



KEEP MOVING

You like card games as well as dice games?

Then this is the right game for you...

KEEP MOVING

**The ground is scorching hot under your feet
and you can't stay in one place for long.
The survival strategy is "keep moving".**

**The player who is left last,
having managed to play his hand cards
that affect his dice rolls ahead the longest,
wins the game.**

Designed by Richard Lenherr

Art work by Anibal Casas



110 cards, 5 dice, 2 meeples, 30 cubes

SETUP

1. Shuffle the ground cards so that all cards with a symbol (function or replace) face up. Then lay out 14 of them randomly in a row next to each other. Form a pile with the remaining cards.
2. Shuffle all the function cards and form a face-down pile.
3. Each player receives a set of 33 movement cards and 3 function cards, shuffles them and forms a face-down pile. Make sure that both players receive the same movement cards (2x each of One to Six, 3x each of Even, Odd, Low and High, 2x Draw, 1x Random).
4. Each player receives 10 life cubes. The remaining 10 are kept in supply.
5. Set the dice ready.
6. Each player gets 1 meeple and determines his starting position on the ground cards with the random die (1 means the 5th ground card from the left). If the players roll the same starting position, they both repeat the roll until each meeple is on its own card. The cards are not yet active.
7. Each player draws 2 of his movement cards into his hand.
8. Determine the starting player with the random die.



GAMEPLAY

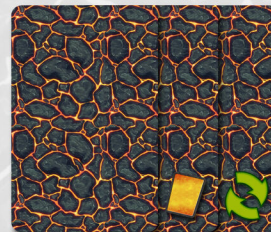
- A) The player in turn **DRAWS 1 MOVEMENT CARD** from his pile, unless he already has 5 cards in his hand (in which case he draws none). When his pile is used up, the player shuffles his discarded movement cards and forms a new pile.
- B) Then the player **PLAYS 1 CARD** from his hand.
- For **MOVEMENT** cards, the player rolls the appropriate dice and then moves the meeple or moves the meeple directly at some movement cards over the ground cards. In doing so, the player may choose the direction, but the meeple may not be moved over a ground card on the edge (in such a case, the other direction must be chosen).
 - If the meeple enters a ground card with glowing lava on it, he loses 1 life cube. If it was his last life cube, he loses the game.
 - If the meeple enters a ground card with grassland on it, he receives 1 life cube from the supply.
 - If the meeple enters a ground card with dry soil on it, nothing happens.
 - If the meeple enters a ground card with a function symbol, the player draws the top function card to his hand, unless he already has 5 cards in his hand (then he draws none).
 - If the meeple enters a ground card on which the other meeple is standing, this meeple is pushed one ground card further in the same direction. The function (lava, grass, ground, function) of the arrived ground card is activated for the pushed meeple. This also applies if the opponent's meeple is pushed over a ground card on the edge. Then it enters the ground card row again from the other side (with activation of the ground card function). **NOTE:** The ground card that the shifted meeple left is not flipped over. This also applies in a case of swapping positions.
 - If the player has moved his meeple, he flips the ground card over that his meeple left to the other side, unless the card has an "replace" symbol. Then the card is pushed under the pile of ground cards with the other side up and replaced by the top card of the ground card pile.
 - In case of a **FUNCTION** card, the player executes the function.
 - If the player has played a "blue" function card, he may play another card afterwards (this is repeated when a "blue" card is played again).
 - A player can play a "green" card only in response to an opponent's played function card (when it is not his turn) or the triggered function of a ground card (lose life).
- C) **DISCARD** played movement and function cards (keep them) to a personal discard pile.
- D) **REPEAT** this alternately until one player has to give up his last life cube. The other player wins.

GROUND CARDS

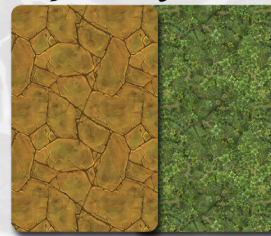
In the game are 28 double-sided ground cards. They represent either glowing lava, flowering grassland or dry soil. For each kind, there are some with a symbol for "Function" (♣) or "Replace" (♻).

