an effect, such as exhausting an available item. You might want to add to or subtract from your die roll to end on a particular space. Remember, you may only exhaust one item to modify your roll.

3. 
Move your figure the exact number of spaces as your result. Unless stopped, you must move the full amount. You can choose any direction when you start moving, but you may not backtrack once you start. Only count open spaces (those without other figures), skipping over spaces with other figures.

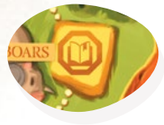
4. 
Activate the space you ended on. See the next page for what each space does. If your result was 0, do not move and activate the space you are on.

Taking a Heroic Nap



Instead of moving, you can take a heroic nap. Refresh up to five of your items (including magic items) and then end your turn.

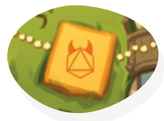
Spaces on the Board

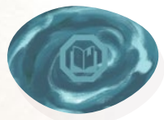

ADVENTURE: Adventures are identified by starting spaces with a book icon. Whenever you enter an adventure's starting space, immediately stop moving and start the adventure on the same turn. You do not need to land by exact count. (See GOING ON AN ADVENTURE, page 12.)


REFRESH: Refresh up to the number of items shown. Note that this number can be different on each space.


EVENT: Draw the top card of the event deck and follow its instructions. (If the event deck is empty, first shuffle the discard pile.) You might gain a companion, have an encounter, or even obtain a magic item!


BORING: Spaces with no symbols on them have no effect. Really. Nothing happens. Totally dull.


DEMON DIE: You must assign the Demon die to a hero who does not currently have it (this can be yourself). The hero assigned the Demon die places their hero die on the Demon King's throne and will not get it back until the Demon die is assigned to another hero. Whenever a hero has the Demon die, they must use it for all of their die rolls.


WHIRLPOOL: Whenever you enter a whirlpool, immediately stop moving and turn to the whirlpool entry in the Adventure Atlas. You do not need to land by exact count. A whirlpool will typically flip the land you are in by folding or unfolding the board. However, if you have all three key pieces, a whirlpool will take you to the Demon King board for the final battle. Other heroes may be affected when a land flips.


VOID: Heroes affected when a land flips place their figure on a void space. Otherwise, you cannot normally move onto a void space.

Going on an Adventure



ADVENTURES ARE SPECIAL AREAS spread across the kingdom, indicated by their spaces on the board with colored book icons. There are two types of adventures: key adventures and minor adventures. Key adventures require multiple steps to complete. Minor adventures only have one step.

You need to go on key adventures to get the three pieces of the key!

Key Adventures

Completing a key adventure earns you a specific key piece, indicated by the color of the adventure. You may not start a key adventure if you already have a key piece of that color.



When you start a key adventure, turn to the entry in the Adventure Atlas matching your current adventure. It explains how you progress during the adventure, which involves rolling a die and getting a certain result to advance to the next space. You keep rolling and advancing until you either fail or reach the end.

Here is a basic overview of key adventures. You will find additional details on page 3 of the Adventure Atlas.

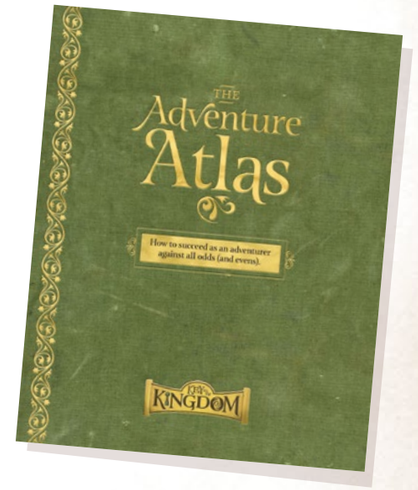
- You only move forward one space for each success on a key adventure. Do not move the number you rolled!
- Each key adventure has one corresponding item that can help you. If the next space on the board shows an item that you have available, you may enter that space without rolling! (You do not need to exhaust that item.)
- There are also two spaces on each key adventure where a companion can help you. If the next space on the board shows a companion that you have, you may enter that space instead of rolling!
- You may not stop in the middle of a key adventure! Come prepared with enough available items.
- Remember that you can only use one item to modify each die roll!

You complete a key adventure when your figure reaches the end space, indicated by a key piece. Take the piece from the supply that matches the color of the adventure.

Minor Adventures

Minor adventures allow you to flip the board, move the Demon die, refresh or exhaust items, steal an item, and even enter the Demon King's domain!

Every adventure is different, and each has special rules for how they work. The instructions for these adventures are described in the Adventure Atlas.



At the End of an Adventure

At the end of every adventure, whether your succeed or fail, you will leave the adventure. The adventure description will tell you where to move. If you move on a space where you can do something (like refresh items or move the Demon die), immediately do so! On your next turn, you may start moving through the kingdom again as normal.

A Complete Key!

After you get all three key pieces, you can go to face the Demon King. The next time you enter a whirlpool space (even on someone else's turn), instead of flipping the board, place your figure on any open space in the courtyard on the Demon King board, activate that space, and end your turn.

There are two sections to the Demon King board. The first part is the courtyard, which contains a number of spaces to refresh your items before you start the adventure. The second part is the castle, which is described in detail in the Adventure Atlas.

If you complete the Demon King's Domain adventure by defeating the Demon King, you win the game!

You also free the kingdom—but mostly, you win!



Credits

Key to the Kingdom is restored from the 1990 game of the same name, designed by Paul Bennett and published by Waddington's. Paul came up with the idea for the game as a way to play Dungeons & Dragons with the whole family "out of the box." His granddaughters aren't old enough to know how to play yet, but they love to follow the paths, jump into the whirlpools, and unfurl that enormous board. He's thrilled that it's getting a shiny new edition for a new generation of families to enjoy together.

Game Restoration: Matthew O'Malley and Ben Rossett
Additional Game Development: Noah Cohen, Rob Daviau, Justin D. Jacobson, and Brian Neff
Graphic Design: Peter Gifford, Jason Taylor, and Jason D. Kingsley
Illustration: Andrew Bosley
3D Figure Sculpting: Chad Hoverter
Production Artist: Lindsay Daviau
Rules Editing: Jeremy Holmes and Jason D. Kingsley
Additional Writing: Jeremy Holmes
Project Manager: Suzanne Sheldon

Thank you to everyone who playtested this game!



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On Your Turn

Move Through the Kingdom

1.  Roll your hero die. If you have the Demon die, roll that instead.

2.  You may modify your roll to get a new result. Remember, you may only exhaust one item.

3.  Move your figure the exact number of spaces as your result. (Stop on adventure and whirlpool spaces.)

4.  Activate the space you ended on.

- OR -

Take a Heroic Nap



Refresh up to 5 of your items (including magic items) and then end your turn.

Spaces



ADVENTURE



REFRESH



EVENT



BORING



DEMON DIE



WHIRLPOOL



VOID

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