



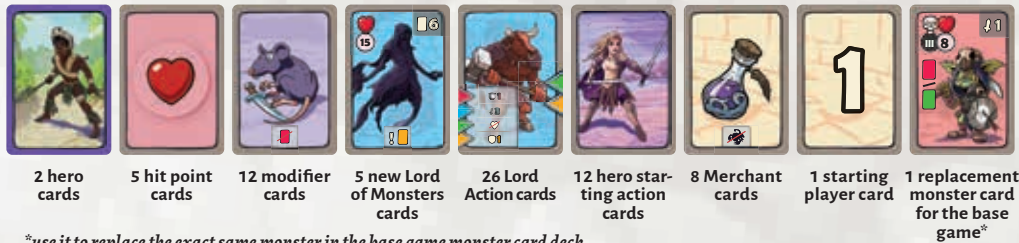
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The Nexus is a mythical place, more myth than reality, where spheres collide and only the strongest survive. The portals are open – who among the heroes in this legendary arena can hold out the longest?

Karak: Goblin - Nexus is an expansion to the Goblin card game, bringing two new game modes: Power of the Lords and Nexus, the latter allowing you to play Karak: Goblin with up to five players.

GAME CONTENTS



*use it to replace the exact same monster in the base game monster card deck

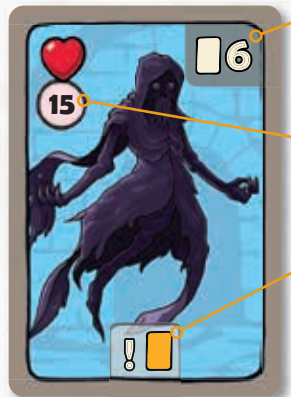
POWER OF THE LORDS MODE

The Power of the Lords mode brings an alternative form of Lord endgame combat to the game, making each fight with a Lord of Monsters unique and exciting. In this fight, the Lords use their own action cards.

CHANGES IN THE GAME SETUP

- I. 6 In this step, instead of the three Lord of Monsters cards from the base game, randomly select a Lord from the five Lord cards included in this expansion. Place the card with the monster side up to the right of this Lord's level. Place a shuffled deck of action cards for the corresponding Lord face-down next to it.
- II. Next to the Merchant card, also place the 4 binding potion cards from the expansion.

NEW LORD CARD



Lord's number of action cards: how many action cards his deck contains

Lord's life count: how many hits the Lord can suffer before he is defeated

Strength: shows the color against which this Lord is the strongest

LORD ACTION CARD



Color effects: shows what effect is evaluated if a player played a card of that color as the previous card

Next colors: indicates which card the player can follow up with this card

CHANGES IN THE GAMEPLAY – FIGHT WITH THE LORD

The flow of the game itself remains unchanged, with one exception – the final fight with the Lord of All Monsters. This is now evaluated using the appropriate Lord card deck. The fight follows the normal rules, but the player and the Lord take turns playing cards – the player plays only one card at a time, then the top card of the Lord's action card deck is dealt out. Its effects are evaluated, depending on what color the player's immediately preceding card was, and the player must then follow up with a card according to the available next color on the Lord's action card.

A FIGHT WITH THE LORD CAN END IN THREE WAYS:

1. Immediately after laying out one of their own cards, the player may decide to end the fight – either because they don't see a possibility of winning or because they have enough hits on their cards to defeat the opponent. But they may also continue if they consider this a better option.
2. The Lord's action card should be dealt, but there are no more cards in his action card deck. In this case, the fight ends immediately and you proceed to its evaluation.
3. The player should play a card, but has no card that is eligible to be played at that moment. In this case, the fight ends immediately and you proceed to its evaluation.

EVALUATION OF THE FIGHT

I. FIRST, THE LORD'S ATTACK IS EVALUATED. Add up the value of all their attacks and subtract the number of the player's defenses. The player loses the corresponding number of hit points. If that causes the player to lose their last hit point, they immediately lose the fight and will have to be revived in the next round. The Thief's special ability does not apply in this fight.

II. IF THE HERO SURVIVES THE LORD'S ATTACK, add the value of all the player's attacks and subtract the number of Lord's defenses played. If the result is equal to or greater than the Lord's number of hit points, the hero has won and immediately becomes the winner of the entire game. If the result is less, the player has not defeated the Lord and the fight ends. Shuffle all the Lord's action cards face-down back into the deck. It's now the next player's turn.

ICONS ON LORD'S ACTION CARDS

The Lord's action card effects are activated depending on the color of the player's card played immediately before the Lord's action card.



Indicates the number of hits the Lord will deal out.



Increases by X the number of hits a player must deal to the Lord.



Flip the immediately preceding player card. Its ♠ and ♥ values do not count towards the total. Effects already evaluated (♣ and ♦) are not taken back.

THE FOLLOWING EFFECTS ARE VALID UNTIL THE END OF THE FIGHT:



The player may no longer heal with action cards in this fight.



Players may no longer draw cards for using action cards in this fight.



The effects of the player's weapon do not count (in the case of ♣ discard the excess card).



The effects of the player's armor do not count (in the case of ♣ discard the excess card).

NEW POTION



BINDING POTION – The player immediately flips the Lord's action card that has just been dealt, canceling all of its effects, including the next color specification. Thus, the player's next card played must be related to the player's previously played card. As with the other potions, each player may have no more than one card of the Binding potion at any time.

