

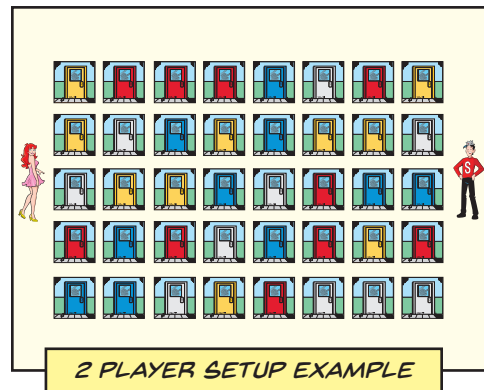
ARCHIE AND THE GANG ARE LOOKING FOR WAYS OUT OF RIVERDALE HIGH. CAN YOU GET OUT OF SCHOOL FASTER THAN THE OTHERS, OR WILL YOU GET STUCK IN DETENTION?

SETTING UP THE GAME

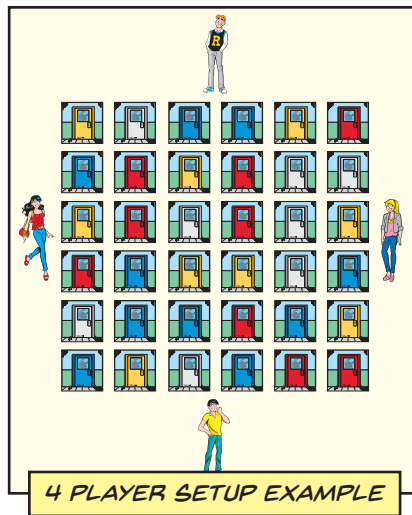
Shuffle the Door TILES. If playing with 3 or 4 players, create a 6x6 grid (discarding the remaining 4 Door TILES). If playing with 2 players, create a 8x5 grid. Make sure the closed side of the doors are facing up.

Each player chooses a character pawn and places it on the outside edge of the grid, closest to them. Only one pawn can start on each edge. In a two player game, players start opposite one another.

Shuffle the card deck and deal three cards to each player. The remaining cards create the draw pile.



2 PLAYER SETUP EXAMPLE



4 PLAYER SETUP EXAMPLE

OBJECTIVE

Be the first to cross the maze of Riverdale High doors and reach the opposite edge.

PLAYING THE GAME

- The player which has most recently read an Archie comic book goes first.
 - Player 1 takes the top card from the card deck, bringing his/her hand up to 4 cards.
 - Next, Player 1 plays a card from their hand (either onto the discard pile or on a tile).
 - Finally, Player 1 may move his/her pawn.
 - A player can move one tile per turn. They can move either forward, backward, left or right, but NOT diagonally (unless there is a Shortcut card).
 - Only one pawn may occupy a tile at one time. If someone is blocking your way, you just have to wait until they move.
- NOTE:** You can enter Riverdale High from any open Door TILE on your edge. After entering Riverdale High, if you find yourself blocked, you can always choose to exit Riverdale High by moving back onto your starting edge and then re-enter on a later turn through a different door on your starting edge.

Play continues clockwise around the table. If the card deck ever gets depleted, simply shuffle the discards and start a new card deck.

WINNING THE GAME

The first player to move their pawn onto any open Door TILE on the edge opposite their starting side wins!

TURN OVERVIEW

Draw a card

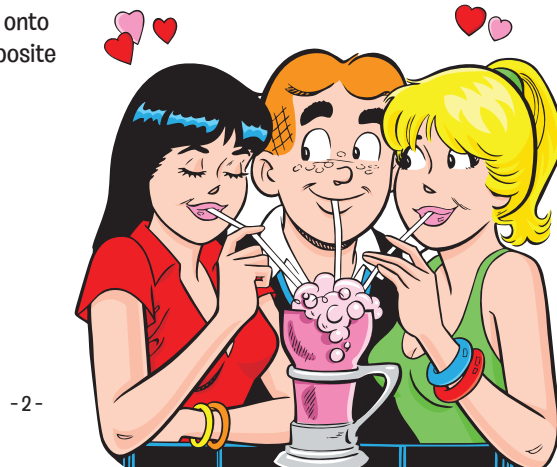
- Players MUST draw a card at the beginning of their turn.

Play a card

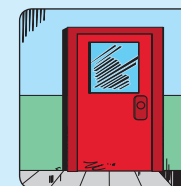
- Players MUST play one card from their hand.

Move your pawn to an open tile

- Optional, you don't have to move your pawn if you don't want to.

