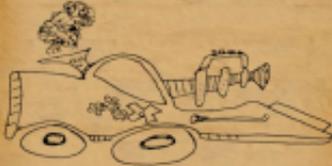


Keko Chronicles

Game Play Guide

***In the Keko Chronicles card game,
you are a character in this story!***

 Portal to Another World
Machine Thingy (P.T.A.W.M.T.)



P.T.A.W.M.T. comes into play under your control with 2 counters on it.

During your action phase, you may remove 1 counter from P.T.A.W.M.T. to search the deck for any Location Card and put it into play.

Then, shuffle the deck.

 Cha-Os



When Cha-Os comes into play under your control, roll 1 dice. If you roll:

- 1 - Do 1 damage to any player.
- 2 - Draw 2 cards.
- 3 - Gain 3 life.
- 4 - Do 4 damage to yourself.
- 5 - Swap hands with any player.
- 6 - Place Cha-Os into the discard pile.

At the end of your turn, shuffle Cha-Os back into the deck.



Welcome to Keko Chronicles!

Keko Chronicles is a turn-based card game for two to six players.

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Game Play - Overview

In the Keko Chronicles card game, you are a character in this story!

You may be a Hero, like Samantha Keko, searching her father's journal for the answers to her many questions, or Lord Quiggs himself, using the power of Krystals to keep the Keko's safe. You may be a Villain, like Madame Ponqui obsessed with the Mask of Unwanted Sorrows and the power it contains, or General Fydo, the leader of Ponqui's Hound Army.

You will use cards to manipulate the world of Nuggles until you defeat your opponents or until they defeat you...

Keko Chronicles is a turn-based card game for two to six players. Players start the game as a "**Character**" from the world of Keko Chronicles, with a "**Life Total**". Players draw and utilize cards from a "**Play Deck**" to try to lower the Life Total of each other player to zero in order to win the game.

The cards for Keko Chronicles are separated into two different "**Decks**". All of the larger "**Character**" cards go in the "**Character Deck**". All other cards go in the "**Play Deck**".



Character Deck

The "**Character Deck**" consists of all "**Character**" cards.

"**Character**" cards include five pieces of information: The Character's "**Name**", the Character's "**Affiliation**" ("Hero" or "Villain"), the Character's "**Special Ability**", the Character's "**Draw**" number (in the rectangle in the lower left corner of the card), and the Character's starting "**Life Total**" (in the heart in the lower right corner of the card).

LORD QUIGGS
HERO



During your draw phase, instead of drawing cards as normal, you may search the deck for any Krystal Card and put it into your hand.

Then, shuffle the deck.

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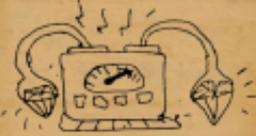
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Play Deck

The "Play Deck" consists of all "Action", "Creature", "Item", "Krystal", "Location" and "Transportation" cards.



 **Krystal Battery**



At the start of your turn, if there are 5 or more counters on Krystal Battery, place it into the discard pile and do 3 damage to yourself.

When any other player plays a Krystal Card, add 1 counter to Krystal Battery.

During your action phase, you may remove any number of counters from Krystal Battery and distribute them among any number of cards that are in play under your control.

 **Catastrophic Draggy**



When Catastrophic Draggy comes into play under your control, shuffle the discard pile back into the deck.

During your action phase choose a card type and place the top card of the deck into the discard pile.

If that card is the chosen card type, Catastrophic Draggy does X damage to any player where X is the number of cards in the discard pile.

Use this ability only once per turn.

DISCARD PILE:

During a game of Keko Chronicles, cards will end up in a "Discard Pile". Cards in the Discard Pile remain face up. Some game situations are dependent on what cards are in the discard pile. Players may look through the discard pile at any time. When a player looks through the Discard Pile, cards in the Discard Pile are to remain in the same order they were in before you began looking through the discard pile.

The Cards



"**Location**" cards are cards that represent locations in the world where Keko Chronicles takes place and are identified by a map symbol. "**Location**" cards include two pieces of information: The Location "**Name**", and the Location's "**Special Ability**". There may only be one Location In Play at any time. Location cards affect all players.



