# Karak
LABYRINTH

WELCOME, BRAVE ADVENTURERS, *to the famous labyrinth beneath Karak castle. Will you be able to navigate, find all the riches, defeat all the monsters, and get out in time?*

Well, every hero must begin somewhereLet's take it slowly, one step at a time. Using this interactive tutorial, you will learn how to play KARAK: LABYRINTH *without reading the full rulebook ahead of playing. In a few easy and swift scenarios, you will have the opportunity to learn everything you will need in the full game experience.*

Please note that the full game is being played in real-time, using a sandtimer. The tutorial is not being played in real-time to make it easier to learn.
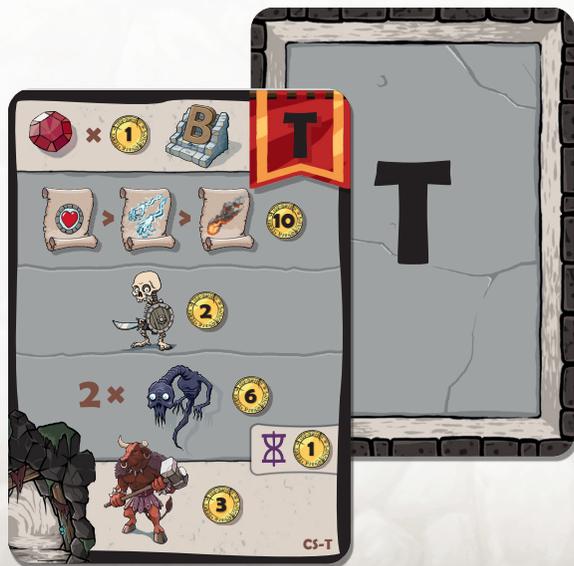
Labyrinth Sheet – side "A"

Marker with eraser

Tutorial Objective Card

SETUP

Find the tutorial Objective card marked by a **T**-icon and place it face down in your playing area. You won't need any of the other Objective cards so you may put them back in the box for now. Each player takes one labyrinth sheet and places it in front of them "A" side up. Each player then takes a marker.

Set aside all the minigame tiles artwork side up. You won't need them right now, but they will be used soon.

Let's start with the tutorial. All the players should follow the instructions simultaneously.

TUTORIAL I: DRAWING AND GEMS

Karak: Labyrinth is a drawing game in which you're trying to make a path to connect the symbols on your sheet in a way that gains you the most points.

You will always start at one of the *staircases*. Sometimes the starting point is fixed, sometimes you may choose the entry point by yourself. This time let's start from the staircase "A". Find it and circle it.

Staircases

Look at your sheet. Notice that there are several on it. They're shiny and pretty and therefore you want them. Most of the points in *Karak: Labyrinth* are scored by fulfilling objectives. The Gems are the most common way to gain points.

Let's earn some points. Try to draw a line from the staircase "A" that will connect all the gems on your sheets.

Oh, you don't know how to draw a line yet? It's simple. The line symbolizes the way your hero is moving around the labyrinth. Each square the line goes through is considered "visited". The line may connect the squares only at right angles, never diagonally.

You also can't visit the same square twice, which also means that you can never cross your line. You can retrace your steps using the eraser, but only to the last symbol you've encountered on your way, not one step further!

Ok, let's start from the staircase and connect all the according to the rules we've just introduced. Don't mind any other symbols on the sheet for now. Once everyone is done, you can move to the next tutorial.

Gem connected with a staircase

TUTORIAL II: SYMBOLS

Let's start by erasing your previous progress. Return to the "A" staircase. The labyrinth sheet contains much more than Gems, as you can see.

For example, do you see this symbol: ? Let's have a closer look. Draw a line to the nearest . Now cross out one of the heart icons on your sheet. Ouch! It was a Trap! You want to avoid them! If you cross out all of your heart icons, you will score no points, so be careful!

Trap

Going through the trap symbol (1) will force you to cross one of your hearts (2).

But what's that next to the ? It's a .

A Treasure! Let's continue drawing the line there! What? Nothing happened? Of course – Treasure if worthless if you don't have the Key.

Some of the symbols in *Karak: Labyrinth* require you to move through a different symbol first. And not just that, you must resolve a minigame to reap the benefit of that symbol. Take this Treasure for example. Many Objective cards grant points for Treasure. But to get them, you need to have the Key first.

