



The Boardgame
Based on the Hit
Paramount Movie

3 to 6 Players
Ages 10 to Adult



**MAYFAIR
GAMES
INC.**

THE KEEP

Deep in the Balkans lies a mysterious castle known only as The Keep. Within its dark recesses lies doom for mankind. The evil Molasar, imprisoned within the Keep for 500 years, has been freed from his prison cell by SS guards occupying the Keep. By destroying the SS guards one by one and feeding on their terror, Molasar hopes to become strong enough to overcome the powers trapping him in The Keep. But Molasar has a weakness; somewhere in the cellars of the Keep is hidden a magical weapon—The Hilt—which can destroy him.

Searching for the Hilt are the village priest Father Fonescu, the learned Professor Dr. Cuza, his daughter Eva, the Wehrmacht Captain Woermann, and Molasar's centuries old enemy, Glaeken. One of the Searchers must discover the hiding place of the Hilt before Molasar becomes too powerful to stop. To survive, Molasar must prevent any Searcher from finding the Hilt.

OBJECT OF GAME

Molasar, to win, must prevent the Searchers from finding the Hilt. A Searcher wins by being the first to find the Hilt.

GAME COMPONENTS

Parts List

The following parts are included in each game:

1. Rule Book
2. Six colored pawns and 12 black pawns
3. Board (in 6 puzzle-cut parts)
4. Two six-sided dice
5. Box
6. Four decks of cards

The Card Decks

There are four decks of cards in the game:

ID Cards Six Identification (ID) cards, one for Molasar and one for each of the Searchers, are included in the game. Each Searcher character is described on his ID card as follows:

1. The character's special abilities
2. The color of the character's pawn
3. The card number

Each player receives the ID card of the character that he or she is playing in the game. In games of six, five, and four players, each Searcher player receives one ID card. In three-player games, each Searcher player receives two ID cards. In every game, one player must play Molasar. Excess ID cards are discarded and not used in the game.

Hazard Cards (Yellow Stripe) The six Hazard cards are played by the Molasar player. The Molasar player may only play Hazard cards during his turn and may play

only one Hazard card in a turn. The Hazard card's effect is immediate and remains in effect until the start of the Molasar player's next turn. Hazard cards are discarded after being played once and are not used again in that game.

Conflict Cards (Red Stripe) The 32 Conflict cards are used by Molasar and the Searchers to fight each other. A Conflict card is divided into two parts: the side with the red background is the value of the card when played by the Molasar player, and the side with the white background is the value of the card when played by a Searcher player. On both parts of the card is written *Molasar* and a number and *Nazi* and a number. When the Molasar pawn is in a conflict with a Searcher, the value of the card is the number printed beneath *Molasar*; when a Nazi pawn is in a conflict, the value of the card is the number printed beneath *Nazi*.

After all Conflict cards have been drawn, reshuffle the Conflict discard pile and reuse.

Bonus Cards (Blue Stripe) The 12 Bonus cards are used by the Searchers to help them in the game. A Searcher may play a Bonus card during his turn, during a conflict of his character with Molasar or a Nazi, or in response to Molasar's play of a Hazard card. A Searcher may only hold two Bonus cards in his hand at any time. If the Searcher wins a Bonus card while holding two Bonus cards, the Searcher must discard one Bonus card to bring the total number of Bonus cards in his hand to two. Bonus cards are discarded after being played. When all Bonus cards have been drawn, reshuffle the discarded Bonus cards and continue to draw.

Pawns

There are 18 pawns in the game. A pawn's color shows the character it represents. There are:

Molasar's Pawns:

- Red pawn—Molasar
- Black pawns—12 SS Guards

Searchers' Pawns:

- White pawn—Glaeken
- Grey pawn—Captain Woermann
- Blue pawn—Father Fonescu
- Yellow pawn—Eva
- Green pawn—Dr. Cuza

BEGINNING THE GAME

First, the board must be assembled before starting the game. The board represents the area of the Keep and is divided into rooms. The stairs are treated as rooms.

Second, separate and shuffle the four card decks. Deal the cards out the players to start:

1. Each player chooses the character he or she will play in the game and receives the ID card for that character. Players may choose their characters by mutual agreement or by drawing their ID cards from the deck; Molasar must be played by a player in either case.
2. Each Searcher receives three Conflict cards; Molasar receives four Conflict cards.
3. Each Searcher receives one Bonus card.
4. Molasar receives the six Hazard cards.

The remaining Bonus card and Conflict card decks are placed on the board.

Third, Molasar secretly writes on a piece of paper the name of the cellar room which is the hiding place of the Hilt. If a Searcher enters that room, that Searcher wins the game. Molasar is prohibited from entering that room.

Fourth, each Searcher looks at his character's ID card to determine his turn to play; Molasar always moves last. To ease play, players should adjust their seating around the table so that play will proceed in clockwise order.

Fifth, in the order that they play, each Searcher places his pawn on an entry location to the Keep. No more than one Searcher's pawn can be on any particular entry point. The Molasar player places one SS guard (black pawn) on each black dot inside the Keep and places Molasar (red Pawn) on the M spot in the cellar.



ENTRY POINT



NAZI START



MOLASAR START

PLAYING THE TURN

Each Searcher player and then the Molasar player plays his turn in the order of their characters' ID card numbers.

Each Searcher player in turn does the following:

1. Rolls 1 die and moves
2. Conflicts with Molasar or SS

A Searcher player may play one or more Bonus cards anytime in his turn.