"**Transportation**" cards are cards that represent modes of transportation in the world where Keko Chronicles takes place and are identified by a ship's wheel symbol. "**Transportation**" cards include three pieces of information: The Transportation's "**Name**", the Transportation's "**Type**", and the Transportation's "**Special Ability**". You may have only one Transportation In Play Under Your Control at a time.



"**Action**" cards are cards that allow you to perform an action during the part of your turn called the "**Action Phase**". "**Action**" Cards are identified by a lightning bolt symbol. There is no limit to the number of Action cards you can play during your Action Phase.



Some Action cards have a star symbol next to the lightning bolt symbol. These cards are special Action cards called "**Sudden Action**" cards. "**Sudden Action**" cards can be played at times other than during your Action Phase.

The Cards



"**Item**" cards are cards that represent items that exist in the world of Nuggles and are identified by a backpack symbol. "**Item**" cards include three pieces of information: The Item's "**Name**", the Item's "**Item Type**", and the Item's "**Special Ability**". There is no limit to the number of Items you can play in one turn. You may have no more than three Items In Play Under Your Control at a time.



"**Krystal**" cards are cards that represent Krystals that exist in the world of Nuggles and are identified by a gem symbol. "**Krystal**" cards include two pieces of information: The Krystal's "**Name**", and the Krystal's "**Special Ability**". Krystals are a source of magic and energy in the world of Nuggles. In the Keko Chronicles game, Krystals are primarily used to remove "**Counters**" from or to add "**Counters**" to other cards that are already In Play. There is no limit to the number of Krystals you can play in one turn. There is no limit to the total number of Krystals you can have In Play Under Your Control during the game.



"**Creature**" cards are cards that represent creatures that exist in the world of Nuggles and are identified by a paw print symbol. "**Creature**" cards include three pieces of information, The Creature's "**Name**", the Creature's "**Creature Type**", and the Creature's "**Special Ability**". You can only put one Creature into play from your hand each turn. There is no limit to the total number of Creatures you can have In Play Under Your Control during the game.

The Play Area

During a game of Keko Chronicles the "Play Area" is the surface on which the game takes place and should be set up in a specific manner. In the center of the "Play Area" should be the "Play Deck" and "Discard Pile", and any "Locations" that are In Play.

Directly in front of you should be your "Character"

To the left of your "Character" should be all "Creatures" that are In Play Under Your Control. You should arrange your "Creatures" in vertical columns of threes.

To the right of your "Character" should be all "Transportations", "Items", and "Krystals" that are In Play Under Your Control. Cards should be arranged in horizontal rows. The top row should be "Transportations". The middle row should be "Items". The bottom row should be "Krystals".



Getting Started

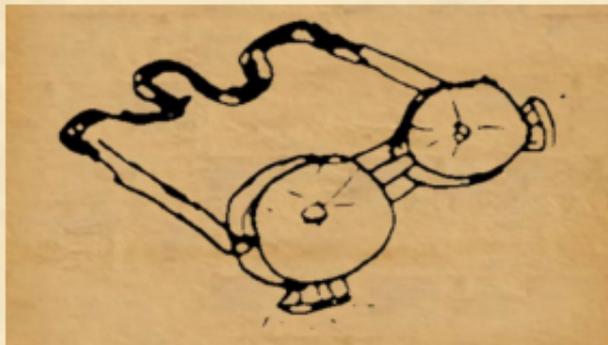
Once the Character Deck and the Play Deck have been shuffled, you are ready to play Keko Chronicles.

First, deal a Character card to each player. Players place their Character cards face up in front of them. Set the rest of the Character Deck aside. You will not need it again until you play your next game of Keko Chronicles.

Some Characters have a Special Ability that happens "**Before the Game Begins**". This usually means that you will start the game with a specific card or cards in your hand. Perform any "**Before the Game Begins**" Special Abilities at this time.