Note: The player may use other potions while fighting a Lord as well, with the exception of the Countercurse potion which has no effect whatsoever in a fight with the Lord.

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NEXUS MODE

The Nexus mode allows you to play Karak: Goblin with up to five players, and all players play simultaneously, which further speeds up the game and also makes it easier to set up.

CHANGES IN GAME SETUP

- I. **Prepare the Merchant cards as usual.** Do not prepare the level cards or the corresponding monster cards. Instead, create the following decks separately, face(monster-side)-up:

An example for a game preparation:



*X corresponds to the number of players participating in the game at its beginning.

- II. **If you are playing with five players, use the fifth set of hit point cards.** At the same time, prepare 5 cards from each potion in the Merchant's area.
- III. **Randomly designate a starting player.** That player takes the starting player card.

CHANGES IN THE GAMEPLAY

The Nexus mode contains player elimination. In each round, players draw a given number of monster cards and choose which monsters to fight. There is no revival option in Nexus mode – once a player loses their last hit point, they drop out of the game.

1. **DRAWING MONSTER CARDS** – The starting player draws as many monster cards as there were players at the beginning of the game. They then first choose (and take to themselves) the monster card they want to face. The next player (clockwise) then chooses a monster, and so on until each player has one monster in front of them. Excess monsters (in case some players have already dropped out of the game) are discarded. First, draw monster cards from the level I monster deck, then, when you run out, draw from the level I gatekeeper deck, then the level II monster deck, and so on until you reach the fight with the Lord of All Monsters.
2. **FIGHT WITH MONSTERS** – Each player fights „their“ chosen monster according to the normal rules of the game. Players can tackle this phase simultaneously.
If a player defeats a monster, they receive the given card just like in normal mode. If the player does not win, but does also not die during the fight, they lose 1 hit point immediately after the fight, adding to any hit points they may have lost in the fight, and discard the given monster card.
3. **CHANGING THE STARTING PLAYER** – The current starting player moves the starting player card to the next player (clockwise). A new round begins.

I. Fighting Gatekeepers and Visiting the Merchant

Defeating the gatekeepers does not bring any special reward (just discard the relevant cards). **ATTENTION: However, if a player doesn't defeat the Gatekeeper, they're out of the game!** After the fight with the gatekeepers – and only after it – players are allowed to visit the Merchant. They first draw cards to a full hand. Then, each player may purchase exactly one card (potion card or card from pawnshop) during each visit. In total, a maximum of three cards can be purchased from the Merchant per game by each player. The other rules for purchases remain the same as in the base game. Purchases from the Merchant are evaluated first by the new starting player and then by the other players clockwise.

II. Loss of Last Hit Point

If a player loses their last hit point, they are out of the game. Then, the remaining players can – starting with the player to the right of the current starting player and then one-by-one counter-clockwise – take up to two of the dropped-out player's action cards (with the exception of starting action cards), item cards or potion cards. First, each player selects up to one card and then each player selects the second card if they are interested. Keep the same amount of monster cards in the game even if some players had to drop out. Also choose from the same pool as in the beginning – that means that there will be some Monster cards that no player chooses. Discard those cards after each player chooses a card to fight.

III. Fighting the Lord of All Monsters

If more than one player reaches the Lord, they all fight the Lord one by one. Before each fight, shuffle the Lord's deck of action cards. After each player fights with the Lord once, the game ends, no matter how the fights resulted.

IV. Hero Special Abilities

It is recommended you play the Nexus mode without using the heroes' special abilities.

END OF THE GAME

There are three ways a game could end:

1. At the end of the round and after all fights have been resolved, only one hero remains alive. This hero is declared the winner.
2. At the end of the round and after all battles have been resolved, no hero remains alive. In this case, the winner is the hero participating in that round who has more cards in the total of action cards and item cards. In the event of a tie, all tied players win.
3. More than one hero has won a fight with the Lord. In this case, the player who has more hit points left wins the game. In the event of a tie, the player with more cards in the total of action cards and item cards wins. In the event of another tie, all tied players win.

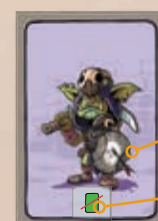
MODIFIER CARDS

Modifier cards are used to add additional difficulty to the Nexus mode (but can also be used in the base game). They empower specific monster types with new curses. Modifier cards are drawn randomly, so it may happen that the drawn card won't affect any monster whatsoever. In that case, good for you!

Easy Nexus mode: Play without modifier cards.

Hard Nexus mode: Draw one modifier card for each phase of the game (level I, level II, level III), so only one modifier card will be active at any time.

Super Hard Nexus mode: For each phase of the game (level I, level II, level III), draw another modifier card to add to the previous ones, so that the game becomes progressively harder (1 card for level I, 2 cards for level II, and 3 cards for level III).



Using the modifier cards in the base game: Draw one modifier card for each level and use its effect only for the respective level.

Note: A modifier card's effect can be negated for one fight by using the Countercurse potion.

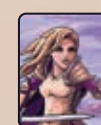
Monster image – determines which monsters the new curse applies to.

Curse – shows which curse it is.



NEW CURSE – This curse forbids you to use potion cards in this fight (Countercurse potion included).

NEW HEROES



ELSPETH – The Warriorress: At the start of a fight, she may discard up to 2 cards and draw new ones instead.



DARIUS – The Scout: If he fights a creature from the level of which he already has the key (in the same color), he adds 1 ♠.



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