

Hello and welcome to Living Keep!

This file exists to show you what you may or may not need, in order to play this game. I will state the name of each file and its purpose.

**Please read in full.**

(Other items such as dice needed are in the rules)

Living Keep Rules: Needed to understand the game.

Custom Cards: If you have a lot of ink, then I would recommend printing my custom cards. They will eliminate the need for most of the tables. The file called: 'How to use Custom Cards' will need to be read.

If your ink supply is low or you would just rather not print a lot today. I have that covered too! This game has been designed to be played with a standard deck of cards that includes both a red and black joker.

SLATE: This is the play sheet. (copy to paper if low on ink)

All Tables: These are mostly used by the standard deck users. But card sized versions exist in the Custom Cards PDF. (only a file viewer could be used for some people. But printing may make cross referencing easier).

The other files are for specific game modes, as follows...

Mastery Table: While playing the 'Mastery' mode, this will be needed throughout. But the Mastery Record PDF is optional.

Campaign: Finally, we have the Campaign folder! These files are not needed to be printed. But reading them for the story, win/lose conditions and Slate (play sheet) set up is necessary. Also, I recommend taking a photo of your Slate before each scenario as a kind of save point, in case you die or want to start again. (This will make sense halfway through the campaign)

OH! And try not to read the ending, until you beat the game.

Thank you for reading and I hope you all have fun!