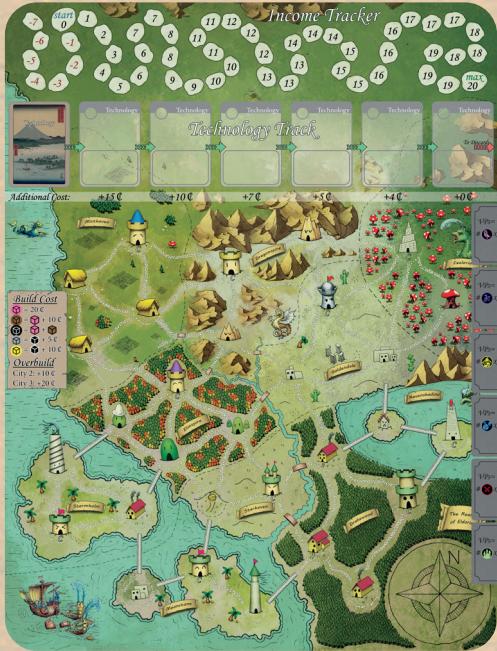


Gorbino's Quest

RULES

COMPONENTS

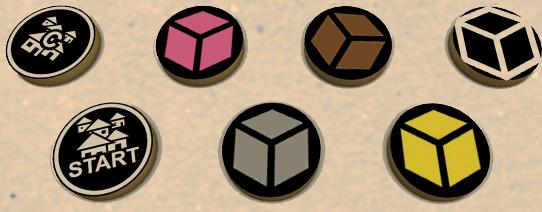
- Rule Sheet (this)
- Game Board



- 36 Starter Cards
- 42 Technology Cards
- 10 Victory Point Cards
- 10 Mystery Cards
- 6 Reference Cards



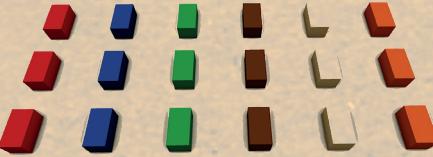
- 30 City Resource Tokens



- 70 Money Coins



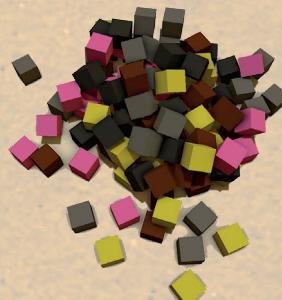
- 90 Cities (Wooden Catan Houses) in Red, Blue, Green, Brown, White, Orange



- 6 Income Tracking Disks in Red, Blue, Green, Brown, White, Orange



- 20 Pink Food Cubes, 20 Brown Wood Cubes, 20 Black Coal Cubes, 20 Gray Iron Cubes, 20 Yellow Gold Cubes



Symbols

¢ = Coins =		Food =	
Wood =		Coal =	
Iron =		Gold =	



LORE

As the late king Gorbino laid to his final rest, He spoke a challenge in words of power that echoed across the land. “Eldoria is the greatest kingdom of all of history. But its riches are not its ancient magics nor its bountiful resources, but instead the strength of its people. Therefore I offer this, my throne to the worthiest citizen of Elderland, they who demonstrate cunning and bravery above all others!” This is... Gorbino’s Quest!

Prove that you are worthy of the throne by not only expanding your territory, but also advancing your society through the development of technologies. Only then can the legendary king’s words be honored. Remember above all else that the world is what you make of it.

SETUP

1. Place starting 10 city capital tokens (Tokens with ‘C’) on the 10 C locations on the map.
2. Place the 20 remaining tokens (Tokens with ‘START’) on the remaining locations.

