

## **FOUR KEEPS**

*In the coldest nights of my youth when sleep eluded me, my nan would sit by my bed recanting tales of darkness and despair*

*I recall sitting up wide eyed anticipation with an increasingly sweet sense of imagined terror as she slowly droned through heroes, demons and endless nights*

*Nothing compared to one tale, a folk lore of the dreaded lich and his undead hoard. The cold winds bringing death, dispersing the fog to reveal*

## **INTRO**

In this tower defence game the players objective is to work together to survive a relentless onslaught from the undead hoard before confronting the dreaded lich. Can you destroy him before he overruns your stronghold?

4 players

45 minutes play time

Age 8 years +

## **WHAT YOU WILL NEED**

1 D6 die

1 draw deck (54 cards)

3 'wave' decks (2 decks of 6 cards and 1 deck of 4 cards)

12 wound (HP) tokens

30 wildling tokens

15 wight tokens

1 lich king token

The game board

The wall segment tokens (20 tokens folded in half)

Mines, Trap and Wolf tokens (3 each)

*To be prepared is half the victory – Miguel De Cervantes*

## SETUP

- Assemble the board and place all relevant wall tokens
- Choose your characters (randomly or chosen as preferred)
- Remove the 2 'Second Wave' and 'Final Wave' cards from the draw deck, shuffle and deal each player 2 cards
- Separate the draw deck into 5 approximately equal face down piles. Place the 'Second wave' card in pile 2 and the 'Final Wave' card in pile 4, shuffle all piles separately and stack them in order from top to bottom (1-5)
- Shuffle each wave deck and place them face down beside the board.
- Players choose their starting position 🏠 (as per the game board)
- Generate the first wave by flipping the top card of the 'wave 1' deck and following the instructions

## ROUND

- Players take their turn in the order of their choosing
- Enemies turn
- Clean up phase

## PLAYER TURN

- The active player draws a card at the start of their turn
- On their turn a player can perform 2 actions from their player card. A player cannot use any action more than once, with the exception of moving which can be used twice.

**NB** – On each corner of the map are thick walls. There are impassable

**NB** – Please note that in order to defeat an enemy with 2HP a player must do 2 damage with one hit. Damage does not 'stack' or remain on a target.

*Death is so terribly final, while life is full of possibilities* – **George RR Martin**

## ENEMIES TURN

- Enemies activate in the following order;  
(Wolves)
  1. Wildlings
  2. Wights
  3. Lich
- Each enemy performs 1 action. Upon acting an enemy will perform an action in the following priority order:
  1. Attack a Wolf token
  2. Attack a player character (if there are 2 or more players in a Zone they choose who receives damage from each source)
  3. Attack a wall
  4. Move 1 zone closer to the keep (any enemy cannot move through a wall with any remaining segments)

*I think that most people would rather face the light of a real enemy than the darkness of their imagined fears* – **Max Brooks**

## CLEAN UP PHASE

- Each mine in a zone with at least 1 enemy detonates
- Each trap in a zone with a least 1 enemy triggers
- Both mines and traps use the following priority order:
  1. Wildlings
  2. Wights
  3. Lich

*If we can clean up our world, I'll bet you we can achieve warp drive - William Shatner*

## WINNING THE GAME/LOSING THE GAME

- The players win when they kill the lich
- Players lose the game immediately if any of the fallen conditions are met;
  1. An enemy reaches AND attacks the Black Keep
  2. All players are dead
  3. You need to place an enemy token but have none left

*Far better is it to dare mighty things, to win glorious triumphs, even though checkered by failure than to rank with those poor spirits who neither enjoy. Or suffer much, because they live in a gray twilight that knows not victory nor defeat – Theodore Roosevelt*

## KEYWORDS

- **Armour** – prevent the first X damage you would take each turn where X is your total Armour
- **Dead** – A character with 0 Hit Points is dead. A dead character removes their character token from the board having been overrun, massacred and reanimated to eventually rise as a demonic addition for the lich hoard
- **Mine** – when a mine detonates it deals 1 damage to 2 enemies in that zone
- **Trap** – when a trap triggers it deals 2 damage to 1 enemy in that zone
- **Wall Segment** – each wall segment has 2 structural points (sp). When a wall segment is attacked it loses 1 sp.
- **Wall** – A solid barrier between zones including all attached **Wall Segments**.
- **Wolf** – The wolf is a companion summoned and controlled by the Ranger. It can be moved by the ranger one space by using an action point. The Wolf has Attack 1 (melee) and 1 Hit Point. Wolves act at the beginning of the enemy turn and will attack a Wildling if able.

## VARIANTS

- If you are finding the game too easy you may want to remove some of the 'special' cards from the draw deck

*Not one of the creatures of blood can escape death. We all face it, and succumb to it. It follows us like a dark shadow. Yet if we live in terror of it, then we do not live at all David Gemmell*