



In the distant lands of Eledris, a great war stirs. With the assassination of King Raik the Dwarfbane, a rebellion in the kingdom arises, and a battle for the region of Karoff begins.

As the player, you will become a general of either the Royal Army, or the Rebellion, and fight to acquire as much of Karoff's land as possible. You will guide your soldiers to explore the uncharted forests, mountains, deserts, and tundras, which your workers will then use to harvest precious resources and build buildings and cities.

The war for Karoff is far from over, but this battle's victory will surely influence further development of the war; that is why the success of your command is crucial to your cause.

Karoff is a board game played with two players. The goal of the game is to build buildings and cities in order to gain *Victory Points*.

Each turn is consisted of two phases (Building, Resources), looped through two times, once for each player.

Phase 1 - Building

In the first phase, the player chooses to either build a new terrain tile, connecting it to an already existing tile of its *biome*, or to build a new building, by spending the appropriate amount of resources, and filling up one appropriate biome tile with the building's token.

After the player builds a terrain or a building, the second phase begins.

Phase 2 - Resources

In the second phase, each player is awarded resources. Every building they've built up until this point adds to the resource count added in this phase. Each building that doesn't award Victory Points awards some resource multiplier for this phase.

After the resources are given, Phase 1 starts again, this time for the opposite player.

The Red player always starts.

Buildings

Karoff contains 10 different buildings, which can be built in the first phase of each player's turn.

Every building has its cost, and can be built on some biomes. Every building rewards either more resources gained in the second phase, or victory points upon construction.

Every player can build every building, if they have the appropriate amount of resources, and have access to the appropriate biome.



Lumbermill

The *Lumbermill* serves as the basic building for the forest biome. It generates 2 *lumber* every turn.



Sandstone
Mine

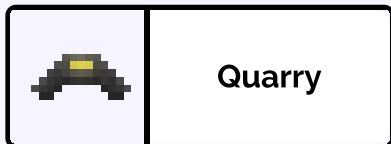
The *Sandstone Mine* is one of the most common buildings in the desert. It can generate 2 *sand* every turn.



Ice Pond

The *Ice Pond* freezes every turn. The pond's owner can harvest 2 *ice* from it.

Karoff



Quarry

In the *Quarry*, the king's miners gather *stone* restlessly. Every turn, the owner of a mine claims 2 *stone*.



Hospital

The *Hospital* mends the injuries of soldiers, priests, or peasants. Owning one is beneficial to the whole kingdom, and such rewards 2 *victory points*.



Igloo

The *Igloo* is an intermediate-level snow building. It generates 5 *ice* each turn for its owner.



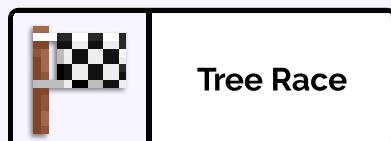
Oasis

The *Oasis* is a place of refuge and short rest. Owning one gives adventurers hope, and offers 4 *sand* each turn.



Dwarven Mine

Dwarves have always been the kingdom's best miners, and such, the *Dwarven Mine* shall bring you 5 *stone* every turn.



Tree Race

Watching the *Tree Race* has been a religious tradition in the kingdom for millenia. While the trees don't seem to move, the spectating somehow generates 4 *lumber*.



Barracks

The *Barracks* ensure your soldiers will be ready for the next battle. Fear manifests in the hearts of your enemies, and you gain 4 *victory points*.

Biomes

The vast region of Karoff contains four distinct biome types: Forest, Desert, Snow, and Mountains.

Each of these biomes can be used to gather their respective resources: Lumber, Sand, Ice, and Stone. The players can gain these resources via buildings in the appropriate biomes.

