

Trefl 02739

Trefl Karakorum Board Game Instruction Manual

Model: 02739

1. INTRODUCTION

Welcome to Karakorum, a strategic board game by Reiner Knizia. In this game, 2 to 4 players, aged 8 and up, take on the role of qualified mountain guides. Your objective is to lead expeditions to conquer three eight-thousander peaks in the Karakorum mountain range. Success requires careful planning of summit maps, efficient building of expedition piles, and strategic observation of your rivals. The game typically lasts about 30 minutes.

The ultimate goal is to be the player who has either conquered all three peaks or has led all their expeditions evenly across the peaks.

2. COMPONENTS

Before starting, ensure all the following components are present in your game box:

- 120 Summit Cards (in three distinct colors)
- 12 Expedition Target Cards
- 4 Player Boards
- 12 Expedition Markers (3 per player, typically in distinct colors)
- 1 First Player Marker
- Instruction Manual

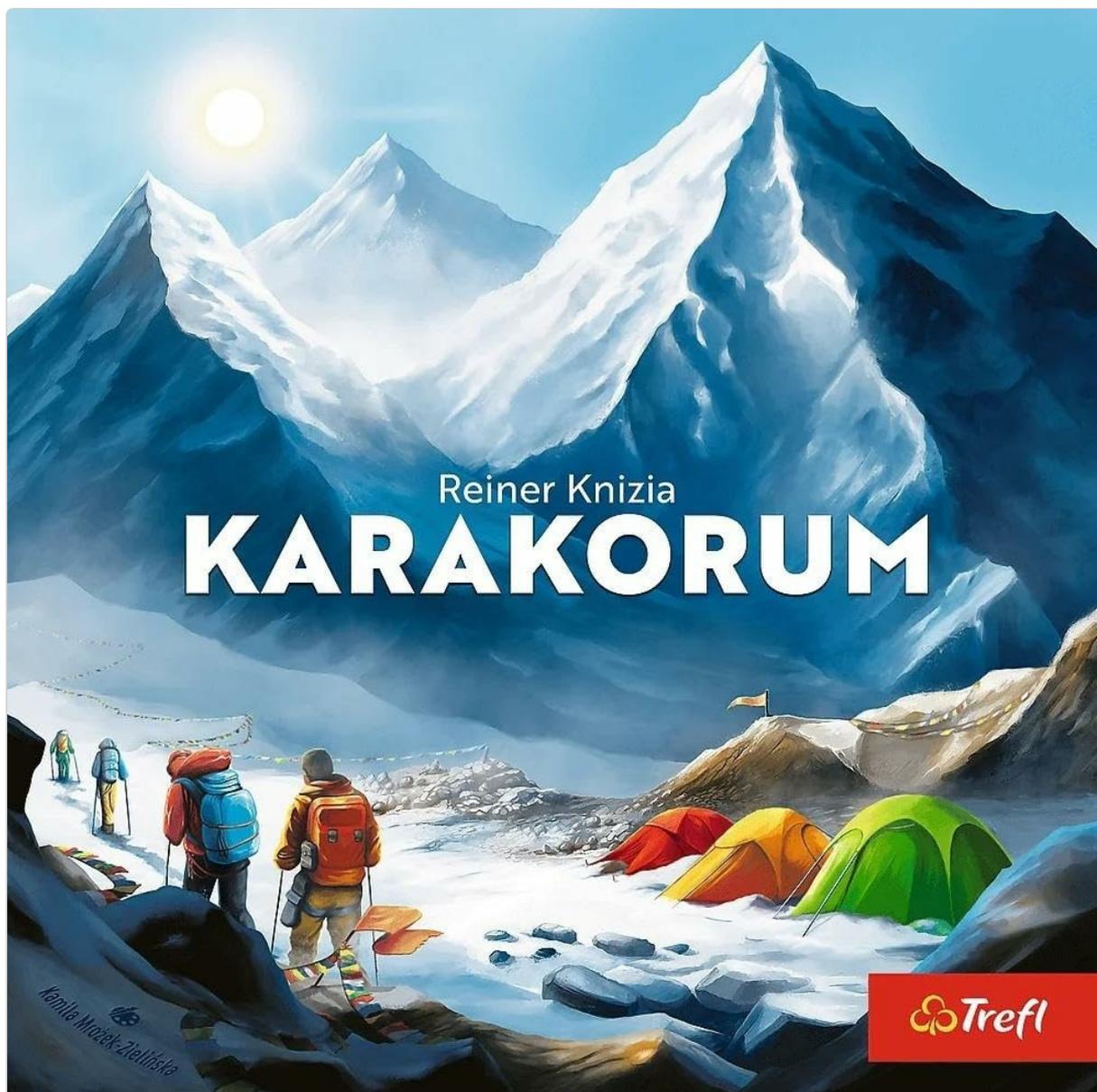


Image 1: The Trefl Karakorum game box and its various components, including cards, player boards, and markers, laid out for inspection.

