

Magic Keys

Let's go to the Forest of Keys to recover the king's memory!

Please find the beautiful memories of the king have sealed in the treasure chest.
The forest of Keys where true and fake keys are hidden!
Now the adventures will start!

Game Rules



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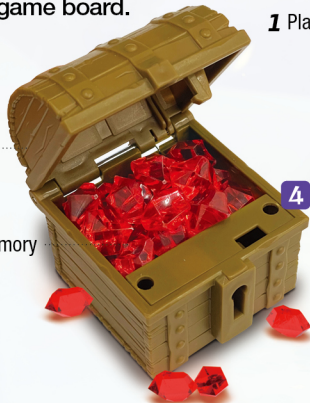
I. Game Preparation

- 1 Place the game board on the tray. Align the direction so that the magic pond (the hole in the corner of the tray) and the rounded shape of the game board fit.
- 2 Assemble the castle and the towers, then put the castle and wood pieces on the designated slots of the game board.
- 3 Put the keys in the designated slot according to their color, as shown in the picture. And put the golden key in the designated position in front of the castle's gate.
- 4 Put all the gems in the treasure chest and close it.
(You can use the golden key to open the box.)
- 5 Place the pawn in the starting place on the game board.

1 Player pawn

Treasure Chest

42 gems of memory



Each side of the dice consists of the following.



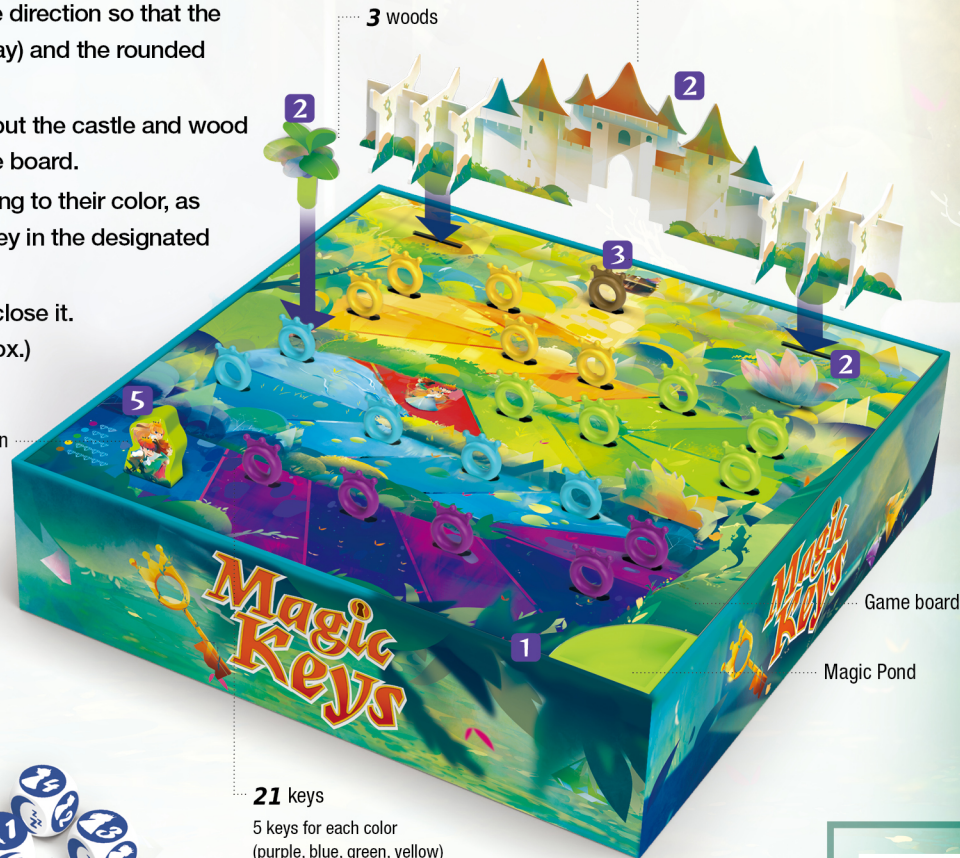
3 dice

21 keys

5 keys for each color
(purple, blue, green, yellow)
1 golden key

1 castle, 6 towers

3 woods



Game board

Magic Pond

II. Gameplay

The youngest player takes their turn first. After that, each player takes turns in clockwise order. Each player's turn proceeds in the following order.

1 Roll the dice and move forward

- Roll three dice simultaneously, and put aside all dice with the ☾zz symbol among them. Choose one of the remaining dice and advance the game pawn by the number indicated on the chosen dice.
- After moving the game pawn, you can choose one of the following:
 - Roll the dice and move again:**
Roll all remaining dice and put aside the ☾zz dice from the result again. After that, choose one of the number dice and move forward. As long as you have any available dice, you can roll the dice again any number of times to move forward.