- Entering a lava card costs 1 life.
- Entering a grassland card returns 1 life.
- Nothing happens entering a dry soil card.
- If a ground card with the "Function" symbol is entered, the player draws a function card into his hand.
- If a ground card is left, it is flipped over, except in the cases "shift" and "swap". A ground card with "Replace" symbol will be replaced with the top card of the ground card pile. The replaced ground card is pushed under the pile with the other side up.

Lava and the symbols



Dry soil and grassland



MOVEMENT CARDS

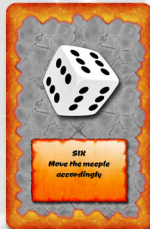
In the game are 66 one-sided movement cards, 1 set of 33 cards for each player.

There are 12 different types of movement cards in different numbers. Below the image illustration, the card function is briefly described.

When distributing the sets in the game setup, make sure that both players receive the same movement cards (note the numbers in the brackets above the card examples below).

With the exception of the "Draw" movement card (up to 2 cards unless 5 handcards), all other movement cards are used to move the meeple over the ground cards. In the case of unique movement cards (e.g. SIX) the meeple is moved directly, in the case of the non-unique movement cards (e.g. HIGH) the corresponding dice are rolled first and then the meeple is moved accordingly.

ONE to SIX (2x)



EVEN (3x)



ODD (3x)



LOW (3x)



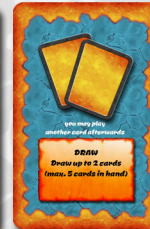
HIGH (3x)



RANDOM (7x)



DRAW (2x)



FUNCTION CARDS

In the game are 14 different one-sided function cards, one of each except life potion and protection two of each (total 16 cards). Each card represents a function that the active player can play during his turn.

The "Protection" function (green card) may only be put in response to a negative action of the opponent or a loss of life by stepping on a glowing ground card.

If the player has played a "blue" function card, he may play another card afterwards (this is repeated when a "blue" card is played again).



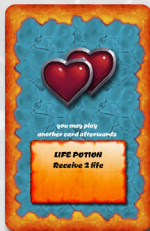
DOUBLE

The player rolls the random die, doubles the value and moves the meeple accordingly.



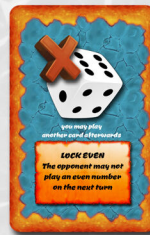
EXCHANGE

An unoccupied ground card may be exchanged with another unoccupied ground card or the top lava card. If it is exchanged with the pile, it is flipped and placed under the pile.



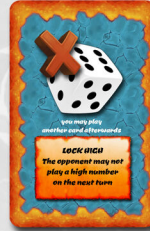
LIFE POTION

The player receives 2 life cubes.



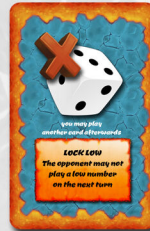
LOCK EVEN

The opponent may not play an even number (2, 4, 6) on the next turn, not even with a random die. Put the card to the opponent as a reminder.



LOCK HIGH

The opponent may not play a high number (4, 5, 6) on the next turn, not even with a random die. Put the card to the opponent as a reminder.



LOCK LOW

The opponent may not play a low number (1, 2, 3) on the next turn, not even with a random die. Put the card to the opponent as a reminder.



LOCK ODD

The opponent may not play an odd number (1, 3, 5) on the next turn, not even with a random die. Put the card to the opponent as a reminder.



NEW HAND

The player discards all cards in the hand and draws one more card (max. 5 cards in hand).



PROTECTION

Protects a player from a negative effect, triggered by the opponent or a glowing lava card. It protects from everything except the direct shifting of the meeple by the other meeple.



PUSH

The player pushes the opponent's meeple 3 cards in a direction of his choice.*



RELOCATION

All unoccupied ground cards are replaced with new ground cards. The replaced ones are flipped and placed under the pile.



STEAL

The player draws one card face down from the opponent's hand into his own hand (max. 5 cards in hand).



STUN

The opponent may not play a card for one turn. Put the card to the opponent as a reminder.



SWAP

The player swaps the positions of the two meeples. The landing ground cards become active again.

***NOTE:** If the opponent's meeple lands on his own meeple's ground card, it is pushed accordingly (incl. the function of the landing ground card). If the opponent's meeple is pushed over the ground card on the edge, then it enters the ground card row again from the other side (with activation of the card function on the landing ground card).

