

Gorbino's Quest

RULES

Contents

- Rule Sheet (this)
- Game Board



- 36 starter cards
- 42 technology cards
- 6 reference cards



- 30 city resource tokens



- 70 money coins (digital counter on Tabletop Sim)



- 90 cities (wooden Catan houses) in red, blue, green, brown, white, orange



- 6 disks in red, blue, green, brown, white, orange (for tracking income)



- 20 pink food cubes, 20 brown wood cubes, 20 black coal cubes, 20 gray iron cubes, 20 yellow gold cubes



Symbols

$\text{¢} = \text{coins} =$		$\text{food} =$	
$\text{wood} =$		$\text{coal} =$	
$\text{iron} =$			
$\text{gold} =$			

SETUP

- Place starting 10 city capital tokens (Tokens with 'CAPITAL') on the 10 C locations on the map.
- Place the 20 remaining tokens (Tokens with 'START') on the remaining locations.
- Flip all the tokens to reveal their production types.
- First player is the coolest guy.
- Shuffle the "Technology" deck, place face down on the board (above map). Then place top 6 technology cards on the Technology track.
- Each player gets a hand of the following cards: Starter Loan, Starter Production, Starter Trade, Starter Development, Starter Reset, Starter Build
- Place ⚡coins 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 of the same color
- 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.

- All player receive 1 of each resource:** All player receive 1 food, 1 wood, 1 coal, 1 iron and 1 gold.

Player Turn

Starting from first player to last going clockwise, all players take one turn. On a players turn, players play a card from their hand and discard it into their personal discard.

Each Round

After the last player takes their turn, do the following:

- Advance Technology Track:** Discard 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.
- Gain/Pay ⚡ based on the income tracker. Example:** if your income is at +8, then gain 8 ⚡coins from the bank. If your income is at -3, then pay 3 ⚡coins to the bank.
- Rotate 1st player marker clockwise,** 1st player starts their turn.



Figure: Board setup for 4 players

CARDS

Loan

After playing a Loan card, adjust your income marker and gain ⚠️ coins accordingly. **Example:** when playing the starter Loan card, a player may choose to ‘Trade 2 income for 30 ⚠️ coins,’ moving their income marker from 0 to -2 and receiving 30 ⚠️ from the bank.

Development

Player can purchase technology cards with resources going to the lab. Place the acquired cards 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 (iron + gold + 0⚠️) + (10⚠️ + food + 5⚠️). The iron, gold and food go to the lab which is located below the technology deck, the coins go to the bank. 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 iron for a total cost of 10⚠️. **Math:** $(+4 \times 5\text{¢} - 2 \times 15\text{¢}) = -10\text{¢}$.



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

Production

Players first receive resources from the bank and/or lab as indicated on the card. They then choose one province on the map and all cities in that province produce resources, even if they belong to another player. **Example:** Player plays a starter production card, receives a gold resource that was located in the lab, then chooses Drakewood. That player has a city built on a food, gold, and iron token in that province and another player has a city built on a wood token. Both players get their corresponding resources.

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.

Treachery

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

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:

	= 20 ⚠️
	= + 10 ⚠️
	= +
	= + 5 ⚠️
	= + 10 ⚠️

3. Place a city on that token.

4. Gain the designated income.

Example 1: 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 ⚠️ 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. **Example:** A coal city resource token has another player built on it. Player can still build on the resource token for an additional 10 ⚠️. The total build cost for this would be 1 food, 1 wood and 10 ⚠️. Player may overbuild on their own cities.

SCORING

Game End

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

Scoring

- The top of most cards contains tags that look like the following:



- Players receive VPs based off of the tags they have at the end of the game in their hand and discard.

Pink Tags: Consistency

VPs = # X 6

- Pink tags grant six VPs each. **Example:** 2 pink cards yield 12 VPs.

Purple Tags: Wealth

VPs = # X (Coins at end / 20)

- Purple tags award points based on leftover coins divided by 20 (rounded down). **Example:** 2 purple tags and 110 ¢ result in 10 VPs.

Yellow Tags: Empire

VPs = # X cities

- Yellow tags provide points for the player's total cities. **Example:** 3 yellow tags and 7 cities yield 21 VPs.

Blue Tags: Abundance

VPs = # X city resource production types X 2

- Blue tags gives points for cities built on different production types. **Example:** Player has 2 food cities, 3 coal cities and 1 gold city. This would be three production types (food, coal, gold). This would give $2 \times 3 = 6$ VPs per blue tag.

Red Tags: Dominance

VPs = # X provinces with most cities X 3

- Red tags award points for having the most cities in a province.

Green Tags: Scattered

VPs = # X provinces with at least 1 city X 2

- Green tags score points for each province with at least one city.



- **Example:** Blue player, with 6 cities, scores 6 points per yellow tag, 8 VP per blue tag (with 4 production types), 6 VP per red tag (having the most cities in Dragonspire and Faeloria), and 8 VP per green tag (having at least 1 city in Misthaven, Dragonspire, Goldendale, and Faeloria).

CREDITS

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Thanks for Playing!

