



KEEPERS

RULEBOOK

Keepers features the fine art photography of Byron Jorjorian. Byron is a prolific artist whose work spans the jungles of the Amazon to the tundra in Alaska. He has over 12,000 images published in all types of print media and in such leading magazines as *Time*, *National Geographic* and *Outdoor Photographer*, he has over 24,000 prints installed worldwide. In addition, he has produced a number of large commissions for public spaces, including up to 50' wide murals. He has also had solo exhibits in *Cheekwood Botanical Gardens*, *The Renaissance Center*, *The Parthenon*, *The Jackson Cultural Center*, *Gallery Sklo*, *The Showroom*, *Nashville International Airport*, and *Memphis International Airport*. He was also featured in the book *The Best of Nature Photography - Images and Techniques from the Pros* and has been named one of the top 40 Nature Photographers worldwide.

Keepers is the result of the merger of several lifelong passions together into something more exciting than I could have ever imagined. I am both grateful and honored for the opportunity to share my images of nature with you, your friends and family - through the vehicle of this game.

As a child growing up in Mississippi, I was obsessed with Nature. I spent my days exploring the outdoors camping, hiking, fishing, and catching lizards, snakes, turtles, chipmunks and more. This fascination combined with my love of art and photography lead me to become a full-time professional nature photographer. But there was another interest that I had and that was board gaming. Both of these passions existed parallel to one another until I met the fine team at Van Ryder Games. What began as a friendship playing games, turned into me joining the team. Then something unbelievable happened. Thanks to AJ Porfirio's vision, **Keepers** was born!

– *Byron Jorjorian*

From the moment I found out about Byron's wonderful photography, I knew I wanted to figure out a way to make a fun game that could showcase it. Many ideas came and went until just the right moment when the idea for this game hit me. **Keepers** is a design that keeps the art at the forefront and allows the players to enjoy the game and all of the beautiful moments Byron has captured.

– *AJ Porfirio*

COMPONENTS



1 Curator Token



8 Keeper Tokens



8 Voting Dials



120 Cards



Play Mat



GAMEPLAY SUMMARY

Players will each get one round (or two in a 3-4 player game) as the *Curator*. The *Curator* will look at their own cards and choose any word that is **NOT** a noun (in general, adjectives and adverbs work best).

Then all players, including the *Curator*, will choose a card from their own hand that they think **most** aligns with the word **OR** one that they think **least** aligns with the word.

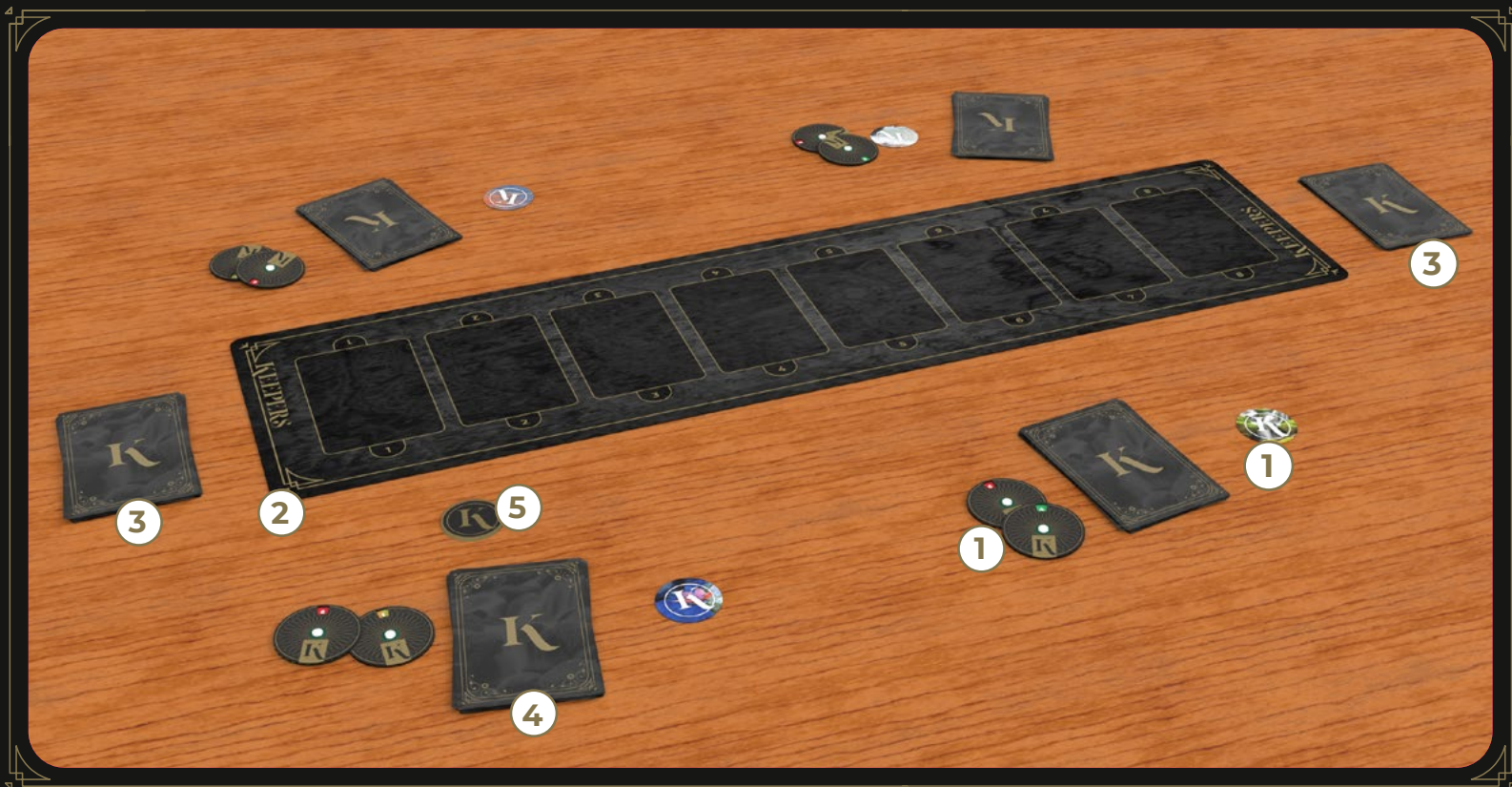
Each player then gives their card(s) to the *Curator* who then shuffles all of the cards together without looking at them. Players will each cast votes on cards they think most and/or least align with the word. The cards that receive the most votes become *Keepers*.

