

Rüdiger Dorn

# KARUBA

The card game

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The exciting Karuba card  
adventure for 2 - 6 treasure  
hunters ages 8+.



**HABA**<sup>®</sup>

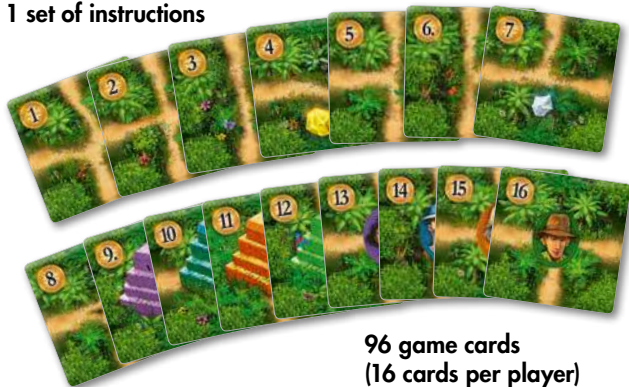
On the legendary island of Karuba there are huge temples and valuable treasures hidden away deep in the jungle. You are the leaders of an expedition, and must skillfully plan the paths for your adventurers. You will only be able to collect all the treasures in the jungle and reach the temples if your adventurers

don't block each other, and if you can do better than competing expedition leaders.

Karuba – The card game is an exciting variation of the popular HABA family board game.

## CONTENTS

### 1 set of instructions



96 game cards  
(16 cards per player)



1 overview tableau



## PREPARATION

Each player takes a set of cards in the color of their choice (back of the card). Each set of cards consists of 16 consecutively numbered cards. Shuffle your set of cards well and place them face-down in front of you. These cards are your personal draw pile. The overview tableau shows you which cards your set contains. Place the tableau in the middle of the table where everyone can see it easily. Game material that is not required should be placed back in the box.

Each player draws three game cards from their own draw pile.

## HOW TO PLAY

Each player uses their own cards to create a treasure island to reach the valuable temple treasures. To do this you use the path cards that you draw to connect your adventurers with the matching colored temples. You can collect the crystals and gold nuggets on the paths; they count as treasure points at the end of the game.

The game has eight rounds. Each round consists of three phases:

- Select cards
- Lay down cards
- Draw more cards

## SELECT CARDS

At the same time every player chooses two cards from their hand and places them face down on the table. Once all players have completed this then all players turn over their two cards at the same time. The player with the lowest total must place one of their game

cards on their discard pile. If there is a tie, each player concerned must place one card on their discard pile.

**Example:**

*When adding together the numbers on their game cards Claudia has 16 points and Tina has 20 points.*



*Tina may use both her game cards. Claudia must discard one game card.*



## LAY DOWN CARDS

Now all players can lay their one or two cards played to create a personal treasure island.

The following rules apply:

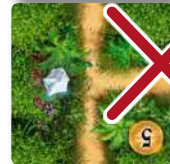
- Your personal island comprises of a grid of max. 4 x 4 cards. You may only place cards inside this grid, not outside of it. It's up to you where you lay future cards, as long as you stay within your grid.



- You may not rotate the cards. The number must always remain in the upper left corner when placed.



OK



NOT OK



- From the second card all cards must be placed with one edge touching an already placed card. A diagonal connection "via a corner" is not allowed.



OK



NOT OK

- The paths on the cards placed do not necessarily need to be connected. You may create dead ends.



## DRAW MORE CARDS

Now draw more cards until each player again has three cards in your hand.  
Exception: In the eighth round you will only have 2 cards in your hand.

## END OF THE GAME

The game ends after the eighth round, when you can no longer draw more cards.  
At this time each player scores their own treasure island.

### Scoring

- Each adventurer that can reach the temple of the same color via an unbroken path gives the player 3 victory points. The respective adventurer must always take the shortest path to their temple, and may not go past any card multiple times.
- If a card with an adventurer of another color is located on the path between an adventurer and their matching colored temple, then this second adventurer blocks the path. This means that the first adventurer cannot reach their temple. Their path is therefore not scored, and the player receives no victory points for them.
- If there are cards with a crystal or a gold nugget on an unbroken path between the adventurer and the matching colored temple, then the player receives additional points for these crystals and gold nuggets. The player receives 1 victory point for each crystal and 2 victory points for each gold nugget.
- Gold nuggets and crystals on cards that are part of a broken path or are not part of a path between an adventurer and the matching colored temple do not yield any victory points.

- Multiple adventurers may share the same path. Crystals and gold nuggets on this path yield points for each adventurer that uses this path.

The player with the highest number of points wins. If there is a tie the players are joint winners.

**Example:**

*Luis has an unbroken path from his blue adventurer to the blue temple and receives 3 victory points for this. There is also one gold nugget and two crystals on this path, for which he receives two victory points (gold nugget) and two victory points (crystals). As well as this he also has an unbroken path from his orange adventurer to the orange temple, receiving 6 additional victory*

*points (2+1+3). The path from the green adventurer to the green temple is blocked by the blue adventurer. The player therefore receives no points for this path. There is no connecting path between the purple adventurer and the purple temple. He therefore receives no points for this adventurer either. In total Luis got 13 victory points in this game.*

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Date:

Joué le :

Players:

Joueurs :

Victory points:

Points de victoire :

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