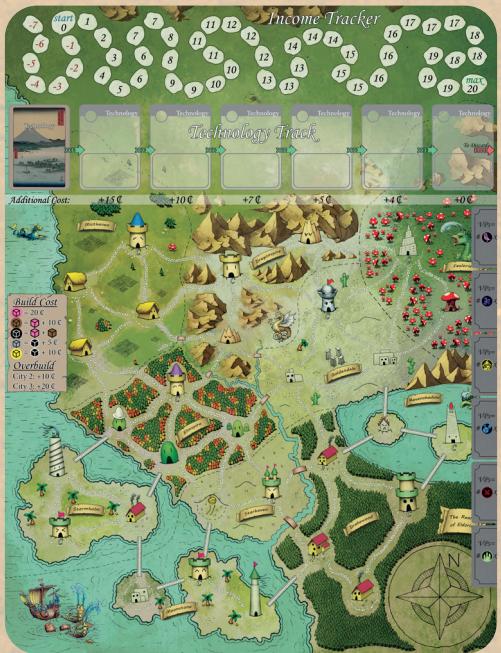


# Gorbino's Quest

## RULES

## COMPONENTS

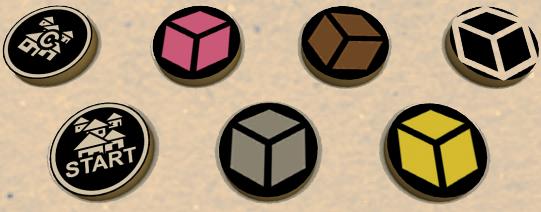
- Game Board



- Rule Sheet
- 36 Starter Cards
- 42 Technology Cards
- 17 Victory Point Cards
- 5 Build Cost Cards
- 12 Reference Cards



- 30 City Resource Tokens ('c' and 'start' on back)



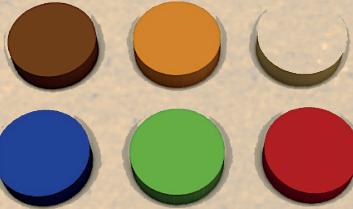
- 136 Coins



- 90 Cities in Red, Blue, Green, Brown, White & Orange



- 6 Income Tracking Disks in Red, Blue, Green, Brown, White & Orange (Translucent Discs)



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



- First Player Marker (poker chip) (3d printable marker available search: "First Player Marker-Gorbino's Quest")



### Symbols

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



# A KING'S FINAL WORDS...

**A**s the late King Gorbino was laid to his final rest, he spoke a challenge in words of power that echoed across the land: "Eldoria is the greatest kingdom in 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, those who demonstrate cunning and bravery above all others!" This is... Gorbino's Quest!

**P**rove 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. [A] Place the 10 capital tokens (Tokens with 'C') on the 10 C locations on the map.
2. [B] Place the 20 remaining tokens (Tokens with 'START') on the remaining locations.
3. [C] Flip all the tokens to reveal their production types.