The players that played the cards that are now *Keepers* take them and place them in their scoring pile and count them as points. The cards that are not *Keepers* are discarded.

Once all players have had a chance to be the *Curator*, the game is over and the player with the most *Keepers* wins!

KEEPERS SETUP

- 1 Give each player a *Voting Dial* (or two in a 3-4 player game) and a *Keeper Token*.
- 2 Place the *Playmat* on the table with the long side facing most players.
- 3 Shuffle the *Keepers Cards* and form a few decks so all players have a deck within their reach to draw from.
- 4 Each player draws 7 cards for their starting hand.
- 5 The youngest player puts the *Curator Token* in front of them.



RULES The game is played in Rounds. Each Round is as follows:

1. The **Curator** chooses one of their cards and then announces a word (one word only!). The word cannot be a noun (or pronoun). This means no persons, places, or things.

*Important! The word does not necessarily need to match or describe the card the **Curator** is choosing!*

*In a 3-4 player game, the **Curator** chooses 2 cards (but still only announces 1 word).*

2. All other players choose a card from their hand and give it to the **Curator** face down. *In a 3-4 player game, choose 2 cards to play.*
3. The **Curator** shuffles their card and the other players' cards without looking at them and then reveals them one at a time in a line from left to right on the play mat. The left most card is the "1" card and they go in sequence after that, "2", then "3", then "4", and so on.

There will always be *at least* 5 cards (from 5 – 8 depending on player count)

4. Each player secretly takes their **Voting Dial(s)** and votes by turning to the number on the dial of the card they want to vote for and placing the dial face down in front of them. You may **NOT** vote for your own card and you **MUST** vote.

Players can vote for which card they think is most aligned with the word by turning to a green number with a circle around it or which one they think is least aligned with the word by turning to a red number.

Players with two votes (in a 3-4 player game) can cast both votes in the same category if they wish, or one in each category, but each vote must be cast for a different card.

5. When all players have secretly cast their votes, they are all revealed and counted. The card that has the most votes in each category (green and red) is a **Keeper**, and the player(s) that played the winning **Keeper Card(s)** puts them underneath their **Keeper Token**.