3. SETUP

Follow these steps to set up the Karakorum game for play:

1. **Prepare Summit Cards:** Shuffle the 120 Summit Cards thoroughly and place them face down in the center of the playing area to form the draw pile.
2. **Distribute Player Boards:** Each player selects a Player Board and places it in front of them.
3. **Assign Expedition Markers:** Each player takes their three Expedition Markers and places them near their Player Board.
4. **Set Up Expedition Target Cards:** Shuffle the 12 Expedition Target Cards and place them face down next to the Summit Card draw pile. Draw a specified number of these cards (refer to the specific game rules for the exact number based on player count) and place them face up to form the expedition goals for the game.
5. **Determine First Player:** Use the First Player Marker according to the game's rules (e.g., youngest player, player who last went hiking, etc.).
6. **Initial Card Distribution:** Deal a starting hand of Summit Cards to each player as specified in the detailed game rules.

4. GAMEPLAY (OPERATING INSTRUCTIONS)

Karakorum is played over a series of turns, with players strategically managing their Summit Cards to advance their expeditions.

4.1 Player Turn Sequence

On a player's turn, they typically perform the following actions:

1. **Draw Cards:** Draw a specified number of Summit Cards from the draw pile.
2. **Play Cards:** Play Summit Cards from your hand to advance your expeditions towards the peaks indicated on the Expedition Target Cards. Cards are typically played in ascending or descending order, or by matching colors, depending on the specific rules for each expedition.
3. **Place Expedition Markers:** Once an expedition meets certain criteria (e.g., a specific number of cards played, a certain value reached), you may place one of your Expedition Markers on the corresponding Expedition Target Card.
4. **End Turn:** Discard any excess cards if necessary, and the turn passes to the next player.

4.2 Expedition Goals and Scoring

The game continues until a player achieves one of the victory conditions:

- A player successfully places their Expedition Markers on all three Expedition Target Cards, signifying they have conquered all three peaks.
- A player has led all their expeditions evenly, meaning their markers are distributed in a balanced way across the peaks (refer to specific rules for exact definition).

The player who first meets one of these conditions wins the game. Consult the full rulebook for detailed scoring and tie-breaking procedures.

5. MAINTENANCE

Proper care will ensure the longevity of your Trefl Karakorum board game.

- **Storage:** Store all game components in the original box in a cool, dry place, away from direct sunlight and extreme temperatures.
- **Cleaning:** Gently wipe cards and board pieces with a soft, dry cloth if they become dusty. Avoid using liquids or abrasive cleaners, as these can damage the components.
- **Handling:** Handle cards and markers carefully to prevent bending, tearing, or excessive wear.

6. TROUBLESHOOTING

This section addresses common issues you might encounter.

- **Missing Components:** If any components are missing upon opening the box, please contact Trefl customer support with your proof of purchase. Do not attempt to substitute missing pieces with unofficial items.
- **Rules Clarification:** For detailed rules or specific gameplay scenarios not covered in this brief overview, refer to the comprehensive rulebook included in the game box. Many board game communities online also offer forums for rules discussions.
- **Damaged Components:** If components are damaged during shipping or manufacturing, retain all

packaging and contact Trefl customer support for assistance.

7. SPECIFICATIONS

Model Number:	02739
Brand:	Trefl
Product Dimensions:	20 x 20 x 5.7 cm
Item Weight:	0.51 Kilograms (510 g)
Material Type:	Paper
Colour:	Multicoloured
Recommended Age:	8 years and up
Number of Players:	2-4 players
Average Playing Time:	30 minutes
Assembly Required:	No
Batteries Required:	No

8. WARRANTY AND SUPPORT

Trefl products are manufactured to high-quality standards. For information regarding product warranty, returns, or customer support, please refer to the contact details provided on the game box or visit the official Trefl website. Please retain your proof of purchase for any warranty claims.