The Molasar player in his turn does the following:

1. At the beginning of his turn, must move Molasar to a room containing an SS pawn and removes it. The player does not roll any dice; simply jump the Molasar pawn to any room containing an SS pawn.
2. Rolls 2 dice and moves Molasar
3. Rolls 2 dice and moves any SS pawns
4. Conflicts with Searchers

Molasar may play one Hazard card at any time during his turn. Used Hazard cards are discarded from play and may not be used again.

MOVEMENT

Players move in the order of their character ID card number; e.g: ID card #1 goes first, #2 second, and so on. Molasar always moves last. In a 3 player game, the players move each of their characters individually in the order

given on the ID card; the movement of a player's two characters may thus be separated by the movement of another player's character.

The player's pawn moves from room to room, only through the doorways. The moving player rolls one die (or two for Molasar) and moves his pawn up to the total number of rooms equal to the roll of his dice. Any player may move less than the number on his die roll.

Two Searchers, two SS, or an SS and Molasar may not occupy the same room after finishing movement. If a player's pawn can not move through a room already containing a pawn, the pawn must stop in the room in front of the pawn. Molasar and SS pawns may enter a room to conflict with a Searcher, a Searcher may move into a room to conflict with Molasar or an SS guard, and Molasar may enter a room to destroy an SS guard.

Secret Doors/Secret Passages

There are six secret doors on the map—each colored yellow—leading to the lower dungeon areas of the Keep.

When a player wants to move through a secret door, he must first move into the room next to the secret door and end his turn there. At the start of his next turn the player rolls one die: on a roll of 4, 5 or 6 the character failed to find the secret door and ends his turn. On a roll of 1, 2, or 3 the player finds the secret door and may move his pawn through the door and continue moving in the usual way, using the same die roll as his move. If a player chooses not to use the secret door, at the start of his turn he may leave the room adjacent to the secret door by moving normally. Once a player finds a secret door, that player ignores the door thereafter; he does not have to stop and find that door again. If one SS pawn finds a secret door, every SS pawn is considered to have found that secret door. Molasar already knows all the secret doors and his pawn treats secret doors as regular doorways.

Searcher Movement

The Searcher rolls one die and may move his pawn the number of rooms up to his die roll. A Searcher may move less—but never more—than his die roll. The Searcher may pass through a room containing another Searcher's pawn, but must stop before entering a secret door and must stop in a room containing Molasar or an SS Guard.

Molasar/SS Guards Movement

The Molasar player rolls two dice and moves the Molasar pawn up to the total of the dice. Then the Molasar player again rolls two dice and moves SS guard pawns. He may move as many SS guard pawns as he wishes; the total rooms moved by all SS guard pawns may not exceed the sum of the two dice rolled. For example, the Molasar player rolls a 2 and a 3 for SS movement. He may move one SS guard pawn through 5 rooms, or one SS guard pawn 4 and another SS guard pawn 1.

The Molasar pawn may move through any room containing an SS guard pawn, but must stop upon entering a room containing a Searcher pawn.

The SS guard pawns move through secret doors in the same way as Searcher pawns; that is, stop, roll to find the door and move through. SS guard pawns may move through a room containing Molasar or other SS guard pawns. SS guard pawns stop on entering a room containing a Searcher pawn. Only Molasar may not enter the room containing the Hilt. No more than two SS guards may be in the cellar at any time.

Conflict Example

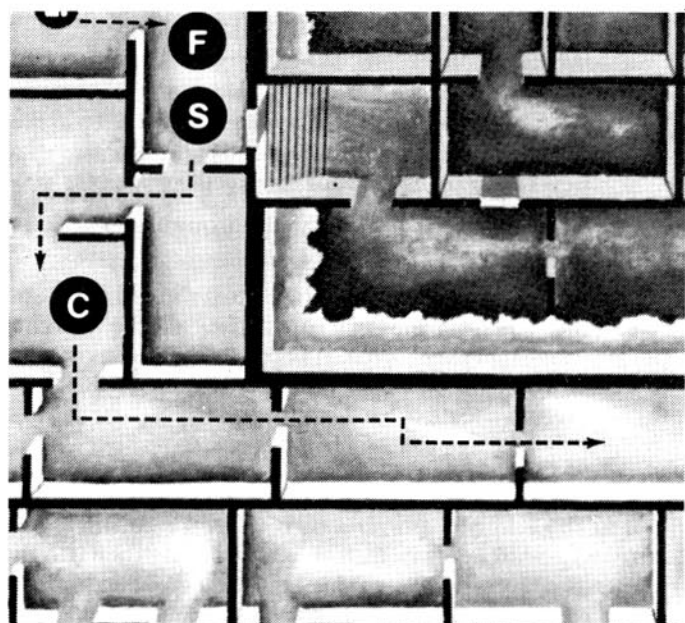
Molasar's moves a Nazi SS Guard pawn into the same room as Father Fonescu's pawn. He picks a Conflict card using the red side of the card. Father Fonescu selects Eva to defend him; Eva picks one of her Conflict cards (using the white side of the card). Due to his special abilities, Father Fonescu receives a +1 if in conflict with a Nazi Guard. Molasar and Eva both reveal their cards. Molasar has a 3, and Eva a 7 (+1 due to

Fonescu's abilities). The values are compared: $8-3=5$. Eva has won and can pick a bonus card. Father Fonescu may move the SS Guard up to 5 rooms away. He moves the Nazi pawn into Dr. Cuza, and this conflict is immediately resolved. Dr. Cuza selects Glaeken to defend him. Glaeken picks a card value of 3, Molasar has a card value of 6. $6-3=3$. Molasar has won and may move Dr. Cuza 3 spaces.