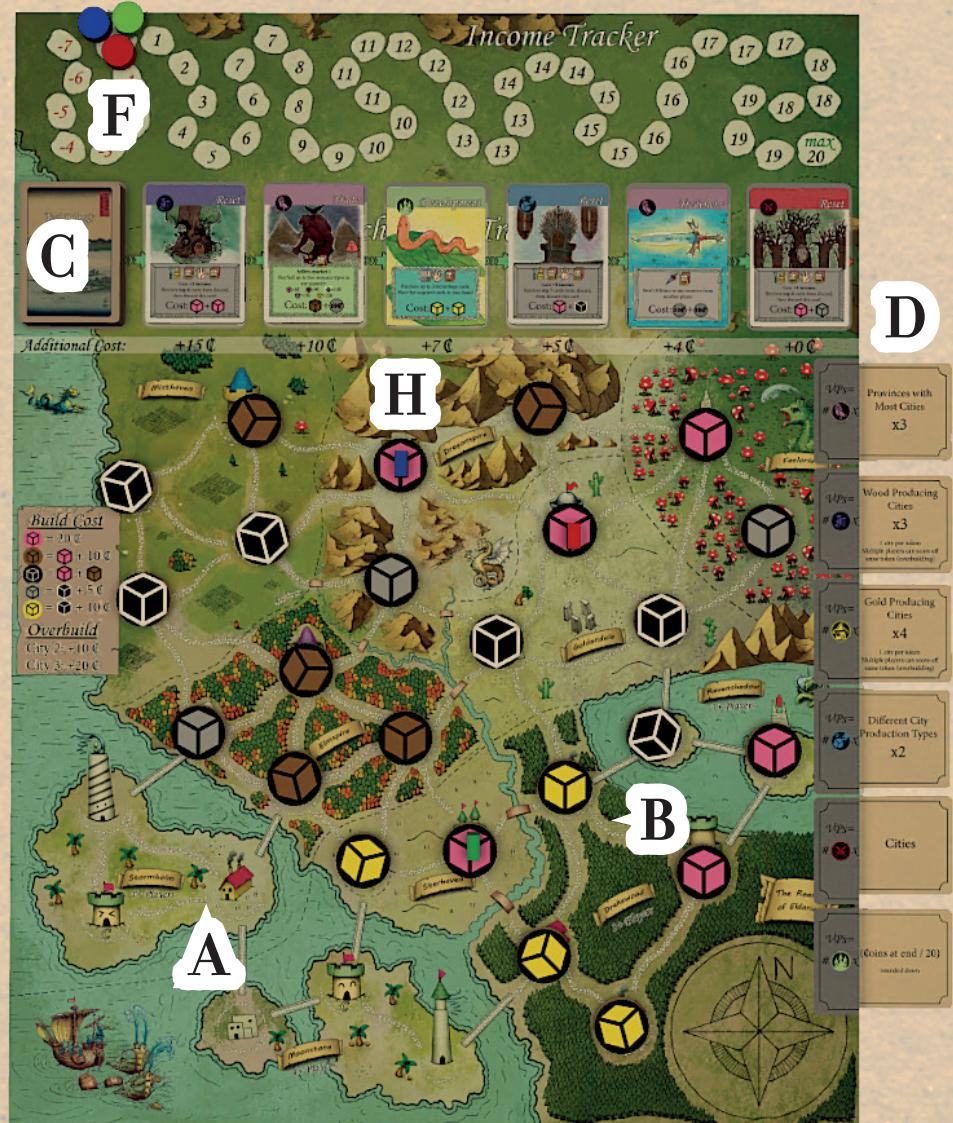


Figure: Board setup for 3 players



3. [A] In a **3 player game** remove tokens from *Stormholm* and *Moonstone*.
4. [B] In a **2 player game** remove tokens from *Stormholm*, *Moonstone*, *Drakewood* and *Ravenshadow*.
5. Flip all the tokens to reveal their production types.
6. The player who has most recently dug a planting bed in their garden takes the **1st player marker**.
7. [C] Shuffle the “Technology” deck (all cards with “Technology” on the back), place face down on the board (above map). Then place top 6 technology cards face up on the Technology track.
8. [D] Shuffle and draw **6 Victory Point cards** so that each card corresponds to one of the color tags. Slide the tagged portion of each card under the board so that the color tag of the board and the victory point condition of the card are visible.



9. [E] Place coins and resource cubes on the side of the board so that they are easily reachable.
10. Each player picks a color that will correspond to their income tracking disk and cities.
11. [F] Place disks for each player color on zero of the **income tracker**.

Player Setup

1. [G] All player receive their cities of the same color as their income tracking disk.
2. [H] **All player receive 1 food city:** Starting from last player to first, all players place a city on one of the pink city resource tokens on the map.
3. **[I] All player receive 2 resources of their choice:** Starting from first player to last, all player take two resources. If it's your first time playing, its suggested to look at the build cost of the first city you want to build and get that resource. (Build costs on left side of map)
4. [J] Each player gets a hand of the following cards: Starter Loan, Starter Production, Starter Trade, Starter Development, Starter Reset, Starter Build. (“Starter” on back of cards)

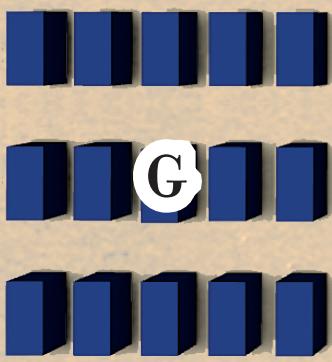


Figure: Player Setup



CARDS

Loan

After playing a Loan card, adjust your income marker and gain C oins accordingly. **Example:** Player plays a starter loan card and chooses to ‘Trade 2 income for 30 C ’, they then move their income marker disk from 0 to -2 and receive 30 C from the bank.

