

Quick Tips (use along with original instructions)

Keys to the Castle (2-4 players)

Setup:

- Each player picks a character. If you are **2 players**, lay all the 40 door tiles, with closed door side up, randomly in a **5 x 8 grid**, leaving some space between the door tiles.
- If you are **more than 2 players**, use only 36 door tiles in a **6 x 6 grid** and put 4 door tiles back in the box.
- Shuffle the playing cards and **deal 3 to each player**. Keep them hidden in your hand. Place the rest of the cards in pile face down where all players can reach them. This is the **draw pile**.

How to Play:

- On a turn, characters can only be moved to a door next to them that is ahead, behind, or to the left or right. You cannot move diagonally. Two characters can't be on the same door at the same time.
- On each turn, a player must first draw 1 card from the draw pile and then play one of the cards from their hand with one of actions below. Afterwards, put the card on the door tile or into a discard pile depending on the instructions below.
 - **Key**: Flip open a door of the **same colour** and move your character to that door if it is open and has no bars behind it. If it has **bars**, you can't move your character and must stay where you are. Discard the card.
 - **Skeleton Key**: Open **any door** or **remove a padlock** and move your character to that space if the door is open. Discard the card.
 - **Secret Passage**: Place this card between 2 door tiles to make a special **diagonal path** and move your character to this door if it is open. This is now a permanent diagonal path between these 2 doors that any player can use.
 - **Hacksaw**: You can use this to **permanently open a door with bars**. Leave the card on top of the tile so everyone knows it is open now.
 - **Padlock**: Place this on any door to stop other player(s) from being able to move there until they can remove it with a skeleton key and discard both.
 - **Net**: Play this card to stop any player you choose from having the next two turns. Discard the card once it has been played.
- You may also get lucky when you flip over a door and find a message behind the door that allows you take an extra turn. If so, draw another card and take another turn.

Game End:

- The first player to get to the opposite side from where they started.