- Pull out a key:**

If you don't want to roll the dice and move anymore, proceed with the 2 **Pull out a key and open the treasure chest** step.

- If all dice have been put aside due to dice showing ☾zz during your turn, skip steps 2 and 3 and immediately proceed with the 3 **End the turn** step.

Events occur!

- When the dice were rolled for the first time at the starting place, if the ☾zz came out for all three dice, a "Teleport" event would take place.
- When all dice show ☾zz and if you have a fake key at that time, you can perform the "Magic Pond and Fake Key" event.

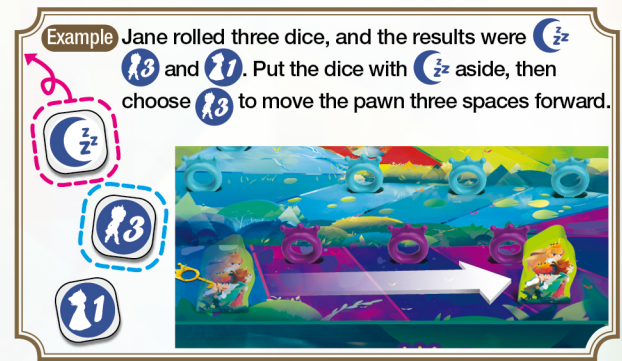
For more information on the event, refer to page 4.

2 Pull out a key and open the treasure chest

If you decide to stop moving, you should pull out the key from the space where the game pawn is currently located. If you have pulled out the key, immediately try to open the treasure chest using the key.

Example

- Jane decides to roll the dice one more time. She can roll only two dice because Jane put one ☾zz dice aside in the previous roll.
- ☾zz and 4 came out in the result.
- Jane chooses 4 and moves the pawn forward by four spaces.
- Jane decides not to move further this turn, so she pulls out the key in the current space.



☞ **If it's a true key**, the treasure chest will be opened! Get some gems according to the color of the key. Hang the used true key on the tower of the castle. Close the treasure chest, then place it back.

Note You can never keep the true key you used!

☞ **If it's a fake key**, the treasure chest won't be opened. Put the treasure chest back in place, and put the fake key in front of you.

TIP There are three true keys and two fake keys in each color. You can figure out how many true/fake keys are left in the forest by counting used keys (True keys are hung on the tower, and fake keys are placed in front of players and in the magic pond).

Color of the key	Number of gems
purple	2
blue	2
green	3
yellow	4
gold	5

Example Jane opened the treasure chest with a blue key. "Click!" and the chest opened. That was the true key! Jane takes out two gems and brings them in front of her. Then hangs the true key on the tower.



Note

- If you forcefully turn the key or open the lid, it can damage the treasure chest and key. Please be careful when opening the chest!
- When you open the chest, the box won't be opened well if you hold the box's lid and turn the key around. So please hold the bottom of the chest when you open it.

3 End the turn

In the following cases, your turn ends, and the player on your left will proceed with their turn.

1 If you try to open the treasure chest:

If you try to open the chest, you will get gems or fake key, depending on the results. In this case, move the game pawn to the starting space then the next player starts their turn.

2 If all dice show 2:

Finish your turn immediately. In this case, the next player will start their turn without moving the pawn to the starting space.



Golden Key

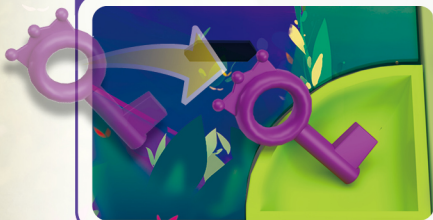



The golden key in front of the gate is the true key. So you can always open the treasure chest when you use the golden key.

When the game pawn arrives or passes here, you can open the treasure chest with a golden key and acquire five gems of memory.

Golden key should not be hung on the tower. Please put it back in its original place!

Magic Pond and Fake Key



At any time of your turn, put one fake key you have into the magic pond and bring back all the dice you had put away because the  came out. After that, continue with your turn.

If you have multiple fake keys, you may use this ability several times during a single turn. If you want, you can keep them for later.


Recovery



If the game pawn stops in the red box with the characters on it, you can bring back all the dice you've put away and use them.

Teleport



When you roll the dice the very first time at the starting place if all three dice show  go directly to the "Recovery" space described above. You can bring back all dice then continue your turn. This event only applies when the dice are rolled at the starting place.

III. The end of the game.

As soon as a player acquires the required number of gems, the game immediately ends, and the player wins.

The required number of gems depends on the number of players as follows:

2 players

 X 15



3 players

 X 13



4 players

 X 11



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