Next, deal two cards from the "**Play Deck**" to each player. These two cards make up a player's Starting Hand. Some cards have an effect on the game if they are in your Starting Hand so read your cards before the game begins. Place the rest of the Play Deck in the proper spot of the Play Area.

Roll 1 die to determine which player goes first. Highest roll goes first. Play will then continue in a clockwise direction.

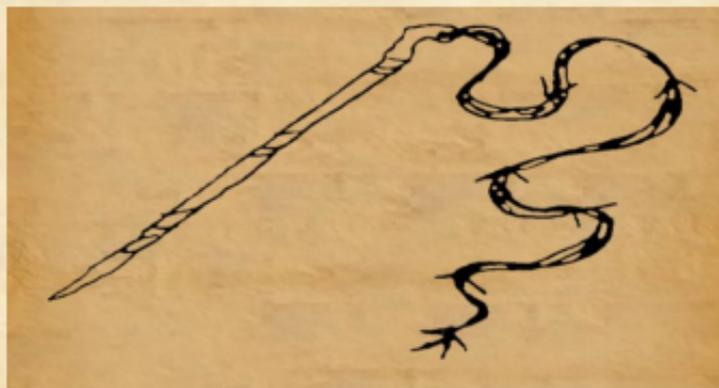


Taking a Turn

A player's turn consists of four "**Phases**". The four Phases are: The "**Start of Your Turn Phase**", the "**Draw Phase**", the "**Action Phase**", and the "**End of Your Turn Phase**."

The "**Start of Your Turn Phase**" typically only involves removing Counters from and/or adding Counters to cards In Play as well as checking cards for the number of Counters on those cards. During the Start of Your Turn Phase, always remove Counters and/or add Counters **BEFORE** checking your cards for the number of Counters.

The "**Draw Phase**" typically only involves drawing the appropriate number of cards based on your Character's Draw Number, or, performing any "**Instead of Drawing Cards as Normal**" effects.



Playing Cards

The **"Action Phase"** is typically the longest Phase of your turn and is divided into 3 sections: **"Action Phase Part One,"** the **"Comes into Play"** section, and **"Action Phase Part Two."**

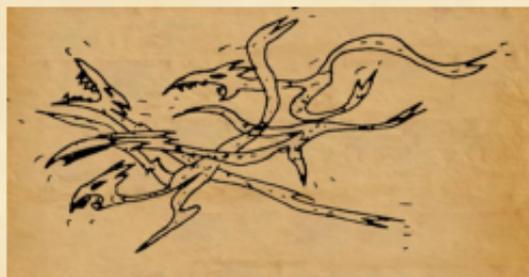
During Action Phase Part One and Action Phase Part Two, you can use Special Abilities of any cards that are in play under your control. During the Comes into Play section of the Action Phase you may put new Creatures, Items, Krystals, and Transportations into play under your control from your hand. You also may put Locations into play during the Comes into Play section of the Action Phase. You may play Action Cards during any section of your Action Phase.

PLAYING ACTION CARDS:



Action Cards usually have an immediate effect on the game and then get placed into the discard pile. This includes any Sudden Action cards you choose to play during your Action Phase.

There is no limit to the number of Action Cards you may play during your Action Phase. You may play Action Cards during any section of your Action Phase.



Playing Cards

PLAYING LOCATION CARDS:

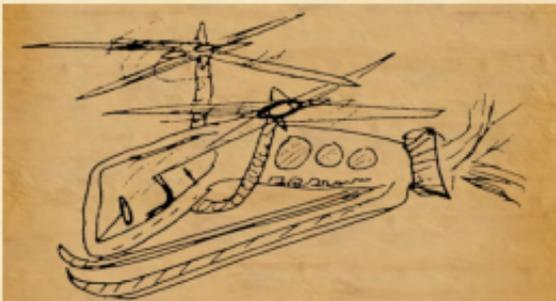


Location cards remain In Play. Location cards affect all players and are not under any player's control. There can be only one Location In Play at any time. If there is a Location card In Play and you choose to play a new Location card, the Location card that is already In Play is placed into the discard pile and is replaced by the new Location card.

