Go for Gold

GOAL OF THE GAME

Players are hunting for hidden treasure on a small island in the middle of the ocean. Gather your equipment and follow the right path!

SETUP

Give each player a sheet and place the die and pencil nearby (if you have extra pencils, give one to each player). The player sheets have a light side **(A)** and a dark side **(B)**. Make sure **all players are using the same side**. For your first game, we recommend using side **A**.

Startfeld markieren

The player who last visited an island becomes the first **active player** and takes the die. He or she chooses **one of the 4 ports** and marks it on their sheet with an X. The next player marks the **next port in clockwise order** on their sheet, and so on. This is where your ship is anchored and where your treasure hunt begins.

HOW TO PLAY

The game is played in clockwise rounds. Each round consists of <u>MOVING</u> and resolving <u>SPECIAL LOCATIONS</u>.

MOVING

The active player **rolls the die once** and places it in the middle of the table. The rolled number **is used by all players** and determines **how many spaces** each player must move on the island!

Draw your movement as a **continuous line** on your player sheet. Always connect the **centers** of the spaces.

The **following rules** for movement apply:

- You **start** your movement **on the space** where you **previously ended**;
- You move **from space to space** and may change directions after each space. **You are allowed to enter any space on the island, except for water**;
- You have to move **the <u>exact</u> amount of spaces** as indicated by the **die roll** (exception: see 'Port');
- You may **only enter spaces you haven't entered before**!
- You gather **shovels and feet** as you enter spaces that contain them. On your player sheet, draw a **circle** around the symbols you've gathered. Only circled symbols can be used later. You **start** the game with **2 shovels and 1 foot**; →
- When you enter a **port space**, you **<u>must</u> use it**! You're not allowed to exit from it!

Example: on his first three turns, Dennis moves 5 spaces from his starting port (S) to the treasure space. He then moves 4 spaces to the temple and 3 spaces to the next treasure. He gathers 2 shovels and 1 foot along the way.

If you're unable to move, you're out of the game!

Feet: you may use a circled foot to **ignore** the result of a die roll and move **1 to 6 spaces** instead. **Cross out the foot** after you've used it.

<u>SPECIAL LOCATIONS: TREASURE, TEMPLE AND PORT</u>
After all players have moved, the special locations are resolved. The **active player start**s, followed by the other players **in clockwise order**.

TREASURE

If you end your move on a treasure, you **may** (but don't have to) collect it.

Roll the die once and place it next to your player sheet. **The result only counts for you.** If the result is **equal to or higher than the number on the treasure**, you successfully dig it up.

Write down the value of the treasure as points.

Shovels: if the result was too low, you may use your previously gathered shovels to add to the die roll (1 shovel per missing pip). If you can't or don't want to do this, you don't score any points. Cross out the shovels you used.

TEMPLE

If you end your move on a temple, you **may** (but don't have to) raid it.

Important: if the temple was **previously raided by another player**, you can **no longer** raid it!

If several players want to raid the same temple in the same round, player order determines who gets to try first!

If player 1 fails to raid the temple, player 2 can have a go. If player 2 succeeds, player 3 can no longer raid the temple.

Roll the die once and place it next to your player sheet. **The result only counts for you.**

Do you have at least as many shovels as the number you rolled?

- Yo ho ho! **Write down 9 points**, but first you must **cross out all the shovels** you currently possess.
- Let the other players know **the color of the temple you just raided. They must now cross out this temple on their player sheets.** Other players may still enter this temple space, but they can no longer raid it.

Do you have fewer shovels than the number you rolled?

- You are cursed. **Write down 1 penalty point**, but keep the shovels you've gathered!
- **All other players still have a shot at raiding this temple.**

PORT

When you enter a **port space**, your **movement ends immediately**.

Cross out a port space you haven't visited yet. This is where your movement **starts** in the **next round**. You can only do this **once throughout the entire game**.

END OF THE ROUND

At the end of the round, the **player to the left** of the active player becomes the **new active player**. He or she starts the next round by rolling the die for movement. The game continues like this until the end of the game is triggered.

END OF THE GAME AND SCORING

The end of the game is triggered **when a player fills out the 6th scoring space on their sheet** <u>or</u> **when none of the players are able to score points anymore**.

Finish the current round and then count your points.

The player with the **most points** is the winner. **In case of a tie**, the player **who gathered the most shovels** wins. If there's still a tie, the tied players share the victory.

Many thanks to everyone who playtested **Go for Gold**!