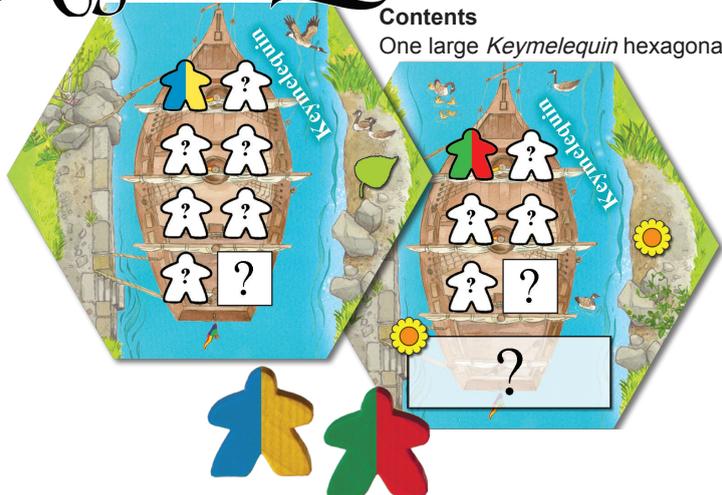


# Keymelequin

## Contents

One large *Keymelequin* hexagonal tile.



One blue and yellow keyple called Sven (♣).

One green and red keyple called Paulo (♠).

One rules sheet.

## Set up and the Keymelequin tile

Replace a boat tile of your choice with the **Keymelequin** boat tile. This should be loaded as usual according to the icons. In **spring** Sven (♣) will be on board and in **summer** the boat tile will be flipped and Paulo (♠) will be on board.

At the end of **summer** a player who wins the **Keymelequin** boat must choose a different boat tile, which is not already in the game, with which to replace the **Keymelequin** boat for the autumn season. This enables the player to influence the number of keyples brought into the game in autumn and the boat scoring possibilities in winter.

## Using Sven (♣) and Paulo (♠)

Sven (♣) can be used in the same way as an ordinary keyple. Sven (♣) counts as either a single blue or a single yellow keyple. However, yellow keyples who are with Sven (♣) can be treated as being blue and blue keyples as being yellow. Keyples count as being with Sven (♣) if:

- They are part of the same bid as Sven (♣),
- They have been placed (by any player) onto the same tile as Sven (♣),
- They have been allocated to the same tile or contract as Sven (♣) for scoring purposes at the end of the game.

Where only Sven (♣) (and the keyples with Sven (♣)) set the keyple colour associated with a tile, the tile can be either a blue tile or a yellow tile. Subsequent keyple placements by a player may determine which of these two colours it becomes.

Paulo (♠) acts in the same way except Paulo's (♠) colours are green and red.

## Bidding example

Player A has bid for a tile using one blue keyple (♣) and player B has counterbid with two blue keyples (♣ + ♣).

Player A can add Sven (♣) and a yellow keyple (♣) to his bid.

Player C cannot overbid with his four yellow keyples (♣ + ♣ + ♣ + ♣), because the colour identity of the tile is currently set as blue by player B.

Player B moves his two blue keyples (♣ + ♣) to a different tile. The colour identity of the tile is now either yellow or blue. Player C bids four yellow keyples (♣ + ♣ + ♣ + ♣).

## Production example

Player A has used a tile with a red keyple (♠).

Player B uses the tile with Paulo (♠) and a green (♠) keyple. (This is allowed even if the tile has a red extension.)

Player A now uses the tile with two red keyples (♠ + ♠) and a green keyple (♠).

## Scoring examples

Craftsman's guild: ♠ + ♠ + ♠ + ♠ + ♣ + ♣ + ♣ + ♣ = 9 points.

Key market: ♠ + ♠ + ♠ + ♠ + ♠ = 10 points.

Village hall: ♠ + ♠ + ♠ + ♠ + ♠ = 5 points.

Village hall: ♣ + ♣ + ♣ + ♣ + ♣ + ♣ + ♣ = 7 points.

Emporium (promotional tile): ♠ + ♠ + ♠ + ♠ + ♣ + ♣ = 6 points.

