Rules

ONE KEY

CREDITS

Designer: L'Atelier / **Publishing Director:** Régis Bonnessée / **Project Lead:** Arthur Décamp / **Development Lead:** Alexandre Garcia / **Development:** Lucas Forlacroix, Valentin Gaudicheau, Nicolas Sato / **Art Director:** Jérémy Couturier / **Illustrations:** Naïade / **Layout:** Thomas Dutertre / **Graphics:** Clément Dautremay, Mélanie André / **Rules:** Arthur Décamp / **Translation:** Arthur Décamp / **Editing:** Michael Hurley / **Marketing:** Mathieu Aubert / **Communication:** Maximilien Da Cunha, Paul Neveur / **Production Manager:** Alexandra Soporan / **Administration:** Amélie Roullet, Pascale Belot

Playtesting: Adrien Baudet, Alexis Chapeau, Alice Peyrard, André Vanouche, Anthony Carles, Barbara Marais, Brice Chardin, Charles Triboulot, Chiara Cracco, Christophe Dufaux, Elisabeth Vannier Marin, Florentin Foucher, Florentin Herve, Hélène Grisoni, Julie Vignaud, Laura Raynaud, Louise Cornu, Mathilde Wojylac, Pascal Dubech, Paul Ferret, Pierre Laporte, Pierre Voye, Raphaël Robert-Bouchard, Rosa Mallo, Roxanne Gouhier, Sarah Pierdon, Stico, Thilbault Morin, Timothé Roux, Tristan Pietropaoli, Corrections : Armelle et Nicolas (epikurieu)

© Libellud

Libellud

Contact our CUSTOMER SERVICE
www.asmodee.com

Game objective

The Key is missing and only you can recover it!

One Key is a cooperative game, in which one player is the **Leader** and must help their team to find the Key which is hidden among the Exploration cards. Each turn, the **Leader** sorts Clue cards by the strength of their link with the Key. In return, the rest of the team (the **Travelers**) must remove Exploration cards that they think are not matching, within a limited time. But be careful with the Key: if you remove it, everybody loses!
If the Key is the last Exploration card remaining at the end of the last turn, the whole team wins!

One Key is played with a free mobile app that helps the players progress through the game. It also counts down the time remaining every turn.

Components

3 Clue area tiles (green, yellow, red)

84 illustrated cards

1 Screen and its base (assembly instructions)

9 Clue tokens (3 of each color)

1 app, downloadable for free here: (QR Code + app name on the stores)

1 Bonus token
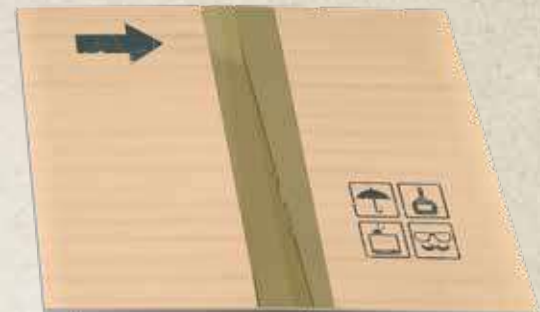
Turn tracker and its token

Discard area

Number of Exploration cards drawn at the start of the game

Number of Exploration cards removed at the end of the turn

Turn tracker token

Turn number
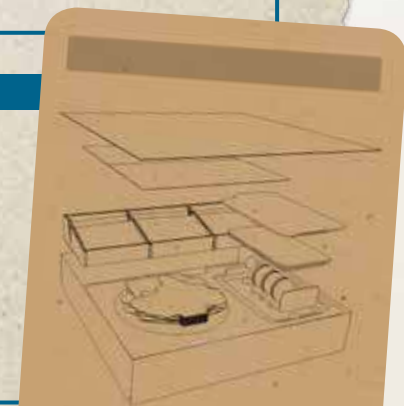
1

Pick a player to be the *Leader*. They sit behind the screen. The other players are the *Travelers*.

2

Set the Clue Area tiles and the screen as illustrated below.

Game setup

Clue area
(Clue Cards)

3

Place the Clue tokens facedown in the *Leader's* area.