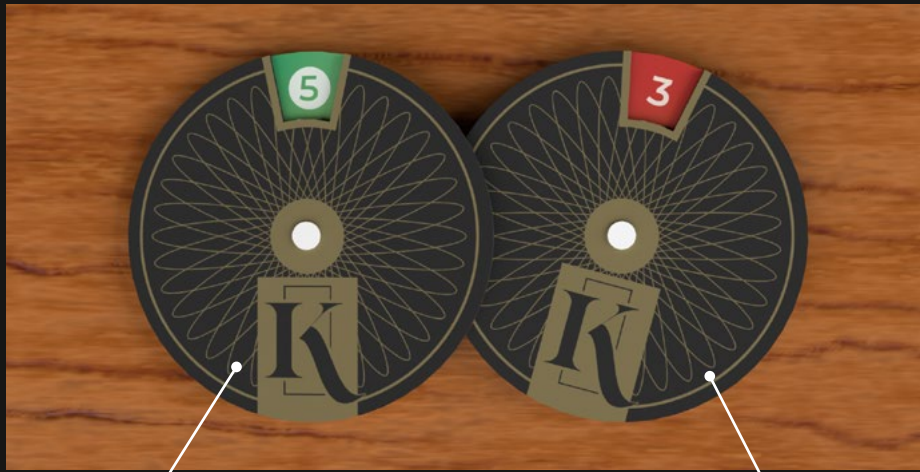
*Important! In the case of a tie for most votes in a category, each card tied for the most votes is considered a **Keeper**!*

6. Discard the cards that were not **Keepers** into a general discard pile.
7. Each player should draw a card (or cards) to replenish their hand to 7 cards.
8. Once everyone has had a turn as the **Curator**, the game ends and it is time to see who has the highest score.

Otherwise, the **Curator** passes the **Curator Token** clockwise and a new round begins.

For a longer game, play until each player has had 2 or even 3 turns as the **Curator**.

VOTING DIALS



MATCH

GREEN WITH CIRCLE

DOES NOT MATCH

RED NUMBER ONLY

WINNING THE GAME

Each *Keeper Card* a player has collected is worth **1** point. Whoever has the most *Keepers* wins!

If there is a tie for most *Keepers* at the end of the game, take all of the *Keepers* from *ALL* players and shuffle them together, then deal 3 each to the *TIED* players. Each chooses *ONE* card to use in a final round and they are shuffled together face down. There is no word declared. All player besides the tied players vote for their favorite picture. If there is a tie again, repeat this process until there is no longer a tie.



AN EXAMPLE ROUND

Katelyn is the *Curator* in a 5-player game of *Keepers*. She looks at her hand and sees a card and thinks she has a perfect word for it.

She declares “*Slippery*” as the non-noun word. Ryan, Taylor, Patrick, and Susan all look through their cards to find one that matches that description. The light bulbs go on for Ryan and Taylor, but Patrick and Susan don’t have great options. They decide on cards that *DON’T* match the description very well.

All of the players give their cards face down to Katelyn, who takes them and shuffles them along with hers.

She then deals the cards out #1 to #5 on the Playmat.



Now the voting begins. Each player takes their dial and thinks about which card that is *NOT* their own, they want to vote for.

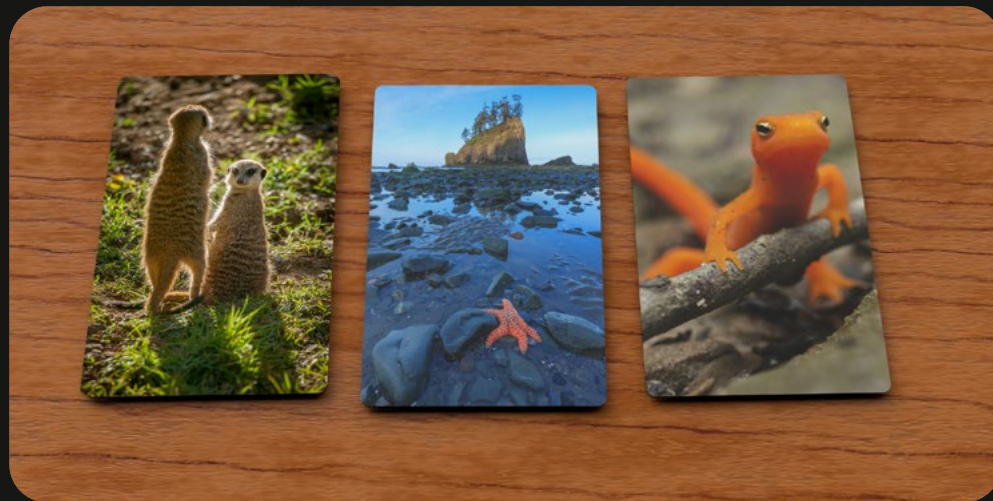
Katelyn played the card on #4 which she thinks is really slippery! But there are some other good choices for slippery in #2 and #3. To give her card the best chance, she decides to vote for one of the cards that does *NOT* look slippery at all.