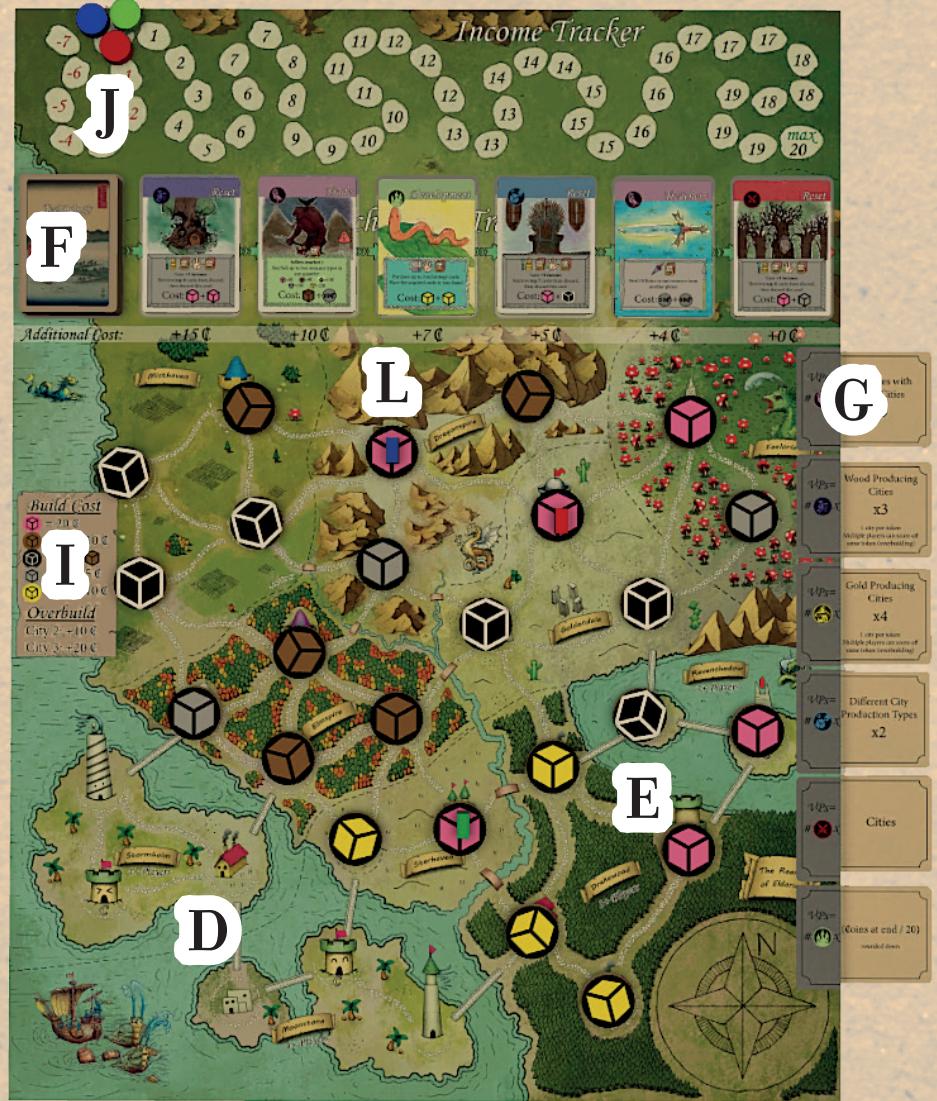
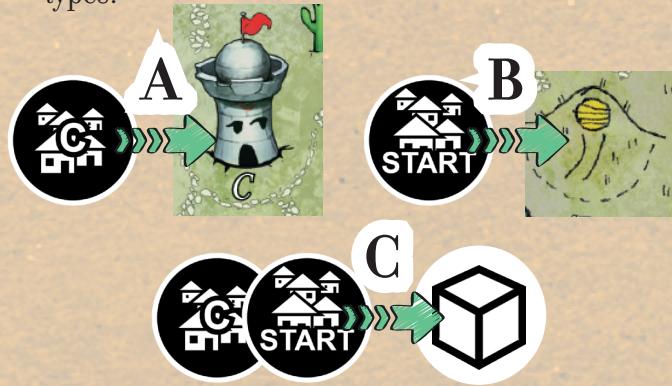


Figure: Board setup for 3 players

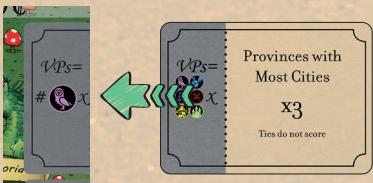


4. [D] In a **3 player game** remove tokens from *Stormholm* and *Moonstone*.
5. [E] In a **2 player game** remove tokens from *Stormholm*, *Moonstone*, *Drakewood* and *Ravenshadow*.
6. The player who has most recently developed film photography takes the **1st player marker**.
7. [F] Shuffle the “Technology” 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. [G] 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. [H] Place coins and resource cubes on the side of the board so that they are easily reachable.
10. [I] **Optional:** Place a *build cost card* over the default build cost on the board.