Leader's area
(Clue Cards)

Sorting area
(Exploration Cards)

4

Place the device with the app between the *Leader's* area and the *Travelers*.

5

Set the turn tracker token on the first space of the track.

Important: The cards placed on the screen and in the Clue area are called Clue cards. Those that are placed in the sorting area are called Exploration cards.

6

The *Leader* randomly draws 11 cards. The *Leader* randomly picks one of these cards without showing it nor giving any sort of information about it to the rest of the team: this card is the **Key** the *Travelers* are tasked with finding.

The *Leader* starts the *One Key* app, presses the ➡ button and secretly enters the number printed on the back of the **Key** in the dedicated field on the app. All 11 cards drawn (including the Key) are then shuffled and placed faceup in the Sorting area. These are the **Exploration cards**.

7

Shuffle all the remaining cards to create the Clue cards draw pile and place them facedown near the *Leader*.

Playing without the app

We recommend playing One Key with its app to experience the game at its best. However, you can play it without the app.

If you prefer to play without the app, all you need is a piece of paper to keep track of the number at the back of the Key that the *Travelers* need to find. Follow the rules as usual, ignoring every mention of the app. When the game ends, just reveal the piece of paper with the number on it to check if the team won instead of revealing it on the app. You can also play with a three-minute timer.

Game overview

Warning: during the game, the **Leader** must not communicate with the **Travelers** except at the end of each turn to inform the team of the outcome of their actions.

A game of One Key is played in 4 turns, with each turn consisting of the following steps:

1.

Clue cards reveal

2.

A) *Travelers' actions*

+

B) *Leader's actions*

3.
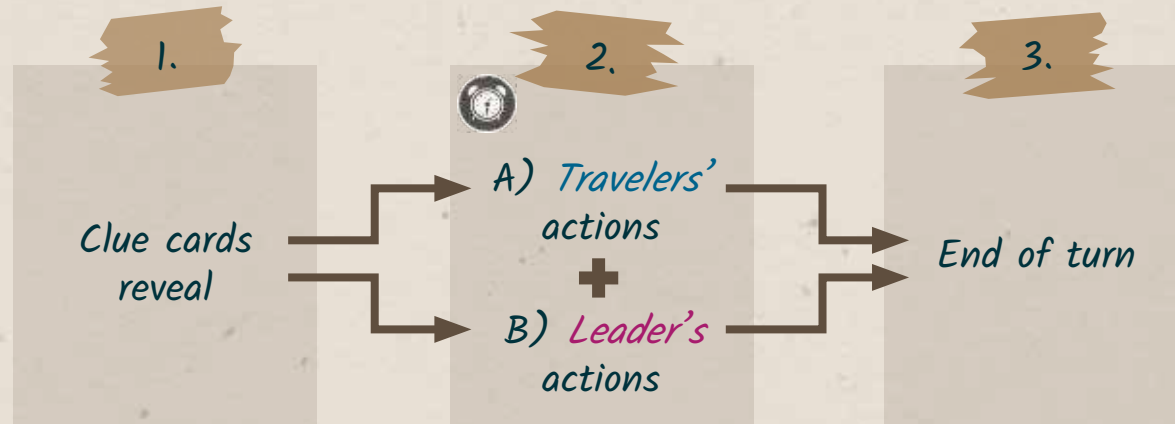
End of turn

Players play the 2A and 2B phases **simultaneously** within three minutes.
They all lose the game if they remove the Key during a turn or if they fail to finish a turn before the end of the countdown.
If the Key is not removed, they all win the game at the end of the 4th and last turn, with only one card remaining in the Sorting area: the Key.

Throughout this rulebook, the 📞 icon signals that you have to interact with the *One Key* app to continue. For more info about the way the app operates, see page 8.

Similarly, the ⏱ icon signals that this phase is played within the three-minute timer of the *One Key app*. All these phases are played **simultaneously**.

Playing a turn

1. Clue cards reveal

The *Leader* starts the turn on the app. Then they do the following, depending on the current turn:

Turn 1:

The *Leader* draws the first card of the Clue cards draw pile, **evaluates** it (see page 7) and places it in the Clue area that they see fit.

