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~Elfengold~

Rule Book

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Description

Elfengold is an expansion to Elfenland. It is not designed to work with Elfensea. Elfengold adds gold coins, which players use to bid for the Travel Counters and some other new items. It also adds Gold Value Tokens to the towns that indicate how much gold players earn for visiting a town. Players also have access to two different Magic Spells and we have added a new obstacle - a Sea Monster! To Manage all these extra options, we have added 2 Round Cards to make a longer game of six rounds. All these things work to make a great game even more tactical and exciting. We hope you enjoy playing with these additions.

Contents

65 Gold Coins

25 x	
25 x	
15 x	

20 Gold Value Tokens

2 x		4 x	
6 x		1 x	
6 x		1 x	

7 Gold Cards



4 Magic Spells

2 x **x2** Double

2 x Exchange

5 Tiles

2 x Gold Pieces

2 x Sea Monster Obstacle

1 x Giant Pig Transportation Counter

2 Round Cards



6 Witch Cards
for the variant



Please use the rules from the basic Elfenland game except as where differences are described herein.

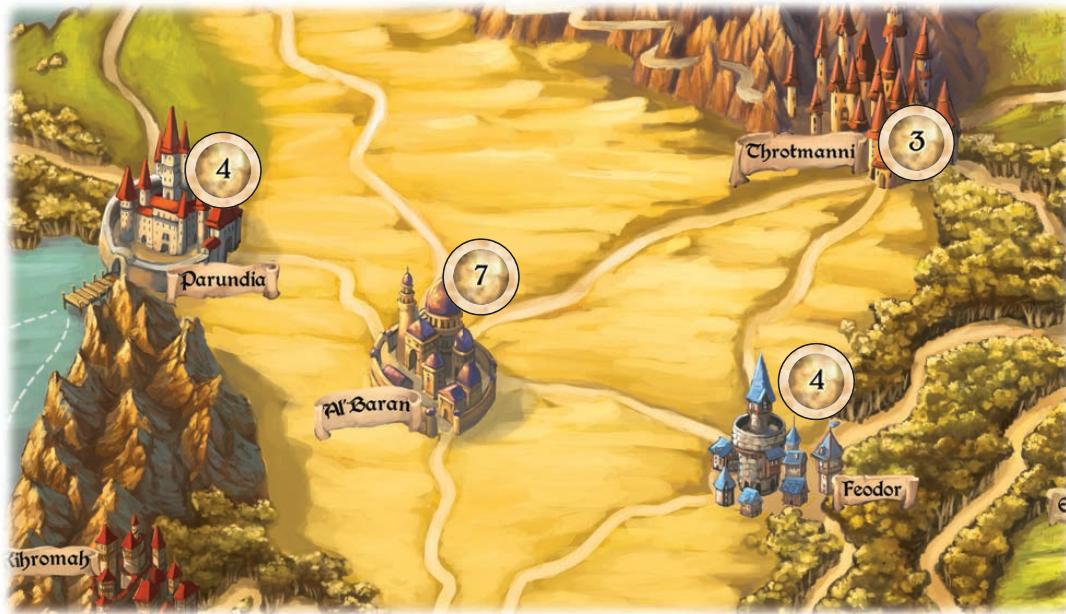
The six Witch Cards are needed only for the Witch variant.



How to Set Up the Game

Distribute the twenty Gold Value Tokens on the towns. The towns have a certain value, which is paid in gold coins when a player reaches a town.

- ▶ Place the Gold Value Token worth 7 on Al'Baran.
- ▶ Place the Gold Value Token worth 6 on Kihromah.
- ▶ Place the Gold Value Tokens worth 5 on Grangor, Mah'Davikia, Jaccaranda and Erg'Erén.
- ▶ Place the Gold Value Tokens worth 4 on Strykhaven, Dag'Amura, Yttar, Parundia, Usselen and Feodor.
- ▶ Place the Gold Value Tokens worth 3 on Virst, Ixara, Wylhién, Throtmanni, Tichih and Rivinia.
- ▶ Place the Gold Value Tokens worth 2 on Beatá and Lapphálya.



