



Explore the dungeon of 4Keys.
Collect the 4 mythical keys
to open the doors and earn
the gold coins sitting there!

Overview and goal of the game

In 4Keys, collect Doors and Keys cards to create a 4-by-4 card dungeon.
The Room cards grant you Gold Coins (GC), whereas the Door cards grant you nothing.
At the end of the game, the player with the most Gold Coins wins.

Game Setup

- 1. Place the Neoprene mat appropriately so everyone has proper access to it. In the **Exploration Line (EL)**, place the 4 decks of cards aligned from left to right, in this order:
 - level 1 Door cards (with 1 torch) (a),
 - level 1 Keys cards (with 1 key) (b),
 - level 2 Door cards (with 2 torches) (c),
 - level 2 Keys cards (with 2 keys) (d)Make sure the Door cards are with the Door face up. It does not matter which face is up for the Keys cards.
 - 2. All players choose an Adventurer tile. Place them randomly in the spots of the **Turn Order Line (TOL)**.
 - 3. Shuffle and deal a starting Door card (with dark borders and without any torch) to each player and place it in front of you, Door face up.
 - 4. Place 4 Gold Coins in the dedicated cavities for each Adventurer tile of the TOL.
- The player with the leftmost Adventurer tile in the Turn Order Line, which is the one underneath the level 1 Door deck, starts the game.



NOTE FOR A 2-PLAYER GAME ⓘ:
Choose the first player randomly. Take your Adventurer tile and your Companion tile and place them in the TOL, alternating the colours, starting with the starting player.

Game components

- 4 Adventurer tiles
- 4 Companion tiles
- 16 Gold Coin tokens
- 108 Dungeon cards, including:
 - 4 starting Door/Room cards
 - 28 level 1 double-faced Door/Room cards
 - 28 level 2 double-faced Door/Room cards
 - 24 level 1 double-faced Keys cards
 - 24 level 2 double-faced Keys cards
- 1 Neoprene mat



ADVENTURER



DOOR

Face of the card showing a closed Room.

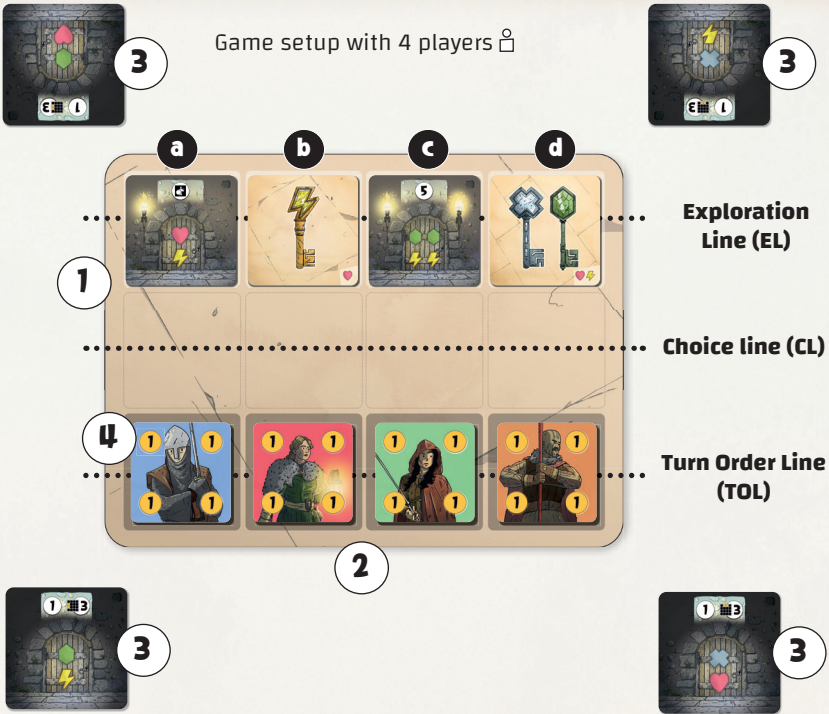


COMPANION



ROOM

Face of the card showing that the door has been opened.



NOTE FOR A 3-PLAYER GAME ⓘ:
Each player only uses their Adventurer tile, and the TOL has just 3 spots. There will always be an empty spot in the Choice line at the end of each turn.

Overview of a turn

- In turn, in the order of the TOL, starting with the leftmost tile (underneath the level 1 Door deck):
1. Slide your Adventurer in the **Choice line (CL)** and collect the card on the top of the deck above the chosen spot.
 2. Place it in your Dungeon.
 3. Open, possibly, some doors.
 4. It is then the turn of the player with the leftmost tile remaining in the TOL, and so on, until the TOL is empty.

Once everyone has played, replace the Adventurer tiles from the CL to the TOL by sliding them without changing the order. A new turn then starts with the player with the leftmost tile in the TOL.



COLLECT A CARD

When it is your turn to play, move your tile to the CL in front of the deck of YOUR choice, collect the first card of that deck, and add it to your dungeon.