## Player Setup

1. Each player picks a color that will correspond to their income tracking disk and cities.
2. [J] Place each player’s income tracking disk on zero of the **income tracker**.
3. [K] All player receive their cities of the same color as their income tracking disk.
4. [L] **All player place 1 food city:** Starting from last player to first, all players place a city on a pink token on the map. **Note:** Players can place cities on already occupied tokens, max 3.
5. [M] **All player receive 2 resources of their choice:** At the begining of your first turn, all player take two resources.
6. [N] 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)



**Reference 1**

**Gameplay**

**Player Turn**  
Players play a card from their hand and discards it into their personal discard

**Each Round**

1. Advance technology track
2. Players collect Coins based on income tracker
3. Rotate 1st player marker clockwise

**Game End**  
Game ends when no cards remain on the Technology Track

**Scoring**  
Victory Point section of board

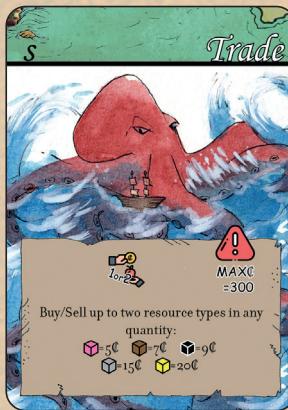
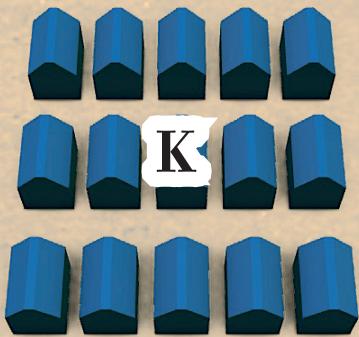
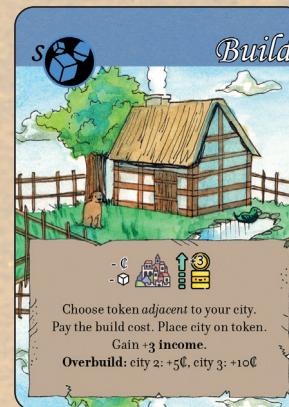


Figure: Player Setup



# GAMEPLAY OVERVIEW

## Player Turn

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

## Each Round

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

- 1. 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.

Before

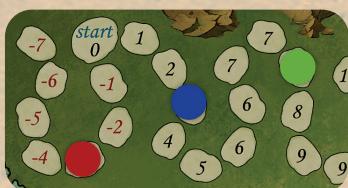


After



- 2. Gain/Pay coins 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 (if possible).



- 3. Rotate 1st player marker clockwise**, that player starts their turn. **Example:** Blue Player starts with the first player marker, they take their turn with red going 2nd and green 3rd. Second Round, first player marker is then rotated to red with green going 2nd and blue going 3rd.



## EXAMPLE:

	1st turn	2nd turn	3rd turn
Round 1:	BLUE ->	RED ->	GREEN
Round 2:	RED ->	GREEN ->	BLUE
Round 3:	GREEN ->	BLUE ->	RED

## Game End

- Game ends when no cards remain on the Technology Track. Cards are removed by **development cards** and through the **advancement of the technology track** at the end of each round.
- Winner is determined by who has the most **Victory Points** (VPs). (see scoring section)

## PLAYER TURN EXAMPLE

**Blue Player Turn 1:** Player plays a loan card and “Trades 2 income for 30 coins.” They move their income tracking disk from 0 to -2 and take 30 coins from the bank. They then place the loan card into their discard.



Player Hand

Player Discard

**Blue Player Turn 2:** Player plays a trade card and purchases a wood and two food for 17 coins.



Player Hand



Player Discard

**Blue Player Turn 3:** Player plays a build card and builds a coal city for 1 wood and 1 food.



Player Hand

Player Discard



# CARDS

## Loan

After playing a Loan card, adjust your income marker and gain  $\text{C}$ oins accordingly. **Example:** Player plays a starter loan card and chooses to ‘Trade 2 income for 30  $\text{C}$ ’, they then move their income marker disk from 0 to -2 and receive 30  $\text{C}$  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  $\text{C}$ . **Math:**  $(+4 \times 5 - 2 \times 15 = -10)$ .

