

Gorbino's Quest

RULES

Contents

- Rule Sheet (this)
- Game Board



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



- 30 city resource tokens



- 70 coins (use digital counter on Tabletop Simulator)



- 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 30 city ‘resource tokens’ (Tokens with ‘START’) on the 30 city locations on the map, then flip them to reveal cube type. 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.
- Player order chosen randomly
- 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 (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.

- **All player receive 2 resources:** Starting from first player to last, all players may take 2 resources. Suggested: 2 gold or 2 coal.

Player Turn

1. 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.
2. Players play a card from their hand and discard it into their personal discard. Note: reset cards put your cards back in your hand.

Each Round

1. Advance Technology Track:

After all players have completed their turns, progress the 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. Ensure that you perform this step each time the last player concludes their turn.



Figure: Board setup for 4 players

CARDS

Loan

After playing a loan card, adjust your income marker and gain **Coins**. **Example:** Playing the starter loan card, a player chooses to 'Trade 3 income for 30 **Coins**', moving their income marker from 0 to -3 and receiving 30 **C** 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 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.

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 C . **Math:** (+4x5 C - 2x15 C = -10 C). **Note:** The maximum coins a player can ever have is 300.

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 iron token in that province and another player has a city built on a wood token. Both players gets their corresponding resources.



Reset

Place cards from your discard into your hand and gain income. **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

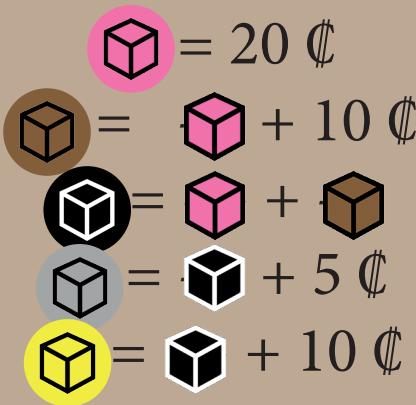
All treachery cards are different, and some can only be played once. If they can be played only once, instead of placing it into your discard, instead place it on the side of the discard.

Build

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

Adjacent Definition- Connected by a road.

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



3. Place a city on that token.

Note: One city can be on a 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 C and place one of their city pieces on that token. They then gain 3 income as said on the card, sliding their income tracking disk.



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!