Movement Example

It is Captain Woermann's turn. His special ability allows him to move a Nazi SS Guard away from Woermann's desired route. Woermann rolls one die for movement and gets a 5. He can now split his movement points between the SS Guard and his own movement. He moves the Guard four spaces and himself one. Next turn Woermann can roll to see if he can find the secret door. During Molasar's turn, the

Molasar player jumps to a SS guard and removes the pawn from the game. He rolls two dice for his own movement and two dice for the movement of his SS Guards. One guard attempts to move through a Secret Door. The Molasar player rolls a 3 on one movement die. The SS Guard can move three spaces into the dungeon. The Molasar player then rolls a 1 and moves one guard one room.

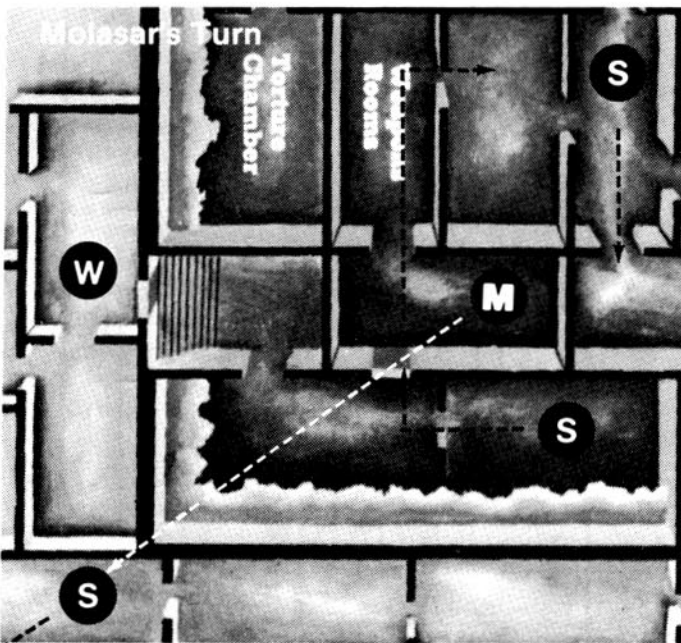
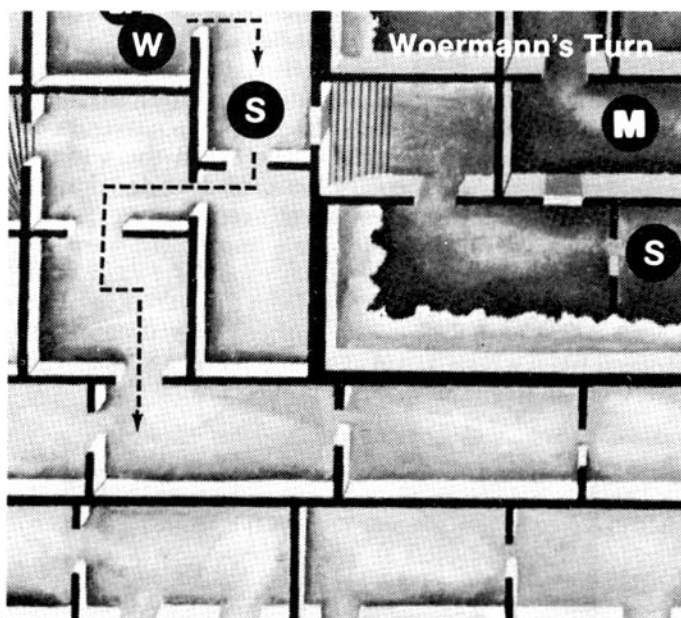


M **F** **C** **W** **S**
Molasar Fonescu Cuza Woermann Nazi

Each turn, Molasar must move to a room containing an SS guard pawn. The SS guard is eaten by Molasar; that SS pawn is removed from the board and is placed in front of the Molasar player to keep track of the game turn.

CONFLICT

Whenever a Searcher pawn is in the same room as a SS guard pawn or the Molasar pawn, they must conflict with each other. During a turn, there may be several conflicts between Molasar/SS pawns and Searchers. The player's movement must be completed before any conflict is played during his turn. If more than one conflict is to be played in a player's turn, the player whose turn it is determines which conflict is played first. For example, if three SS pawns confront 3 different Searcher pawns during



Molasar's turn, the Molasar player would determine which conflict is played first, second, and so on. Regardless of who initiates a conflict, Molasar, SS Guards, or Searchers, conflicts are always played in the same manner.

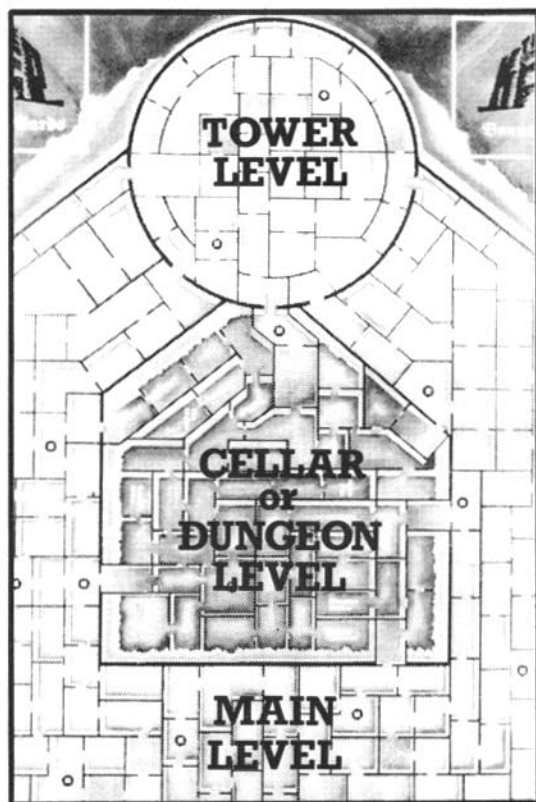
To play a conflict: the Molasar player selects a Conflict card from his own hand to play against the Searcher. The Searcher whose pawn is in the conflict selects *one of the other Searcher players to defend him*. A player cannot defend himself from an attack.