♠♠ contract (Keyflower the Merchants): ♠ + ♠ = 7 points.

♣♣♣♣ contract (Keyflower the Merchants): ♣ + ♣ + ♣ + ♣ = 7 points.



## Contents

One large Key Celeste hexagonal tile.

One oversize grey ghost keyple.

One rules sheet.

## Set up

Place the Key Celeste tile next to the highest numbered turn order tile with the side showing the spring, summer and autumn icons face up.

Place the ghost on top of the Key Celeste tile.

The Key Celeste tile is turned to the reverse side at the beginning of winter.

## Bidding for the ghost or the Key Celeste

Players bid for the Key Celeste tile in the same way that they bid for the turn order tiles.

In **spring**, **summer** and **autumn** the winner of the bid for the Key Celeste tile takes the **ghost** figure from the Key Celeste tile and places the ghost behind their screen. They do **not** take the Key Celeste tile.

In **winter** the winner of the bid takes the Key Celeste **tile** and adds the Key Celeste tile to their village.

## The ghost

In summer, autumn and winter, the player who has the ghost keyple can spend a turn to play it. The ghost is used on its own to frighten away and **replace another player's winning bid**. The ghost **cannot** be used to frighten away a bid by the player who is playing the ghost.

To play the ghost, place the ghost on the same side of the village tile as a winning bid and replace the worker(s) that form that bid with the ghost. The player who played the ghost takes the replaced worker(s) and places them behind their screen. These workers are now available to play by that player in the usual way.

The ghost will **always** win the tile that it has been placed next to.

No workers can subsequently be played to counter bid the ghost. Any workers forming part of a losing bid for the tile that has been won by the ghost can either be moved away in the usual way as a player's turn, or left where they are and returned to the player at the end of the season.

No workers can subsequently be placed onto the tile which the ghost is winning - the ghost is too frightening! However, any workers placed on the village tile before the ghost was played remain on that tile. At the end of the season, these workers will be claimed by the player who won the tile as normal (i.e. by the player whose bid was replaced by the ghost).

The ghost is not a worker and cannot be used as one. For example, the ghost cannot be given up during the game to generate workers at the tavern.

## End of the season

In **summer** and **autumn** the ghost will return to the Key Celeste tile at the end of the season.

The Key Celeste is the last tile to be resolved (after the village tiles and turn order tiles). If the ghost has been played, the ghost is returned to the Key Celeste after the bid for the tile it was played next to is resolved. If the ghost has not been played it returns to the Key Celeste from behind the screen of the player who owns it, immediately before the Key Celeste tile is resolved.

Note that the ghost is never placed in the bag. The ghost is a different size to the other keyples as a reminder to players not to place it into the bag.

*To avoid confusion, it is recommended that the following procedure is adopted at the end of the summer and autumn seasons. Firstly all workers forming part of losing bids are taken back by the players. Then the start player claims all of the village tiles that they have won, followed by each other player in turn in clockwise order. Workers forming the winning bids are placed back in the bag, except the ghost which is placed on the Key Celeste tile. Secondly, deal with the turn order tiles in order. Thirdly, in the unlikely situation that the ghost has not been played, the ghost is returned to the Key Celeste tile. Finally, deal with the Key Celeste tile. In this way the ghost will always have returned to the Key Celeste tile, either having been placed on the tile as described or as the winning bid for that tile.*

In **winter**, if the ghost has been played then it is removed from the game. If the ghost has not been played during winter then it is retained by the player who possesses it (however it will only score points if the player possessing the ghost also wins the Key Celeste tile).

## Scoring at the end of the game

A player who wins the Key Celeste tile in winter places the tile in their village and gains three points at the end of the game. If that player also owns the ghost then that player receives a further three points as indicated on the Key Celeste tile. The start player marker may be used as a substitute for the ghost for this purpose (and may be used as a second ghost to give a further three points).

The Key Celeste **does** count as a boat tile for the purposes of scoring for the Sea Breeze. However the maximum number of points available from the Sea Breeze is still 32.

The ghost is not a worker, so it **cannot** be used at the end of the game for scoring purposes where workers are required, such as in the apothecary or village hall.