See "Evaluating a card" on page 7 for more info on this action.
Note: during the 1st turn, the evaluated card is placed in the matching Clue area rather than on the screen base. No Clue token is placed.

You can then go directly to 2A on the next page to continue.

Example

The *Leader* estimates that this card has a weak link with the Key, and puts it above the red tile in the Clue area.

Turn 2, 3 and 4:

The *Leader* turns the screen toward the *Travelers* to reveal the 3 Clue cards prepared during the *Leader's* action step of the previous turn.

The *Travelers* discuss the Clue card they want, and pick it by majority. If they can't achieve majority, the player sitting to the left of the *Leader* settles the choice. The Clue token associated to the designated card is then revealed.

The *Travelers* take the card (or cards if they used the bonus token) they picked. Each card chosen is then placed in the Clue area, behind the tile with the color that matches the Clue token it was associated with it (green, yellow or red).

Bonus token

Once per game, the Travelers can use the bonus token to pick a second Clue card. If they do, the bonus token is put back in the game box. It can't be used again this game.

Warning: if the *Travelers* decide to use the bonus token, they must indicate both clue cards they want to see before revealing the associated tokens.

2A. *Travelers' actions – Card sorting and removal*

While the **Leader** prepares the Clue cards for the next turn during their action step, the **Travelers** try to deduce information on the Key. To do that, they base their deductions on the way the Clue cards revealed throughout the game are organized in the 3 parts of the Clue area (green, yellow or red). They can reorganize Exploration cards in the Sorting area to match their deductions.

• Under the green tile, they place Exploration cards that they think have a strong link with the Key.

• Under the yellow tile, they place Exploration cards that they are uncertain about in relation to the Key.

• Under the red tile, they place Exploration cards that they think have a weak link (or even no link at all) with the Key.

Each **Traveler** can organize cards among those 3 zones. This step has no impact on the rest of the game, as cards can be organized freely throughout the game.

Once they have organized the Exploration cards as they see fit, the **Travelers** must remove as many of them as written on the Turn-tracker, before the end of the countdown:

Turn 1	Turn 2	Turn 3	Turn 4
1 card	2 cards	3 cards	4 cards

Warning: there should only be one remaining card at the end of the 4th turn.
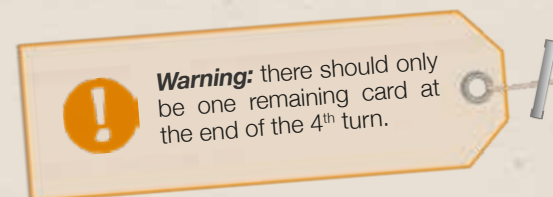
The **Travelers** agree on the card or cards that they don't believe to be the Key and place them all at once in the discard area of the turn-tracker, near the **Leader**. If a majority of players cannot agree on the cards to remove, the player sitting to the left of the **Leader** settles the choice.

Once the **Travelers** have removed the cards for the turn, one of them presses the button on the **Travelers'** side of the app.

Organizing Exploration cards

In this example, the first Clue card has just been placed in the Clue area above the red tile. This means that the **Leader** believes that it has no link (or a really weak one) to the Key.

The **Travelers** discuss and move the Exploration cards in the Sorting area based on the strength of the link they believe exists between the Exploration cards and the Clue card.

• **Green zone:** strong link with green Clue cards, or weak link with red Clue cards.

• **Red zone:** strong link with red Clue cards, or weak link with green Clue cards.

• **Yellow zone:** uncertain link with green or red Clue cards.

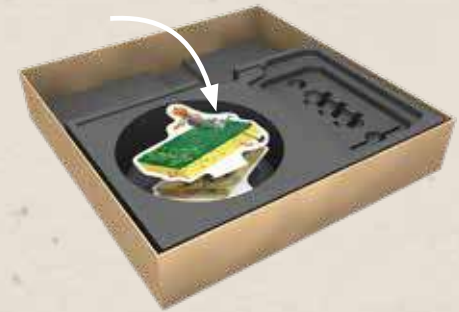## 2B. Leader's actions — Clue token selection

While the **Travelers** sort and remove Exploration cards, the **Leader** does the 3 following actions **except during the first turn:**

• They turn the screen towards themselves..