The selected Searcher player selects one Conflict card from his own hand to play against Molasar. After each have chosen a Conflict card, the Molasar player and the selected Searcher simultaneously reveal the cards to each other. The values of the two Conflict cards are compared; the player with the highest value wins the conflict. Bonus cards played by the Searcher player whose pawn is in the Conflict and any of the pawn's special characteristics (on its character ID card) affect the value of the cards played. The selected Player's abilities *do not*.

Ties are replayed immediately. Used Conflict cards are discarded, and replacement Conflict cards are drawn from the deck immediately after the conflict.

If the Searcher wins the conflict, then the selected Searcher player who used the Conflict card from his hand draws a Bonus card and the Molasar/SS Pawn retreats. If the Searcher player lost the Conflict, then the selected Searcher who played the Conflict card does not draw a Bonus card and the Searcher pawn is retreated.

For example, during Molasar's movement turn he moves a SS Guard into the same room as Eva. Father Fonescu picks Eva to defend him from the Nazi. Eva plays a Nazi 7 card with a +1 due to Father Fonescu's abilities. Molasar plays a Nazi 3 card. The difference is 8-3=5. Eva's card won, so its player draws a Bonus card.



Retreat

After winning a conflict, the winning player moves the losing player's pawn. The losing pawn is moved the number of rooms equal to the difference of the values (including bonuses applied) on the two Conflict cards. In the example above, Father Fonescu moves the Nazi pawn 5 rooms in any direction. In moving the pawn, the player must follow these rules:

1. The retreat must meet the movement rules. For example, a SS guard pawn can retreat through a room containing another SS pawn, but only if it can move out of the room.
2. A pawn may retreat into a conflict.
3. A retreating pawn may be moved up to the full number of rooms equal to the difference of the card values (including any bonuses), unless movement is halted by a new conflict. Any unused movement is not saved and is lost.
4. If a conflict occurs as a result of retreat, the new conflict is immediately played.
5. If a Searcher is retreated out of the Keep, then on the Searcher's next turn he may re-enter the Keep at any of the entry locations. SS guards and Molasar may never be retreated out of the Keep.
6. Pawns cannot be retreated through secret doors they have not yet found.

After all conflicts are resolved the player's turn ends, and it becomes the next player's turn. After all the Searcher players have had their turns, it becomes the Molasar player's turn. After the Molasar player's turn ends, the game turn ends and the next turn begins.

WINNING THE GAME

If at the end of a player's turn (after all conflicts and retreats) a Searcher is in the room containing the Hilt, the Molasar player must announce that the Searcher has found the Hilt, that Searcher player wins and the game is over. If no Searcher has found the Hilt by Molasar's 12th turn (one SS pawn remaining on the board), Molasar wins.

THE KEEP

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 Darwin Bromley,
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 & Neil Zimmerer

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Art Direction: Dave Bromley,
 with Jerry O'Malley

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 Chicago, IL.



Conflict

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Molassar 0 Nazi 4

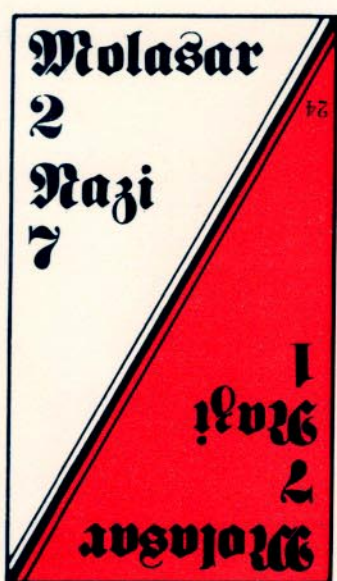
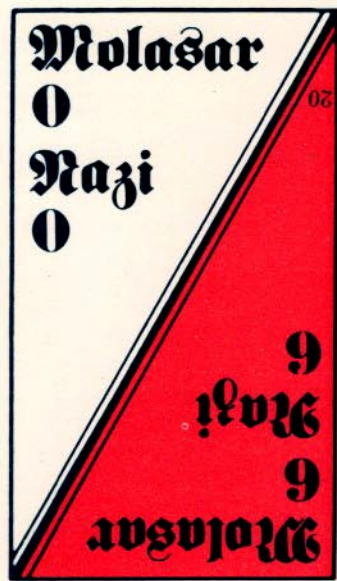
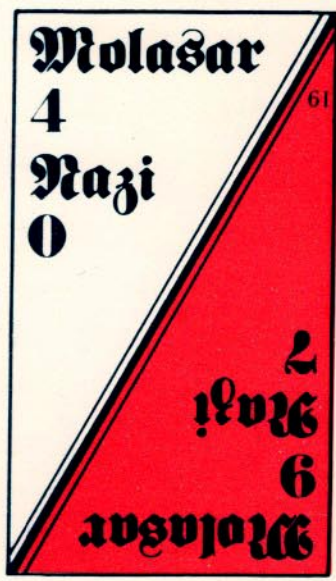
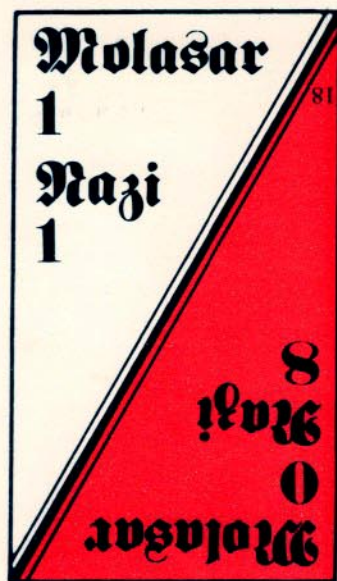
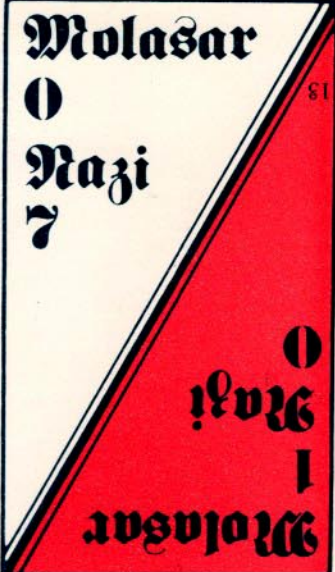
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vjo rcc

