

Canaan House Keys Board Game

2-16 Players

Game Play Time: Around 1 hour

Game Contents

- 1 Board (Game Piece PDF Page 1)
- 10 Keys + 2 extra (Game Piece PDF Page 2)
- 12 Thanergetic bombs (Game Piece PDF Page 2)
- 16 Player pieces (Game Piece PDF Page 3)
- 16 Character cards (Game Piece PDF Pages 4-7)
- 124 Game cards (Game Piece PDF Pages 8-38)
- 1 Die (Not Included)

Set Up

To set up the board, place the 10 keys on each of the 10 laboratories on the game board. Place game cards to the side, alongside the thanergetic bombs. Each player picks one character card and uses the corresponding player piece. Place player pieces on the board pieces that correspond to their number.

Objective

The objective of the game is to collect as many keys as possible before your opponents do. The game ends when all keys have been taken off the board. The player or team with the most keys wins.

Game Play

*** Note: This game can be played with individual players, or in teams of two. If playing the team version, each team must consist of one cavalier and one necromancer from the same house. Keys collected by both the cavalier and the necromancer count towards the final key count.*

Special instructions for the team version of this game are included in the following instructions, in italics.

1. The house with the lowest number goes first.
2. Each player can make up to three moves per turn. These moves can consist of a combination of the following:
 - Move 1 block
 - Pull 1 card.
 - If a point card is pulled, the player must keep it in their hand.

- If an event card is pulled, the player must immediately follow the instructions on the card, then put the card in the discard pile.
- If all cards have been pulled, shuffle the discard pile and put it back into play.
- Complete a lyctor trial (see point 3)
- NECROMANCERS ONLY: Challenge another player for a card.
- CAVALIERS ONLY: Challenge another player for a key.
- *If playing the team version, players can use one move to give one of their cards to their teammates.*

Players can also use one move to use the special moves outlined on their character cards.

3. To get a key, players must complete a **lyctor trial**. To complete a lyctor trial, players must **collect 9 point cards and be located in one of the laboratories**. The player must then discard their 9 point cards and roll the die. **If the number rolled is even, the player gets the key.** Players must take the key off the board – the same key cannot be won twice. If the number rolled is odd, they do not get the key. If a player fails a lyctor trial, they must collect another 9 points cards before competing again.

4. Necromancers can challenge other players for one of the cards in their hand. Cavaliers can challenge other players for one of the keys in their hand. **Both the challenger and the player who has been challenged will roll the die. The player who rolls the highest challenge wins.** If the challenger wins the challenge, they get to take one of the other player's cards or keys. However, if the person challenged wins the challenge, they can take one of the challenger's cards (if challenger is a necromancer) or one of the challenger's keys (if challenger is a cavalier). If a challenge results in a tie, players must kiss and roll again.

5. Game play continues until all keys have been removed from the board.

Characters and Powers

Every player has a unique set of moves that they can complete based on their house number and their role as either cavalier or necromancer. Possible moves are listed on each character card, as well as in the table below.

Second House: The Emperor's Strength

Role	Basic Moves	Move Unique to House
Necromancer	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a point card	Energy Transfer: While other houses can only transfer one point card to their teammate per move, those in the second house can use one move to transfer an unlimited number of cards to their

		teammate.
Cavalier	Move 1 block Pull 1 card. Complete a lyctor trial	Energy Transfer: While other houses can only transfer one point card to their teammate per move, those in the

	Challenge a player for a key	second house can use one move to transfer an unlimited number of cards to their teammate.
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Third House: The Mouth of the Emperor

Role	Basic Moves	Move Unique to House
Necromancer	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a point card <i>Transfer one card to your cavalier</i>	Animaphilia: While other houses must collect an additional 9 point cards if they loose a lyctor challenger, those in the third house can re-do a failed challenge without collecting nine cards again. The original nine cards must be played for the first trial to take place. Each additional trail uses one move.
Cavalier	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a key <i>Transfer one card to your necromancer</i>	Animaphilia: While other houses must collect an additional 9 point cards if they loose a lyctor challenger, those in the third house can re-do a failed challenge without collecting nine cards again. The original nine cards must be played for the first trial to take place. Each additional trail uses one move.

Fourth House: The Hope of the Emperor

Role	Basic Moves	Move Unique to House
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Necromancer	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a point card <i>Transfer one card to your cavalier</i>	Thanergetic Bomb: Player can use one move to blow up a square on the board. This means that no players will be able to use that piece to travel for the rest of the game (including players in the fourth house). Players cannot blow up laboratories, the dining hall, or the pool. To blow up a square , take one of the thanergetic bomb pieces and put it on top of the square that you want to take out of commission.
Cavalier	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a key <i>Transfer one card to your necromancer</i>	Thanergetic Bomb: Player can use one move to blow up a square on the board. This means that no players will be able to use that piece to travel for the rest of the game (including players in the fourth house). Players cannot blow up laboratories, the dining hall,

		or the pool. To blow up a square , take one of the thanergetic bomb pieces and put it on top of the square that you want to take out of commission.
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Fifth House: The Heart of the Emperor

Role	Basic Moves	Move Unique to House
Necromancer	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a point card <i>Transfer one card to your cavalier</i>	Speaker to the Dead: Player can use one move to look at the card on the top of the deck.

Cavalier	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a key <i>Transfer one card to your necromancer</i>	Speaker to the Dead: Player can use one move to look at the card on the top of the deck.
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Sixth House: The Emperor's Reason

Role	Basic Moves	Move Unique to House
Necromancer	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a point card <i>Transfer one card to your cavalier</i>	Psychometry: Player can use one move to pull a card out of the discard pile and place it on the top of the pile of cards in use.
Cavalier	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a key <i>Transfer one card to your necromancer</i>	Psychometry: Player can use one move to pull a card out of the discard pile and place it on the top of the pile of cards in use.

Seventh House: The Joy of the Emperor

Role	Basic Moves	Move Unique to House
Necromancer	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a point card <i>Transfer one card to your cavalier</i>	Beautiful Death: If death card pulled, player can transfer it to a player of their choice.
Cavalier	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a key	Beautiful Death: If death card pulled, player can transfer it to a player of their choice.

	<i>Transfer one card to your necromancer</i>	
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Eighth House: The Keepers of the Tome

Role	Basic Moves	Move Unique to House
Necromancer	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a point card <i>Transfer one card to your cavalier</i>	Soul Siphoning: Player can use one move to steal a card from another player without challenging them.
Cavalier	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a key <i>Transfer one card to your necromancer</i>	Soul Siphoning: Player can use one move to steal a card from another player without challenging them.

Ninth House: The House of the Sewn Tongue

Role	Basic Moves	Move Unique to House
Necromancer	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a point card <i>Transfer one card to your cavalier</i>	Bone Construct: Player can use one move to cast a bone construct on another player. This will make the other player miss their next turn.
Cavalier	Move 1 block Pull 1 card. Complete a lyctor trial Challenge a player for a key <i>Transfer one card to your necromancer</i>	Bone Construct: Player can use one move to cast a bone construct on another player. This will make the other player miss their next turn.