

GOLD!



A game for 2-3 gold hungry players 8 and up.

Gold! Gold! Nothing but gold as far as the eye can see. A golden donkey sure is nice to have around. But be careful: the stubborn beasts can also eat you out of house and home.

GAME COMPONENTS

60 cards in 6 colours (green, blue, violet, red, orange and pink).

Each colour has: 3 donkey cards with value -2 and

7 gold cards with the values 3, 3, 4, 5, 6, 7, 8.

Rules

GAME IDEA

Players collect gold cards and try to score as many victory points as possible. The donkey cards can, just like the golden donkey in Grimm's fairy tale, shower you with gold. But those who don't get rid of them in time get stuck with the stubborn animals and score minus points.

GAME SETUP

For the 2 player game, remove 1 donkey card in each colour from the deck and return them to the box – these cards are not used in the game.

Give each player 1 donkey card in a different colour. Players should place their card on the table in front of themselves so that it is easily seen. It forms the start of their tableau at the beginning of the game.

Important: In this game, players don't have any cards in hand. Instead, they keep their cards on the table in front of themselves, sorted by colour and easily visible.

Shuffle the remaining cards and place them as a face-down draw pile in the middle of the table. Then draw the top 2 cards from the draw pile and remove them from the game without looking at them.

Finally, reveal the top 5 cards from the draw pile and place them, face up, next to each other in the middle of the table. These are the cards on offer.

GAMEPLAY

Play is in clockwise direction. On a player's turn, he must carry out one of the two following actions:

A) Take a card

The player takes the card with the lowest value from those on offer and adds it to his tableau. If there are multiple cards with the lowest value available, then he may choose which of them he wants to take.

Example: The offer includes a red donkey card, a green donkey card, a green 4 and a blue 8. Bernd would like to take a card. Since he can only take a card with the lowest value, he can only choose between the red or the green donkey card (both with value -2). He chooses the green donkey card and adds it to his tableau.

B) Exchange a card

This action can only be chosen if it can be carried out as follows:

Option 1: The player takes a gold card from his tableau and adds it to the offer. In return, he takes a lower-valued gold card from the offer and adds it to his tableau.

Example: The offer includes a red donkey card, a green 4 and a blue 8. Dirk would like to exchange a card. He adds a blue 6 to the offer and takes the green 4 in return. He would not have been able to take either the donkey card or the blue 8.

Option 2: The player takes a donkey card from his tableau and adds it to the offer. In return, he takes back a gold card of his choice and adds it to his tableau.

Example: The offer includes a red donkey card, a blue 6 and a blue 8. Claus would also like to exchange a card. He adds a green donkey card to the offer and takes the blue 8 in return, adding it to his tableau. He could have also chosen to take the blue 6, but not the red donkey card.

Important: Donkey cards can only be taken from the offer via Action A (take a card). Players may never claim donkey cards via Action B (exchange a card).

3-value gold cards cannot be used when carrying out Action B (exchange a card). There are no lower-value gold cards for which they can be legally exchanged.

SCORING A SET

Three cards in the same colour form a set. If, after carrying out his action, a player has a set in his tableau, then he **must** score it. As a bonus, he may first take a card from an opponent's tableau and add it to his own.

Note: He may not take a card in a colour that is already present in his tableau (i.e. that he already has one or more cards in).

Important: He may also not take a card in the colour of the set he is scoring!

Should no players have cards in their tableau that the player can legally take, then he doesn't receive a bonus card.

Afterwards, the player takes his set of cards and adds them to a face-down scoring pile next to his tableau. Cards in a player's scoring pile are safe and cannot be taken by the other players.

Example: Claus has a set after his action as he has three red cards, one blue card and one green card in his tableau. He may now take a card from an opponent, as long as it is not red, blue or green. He takes a yellow 6 from Bernd and adds it to his tableau. He then takes the three red cards and adds them, face down, to his scoring pile.

NO CARDS IN THE OFFER

When a player takes the last card on offer, he carries out his action as usual. Afterwards, 5 new cards are revealed from the draw pile, forming a new offer. It is then the next player's turn.

COLOUR SCORING

When the last 5 cards have been revealed from the draw pile, the "Grand Final" begins. The game first continues as normal until the last card on offer has been taken. After that player's turn is over, colour scoring for the players' tableau is carried out. For each colour, players add up the card values in their tableau and compare them. Each colour is scored separately. Whoever has the highest total in a colour adds the highest-value gold card he owns of that colour to his scoring pile. All other cards of that colour, including those of the other players, are discarded. In the case

of a tie, then each tied player may add the highest-value gold card he owns of that colour to his scoring pile. In the event that no players have any gold cards of a particular colour, then that colour is not scored. Any donkey cards in that colour that players might have are discarded.

Final scoring takes place after colour scoring.

Example: The players first compare their red cards. Claus has a 6, Dirk has an 8 and a -2, while Bernd has none. As both Claus and Dirk have a total of 6, they may both add their highest-value red cards to their scoring piles. Claus adds his red 6, Dirk his red 8. Bernd receives nothing.

The players now compare their green cards. Claus has a donkey card, Dirk and Bernd have none. Since no player has any green gold cards, the colour is not scored. Claus discards his donkey card.

The players subsequently score the rest of the colours.

FINAL SCORING

Each player now counts his victory points by adding up the values of all the cards in his scoring pile. The player with the most points wins. In the case of a tie, the winner is the tied player with the most cards in his scoring pile. If there is still a tie, then the players share the victory.

TACTICAL HINTS

Taking the right card out of the offer at the right time is a big advantage. The player who gets to go right after the offer has been replenished has the best selection. Should he already have two cards in various colours in his tableau, then he will very likely be able to complete a set.

Exchanging cards gives players some control over when the offer will be replenished. Those who trade well can often improve their position. It is sometimes worth it to offer a player “an offer he can’t refuse”.

Donkey cards are not always beloved, although they have their uses. They can be very easily used, for example, to trade in for a high-value gold card.

Having a donkey card in your tableau means almost always having the option of taking Action B (exchange a card) in order to improve your position.

Sometimes donkey cards can be forced onto the other players: if, after an action, there are only donkey cards left on offer, then subsequent players have no choice but to use Action A (take a card) to take them.

Donkey cards can be used to complete sets, although this should be avoided whenever possible. It is not advisable to have too many negative cards in one’s scoring pile.

It is important to always keep an eye on the other players, so as to see what their goals and plans are.

When a player has the chance of taking a bonus card, he should carefully consider which card to take from which player.

The colour scoring can provide significant points. Players should keep track of which colours they have a chance to score in and play accordingly.

Try Gold! on the iPhone/iPod/iPad.

Available now in the Apple App Store. www.rpg.net



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