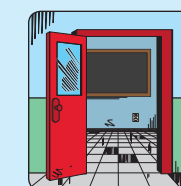


DOOR TILES



Closed Door TILES

Players cannot move onto closed doors.



Open Door TILES

Players can move onto open doors.



Homework Due TILES

Players cannot move onto a Homework Due TILE.



Tutoring TILES

- Any player who lands on a Tutoring TILE receives a bonus action. They are able to open or close another door (of ANY color).
- Players do not receive this bonus action just by opening the door. They must move their pawn onto the Tutoring TILE to use it.
- Once a player has used the Tutoring TILE bonus action, they cannot use it again if they return to that tile. However other players can use the bonus action if they move their pawn onto the tile.
- While the Tutoring TILE allows players to open or close another door, it does NOT grant players an extra move.



Free Period TILES

- Any player who lands on a Free Period TILE receives a bonus turn. Just like a regular turn, players draw a card, play a card, and move their pawn.
- Players do not receive this bonus action just by opening the door. They must move their pawn onto the tile to use the Free Period TILE.
- Once a player has used the Free Period TILE bonus action, they cannot use it again if they return to that tile. However, other players can use the bonus action if they move their pawn onto the tile.



CARDS

Key Cards

Used to open OR close a Door TILE of the same color (i.e. a blue Key opens or closes a blue door). Opening a door helps you move towards your goal, while closing a door slows your opponents. Place the card onto the discard pile after using.

- You do not have to be next to the Door TILE you want to open, it can be anywhere.

NOTE: You cannot close a Door TILE if there is a pawn already occupying the tile.

Padlock

Used to block a door in order to obstruct your opponent's path. Padlock cards can be placed on any tile.

- Padlocks can also be placed on a Homework Due TILE that has been opened with Homework Completed card.

- A Door TILE under a Padlock card cannot be opened or closed until the Padlock card is removed.

- Padlock cards cannot be stacked on top of each other.

- Only Master Key cards can remove Padlocks.

Master Key

Used to remove a Padlock, or open or close a Door TILE of ANY color. Place the card onto the discard pile after using.

- If the Master Key is used to removed a Padlock, that is all it does (if the door under the Padlock is closed, it is still closed when the Padlock is removed).

NOTE: You cannot close a Door TILE if there is a pawn already occupying the tile.

Homework Completed

Used to permanently open a Homework Due TILE. Place the Homework Completed card on the top of the Homework Due TILE for the remainder of the game.

NOTE: A Homework Due TILE opened with a Homework Completed card can still be blocked with a Padlock card, but CANNOT be closed with a Key card or Master Key card.



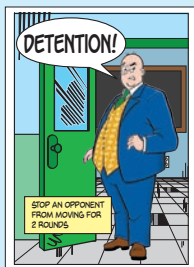
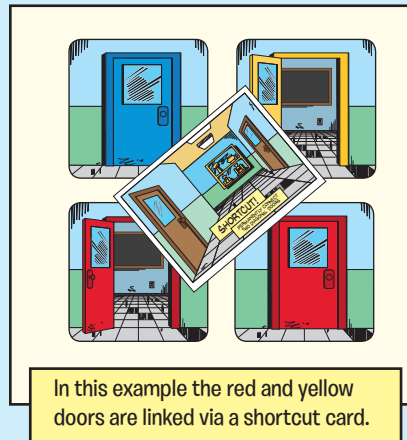
Shortcut

Used to create a permanent diagonal passage between any two diagonally adjacent tiles. The Shortcut card is placed across the space between the corners of the tiles, and remains there for the duration of the game.

- Both Door TILES on either end of the Shortcut must be open for a player to move through the Shortcut.

- Door TILES on either end of the Shortcut are treated normally, meaning they can be blocked with Padlock cards, opened or closed with Key cards or Master Key cards, etc.

- Any player can use a Shortcut, not just the player who placed it.



Detention

Used to stall your opponent. Place the Detention card underneath an opponent's pawn. Any pawn on a Detention card DOES NOT move for two turns. However, they can still draw and play cards as normal. After two turns, remove the Detention card and place it onto the discard pile.



KEYS TO RIVERDALE HIGH



6 Characters and 6 Stands

40 Door Tiles

- 24 Open Door tiles (6 of each color)
- 8 Homework Due tiles (2 of each color)
- 4 Tutoring tiles (1 of each color)
- 4 Free Period tiles (1 of each color)

54 Cards

- 28 Keys (7 of each color)
- 10 Master Keys
- 6 Padlocks
- 5 Shortcuts
- 3 Homework Completed
- 2 Detentions



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Gameplay based on the original Keys to the Castle designed by 1015 Creative, LLC