Place the town pieces on the board as directed by the rules in the base game. Use the following Transportation Counters, Obstacles, Gold Pieces and Magic Spells from the basic game and the expansion when playing Elfengold:

4x		4x		2x		2x	
5x		8x		2x		x2	
8x		9x		2x			



Turn all these items (Transportation Counters, Obstacles, Gold Pieces, and Magic Spells) face-down and shuffle them in a pile next to the game board.



Place the six Round Cards face-up in a stack in the upper right corner of the game board. Place them such that the “1” is on the top, then under that the “2”, the “3”, the “4”, the “5”, and; finally, the “6” at the bottom.



Use only 63 cards (nine of each type of transport) of the 72 Travel Cards (Dragon, Elf Cycle, Troll Wagon, Magic Cloud, Unicorn, Giant Pig, and Raft) from the basic game for the expansion game.



Shuffle these 63 Travel Cards and deal five cards to each player face-down. Place another three Travel Cards face-up next to the game board.



Afterwards, shuffle the seven Gold Cards from the expansion into the Travel Card deck and put this as a face-down supply beside the three face-up Travel Cards.



Each player takes two 5-value Gold Coins and two 1-value Gold Coins.



The oldest player takes the Starting Player Figure and begins the first round. The other players follow in clockwise order.



When you play Elfengold for the first time:
We suggest you read the rules for a phase and then execute the actions of that phase before moving to the next phase.



How to Play

Players play Elfengold for six rounds. Each round consists of seven phases:

- ▶ 1. Draw Travel Cards
- ▶ 2. Distribute Gold Coins
- ▶ 3. Draw Tokens and Counters
- ▶ 4. Auction
- ▶ 5. Plan the Travel Routes
- ▶ 6. Move the Elf Boots
- ▶ 7. Finish the Round



1. Draw Travel Cards

In the first round this phase is ignored because each player already took cards during preparation.

Beginning with the second round, the starting player draws Travel Cards and the other players follow in clockwise order. Each player draws **three cards** from the supply. For each card, the player may draw either the top-most card from the face-down supply or one of the three face-up cards. When a player draws one of the three face-up cards, he immediately replaces it with the top-most cards from the supply.



Gold Cards

When a player draws a Gold Card from the supply, he immediately puts it face-up beside the three face-up cards on a separate Gold Card Deck. The player draws a new card to replace the drawn Gold Card. He may again choose whether he draws the top-most card from the supply or one of the three face-up cards. The player may also choose to take the entire Gold Card Deck.



When a player chooses to take the Gold Card Deck instead of drawing a Travel Card, he takes three 1-value Gold Coins from the supply for each Gold Card in the Gold Card Deck. He then places the Gold Card Deck face-up on the discard pile.

Note: When a player draws a card from the supply and it is a Gold Card, he may take the entire Gold Card Deck (including this card) as his replacement draw.



Discard Pile

During the game players place played Travel and Gold Cards face-up on the discard pile. When the supply is exhausted, a player shuffles the discard pile and places it face-down as a new supply.

Each player draws three Travel Cards.

When players draw Gold Cards, they put them in a separate stack.

A player draws either the top-most card from the supply or one of the three face-up cards or the entire Gold Card Deck.

When a player chooses to take the Gold Card Deck, he takes 3 Gold Coins for each Gold Card in the deck and places the Gold Card Deck on the discard pile.

Players place all played cards on the discard pile.



Starting with the second round each player takes two 1-value Gold Coins.

The players use the face-down items just as they use the face-up items. They serve only to keep some information secret from the other players.

The starting player turns over a number of items equal to twice the number of players for the auctions.

Example:
With four players, the starting player turns over eight items.

A passing player may not offer further bids for the item he passed on.

2. Distribute Gold Coins

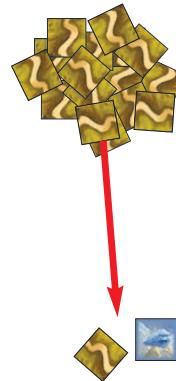
In the first round this phase is ignored because each player already took Gold Coins during preparation. Beginning with the second round each player takes two 1-value Gold Coins from the supply.