Trade

Player may buy/sell up to two types of goods in any amount. **Example:** Player plays a starter trade card and sells 4 food and buys 2 iron for a total cost of 10 C . **Math:** $(+4 \times 5 - 2 \times 15 = -10)$.

Maximum C oins: The maximum coins a player can ever have is 300. Any excess must be returned to maintain this limit.

Unlimited Resources: Resources are unlimited. If needed, players can place a resource cube on a money token to signify that amount such as placing a food cube on a 10 C coin to signify 10 food.

Production

Player chooses one province on the map and all of their cities in that province produce resources. **Example:** Player plays a starter production card then chooses Drakewood. That player has a city built on a food, gold, and iron token in that province and receives a food, gold, and iron.

Development

Player can purchase technology cards from the technology track. Place the acquired cards in your hand. **Example:** Player plays their starter development card. They choose to purchase a green build card on the +0 C location and a purple loan card on the +5 C location. The total cost is (iron + gold + 0 C) + (10 C + food + 5 C). 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.

Reset

Player places cards from their discard into their hand.

Example: Player plays a starter reset card. That player places the top 5 cards of their discard into their hand

Note: the starter reset will always remain in your hand

Note: you can retrieve less than the max amount.

Treachery

Players may steal resources, buy resources for a low cost, or take the actions of cards from other players as indicated on the card.

Build

1. Choose a token *adjacent* to one of your cities.

Adjacent Definition- Connected by a road.

2. Pay the build cost based on the city type:

$$\begin{aligned} \text{Pink cube} &= 20\text{C} \\ \text{Brown cube} &= \text{Pink cube} + 10\text{C} \\ \text{Black cube} &= \text{Pink cube} + \text{Brown cube} \\ \text{Grey cube} &= \text{Black cube} + 5\text{C} \\ \text{Yellow cube} &= \text{Black cube} + 10\text{C} \end{aligned}$$

3. Place one of your cities on that token.

4. Gain the designated income.

Build Example: Player plays a starter build card. Player looks at all cities adjacent to their current cities and decides to place it on a gold production token. They then pay the build cost of 1 coal and 10 C and place one of their cities on that token. They then gain 3 income as indicated on the card, sliding their income tracking disk.

Overbuilding: Players may also build on a location where there is already a city, with an additional cost.

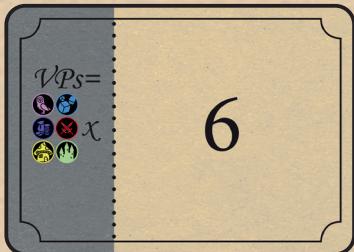
Overbuilding Example: A coal city resource token has another player built on it. Player can still build on the resource token for an additional 10 C . The total build cost for this would be 1 food, 1 wood and 10 C .

Note: Players may overbuild on tokens that already have their cities, i.e. you can have multiple cities on the same token.

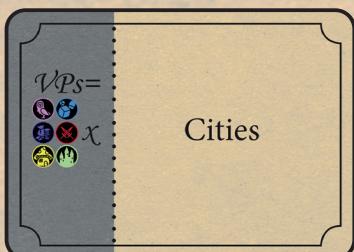


SCORING

- This section will elaborate on the scoring mechanism for each victory point card.
- As a general rule you only score for YOUR cities/income/coins/tags, so if a scoring is for “blue tags cities” it means the number of your blue tags times the number of your cities.
- The tags you own includes those in your hand and your discard at the end of the game.



Number of tags
x
your leftover coins divided by 20, rounded down. Example: having 115¢ at the end of the game would yield 5 points per tag.



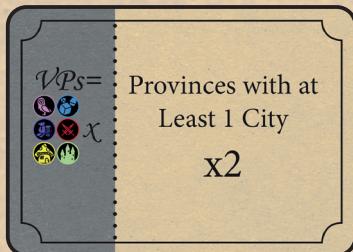
Number of tags
x
the number of provinces that you have at least 1 city in x2.



Number of tags
x
6



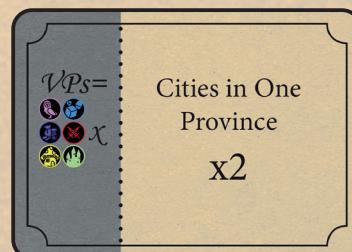
Number of tags
x
the number of your cities.



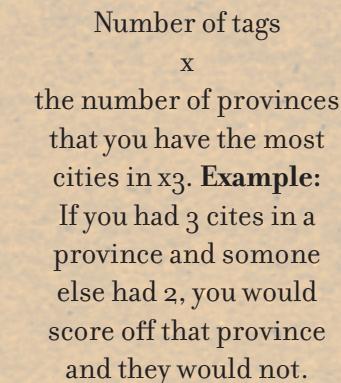
Number of tags
x
the number of your cities on wood production tokens x3. Each player can only score once off each token.