Treasure

Remember you can draw a line through any square. If you don't have the Key, you still can still visit the square with the Treasure, but you won't collect it this way and you can't come back to it later, because as we said, you can never visit the same square twice. So, let's start over and do better this time. Let's erase the line you just drew and return to the .

TUTORIAL III: MINIGAMES

We're back at the 🅰. Look where the 🗝 is and draw a line to it. And now comes the catch!

There are some symbols on the board, notably the *Key*, the *Sword* the *Bow* and the *Treasure* (and all of the bosses, but we'll speak about them later), that require you to stop and solve a minigame if you want to use the benefit they provide.

Sword **Bow** **Key** **Treasure**

So, let's do it. Stop at the square with a 🗝. Now each player takes one of the Key tiles and one of the Treasure tiles from the minigame tiles you set aside at the beginning of the tutorial. Note that each player has their own set of minigame tiles, so you don't have to fight over them.

Key minigame tile **Treasure minigame tile**

Also note that in the game there are two types of minigame tiles – with light (Easy) and dark (Hard) backgrounds. The background colour distinguishes two difficulty levels of puzzles. You'll be using Easy tiles for now.

Key minigame tile – puzzle side **Key minigame tile – artwork side**

If you want to get the key, you must solve the *Key minigame* immediately once you draw a line to a square with a 🗝 (you may also decide not to solve it and not to gain the Key, but there is no way of returning to it later). Flip the Key tile to its puzzle side. Each minigame provides a different puzzle. The Key minigame requires you to find a selected number of keys with the specified shape. Circle the right keys. Once you have the required number, the minigame is solved – the Key is now in your possession, congratulations! Circle the Key icon on your labyrinth sheet. Now you can open the treasure and earn the points it provides (whether points are awarded and how many is always stated on the Objective card). Draw a line a to the square with the 📦 now.

Solving the key minigame
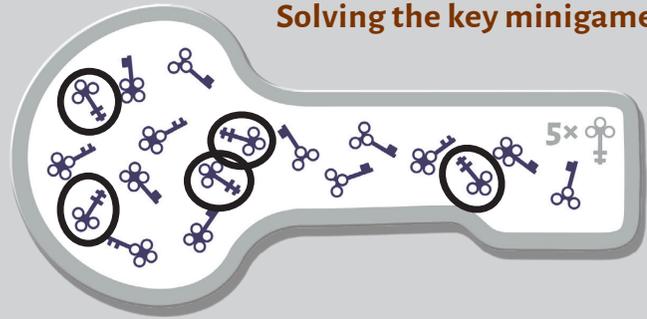
Circling the key on the labyrinth sheet.

But you're not done yet! You didn't think getting the Key will be the only thing required from you, did you? You also have to solve a *Treasure minigame*. Flip the Treasure tile and solve the puzzle. The task is simple – find a way to link the Key to the open the Treasure. Once you've done it, you finally got your first Treasure in *Karak: Labyrinth*. Circle it on your labyrinth sheet.

Solving the treasure minigame
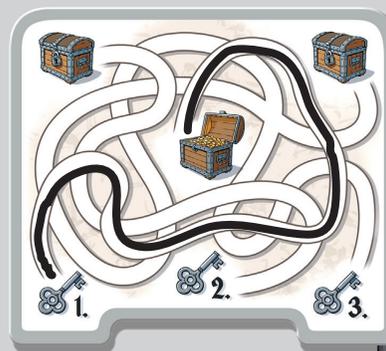
Circling the treasure on the labyrinth sheet.

TUTORIAL IV: MONSTERS AND OTHER MINIGAMES

Okay, that was the Treasure. But the labyrinth is not always so welcoming. First erase your line and return to the [A] and then take another look at the sheet. Apart from Gems, Traps, Treasures and Keys, there are also *Rats*, a *Sword*, *Scrolls*, a *Bow*, a *Skeleton*, and *Ghosts*:

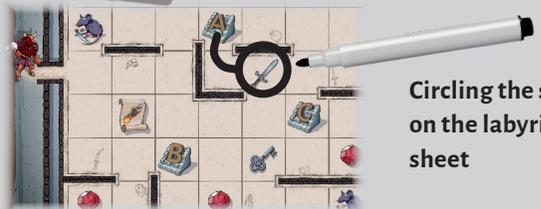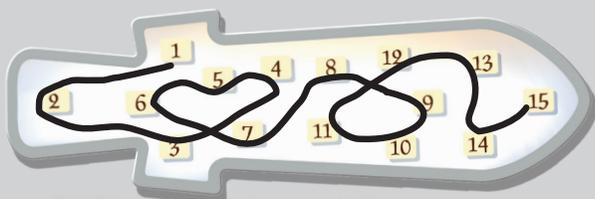| Rat	Sword	Sword	Bow	Skeleton	Ghost

and are monsters. If you draw the line through their squares, you must cross out one of your heart icon (one for each). Unless you have the (for) and (for). With these items, you can defeat them – you can move through the monsters' squares without penalty and if they're part of the objective, you may even earn points this way.

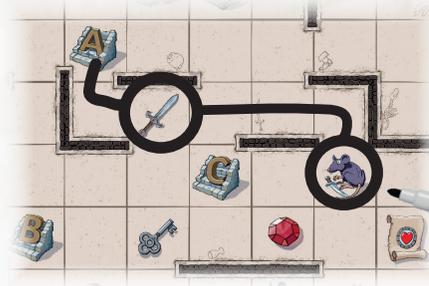But first, you need to get these items. For examples, let's try it and defeat a Rat.

Find a and draw a line to its square. Then take a Sword tile and flip it to its puzzle side – just like with the , if you want to get the , you must solve the corresponding minigame immediately. See, that's a different puzzle than it was for the Key, right? You must connect all the numbers from lowest to highest. Once you're done, you have the Sword – circle it on your labyrinth sheet.

Now, draw the line to the nearest square with . Did the Rat injure you? Did you lose one heart? Nope, because you have the Sword! If you didn't, well, that would a be problem. You've defeated the and you can circle it on your labyrinth sheet.

The defeated rat is marked with a circle.

Note also that once you have the sword, you can defeat all Rats. It's great to know that the Sword doesn't break after the first hit.

The same principle applies to the Bow and the Skeleton, but the Bow puzzle requires you to find a link between the Skeleton and one of the arrows on the minigame tile.

Solving the sword minigame

Circling the sword on the labyrinth sheet
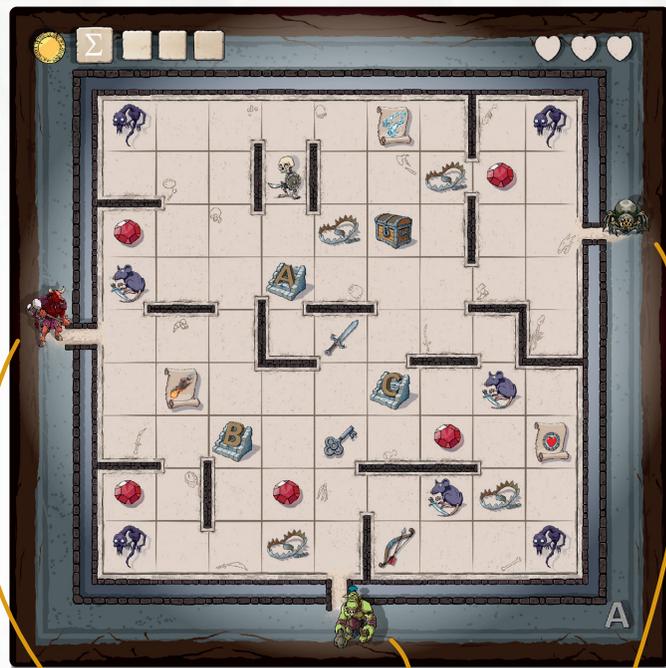
Solving the bow minigame

Circling the bow on the labyrinth sheet

TUTORIAL V: BOSSES AND TIMERS

Now you know almost everything that you need to know to become a brave hero entering the labyrinth of Karak. But there is one important question – how are you going to get out?

Note that on your sheet there are three evil-looking enemies waiting at the exits – the *Minotaur*, the *Spider* and the *Troll*.

Minotaur
**minigame tile**

Spider
minigame tile

Troll
minigame tile

Now let's take a Minotaur tile and flip it to its puzzle side. To defeat a Minotaur, you need to find and draw a symbol or symbols in the blank so no symbol in the grid is 4-in-a-row (neither ortogonally nor diagonally). Have you succeeded? Fantastic!

