


# Doktor Schlüsselbart

## Doctor Key-Bit

That's the last straw! Yesterday, Doctor Key-Bit came home from his annual meeting of magical doctors and found out that he had locked the doors to his enchanted castle by a magic spell. Now he has forgotten the magic spell to reopen them. There's only one thing for it - a magic potion to get his memory going. Unfortunately, the elixirs that he needs for the potion are lying around somewhere in the castle. And how can Doctor Key-Bit go through the enchanted doors? Fortunately, he finds some old bags with magic keys. Will they help him? With your assistance, he is bound to succeed! Let's go!!!

A rapid tactile game for 2-5 players aged 6 years and up

### Game equipment and preparation



**1 Doctor Key-Bit**  
- He starts in the entrance hall.

**1 game board**

**20 elixir cards**  
- you shuffle them and place them face down next to the game board. Each player takes a card, looks at it without showing it to the other players and places it in front of him on the table, **face down**.

**60 magic keys** in five colours - corresponding in terms of colour you put them into the...

**5 magic bags**  
- each player receives one of them.


**4 elixir bottles**  
in four colours to be placed in four of the rooms on the board.

**13 room cards** - show where to place the four elixir bottles: You shuffle the cards, form a draw pile and turn over **four**. Each card shows one room, which you can find on the game board. Place one elixir bottle in each of these four rooms. Then you place the four turned over cards face up next to the draw pile.

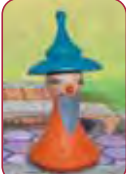
### Aim of the game:

The players collect elixirs. The first player to find **four** elixirs wins the game.


### COURSE OF A TURN



This is an **elixir card**. You have one and the other players also have one each. Do not show your card to the other players! Look at your elixir card. Try to move Doctor Key-Bit into the room in which the bottle of the colour shown on your card is located.



This is **Doctor Key-Bit**. At the beginning of the game he stands in the entrance hall and cannot go anywhere. Because he doesn't have a key. Help him! One of you will start the action by shouting: "Let's go!" Then (all players at the same time) search quickly in their bags for a key that matches one of the doors in the entrance hall. You may not look into the bag, but only feel with the fingers on one of your hands.



Have you found a key? Place it on the table quickly! If you are **the first** to pull out a key that **fits**, you may move Doctor Key-Bit.



### Your key matches...

...a door leading into a neighbouring room? Move Doctor Key-Bit into this room!

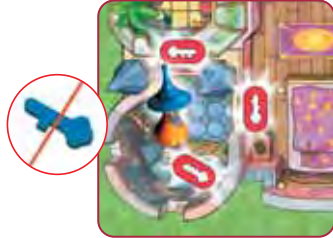


Is Doctor Key-Bit standing in one of the four **tower rooms** and your key matches the spiral staircase? Move Doctor Key-Bit directly into another tower room (along the underground passage).



### Your key does not match at all?

Your turn is over. you must wait until another player finds a key that fits.



If you are the last player still searching for a key (because all the other players already pulled out wrong keys), you cut your search short and move Doctor Key-Bit into a neighbouring room of your choice. You may also do this, if you were the last player searching, but in the heat of the moment pulled out a wrong key.



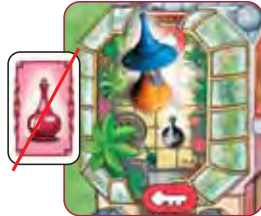
### Finding an elixir



If there is an elixir in the room into which YOU have moved Doctor Key-Bit, YOU check your elixir card without letting any other player see it. If the colour of your card is the same as that of the elixir found, turn your elixir card face up.



If the colour of your card does not correspond to the colour of the elixir found, you do not turn over your elixir card.



### Moving an elixir



Elixir bottles disappear at once from each room that Doctor Key-Bit has entered: You then turn over a new room card and place the elixir bottle into the room shown on the new card. (If there is already a bottle or Doctor Key-Bit in that room, you do not place the bottle there, but continue turning over cards from the pile until you draw a card showing an empty room. Place the bottle into this room.)

If the draw pile is used up, you shuffle the discard pile and use it as the new draw pile.

As soon as one player has moved Doctor Key-Bit, all players put the key they pulled out back into their magic bag.

### End of the game and winner:

The first player to have 4 elixir cards in front of them on the table (face up) wins and the game ends.



The 4 elixir cards do not have to be of different colours.

### How to play (a short example)

Lisa, Harry, Natalie and Peter are in search of elixirs. The game starts. Doctor Key-Bit is standing in the entrance hall.

#### 1st Round:

Harry is the first to put a key onto the table. This key matches the door between the entrance hall and the green tower room. Hence, Harry moves Doctor Key-Bit into the green tower room.



#### 2nd Round:

Once again Harry is faster than the others. But his key does not fit. He is not allowed to pull out another key. Natalie now pulls out the key matching the spiral staircase. Hence, she moves Doctor Key-Bit along the underground passage into another tower room of her choice. She decides on the blue tower room, because she wants to come close to the red elixir standing nearby inside the bedroom.



#### 3rd Round:

Harry, Natalie and Peter pulled wrong keys not matching any door of the blue tower room.



Lisa is the only player, who has not yet pulled out a key. Hence, she stops searching for the key and simply moves Doctor Key-Bit through any door into a

neighbouring room. As Doctor Key-Bit is standing in a tower room, she could also move him into another tower room. However, she prefers to bring Doctor Key-Bit into the bedroom, in order to make him find the red elixir.



As soon as Lisa has moved Doctor Key-Bit into the bedroom, she turns over her red elixir card on the table.

Though Natalie and Peter also have red elixir cards, they are not allowed to turn them face up, because it was Lisa, who moved Doctor Key-Bit and found the red elixir.

Lisa turns face up a new room card showing the big saloon, where Lisa now places the red elixir.