She turns her dial to the red 1 and puts her dial face down in front of her and waits for the rest. The others finish voting and then when everyone is ready, they reveal their voting dials.



To Katelyn's chagrin, her picture only gets one vote. Two of the others decided that #2 most aligned with the word "slippery". Patrick fist pumped and exclaimed, "That was mine!"

Patrick voted for #5 and Katelyn voted for #1 for the least aligned match. Because they are tied, both cards will be Keepers. Unfortunately for Susan and Katelyn, their cards (#3 and #4) are not Keepers and are discarded.



"I played the Meercats!" Ryan says taking that card and putting into his score pile.

"Mine was the Salamander." Taylor says and puts it into his score pile.

Patrick in his excitement had already taken his card for his own score pile.

Some discussion ensues and the group discusses their thought process and admires the beautiful scenes of the cards. "I thought I had that!" Katelyn says before passing the *Curator* token to her left and a new round begins.

STRATEGIES, TIPS, & OTHER NOTES

Can I...?

Yes! You can do that. When playing Keepers, players often wonder if they will “break” or mess up the game by doing something contrarian. They often timidly wonder if they can do something... strange. The answer is YES! Feel free to give a clue entirely unrelated to your cards. Or vote for any card you want for any reason at all, even if it doesn't make sense. We promise that the game will hold up to this type of play and it is even encouraged, as doing something contrarian (aka clever!) at the right time just might give you an advantage!

Do all ties for most votes really score?

Yes! If you have the most votes for match *OR* least match, your card scores, even if it is tied. It is more fun to score than not score, so this is why all ties for highest votes score!

How can we make the game a bit longer?

Simply play additional rounds and continue tracking your points. You could even keep playing until the deck runs out if you want to!

When should I place my voting dial?

Don't place your voting dials until everyone reveals! After everyone has voted, placing the dials near the card you voted for can be helpful for counting the votes. Just be careful not to do this before everyone is ready to reveal their vote!

Friendly banter is fun and highly encouraged!

Keepers is meant to be a game that encourages conversations and witty banter. Feel free to explain your actions and discuss what you were thinking. You can even talk about something else entirely since the game is simple and easy to play.

CREDITS

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Game Design — A.J. Porfirio

Graphic Design — Scott Beavers

And a special thanks to our playtesters:

Ian Nicholas Smith, Tyler Clark, Fletcher Green (Robert), Lily Marshall, Bennett Armstrong, Beckett Mitchell, Madalyn Eleanora Byram, Ashton Casden, Jane Roberts, Carl Magnussen, Roxann Burrell, Elsa Zell, Mike Zell, Patricia Kluesner, Patti Cardillo, Chad Messmer, Michael Sims, Jason Mowery, John Bissett, Katelyn Bissett, Susan Jorjorian, Taylor Jorjorian, Tracey Jorjorian, Ryan Jorjorian, Kirsten Jorjorian, Piper Yarborough, Lanny Dunkum, Mark Nave, Brittney Hill, Elizabeth Brandon, Joseph Sulkowski, Leo Porfirio, Caleb Porfirio, William Porfirio, Katie Davis, Sarah Davis, Alex Richardson, Abriana Page, Phil Davis, Jennifer Bisson, Tyler Sadler, Jack Davis, Natalie Beavers, Olivia Beavers, and Andy “The Curator” Walker

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QUICK-START SUMMARY

Setup Summary

Shuffle the cards and create a few face down draw piles. Each Player draws 7 cards for their starting hand and takes one* voting dial. The youngest player gets the **Curator Token**.

Round Summary

1. The Curator chooses a card from their hand and announces a word that is NOT a noun.
2. All other players choose one* card and pass it to the Curator face down.
3. The Curator shuffles the cards without looking at them and deals them out face up in the numbered spots on the play mat.
4. Each player will then use their voting dial to secretly vote for the card that they think most (green) OR least (red) aligns with the Curator's word.
5. Once all players are ready, the dials are revealed and the votes are tallied.
6. Players who played the card(s) with the most votes in each category (red and green) are Keepers. Ties for first place in each category are all Keepers.
7. Players who played a Keeper take the card and place it under their Keeper token.
8. All cards that weren't Keepers are discarded.
9. Each player draws a card to replace the one they played.
10. Pass the Curator token clockwise to the next player

Game End and Final Scoring

After each player has had a turn to be the Curator, players should count the cards under their Keeper token. Highest number of Keepers wins.

**If playing with 3 or 4 players, each player will take 2 voting dials during setup and will play 2 cards each round.*