3. Draw Tokens and Counters

Beginning with the starting player, each player draws two items from the face-down pile. The player then decides which of these two he places face-up and which face-down, both in his play area (the space in front of him on the table).

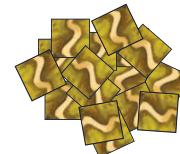
During the game, each player will have a variety of Transport Counters, Obstacles, Gold Coins and Magic Spells in his play area.



4. Auction

The starting player randomly turns over twice as many items from the pile as there are players in the game and places them on the table in a row for all to see. Each item is then auctioned in sequence from right to left.

Auction with 4 players



Beginning of the auction

With each auction the starting player makes the first bid by stating the number of Gold Coins he is willing to pay for the item, and may choose to pass as his first "bid". The other players follow in clockwise order. They must increase the bid or pass. As soon as a player passes, the player may not make further bids for this item. The player may bid on later items, however. A player may increase the bid by any amount. The auction for an item ends, as soon as all players but one pass. The player with the highest bid takes the item, pays the amount bid to the supply and places it face-up in his play area. A player may buy as many items as he wishes, and can pay for, during an auction. Should a player win an auction and be unable to pay, he places all his Gold Coins in the supply and the item is auctioned again. If no player bids on an item, the starting player places it back face-down in the face-down pile without drawing a replacement. This phase ends when all items in the row have been auctioned (or returned to the pile with no bids).





5. Plan the Travel Routes

The phase is played as described in the base game. It begins with the starting player who may play either a Transport Counter, an Obstacle, a Gold Piece, or a Magic Spell. It ends when all players pass in sequence.

The Obstacles

There are two kinds of Obstacles. A player can now place a new Obstacle on rivers and lakes: the Sea Monster. The rules for placing the Tree Obstacles on the roads are unchanged. When a player places a Sea Monster on a river or on a specific ferry link of one of the two lakes, then players using this route must play an additional Raft Travel Card.

For a route on a river in the direction of the arrow, a player needs two Raft Travel Cards, against the direction of the arrow and on a ferry link a player needs three Raft Travel Cards.



The Gold Pieces

A player may place a Gold Piece only on roads with a Transport Counter. If the road also has an Obstacle, the player may not place a Gold Piece on the road. If a Gold Piece is already on a road with a Transport Counter, a player may not place an Obstacle on the road. Players may only place one Gold Piece on a road. When a Gold Piece lies on a road, the player collects double the gold value of the town he visits when moving on the road (see also "Move the Elf Boots").



*Players place Tree
Obstacles on the roads
and Sea Monster
Obstacles on rivers and
lakes.*

Example:

The green player must play two Raft Travel Cards to go from Virst to Ixara by river. The blue player needs three Raft Travel Cards to go from Ixara to Virst by river.

A ferry link with an Obstacle always costs three Travel Cards.

A player may place only one Gold Piece or one Obstacle on a road.

The Magic Spells

There are two different Magic Spells. Players may only put these on a road where there is already a Transport Counter. When a player places the Double transport on a road, he immediately places a second Transport Counter on this road. Players may use either means of transport when moving their Elf Boots along this road.

With the Double Transport Magic Spell, a player may place a second Transport Counter on a road.

A caravan without an Obstacle costs any three Travel Cards; a caravan with an Obstacle costs any four Travel Cards.



Example:
For the road between Ixara and Lapphálya, a player must play either two Dragon Travel Cards or one Elfcycle Travel Card. Of course, a player could also employ a caravan.

A player who places the Exchange on a road immediately exchanges the Transport Counter on this road with any different one on another road. Of course, the player must make certain that the exchanged Transport Counters are legal on the roads they are exchanged to. After the exchange, the player places the Exchange spell face-down in the pile with the other items and shuffles them.

Example:
The player uses an Exchange Magic Spell to swap the Troll Wagon Transport Counter with the Magic Cloud Transport Counter as both can travel in the forests and the plains.



