Karuba (2015)

2-4 Players   Designer: Rüdiger Dorn

Object: Lay a path in the jungle and direct your adventurers to temples of the same color, picking up gold and crystals along the way.

Setup

- Each player gets a **board**, 4 **adventurers** and 4 **temples** in the 4 different colors, and 36 **jungle tiles** with identical color on the back
- Create stacks of **treasure** for each temple for # of players: **2p**: 5/3   **3p**: 5/3/2   **4p**: 5/4/3/2
- Sort the stacks in descending value order [highest # on top of stack], place stacks in middle of table
- Each player decides where to place an adventurer on the **beach**, then a temple of the same color in the **jungle** until all are placed [same for everyone, min 3 distance between same color adventurer/temple].
- Pick a start player, they shuffle their 36 jungle tiles and make face-down stack. Other players sort their tiles by number and place face-up so a # can be easily found.

Game Play

- Start player turns a jungle tile face-up and calls out the #
- All players find same # tile and either:
  - **Lay the tile** on the island. # must be in upper left corner. If gold/crystal symbol, put on tile.
  - **Discard the tile**, move 1 adventurer along path, steps <= # of paths on edge of discarded tile. Only 1 adventurer on each tile, no leaping over.
- If your turn ends on a tile with **gold/crystal**, collect it
- If your turn ends with your adventurer on a temple of the same color, take the most valuable remaining **temple treasure** in temple color, leave the adventurer there for rest of game.

End Game & Scoring

- The game ends when the last of the 36 jungle tiles is played by the start player, or all 4 adventurers of a player have reached their temples
- VP = **Temple Treasures** + 2VP per **gold** + 1VP per **crystal**
- Tie: most jungle tiles on island