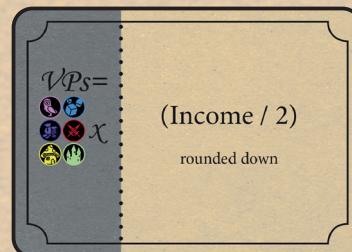
Number of tags
x
the number of your city produciton types x2. There is 5 production types total so that means you could at most score 10 VPs per tag.



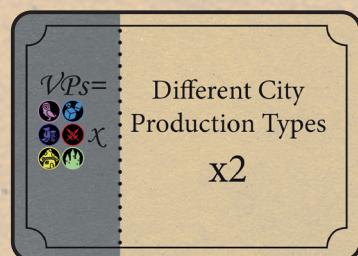
Number of tags
x
the most cities you have in one province x2. You can score more than once per token with overbuilding.



Number of tags
x
the number of provinces that you have the most cities in x3. **Example:** If you had 3 cities in a province and somone else had 2, you would score off that province and they would not.

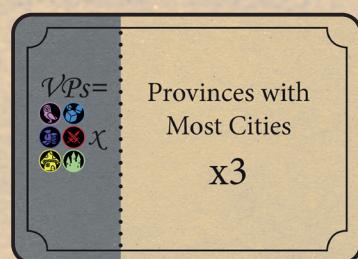


Number of tags
x
the number of your cities on gold production tokens x4. Each player can only score once off each token.



Number of tags
x

the most cities you have in one province x2. You can score more than once per token with overbuilding.



Number of tags
x
your income divided by 2, rounded down.



Scoring Example

The Victory point section of the board shows how the points will be calculated:

$VPs =$	Provinces with Most Cities
#	x3
$VPs =$	Wood Producing Cities
#	x3 1 city per token Multiple players can score off same token (overbuilding)
$VPs =$	Cities in One Province
#	x2
$VPs =$	Different City Production Types
#	x2
$VPs =$	Cities
#	
$VPs =$	(Coins at end / 20) rounded down

Players score the addition of the following:

The number of tags x the number of provinces with most cities x 3

The number of tags x the number of wood producing cities x 3

The number of tags x the number of cities in one province x 2

The number of tags x the number of different city production types x 2

The number of tags x the number cities

The number of tags x (leftover coins / 20)



Number of End Game Tags:

BLUE	RED	GREEN
3	1	0
1	1	1
2	3	1
1	2	0
0	1	2
1	1	4

End Game Money

BLUE	RED	GREEN
27	15	128

Scoring

BLUE	RED	GREEN
$3 \times 2 \times 3 = 18$	$1 \times 3 \times 3 = 9$	0
$1 \times 2 \times 3 = 6$	$1 \times 1 \times 3 = 3$	$1 \times 1 \times 3 = 3$
$2 \times 3 \times 2 = 12$	$3 \times 3 \times 2 = 18$	$1 \times 5 \times 2 = 10$
$1 \times 4 \times 2 = 8$	$2 \times 5 \times 2 = 20$	0
0	$1 \times 7 = 7$	$2 \times 8 = 16$
$1 \times 1 = 1$	$1 \times 0 = 0$	$4 \times 6 = 24$
Total VP	45	57
		53

RED WINS!



Thanks for Playing!



QUICK START

Board Setup

1. Place the 10 'c' tokens
2. Place the 20 'start' tokens
3. **3 player game:** remove tokens from *Stormholm* and *Moonstone*
4. **2 player game:** remove tokens from *Stormholm*, *Moonstone*, *Drakewood* and *Ravenshadow*
5. Reveal tokens
6. Player takes the 1st player marker
7. Place "Technology" deck and 6 technology cards on the Technology track
8. Draw 6 Victory Point cards and slide each one under one of the color tags on right side of the board
9. Place coins and resource cubes
10. Each player picks a color
11. Place disks on 0 of income tracker

Player Setup

1. All player receive their cities
2. All player place one of thier cities on a pink token: last player to first
3. All player receive 2 resources of their choice: first player to last
4. Each player gets a hand of the six starter cards



Figure: Board setup for 3 players

Player Turn

Play a card from your hand and place it in your discard, turn order is clockwise.

Each Round

After all player have taken their turn, do the following:

1. **Advance Technology Track:** Discard the rightmost technology card, shift all remaining cards to the right, replenish track
2. **Gain or Pay coins based on the income tracker.**
3. **Rotate 1st player marker clockwise**, that player starts their turn

Game End

Game ends when no cards remain on the Technology Track. Winner is determined by who has the most **Victory Points** (VPs).

Scoring

Calculate your score from the vicory point section on the right of the board. As a general rule you only score for YOUR cities/income/coins/tags, so if a scoring is for "blue tags x cities" it means the number of your blue tags times the number of your cities. The tags you own includes those in your hand and your discard.

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