PLAYING TRANSPORTATION CARDS:



Transportation cards remain In Play unless otherwise stated. Some Transportation cards affect the game when they first **"Come Into Play,"** but most only affect the game while they are In Play. Any Transportation you put into play is considered **"Under Your Control"** until another card or Special Ability removes the Transportation from your control. You may only have one Transportation in play under your control at one time. If you have a Transportation In Play and you choose to put a new Transportation into play, the Transportation that is already In Play is placed into the discard pile and is replaced by the new Transportation card.



Playing Cards

PLAYING ITEM CARDS:



Item cards remain In Play unless otherwise stated. Some Item cards affect the game when they **"Come Into Play"**. Some Item cards only affect the game after they are **"In Play"**. Any Item you put into play is considered to be **"Under Your Control"** until another card or Special Ability removes the Item from your control.

There is no limit to the number of Item Cards you may play during your Action Phase. However, you may have no more than three Items In Play Under Your Control at one time. If you have three Items In Play Under Your Control and choose to play a new Item Card, you must choose one of the three Items that are already In Play Under Your Control and place one of them into the Discard Pile before playing the new Item Card.

PLAYING KRYSTAL CARDS:



Krystal cards remain In Play unless otherwise stated. While some Krystals have additional abilities, all Krystals will either remove, add, or redistribute counters that are on cards that are already In Play. Any Krystal you put into play is considered to be **"Under Your Control"** until another card or Special Ability removes the Krystal from your control.

Since Krystal cards affect counters In Play, there are restrictions on when you can play Krystals. For example, if there are no counters on any cards In Play, you cannot play a Krystal that removes a counter from a card. Also, not all cards use counters. You can only add counters to cards that use counters. Therefore, if there are no cards In Play that use counters, you cannot play a Krystal card that adds counters to a card.

There is no limit to the number of Krystal Cards you may play during your Action Phase. There is no limit to the number of Krystal cards you may have In Play Under Your Control at one time.

Playing Cards

PLAYING CREATURE CARDS:



Creature cards remain In Play unless otherwise stated. Some Creature cards affect the game when they "**Come Into Play**". Some Creature cards only affect the game after they are "**In Play**". Any Creature you put into play is considered to be "**Under Your Control**" until another card or Special Ability removes the Creature from your control.

You may only play one Creature card during your Action Phase per turn. There is no limit to the number of Creatures you may have In Play Under Your Control at one time.



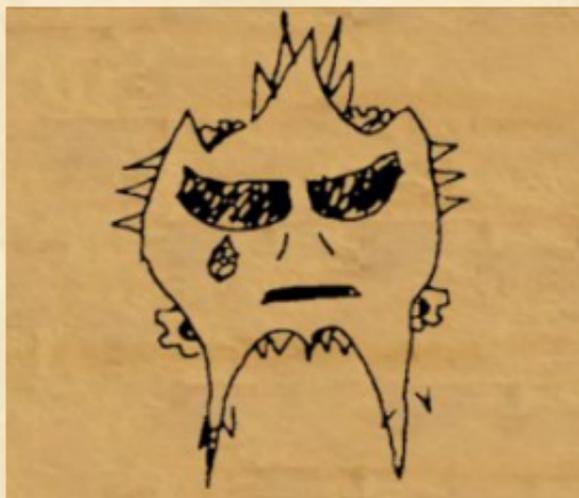
Certain cards and Special Abilities allow a player to "**Imprison**" Creatures that are In Play. If you "**Imprison**" a Creature, that Creature cannot use any of its Special Abilities as long as it remains "Imprisoned". "**Imprisoned**" Creatures are still considered to be "**In Play**." Creatures that you control that become Imprisoned, are still considered to be "**Under Your Control**."

Certain cards and Special Abilities allow a player to "**Release**" Creatures that have been Imprisoned. A "**Released**" Creature can once again use its Special Abilities.

Imprison/Release is a game mechanic specific to Keko Chronicles "**Origins**".