**Maximum  $\text{C}$ 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  $\text{C}$  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 $\text{C}$  location and a purple loan card on the +5 $\text{C}$  location. The total cost is (iron + gold + 0 $\text{C}$ ) + (10 $\text{C}$  + food + 5 $\text{C}$ ). 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:

	= 15 $\text{C}$
	=  + 10 $\text{C}$
	=  +
	=  + 10 $\text{C}$
	=  + 20 $\text{C}$

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 $\text{C}$  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.

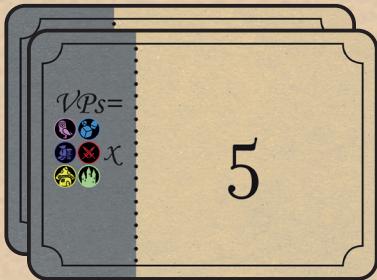
**Overbuilding Example:** A coal city resource token has another player built on it. Player can still build on the resource token for an additional 5 $\text{C}$ . The total build cost for this would be 1 food, 1 wood and 5 $\text{C}$ .

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



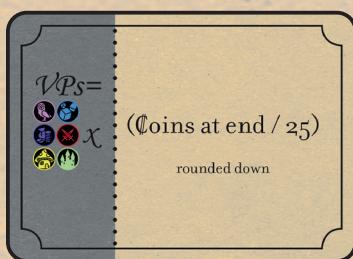
# SCORING

- 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.

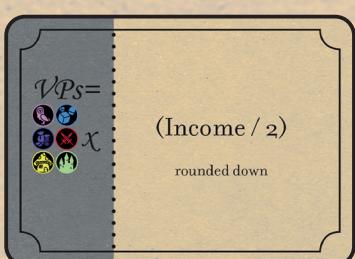


Number of tags  
x 5  
(Other:  
tags x 4)

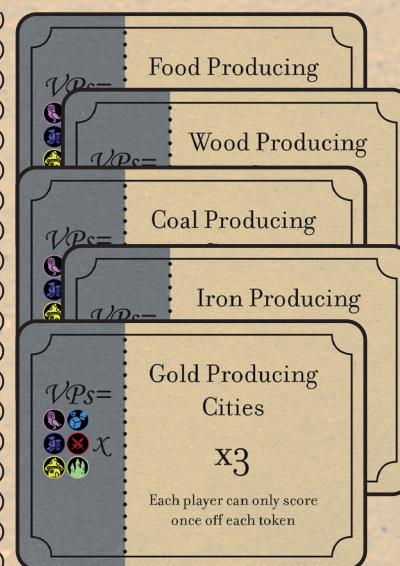
Number of tags  
x  
your leftover coins  
divided by 25, \*rounded  
down. Example: having  
115¢ at the end of the  
game would yield 4 points  
per tag.



Number of tags  
x  
the number of your  
cities.



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



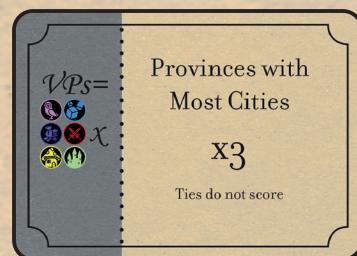
Number of tags  
x  
the number of  
your cities on gold  
production tokens x3.  
\*Each player can only  
score once off each  
token.  
(Other:  
food production x2,  
wood production x2,  
coal production x3,  
iron production x3)



Number of tags  
x  
the most cities you have  
in one province x2.  
\*Each player can only  
score once off each token.



Number of tags  
x  
the number of provinces  
that you have the most  
cities in compared to  
other players x3. \*ties do  
not score **Example:** If you  
had 3 cities in a province  
and someone else had 2,  
you would score off that  
province and they would  
not.