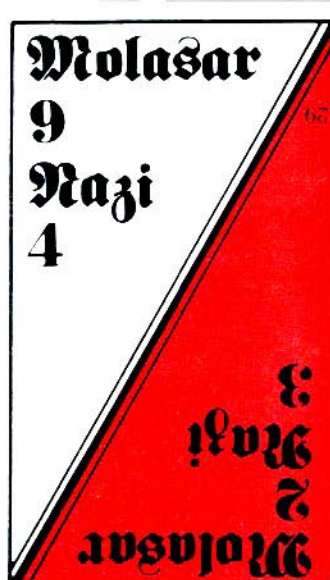
Molasar
3
Nazi
5

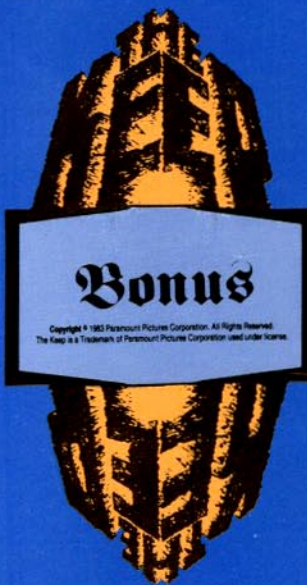
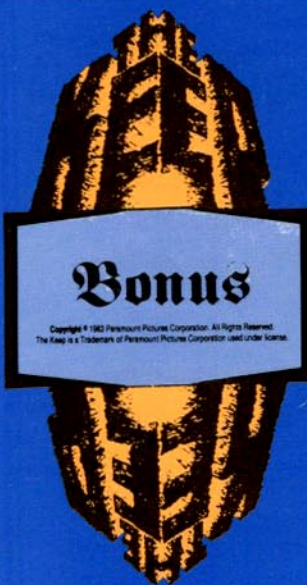
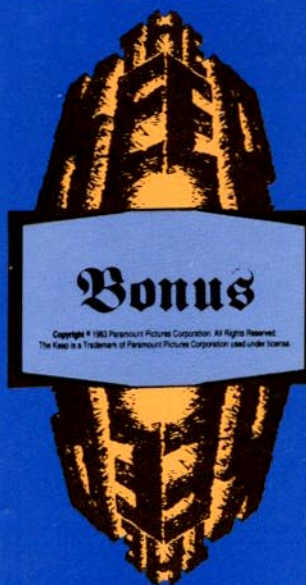
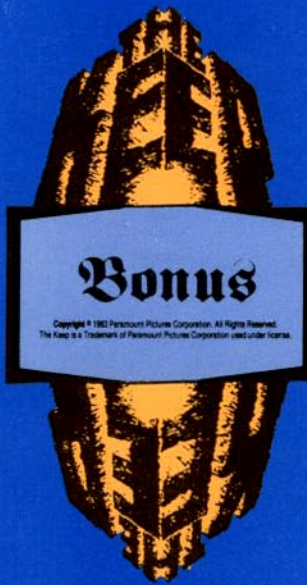
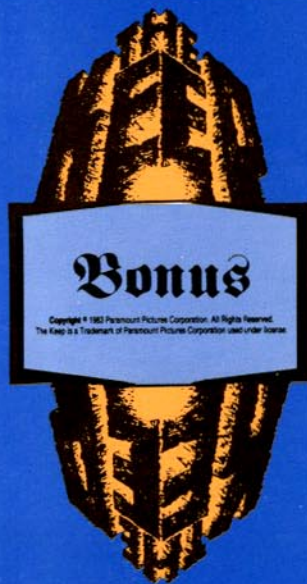
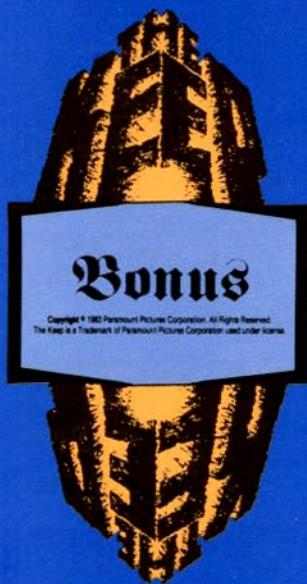
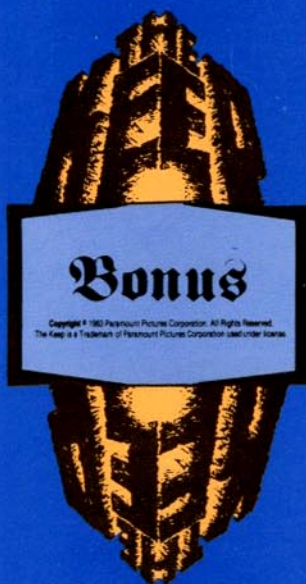
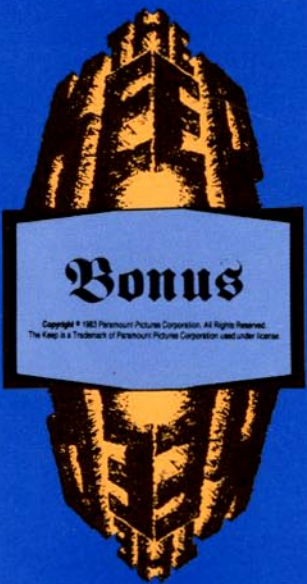
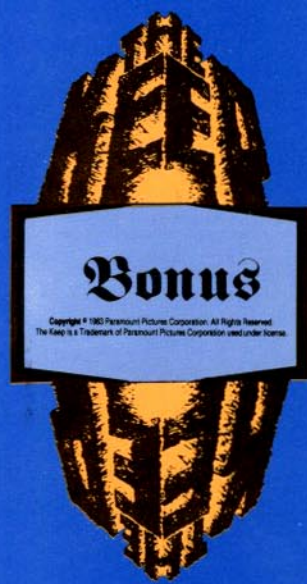
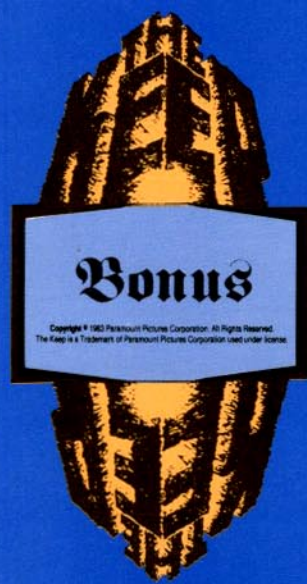
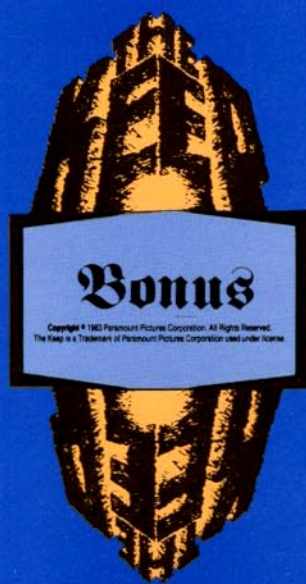
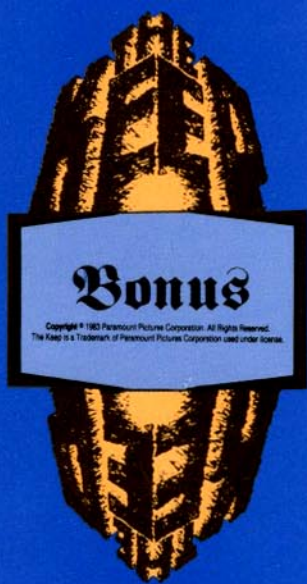
9
10
2
10