Solving the Minotaur minigame

Minotaur

Troll

Spider

Objective cards usually specify which exit is the best for you to score but you can exit through any of them after solving corresponding minigame. Let's say this time we should beat the *Minotaur*.

Let's not beat around the bush (after all, this is just the tutorial), so have at him! Draw a line from the to the square with Minotaur.
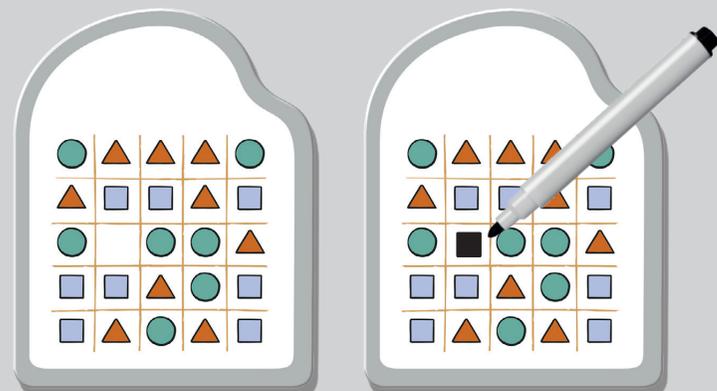
If this wasn't a tutorial this would be the moment to flip the sand timer. In the full game, the moment when the first player exits the dungeon signals the last 30 seconds of the game. If the players don't manage to get to the boss and solve the puzzle in time, they score no points!

Take a look at two other bosses and their respective minigames. This is a good time to try them out for yourself. The Troll requires you to find which kind of monster appears most frequently on the other side of the tile and circle it. The Spider requires you to circle the matching symbols on the same positions on the front side and the back side.

Solving the Spider minigame

Solving the Troll minigame

Tutorial Objective card

TUTORIAL VI: OBJECTIVES AND SCORING

Ok, now you know everything except how the Objectives work. Prepare the timer and place a Fastest player token on top of it. Each player also takes full set of Easy minigame tiles (one tile of each kind). Flip the tutorial Objective card now. Let's check what we see there.

Staircase 🅱️?

Hmm, this means you're all going to start there, not at the 🅰️ as you did until now. Then there are 2️⃣ for 💀, which means that a defeated Skeleton will grant you 2 points at the end of the game (remember – defeated monsters must be circled on the labyrinth sheet). Then there are 2 👻 for 6️⃣. That means you must draw your line through exactly two squares containing 👻 (and circle them) – no more, no less.

And then there are *scrolls* 📜 for 🔟. We didn't talk about Scrolls yet. Note that they are listed in a specific order on the Objective card. To earn those points at the end of the game, you must visit these squares in the listed order. You may visit other squares in the meantime, but you can't change the order in which you reach the Scroll's squares.

At the top, you can also see that each 🔴 is worth 1️⃣ and that the player who gains the Fastest player token will gain 1️⃣.

Finally, there is the *Minotaur* for 3️⃣. That means you get three points if you exit the labyrinth by solving the *Minotaur's minigame* (you can use other two exits as well, they simply grant no extra points).

So, now is up to you, which way will you choose. **Remember – no crossing over your line and no returning beyond the last visited square with any symbol**. To go through monsters' squares without losing hearts, you must gain the respective weapons first.

Is everyone ready? Then return to this text once the first player leaves the labyrinth. 3, 2, 1, START!

Have you left the labyrinth? Well, take the Fastest Player Token and flip the timer now! Once the timer runs out, everyone must stop drawing. If you manage to leave the labyrinth in time, do not forget to take the speed token with the lowest available number.

Is time up? Well, then drop your pens and let's start the count. First, is there anyone, who has crossed out all 3 of their ❤️? We're sorry, but these players don't count their points in this game. You have to be more careful!

Is there anyone who didn't reach any of the bosses or didn't solve any of the bosses minigame before the time ran out and therefore did not manage to exit the labyrinth? You're also not getting any points, sorry! Points are only awarded to heroes who successfully managed to leave the labyrinth.

Now, the remaining players should check whether they made any errors while going through labyrinth and solving minigames. If they did (and we hope they did not), they also score no points.

Fastest player token

Timer

Now let's start the count. Take the Objective card. Each player indicates their points on their labyrinth sheet.

Check if you defeated a Skeleton – you will get two points if you did.