• They take back all the Clue tokens.

• They place every Clue card left on the screen base in the game box.

Then they take the first 3 cards of the top of the Clue cards draw pile and place them on the screen base. Only they can see them for now. Then they **evaluate** every card drawn.

When the **Leader** finished preparing the Clue cards, they press the button on their side of the app.

Evaluating a card

The **Leader** evaluates a card by **gauging (from their perspective)** the strength of its link to the Key. They then choose a Clue token of the color which best matches the strength of the link between, the card and the Key. Tokens are **always placed facedown on the screen base**:
If they think that between the card and the key is a:

• If they think there is a strong link between the card and the Key, they place a green token .
• If they think there is a slight or subtle link between the card and the Key, they place a yellow token .
• If they think there is a weak link or no link at all between the card and the Key, they place a red token .

Warning: the **Leader** can use as many Clue tokens of the same color as they have. For example, they can use 3 green tokens on the screen base if they think that every card has a strong link with the Key.

Example

In this example, Alex is the **Leader**. This is the Key the **Travelers** must find with his help:

Alex draws 3 Clue cards and places them on the screen base. He must now evaluate them.

Alex gauges that music is a core theme of both this card and the Key. This is a strong link between the 2 cards. He chooses to match it with a green token.

Alex reckons that the dwarf and the drummer are pictured in very similar postures. However, this is not the main theme of this card. He therefore considers the link as slight. He chooses to match it with a yellow token.

Alex doesn't see any link between this card and the Key. Even if the watering can is made of metal just like the alarm clock, it is a side concept of the card. He chooses to match it with a red token.

3. End of turn

The turn ends when the *Leader* and the *Travelers* have pressed both 🔍 buttons on the app (see below) or if the timer set for the turn runs out (visually clued by the total disappearance of the Key on the app and signaled by a specific sound).

🔒📞 If the players didn't finish their actions before the end of the timer, the Key is lost! **All players lose the game**.

📞 If the players finished their actions in time, the app displays the transition phase.
If the *Travelers* removed the Key, the *Leader* presses the ❌ button. **All players lose the game**.
Otherwise, the *Leader* moves the turn-tracker token one space forward on the track. The next turn begins after 20 seconds, or by pressing the ➡ button.

🔒📞 If the players haven't removed the Key by the end of turn 4, they find it!
The *Leader* presses the ✔ button to display the Key. **All players win the game**.

The One Key app

We recommend playing One Key with its free app, provided separately (see page 2). The app keeps track of the players' progress throughout the game and serves as a timer for the second phase of the turn. It also retains the number of the card randomly picked to be the Key and reveals it at the end of the game.


Main menu: press the ▶ button to start the game.

Start of the game: the *Leader* enters the number written on the back of the card they have drawn to be the Key. Then they press ➡ the button to begin the first turn.

Ongoing turn: the app is placed between the *Leader* and the *Travelers*. It is divided into 2 zones. The ⏸ button at the center of the screen is used to stop the timer if needed. Each zone of the app must be pressed to progress to the next turn when the players have finished their actions.
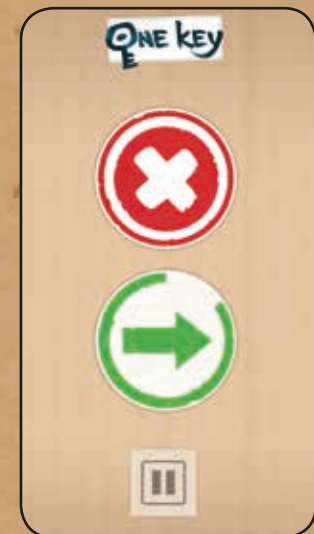
Transition : short transition between 2 turns. If the players have removed the Key, press the ❌ button. The ➡ button can be pressed to get to the next turn before the end of the timer of this phase (20 seconds).