

# *Killman's Keep*

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## ***Setup:***

1. All players start in the Market
2. Place Doubloons (Poker Chips) in the Bank on indicated locations
3. All players receive an Action Card
4. Separate Goal Cards, Artifact Cards and Monster Cards into three separate decks and shuffle each
5. Place the Goal Cards in the Guild on the indicated location
6. Each player draws 2 Artifact Cards from the Artifact pile and receives \$100, then place 3 Artifact cards in the Market
7. Shuffle the Monster and Artifact piles together and place that pile in the Keep
8. Each player rolls a die to decide turn order
  - a. Lowest roll goes first, turn order goes in a clockwise manner

There are 2 discard piles, both illustrated on the board. One is for Goal Cards only, and it is depicted next to the Guild. The other discard pile is for both Monster and Artifact cards, it is located near the Keep.

## ***How to Win:***

Be the first to obtain 5 Doubloons

## ***Turns:***

Each turn the player gets 2 actions and movement to 1 adjacent area. The following are all possible actions. In order to perform these actions, your player must be located in the location specific to the action.

On your turn, you may perform these actions in any location:

- Move to 1 adjacent area.
- Use an Artifact
  - Artifact Cards that have effects that can be used on any player's turn do not consume an action if they are used on another player's turn
- Trade with other players

On your turn, you may perform the following actions if you are in the location where the action is allowed:

- Buy
- Sell
- Exchange \$300 for 1 Doubloon (Each purchase costs one action)
- Take a Goal Card
- Turn in a Goal Card
- Trade an uncompleted Goal card for a new one from the Guild deck
  - Discard the goal being traded in
- Draw from the Keep Deck
  - If the player draws a Monster, fighting that Monster does not count as an action, however fleeing ends their turn

- If a Monster is known to be on top of the Keep Deck, then fighting that Monster is considered an action, and if they lose ends their turn

### ***Locations:***

Market: Buy and Sell Artifact Cards and Sell Monster Corpses.

Keep: Collect Artifact Cards and Fight Monsters.

Guild: Receive Goal Cards, Collect their Rewards and swap Goal Cards.

Bank: Buy Doubloons

### ***Display Card:***

Each player must have one of their cards showing at all time. This is called a Display Card. The Display Card can be used or swapped whenever, but each player must always have a Display Card.

### ***Market:***

Other than Goal Cards every card has a rarity between ★ and ★★★.

Their base values are:

★ = \$50 , ★★ = \$100, ★★★ = \$150

When in the Market a player can either Buy or Sell, each having the ability to Haggle to change the price. Hagglng is done with a d6:

★ with a roll of **1 or 2** = \$25

★ with a roll of **3 or 4** = \$50

★ with a roll of **5 or 6** = \$75

★★ with a roll of **1 or 2** = \$75

★★ with a roll of **3 or 4** = \$100

★★ with a roll of **5 or 6** = \$125

★★★ with a roll of **1 or 2** = \$125

★★★ with a roll of **3 or 4** = \$150

★★★ with a roll of **5 or 6** = \$175

When selling to the Market, if the card being sold is an Artifact it then goes in the Market as a card that can be bought, Monster Corpses are put in the keep discard pile.

### ***Artifacts:***

Each Artifact has an ability that can be used, however, unless specified, using an Artifact Cards ability consumes the card and it must be put in the keep discard pile. The other purpose of Artifact cards is to be sold in the Market for money. Some Artifact Cards fit into a category, there are:

1. **Basic Artifacts = Plain**
2. **Cursed Artifacts = Blue**
3. **Gemstone Artifacts = Green**
4. **Weapon Artifacts = Red**
5. **Killman's Artifacts = Orange**
6. **Adventurers Essential = Purple**

Each card will have an indicator depicting what category it fits in.

### ***Monsters:***

When drawing a Monster from the Keep the player can either Flee or Fight:

- When fighting, the player must do a Battle Roll using the 0-9 die. This roll must be equal to or greater than the rarity of the Monster the player is fighting. If the player wins, they get the Monster as a Monster Corpse which has the properties of an Artifact. This can be sold at the Market. If the player loses, they lose a turn and the Monster stays on top of the Keep until someone defeats it.
- When fleeing, the player leaves the keep and goes back to the Market and their turn ends. If the player flees, the Monster stays on top of the Keep until someone defeats it.

Some Monsters have effects, these effects only apply when they are being fought.

### ***Goal Cards:***

Goal Cards have goals and rewards for completing that goal. To get a Goal Card or turn one in after completing it the player must be in the Guild. Once the player redeems a goal that Goal Card goes into the Goal discard pile. When the Goal deck is empty, shuffle the discard pile and put it back in the Guild. The player can also trade in an uncompleted Goal Card for a new one.

### ***Keep Deck:***

The Keep Deck is a combination of Monster and Artifact cards. If the Keep Deck runs out, shuffle the discard pile and put that in the Keep.

### ***Trading:***

Players can trade if they want. This consists of trading any multiple of Artifacts for other Artifacts, or paying money for them. Players can only initiate trades on their turns.