

# RAKMIN MINI GAME



Rakmin is a pub game played in the world of Rakasa. In the game, *Legends of Rakasa*, Rakmin is used to determine the success of different actions from picking a lock to finding someone lost in the Ocean. It's a simple puzzle game with a focus on creative addition and subtraction, sequencing, and beating the odds.

Rakmin tiles are colorful. The Five Introductory Chapters will not use the colors on the Rakmin tiles. This feature is included for future custom game types where color would play a role in solving a puzzle.



Let's begin by looking at the most basic of Rakmin puzzles, a two tile and pre-set target puzzle.



Start the mini game by flipping over the two Rakmin tiles. Choose your starting tile. After picking your starting tile, roll the dice not being used to track your target number.

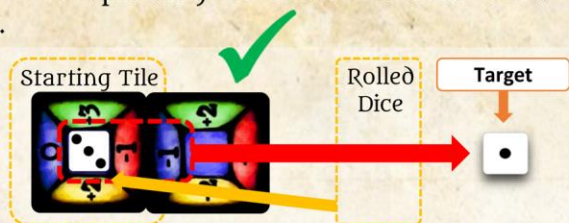


Place the rolled number on the center of the starting tile. Your goal is now to total this roll number (3) with one of the sides of the starting tile (-1, 0, +2, +3) and a side of



the other tile (-1, +1, -2, +2) to equal the target number (1).

There are a couple ways to solve this one. Below is one example.



In the above example we are combining 3, -1, and -1 to make 1. This works because 3 minus 1, minus 1, equals 1.

Let's take a look at another roll.



This one is impossible. No matter how you combine a side from each tile, you won't be able to turn 5 into 1. The closest you can get is 5 minus 1, minus 2, which will equal 2. Therefore, both 5 and 6 are both impossible rolls. In this situation, you have a two options:

1. Reroll the rolling dice on your next turn and see what you get.
2. Swap out the tile that isn't locked down as the starting tile for a different tile. The new tile must be drawn face down. Return the swapped out tile face down as well. The new tile can't be played till your next turn.

Now that you have the basics, let's look at the first Rakmin challenge in the Introductory Chapters. In the first chapter of the Introductory Chapters, you will be picking a lock. This Rakmin puzzle uses 4 Rakmin Tiles, one dice for rolling, and a dice for tracking the target number, which starts on the number 1. As done previously, flip over all tiles and pick a starting tile. Once



this tile is selected, roll to see what number you have to work with. We usually call this the roll for “value.”

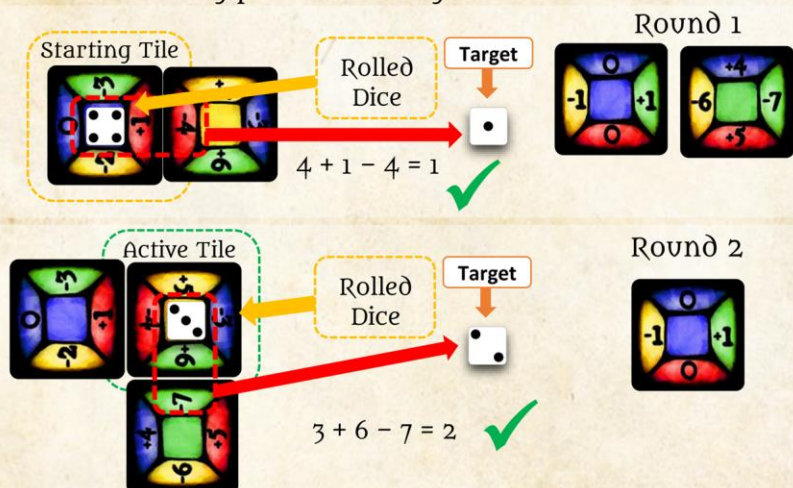


In this Rakmin puzzle, the goal is to combine the Valve Roll, a side from the starting tile, and one other tile side to create the Target Number.

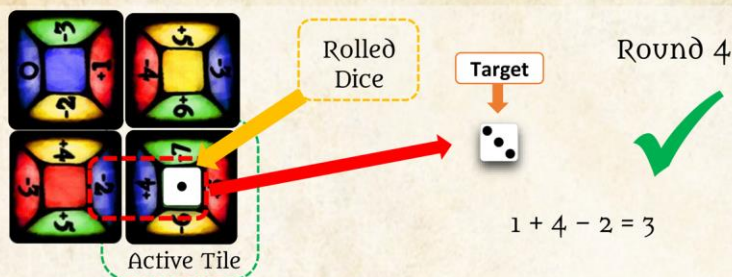
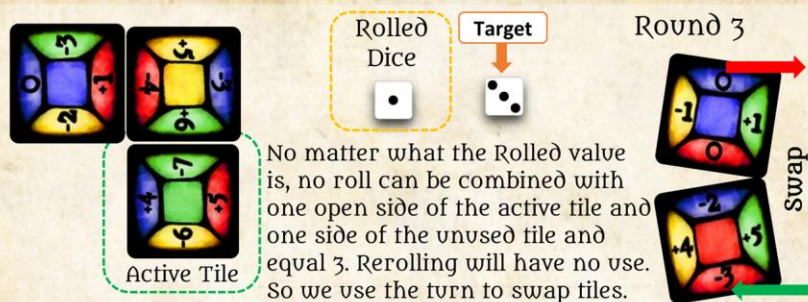
When choosing a connecting tile, players can choose from any of the unused tiles. Once the Target Number of 1 is reached, the Target Number in this puzzle changes to 2. Once 2 is met, it changes to 3. Once 3 is met, the puzzle is completed, and in the case of picking a lock, the lock is successfully picked.

If a solution can't be found, in addition to rerolling or swapping any number of unused tiles, players can undo completed sections of their puzzle. Though this puts them back a stage (or more) in the completion of their puzzle, it can open options lost by placing difficult tiles in hard to connect spots.

Here's the solving process in stages:







Having reached our final Target Number in this puzzle, it is considered complete and in the case of the picking the lock, the locked would be successfully unlocked.

With more tiles in play, it's easier to see the possible use of using a turn to reverse a move, swap out tiles, or reroll when in a jam. Notice also how the number of usable sides of the active tile may decrease depending on where it is placed. Also remember, once tiles are connected, they cannot be rotated unless the puzzle is reversed back to the point where the tile desired to be rotated is picked back up.

Some Rakmin puzzles will not have set Targets Numbers as with Chapter 1's lock picking. In these puzzles with random Target Numbers, players roll for a new Target Number immediately after reaching a target. And, just as with Chapter 1, after meeting a target, players also roll for their new Value Number. In Chapter 1, players don't roll for Target Numbers because the target is given in a series of numbers (1, 2, 3).