The Keeyp

Players 2-6 | Time 20 mins | Ages 7+

Setup Garden Games Expansion requires a copy of The Keeyp: Print & Play Edition to play.

List of cards to remove from The Keeyp for Garden Games:

- Remove Weapon & Shield Cards
- Remove Key Tile

ABOUT

Objective

The Keeyp has over grown with plants and weeds, creating an absolute mess. It's up to you to collect tools, explore, and dig in search of the Key. Just be careful not to uncover any traps in the process.

Print Files

Keeypling Cards (x2)
Garden Tiles (x3)
Dig Tiles (x6)
Item Cards (x7)
PDF Rule Booklet



GAME SETUP

Digging



The main mechanic of Garden Games is digging up **Garden Tiles.** These tiles are just like **Keeyp Tiles,** and should be shuffled into the **Keeyp Tile deck** at the beginning of the game.

Garden Tiles function the exact same way as **Keeyp Tiles,** except these tiles can be dug. Use shovels or hand rakes collected from chests to dig them up.

Note: You must be standing on a Garden Tile to dig, and digging ends your turn.

Your shovel/hand rake is then discarded.



Finding Treasure

Once you dig, replace the **Garden Tile** with a **Dig Tile** and shuffle the **Garden Tile** back into the **Keeyp Tile deck.**

There are several different types of **Dig Tiles:** traps, treasures, and the **Key.** Once the **Key** is found, you can now steal from other players.

Stealing

Unlike The Keeyp, there is no combat in Garden Games. Instead, you can **steal the Key** from another player if you land on their space. Both players roll the **Challenge Die,** and the player with the highest number gets the **Key.**

GARDEN GAMES
EXPANSION #1

NEW TILES



Garden Tiles

Use a **shovel** to dig them up and uncover traps, treasures, and maybe even the **Key.**



Dig Tile

When you dig a **Garden Tile,** replace it with one of these. Then shuffle the **Garden Tile** back into the **Keeyp Tile deck.**

When landing on a trap like a Baby Bomb or Black Hole, roll the Challenge Die. An odd number roll activates the trap.



Winning

There are two different ways to win in Garden Games:

1. Safely make your way to the Gate while holding the Key
2. Be the last person standing in the dungeon

PRINTING

Getting Started

To get started with **The Keeyp: Garden Games Expansion,** it's time for you to print out your game. This will require you to have a basic understanding of how to use your printer. You can also ask a friend or a family member for help if you get stuck.

Note: As each printer is different, you may need to flip or turn paper before printing on the other side. After that, carefully cut out each card. **For a list of all the supplies you may need or want, refer down below.**

SUPPLIES

☐ Ink Printer (x1)

Just your basic, run-of-the-mill printer is required. And if you don't have one, just ask a friend if you can use theirs.

☐ Printer Paper (x12)

Make sure to use your standard 8.5" x 11" size paper, or A4 if you live outside the US.

☐ Scissors/Xacto Blade (x1)

You'll need a tool to cut out each card. Scissors work fine, but an Xacto Blade is better for cleaner cuts. **Be extremely careful when cutting! Make sure to ask an adult for help.**

☐ Health Dice (x6)

You'll need up to 6 six-sided dice, one for each player, which represents their health. If you don't have dice, you can keep track of your **HP** with a piece of paper.

☐ Challenge Die (x1)

Some cards and traps require you to roll an even or odd number on the die. If you don't have any extra dice lying around, feel free to use a coin instead. **"Heads" is even, and "tails" is odd.**

HOUSE RULES

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