Molasar
1
Nazi
1

1
2
3







Reroll



REROLL

Reroll one movement roll of the die. Play before moving.

33

Second Wind



SECOND WIND

Player gets an Extra Turn. Play after your normal turn ends.

34

Second Guess



SECOND GUESS

Examine the Conflict Card about to be played. You may require the same player to use another card from his hand.

35

Second Guess



SECOND GUESS

Examine the Conflict Card about to be played. You may require the same player to use another card from his hand.

36

The Blade



THE BLADE

+2 in a confrontation with Molasar.

37

Move Nazi



MOVE NAZI SS GUARD

Before rolling, move one Nazi SS Guard four spaces.

38

Pass



PASS

May move through a room containing a Nazi SS Guard.

39

Pass



PASS

May move through a room containing a Nazi SS Guard.

40

Flashlight



FLASHLIGHT

May move during Power Failure

41

Flashlight



FLASHLIGHT

May move during Power Failure

42

Flashlight



FLASHLIGHT

May move during Power Failure

43

Secret Entrance



SECRET ENTRANCE

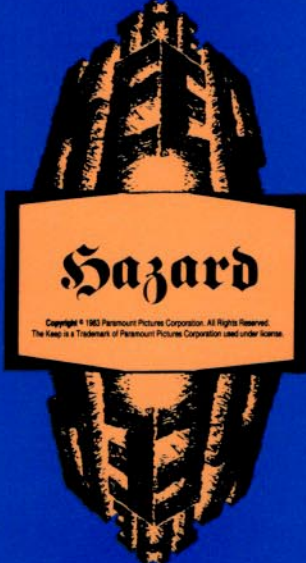
Play instead of rolling die to enter Secret Door.