Pierre plays first. He takes his Adventurer tile and places it underneath the level 2 Door deck (A). He collects the first card and adds it to his dungeon (B).

Paul goes second. He takes his Adventurer tile and places it underneath the level 1 Keys deck. He collects the first card and adds it to his dungeon.

REFRESH THE CARDS

At the beginning of your turn, if no cards in the Exploration Line are to your liking, you may remove 1 Gold Coin from your Adventurer tile to remove the first card of every deck and put these back in the box. You may do this as long as you can afford it. Then, choose a spot in the Choice line and collect a card.



PUSH AN ADVENTURER

If you wish to collect a card in a deck where the CL spot has already been taken this turn, you may push the tile that is there:

- Remove one Gold Coin from your Adventurer tile (A).
- Move the tile from the desired spot to another available spot in the CL of your choice (B).
- Place your tile on the now available desired spot (C).



Clarifications:

- If your Adventurer does not have any remaining Gold Coins, you cannot push tiles anymore.
- The fact that an opponent's tile has been pushed/moved does not allow its owner to collect a card at the tile's new location.
- **In a 2-player game** : you may push a Companion tile (opposing or yours) or the opposing Adventurer. Your companion does not have any Gold Coins; therefore, it cannot push other tiles.

PLACEMENT RULES

A Keys or Door card must be placed orthogonally adjacent to another card of your dungeon. It is forbidden to place a card diagonally.



The dungeon can have, **at maximum, 4 rows and 4 columns.**

The Keys card may be placed on either face. At the bottom right corner of each Keys card, a reminder indicates what is on the other side of the card. Choose the face of the cards to be placed face up when you place the card; it will remain this way until the end of the game.



Front

Back

The Door/Room cards must be placed with the Door face up.



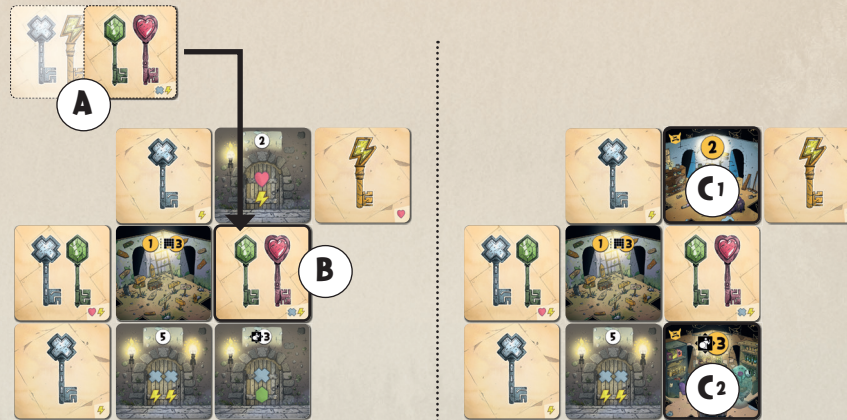
OPENING A DOOR

Each Door card has an opening trigger according to the Key symbols. At any time during the game, if all required keys are in the same row and/or column as the door, it opens automatically.

The keys do not need to be adjacent to the door they open; they just need to be in the same row and/or column as the door card.

Then flip the Door card over to its Room face to indicate it has been opened.

The same key can open several doors.



Example:

Paul collects a Keys card and decides to flip it (A). He places this card in his dungeon (B).

As he places it, he unlocks 2 Door cards (C):

- The C1 card opens because Paul has a Heart key and a Lightning key in the row and the column of this door.
- The C2 card opens because he has a Cross card in the row of this door and a Hexagon key in its column.



On the next turn, Paul collects a Door card and places it in his dungeon (D).

As the door is in the same row and column as the required keys, it automatically opens (E), even if some of the keys have already been used earlier.

End of the game

Turns follow one another until each player has 15 cards in their dungeon. They then collect and place their Adventurer tile in their dungeon, in the last available spot.

NOTE FOR 2-PLAYER GAME

Add only your Adventurer to your dungeon, and place your Companion back in the box.

Then, count the total amount of GC indicated on each card in your dungeon with its Room face up.

The cards with the Door face up do not grant any GC.

The Adventurer tiles grant as many GC as the number of Gold Coins still on the tile at this point.

The player with the most GC wins the game.



Example:

Paul scores 31 points:

- **A:** 5 GC.
- **B:** only 1 GC, as the card is not in the centre of the dungeon.
- **C:** 5 GC, as the card above grants 5 GC.
- **D:** 0 GC, as it is not open.
- **E:** 3 GC, as it is in the centre of the dungeon.
- **F:** 1 GC, as it is not on the leftmost side of the dungeon, on the designated spots.
- **G:** 3 GC, as the Adventurer tile grants 3 GC.
- **H:** 4 GC, as there are 4 Lightning keys.
- **I:** 3 GC, as the Adventurer tile is next to this one.
- **J:** its Adventurer tile grants 3 GC.
- **K:** 3 GC, as the card on the left grants 3 GC.

Credits



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The designers would like to thank the game testers, especially Paul Niezborala and Pierre Gempp for their many game testing play sessions.