Through the use of the Magic Spells, a road may have more than two items on it. For example, two Transport Counters and the Double transport, and additionally even a Gold Piece or an Obstacle. An obstacle effects the use of both means of transport and also caravans where it is located.

6. Move the Elf Boots

Players move their Elf Boots using the rules from the base game with the following additions.

Gold Coins earned for the movement

After a player ends his movement with his Elf Boot, he adds the gold values of the towns he visited. If he visits a town more than once, he counts its value for each visit.

Example:

The player earns 14 gold coins for the travel from Feodor to Parundia.

The player does not earn the gold value of Feodor.



When a player moves over a road with a Gold Piece on it, he doubles the value of the town he visited with the movement. If a player moves over a Gold Piece several times, he doubles the value of the town he visits each time.



Instead of taking Gold Coins in the amount he earned with his movement, a player may choose to draw two cards from the supply, using the normal rules for drawing cards. This includes the rules for drawing Gold Cards.

A player may visit the capital, Elvenhold, any number of times. However, the player earns no gold for visits to Elvenhold because the town does not have a gold value.

Note: A player who cannot or chooses not to move in a round also draws two cards from the supply.

7. Finish the Round

After all players have moved their Elf Boots (or chose not to), do the following before the next round begins:

- ▶ The starting player puts the top-most Round Card under the stack. Then he hands the Starting Player Card to his left neighbor who becomes the new starting player.
- ▶ The players return all the items they have in their player areas to the face-down pile except two. It is each player's choice as to which combination of Transport Counters, Gold Pieces, Obstacles or Magic Spells he keeps for the following round.
- ▶ The players shuffle all items (Transport Counters, Obstacles, Gold Pieces and Magic Spells) in the face-down pile.

Example:

The player earns 8 gold coins for the travel from Feodor to Dag'Amura.

At the end of his movement, a player may always choose:
either
Gold Coins
or
two Travel Cards

The round card is changed.

Each player returns all but two items to the face-down pile.

Players shuffle all items in the pile.



The winner is the player who collected the most town pieces after six rounds.

If players tie, the one amongst those tied with the most Gold Coins is the winner.

If a Player collects all 20 town pieces before the end of the sixth round, the game ends at the end of that round.

Players can use the Witch cards much like they use Travel Cards.

Example:

To move on the ferry link from Elvenhold to Virst, the player plays two Raft Cards and the Witch card (and 1 Gold Coin) instead of three Raft Cards.

End of the Game

- ▶ Elfengold ends after the sixth round. The player who collected the most town pieces is the winner.
- ▶ If two or more players tie, the player among them with the most Gold Coins is the winner.
- ▶ When a player collects all 20 town pieces before the end of the sixth round, the current round is played to the end. That player wins unless several players achieve this goal in the same round. In this case, the player among them with the most Gold Coins is the winner.



Variants

- ▶ Players can use the Town Cards from the basic game with this expansion. The same rules apply for their use as in the basic game.
- ▶ The players can choose to distribute the Gold Value Tokens on the towns randomly. Thus the game will be a bit different each time it is played.

The Elven Witch

Shuffle the six Elven Witch cards with the 63 Travel Cards at the beginning of the game. During the play they are also treated like the Travel Cards. A player can use an Elven Witch card in two different ways in the sixth phase (Move the Elf Boots):

A player can use a Witch in order to go past Obstacles, without having to play an additional Travel Card.

However, the use of the Witch is not free. For each Obstacle a player uses the Witch to bypass, the player pays 1 Gold Coin to the supply. After using a Witch card, the player puts it on the discard pile.





A player can also use the Witch card for one Magic flight. The player may move his Elf Boot from where it is to any town on the map. The player does **not**, however, earn the gold value of this town.

The player must pay 3 Gold Coins to the supply for the Magic flight. After use, the player discards the Witch on the discard pile.



Any questions? We are pleased to help you:

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When using the Magic flight, the player moves his Elf Boot to any town on the map. The use of the Magic flight is part of phase six (Move the Elf Boots).

Example:

The player pays 3 Gold Coins for the Magic flight from Feodor to Virst.

The player does not earn the gold value of Virst.