Then check if you've circled exactly two Ghosts on your way. If yes, you earn 6 points. If you circled 0, 1 or 3, you get nothing.

Have you visited the Scroll's squares in the right order? If yes, 10 points are yours. If you have visited them in the wrong order or if you haven't managed to visit them all, you gain nothing.

Each square with a Gem that you visited gives you 1 point. If you were the Fastest player, you get 1 extra point.

Everyone who solved the Minotaur minigame earns 3 points.

The player with the most points wins.

Please note that Rats and Treasures award no points with this Objective card. Also please note the two ♥ Karel in the example below had to cross out for going through a Trap and through a Rat without the Sword.

And that's it, the full game of *Karak: Labyrinth*. Now you're prepared to explore the depths of Karak by yourself! We recommend starting with Easy or Medium Objective cards. If you want an extra challenge, you may try Hard objective cards, but please note that they come with a few extra rules to adhere to. If you ever feel unsure about a rule, feel free to check the rulebook.

Be brave and be quick! Godspeed.

Counting points
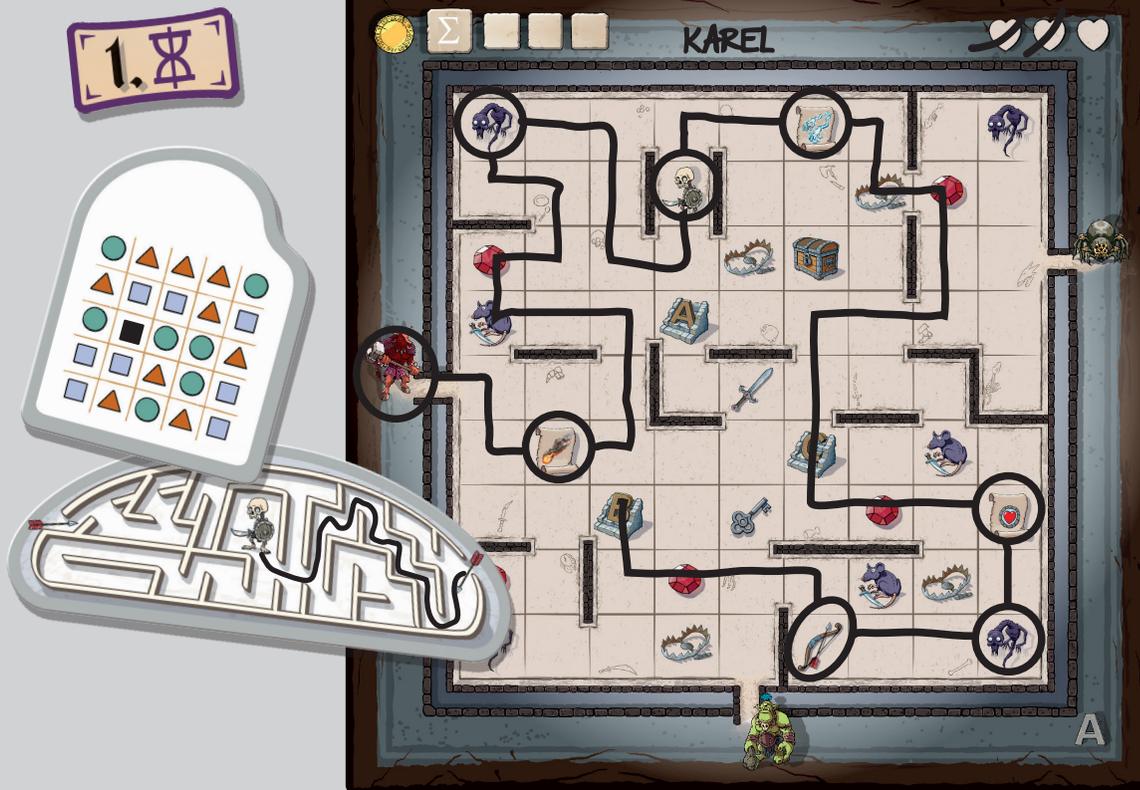
Owner of this sheet – Karel gets 26 points in total:

2 points for Skeleton
6 points for Ghosts
10 points for Scrolls
4 points for Gems
3 points for the Minotaur
1 point for Fastest player token.

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to *Karak: Labyrinth* content
on Boardgamegeek.com!**

Albi