*Rate Gorbino's  
Quest on BGG!*



## Scoring Example

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



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 2

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 ~~the~~ tags x  
the number cities

The number of  tags x  
(leftover coins / 25)



## Number of End Game Tags:

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

	End Game Money		
	BLUE	RED	GREEN
Coins	27	15	128

Scoring			
	BLUE	RED	GREEN
	$3 \times 2 \times 3 = 18$	$1 \times 3 \times 3 = 9$	○
	$2 \times 2 \times 2 = 8$	○	○
	○	$3 \times 3 \times 2 = 18$	$1 \times 4 \times 2 = 8$
	$1 \times 4 \times 2 = 8$	$2 \times 5 \times 2 = 20$	$1 \times 3 \times 2 = 6$
	$1 \times 8 = 8$	$1 \times 8 = 8$	$2 \times 8 = 16$
	$1 \times 1 = 1$	$1 \times 0 = 0$	$4 \times 5 = 20$
Total VP	43	55	5○

# RED WINS!



# *Thanks for Playing!*



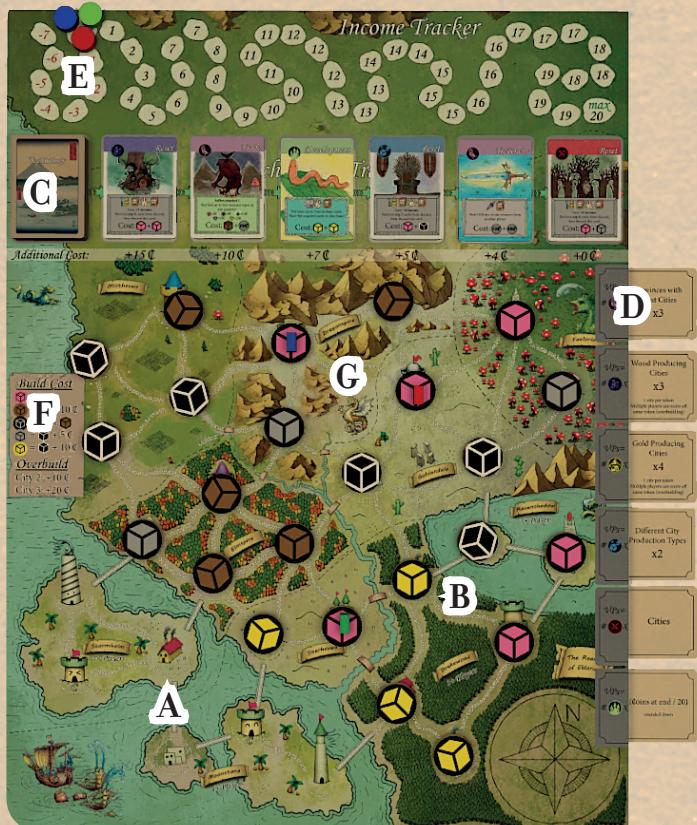
# QUICK START

## Board Setup

1. Place the 10 'c' tokens
2. Place the 20 'start' tokens
3. Flip tokens to cube resource side
4. [A] **3 player game:** remove tokens from *Stormholm* and *Moonstone*
5. [B] **2 player game:** remove tokens from *Stormholm*, *Moonstone*, *Drakewood* and *Ravenshadow*
6. Player takes the 1st player marker
7. [C] Place "Technology" deck and 6 technology cards on the Technology track
8. [D] Draw 6 Victory Point cards and slide each one under one of the color tags
9. Place coins and resource cubes in reachable location
10. [F] **Optional:** Place a build cost card

## Player Setup

1. Each player picks a color
2. [E] Place disks on zero of income tracker
3. All player receive their cities
4. [G] All player place one of their cities on pink tokens: last player to first
5. All player receive 2 resources of their choice: start of turn
6. Each player gets a hand of the six starter cards



## 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

[D] Calculate your score from the victory 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.

## X2 VARIANT

All rules are the same except

1. Players play **two cards** from their hand one after another during their turn
2. Each round advance the technology track **twice**
3. Each round players collect **coins x2** during income

## CREDITS

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