

KEYS

OUR SKELETON KEY HOUSE GAME!

This game is for up to 5 players, simply ask your bartender for a set. All they need to know is how many players you have.

The Goal: Flip the most coasters without revealing a KEY.

The Strategy: Play it straight or bluff your way to victory without sabotaging yourself in the process.

The Tough Part: Gotta flip your own coasters before you flip anyone else's.

The Setup: Each player gets 3 regular coasters and 1 KEY coaster.

Keep your coasters away from prying eyes by always holding and placing them with the identical SKB logo sides (BACK) displayed outward/upward. The colored and stickered Key sides (FRONT) are a secret to everyone OTHER THAN YOU until they're flipped.



The Gameplay: Starting with the player who was at SKB most recently before today -- and then proceeding clockwise -- each player selects a coaster from their hand and places it face down in front of themselves.

After all players have played one coaster, the first player can choose to challenge or play another coaster (again, face down) on top of their previous one. Play continues until no further challenges are issued or all coasters are played.

Remember: If you choose to challenge, you'll have to flip ALL of your coasters BEFORE flipping anyone else's, so playing a Key can end your challenge if you're not careful. However, playing a Key can also sabotage another player's challenge, denying them the win. Choose (and bluff) wisely. If ALL coasters are played, then the first player MUST challenge.

The Challenge: On any player's turn after the 1st turn, they can choose to challenge. No further coasters are played once a challenge is issued.

To challenge, the player must bid the number of coasters they believe they can flip without revealing a key.

The next player then has the option to increase the bid or pass. Once play gets passed back to the challenger with the highest bid, that challenger must first flip ALL of their own coasters and then flip as many of the other players' coasters as they can to meet their bid.

The challenger can flip one or more cards from another player's stack, but they must flip from the top down (i.e., no flipping cards in the middle of the stack or bottom of the stack BEFORE flipping the ones on top, one by one)

Success: If the player successfully meets their bid, they win the challenge and receive a point.

Fail: If a Key is flipped, the challenge ends and the coasters are returned to the players' hands to begin a new round.

The Penalty: The failed challenger must discard a random coaster from their deck (do NOT reveal which coaster was discarded -- place it off to the side, face down)

The Next Round: Whether the challenge was won or lost, the challenger is the first to place a coaster for the next round, and then play continues clockwise again.

The Glory: Once a player wins TWO POINTS, they win the game!