End of Turn

In Keko Chronicles, the **"End of Your Turn"** Phase usually only involves removing Counters from and/or adding Counters to cards In Play as well as checking cards for the number of Counters on those cards.



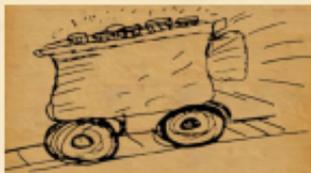
Winning

KEEPING SCORE:

Players are expected to keep track of their own **"Life Totals"** throughout the game.

COUNTERS:

Keko Chronicles uses **"Counters"**. A Counter is simply a marker placed on a card. The Special Ability on certain cards is dependent on the number of Counters on that card.



DICE:

Keko Chronicles uses 1 or 2 **"Dice"** to randomly determine the outcome of certain game situations.

WINNING KEKO CHRONICLES:

Players continue to take turns in a clockwise direction trying to lower the Life Total of other Characters to zero. When only one Character has a Life Total above zero, that person wins the game.

RUNNING OUT OF CARDS IN THE PLAY DECK:

During a game of Keko Chronicles, it is possible that the Play Deck will run out of cards before the game is over. If that happens, flip the discard pile over. The former discard pile becomes the Play Deck. Do not shuffle the cards.



Other Ways to Play

TEAM PLAY:

Keko Chronicles can also be played as a "**Team**" card game, where players divide up into teams. Players on the same team cannot intentionally do damage to one another and work together to eliminate people on opposing teams. It is recommended that team members and their opponents should not sit side by side during a game of Keko Chronicles. It is also recommended that a team should consist of all "**Villain**" or all "**Hero**" Characters.

During a Team game of Keko Chronicles, teammates can communicate with each other but cannot show their cards to one another.

BUILD YOUR OWN PLAYDECK:

If you have enough Keko Chronicles cards in your collection, feel free to mix and match cards from different Basic Sets and Expansions to make your very own Keko Chronicles Playdeck as often as you wish. A Keko Chronicles Play Deck must have at least 99 cards in it, and have no more than 198 cards.

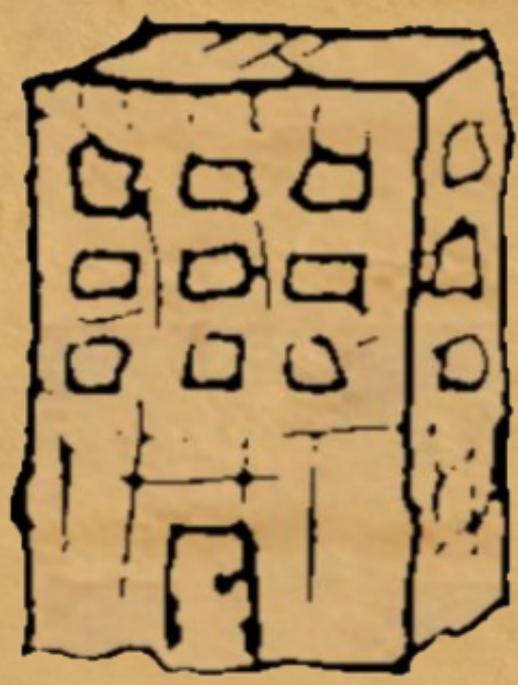
STARTING LOCATION:

Before the game begins, choose a Location Card at random and put it into play.

OWNERSHIP RULES:

Players get rewarded for playing Cards containing the Name of their Character. Whenever you play a Card that has your Character in the Card's Name, gain 1 life. Any cards that are in play under your control that can do damage to other players, do an extra point of damage if the Card has your Character in the Card's Name. For example, if your Character is Deffilwyne the Hunter and you have Deffilwyne's Snare in play under your control, instead of doing only 1 damage with Deffilwyne's Snare, you do 2 damage. Or, if your Character is Lord Quiggs and you play Quiggs' Intuition, you gain 1 life.

For any rules questions, please visit us at Kekochronicles.com.



Bowden Games

<http://kekochronicles.com/>