

# Gorbino's Quest

## RULES

### Contents

- Rule Sheet
- Game Board
- 36 starter cards
- 42 technology cards
- 10 resource build cards
- 10 province build cards
- 6 reference cards
- 30 city resource tokens (Start on back)
- 10 resource build tokens (build adjacent on back)
- 12 achievement tokens
- 70 ¢ coins (money) (coins with T)(NOTE: the currency used to be called 'Talents,' hence the T instead of ¢)
- 90 cities (wooden houses) in red, blue, green, brown, black, purple
- 6 wooden disks in red, blue, green, brown, black, purple (for tracking income)
- 20 pink food cubes, 20 brown wood cubes, 20 black coal cubes, 20 gray silver cubes, 20 yellow gold cubes

### Setup

- Place starting 30 city 'resource tokens' (tokens with "START") on the 30 city locations on the map, then flip them to reveal cube type
- Shuffle the "Province Build" deck, place face up on the side of the board.
- Shuffle the "Resource Build" deck, place face up on the side of the board.
- Place the 'resource build' tokens on the side of the "Resource Build" deck ('build adjacent' printed on back)
- Player order chosen randomly

- Players start with the following resources:
  - Player 1: nothing
  - Player 2: 1 Food + 3 ¢
  - Player 3: 1 Wood + 6 ¢
  - Player 4: 1 Coal + 9 ¢
  - Player 5: 1 Silver + 12 ¢
  - Player 6: 1 Gold + 15 ¢
- Remove the following technology cards based on players:
  - 6 players: 6 random cards
  - 5 players: 12 random cards
  - 4 players: 18 random cards
  - 3 players: 24 random cards
  - 2 players: 30 random cards
- Shuffle the "Technology" deck, place face down on the board (above map). Then place top 5 technology cards on the Technology track (5 open spots above map).
- Each player gets a hand of the following cards: Starter Loan, Starter Production, Starter Trade, Starter Development, Starter Reset, Starter: Build
- Place achievement tiles, coins, and resource cubes on the side of the board.
- Place wooden disks on 0 of income tracker

### Player Turn

1. Gain/Pay ¢ based on the income tracker. **Example:** if your income is at +8, then gain 8 ¢ from the bank. If your income is at -3, then pay 3 ¢ to the bank.
2. Play a card from your hand and discard it into your own personal discard.
3. If a player has reached the requirements for an achievement, they may take one per turn.

### Scoring

- Game ends after the last technology card is purchased.
- Winner is determined by who has the most Victory Points (VPs).
- Victory Points are the addition of the following:
  - VPs = # (pink tags) x 8
  - VPs = # (purple tags) x leftover 20 ¢ coins at end
  - VPs = # (yellow tags) x cities
  - VPs = # (blue tags) x resource production types x2
  - VPs = # (red tags) x provinces with most cities x3
  - VPs = # (green tags) x provinces with at least 1 city x2
  - Achievement Tiles

# CARDS

## Loan

After playing a loan card, move your income marker disk and gain ¢ coins. **Example:** Player plays their Starter Loan card and chooses to 'Trade 3 income for 30 ¢'. They then move their wooden disk from 0 to -3 and gain 30 ¢ from the bank.

## Development

Purchase up to 2 technology cards and place them in your discard. **Example:** Player plays their starter development. They choose to purchase a green build card on the +0¢ location and a purple loan card on the +5¢ location. The total cost is (silver + gold + 0¢) + (10¢ + food + 5¢). After the purchase(s), all remaining technology cards inside the track move to the right if their right position is empty, and the track is replenished

## Trade

Player may buy/sell up to two types of goods with the bank. **Example:** Player plays a 'starter trade' card and sells 4 food and buys 2 silver for a total cost of 10¢ (+4x5¢ - 2x15¢ = -10¢).

## Production

Player chooses a province, and that province produces resources. **Example:** Player plays a starter production card and chooses Drakewood. That player has a city built on a food, gold, and silver token in that province and another player has a city built on a wood token. Each player gets their corresponding resource(s).

## Reset

Place cards from your discard into your hand. Gain income. And *cycle* build decks. Note: the starter reset will always remain in your hand.

**Cycle definition** - place the top card on the bottom of that deck.

## Treachery

Unleash cunning schemes to hinder your opponents. All treachery cards are different, and some can only be played once. If they can be played only once, instead of placing it into your discard, instead place it on the side.

## Build

Build using one of the three build actions:

**Normal Build-** Build *adjacent* to one of your cities.

**Resource Build-** Build *adjacent* to one of your cities switching the resource to one on the 'Resource Build' deck. *Cycle* deck.

**Province Build-** Build at a location on the 'Province Build' deck. *Cycle* deck.

**Adjacent Definition-** Has a road connecting it.

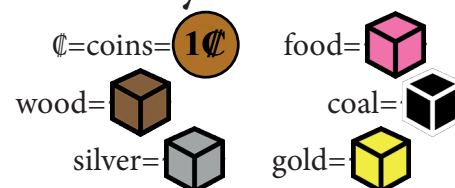
**Example 1:** player plays a starter build card. They have no cities on the board so they can only use the 'province build' action. The province build deck is for Goldendale, which has a food, silver, and gold token. Player then pays 20 ¢ to the bank and places a wooden city on the food city token. Player then gains +3 income as stated on the card. Player then *cycles* the province build deck placing Goldendale on the bottom.

**Example 2:** player plays a yellow build card. This card only has the resource build option. The resource build deck has 'food and silver' on the top. Player then pays 1 coal + 5 ¢ to the bank and places a wooden city on the silver city token. Player then gains +5 income as stated on the card. Player then *cycles* the resource build deck placing 'food and silver' on the bottom.

## Build Cost

- Food City = 20 ¢
- Wood City = 1 food + 10 ¢
- Coal City = 1 food + 1 wood
- Silver City = 1 coal + 5 ¢
- Gold City = 1 coal + 10 ¢

## Symbols



## Achievements

- 3 Tags of each color
- 6 Cities
- 5 Providences with 1+ cities
- 4 Providences with most cities
- 4 Production Types
- 50 ¢ coins
- Buy last Technology card