44



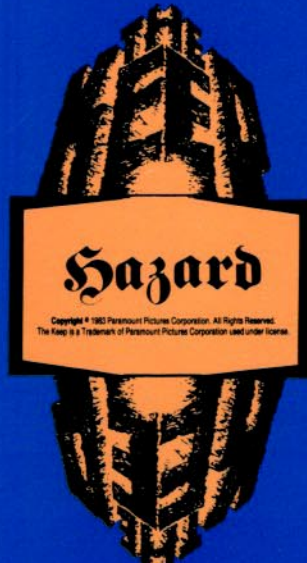
Hazard

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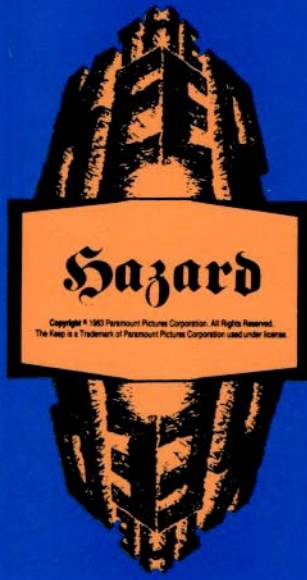
Hazard

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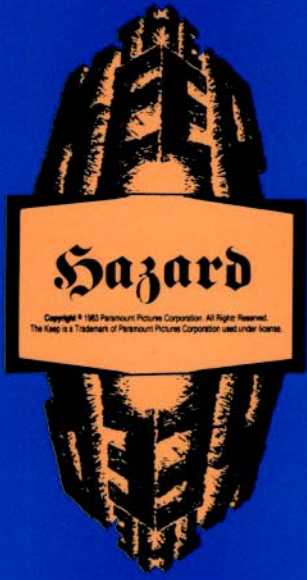
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Evil Spreads



EVIL SPREADS

Take one Bonus Card from each player and discard them.

45

Power Failure



POWER FAILURE

All players without flashlights may not move for 1 turn.

46

Summon Guards



SUMMON GUARDS

Up to two Nazi SS Guards still in play may be moved into the dungeon rooms.

47

General Alert



GENERAL ALERT

All SS Guards may move 5 rooms. Do not roll for movement

48

Secret Passage



SECRET PASSAGE

Molasar may move to any secret passage room in addition to regular movement.

49

Molasar's Magic



MOLASAR'S MAGIC

Molasar may teleport to any stairway in addition to regular movement.

50

**Identification
Card**



**Identification
Card**



**Identification
Card**



**Identification
Card**



**Identification
Card**



**Identification
Card**





**J.D.
Card**

I.D. # 1

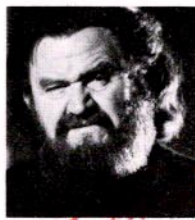
Name: Eva

Color: yellow

Characteristics:

+1 movement

51



**J.D.
Card**

I.D. # 2

Name: Father Fonescu

Color: blue

Characteristics:

+1 vs.
SS guards

52



**J.D.
Card**

I.D. # 3

Name: Dr. Cuza

Color: green

Characteristics:

always
opens secret doors
but must stop first

53



**J.D.
Card**

I.D. # 4

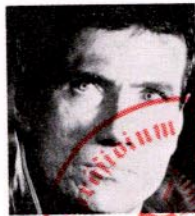
Name: Glaeken

Color: white

Characteristics:

+1 vs.
Molasar

54



**J.D.
Card**

I.D. # 5

Name: Cpt. Woermann

Color: grey

Characteristics:

may
split movement roll
with SS guards

55



Molasar

Color: red

Characteristics: controls

all SS guard move-
ment and plays
hazard cards

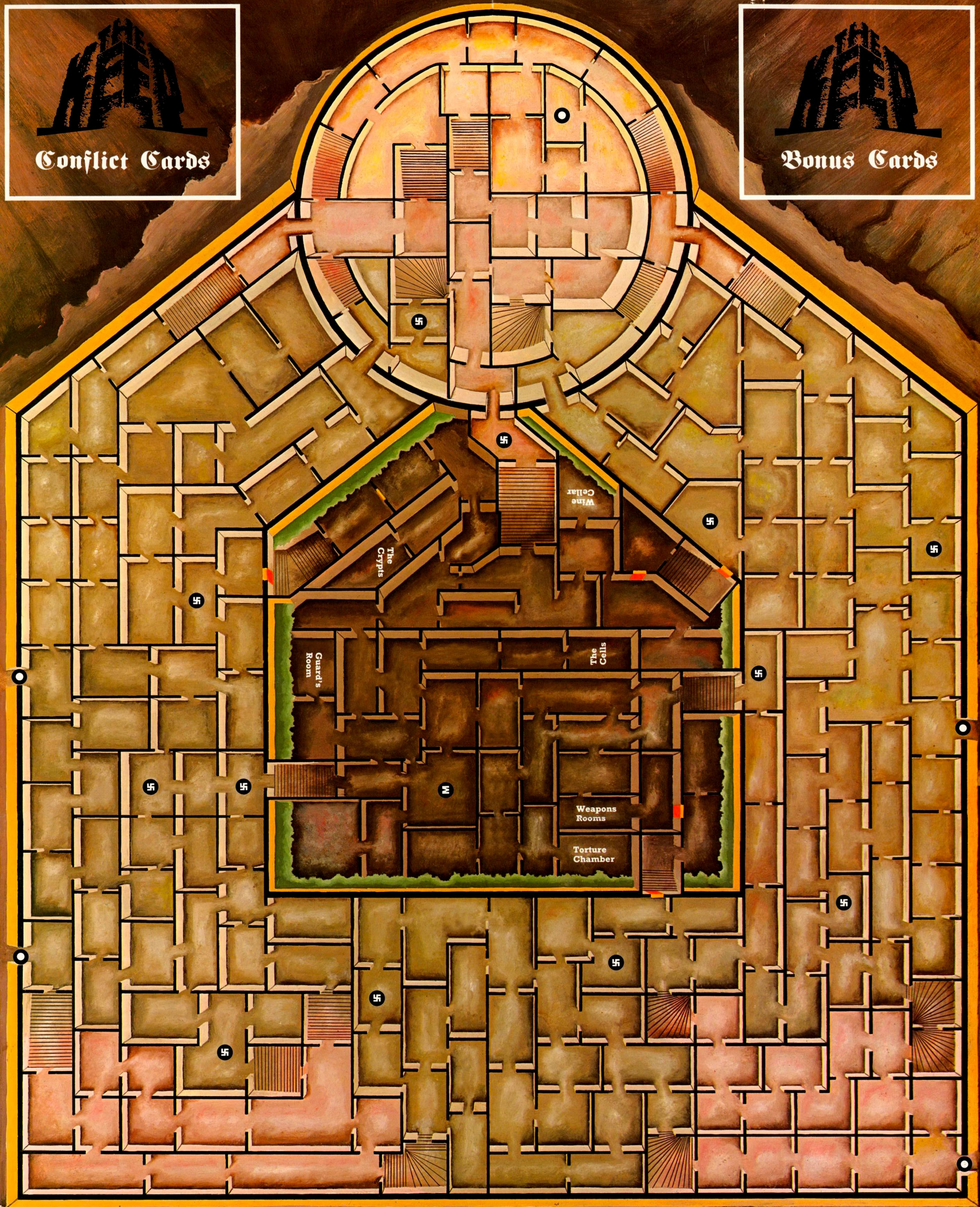
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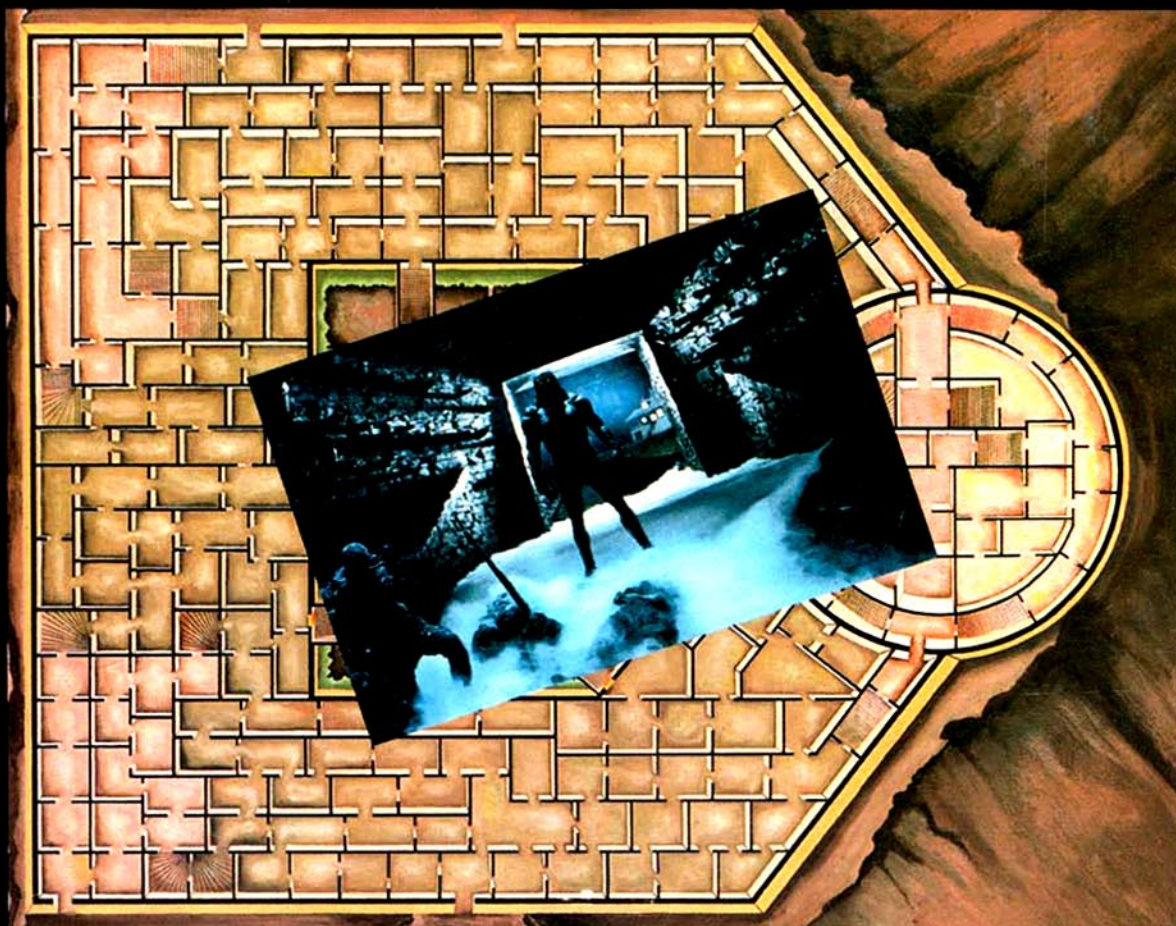


Conflict Cards



Bonus Cards





THE KEEP

Deep within the Balkans lies an ancient Keep. Within its walls has slept the ultimate Evil. Now you must recover the only weapon which will save all mankind.

The Game Contains

- Rule Book
- Plastic pawns
- Puzzle cut Board
- Two six-sided dice
- Cards

Easy to play game that usually lasts from 30 to 60 minutes



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