# Gorbino's Quest
RULES

Contents

- Rule Sheet
- Game Board
- 36 starter cards
- 42 technology cards
- 6 reference cards
- 30 city resource tokens (Start on back)
- 70 ₡oins (money) (coins with T)(NOTE: the currency used to be called 'Talents,' hence the T instead of ₡)
- 90 cities (wooden Catan houses) in red, blue, green, brown, black, purple
- 6 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

Symbols

₡=coins= **1₡**   food=

wood=   coal=

silver=   gold=
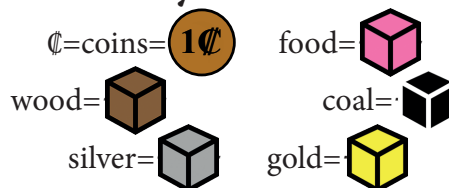
Setup

- Place starting 30 city 'resource tokens' (Tokens with 'START') on the 30 city locations on the map, then flip them to reveal cube type. <u>NOTE: In a 5-6 player game, there can be only one food city resource token (pink tokens) per province. This is to spread them out.</u>
- 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 ₡
- 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). <u>NOTE: In 6 player game, place a 6th one.</u>

- Each player gets a hand of the following cards: Starter Loan, Starter Production, Starter Trade, Starter Development, Starter Reset, Starter: Build
- Place ₡oins and resource cubes on the side of the board.
- Place disks for each player color on 0 of income tracker
- All player receive their cities (wooden Catan houses) of the same color
- **All player receive 1 food city:** Starting from first player to last, all players place a city on one of the pink city resource tokens on the map.
- **All player receive 1 technology card:** Starting from last player to first, all players take a card from the technology track. After all player have taken a technology card, all remaining technology cards inside the track move to the right if their right position is empty, and the track is replenished.

Player Turn

1. Gain/Pay ₡ based on the income tracker. **Example:** if your income is at +8, then gain 8 ₡oins from the bank. If your income is at -3, then pay 3 ₡oins to the bank.
2. Players play a card from their hand and discard it into their personal discard. <u>Note: reset cards put your cards back in your hand.</u>

Each Round

1. Advance Technology Track:
After all players have completed their turns, progress the technology track. Remove the rightmost technology card from the track and shift all remaining cards to the right. Then, replenish the track by adding a new technology card. <u>Ensure that you perform this step each time the last player concludes their turn.</u>

CARDS

Loan

After playing a *loan card*, move your income marker disk and gain ₡oins. **Example:** Player plays their *starter loan* card and chooses to 'Trade 3 income for 30 ₡'. They then move their move their income marker 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* card. 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 in any amount. **Example:** Player plays a *starter trade* card and sells 4 food and buys 2 silver for a total cost of 10₡. **Math:** (+4x5₡ - 2x15₡ = -10₡). <u>Note: Max ₡ = 300.</u>

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 and gain income. **Example:** Player plays a *starter reset* card. That player places the top 4 cards of their discard into their hand and gains 1 income. <u>Note: the starter reset will always remain in your hand.</u>

Treachery

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 of the discard.

Build

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

Adjacent Definition- Has a road connecting it.

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

3. Place a city (wooden Catan house) on that production token.

4. Gain the designated income.

Example 1: Player plays a *starter build* card and places it into their discard. 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 ₡ and place one of their city pieces on that token. They the gain 3 income as said on the card, sliding their income tracking disk.

Game End & Scoring

- Game ends immediately after the last technology card is purchased or discarded.
- Winner is determined by who has the most Victory Points (VPs).
- Victory Points are the addition of the following:

VPs = # x 6

VPs = # x (₡oins at end / 20)

VPs = # x cities

VPs = # x city resource production types x2

VPs = # x provinces with most cities x3

VPs = # x provinces with at least 1 city x2