# Keepaway

## Game instructions

The rules are simple: Grab each key from the room, and don’t get caught. Each room has a guardian, who is a clone of Eve. Each Eve clone could have different speeds/turn rates, or they could all be the same (it depends on the level). Start with any room you like. Find where the key is in that room, grab it, and leave the room. The Eve clone can’t follow you out of the room, but she will chase you if you get too close to her wandering. She will always chase you when you grab the key. Once you have all the keys to every room, an exit will appear, leading you out of the level. Note that this exit will appear in a room you’ve already passed, so going back into that room will mean that an Eve clone will chase you again. Make it out of the level and you’re home free! Or at least, on to the next level…

Some tips: Once you leave a room, the Eve clone will start wandering randomly. If she’s chasing you, try leaving the room and wait for her to wander away. That will give you enough time to grab the key.

Also, the Eve clones are bad baddies, but they’re not monsters. If you get caught, but you have the key, she’ll just take the key from you in exchange for your life. But let her catch you without the key, then it is game over.

Finally, the square between rooms is a safe zone. The Eve clones cannot see you or follow you there. Use this fact to your advantage, and you will succeed.