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# GOLD

## RULES OF PLAY

    
6+ 2-5 15+

### ★ CONTENTS ★

#### 69 CARDS:



5 gold mine entrances  
in the 5 player colors



24 gold cards  
5× 1 nugget,  
7× 2 nuggets,  
7× 3 nuggets,  
5× 4 nuggets



35 gold-diggers  
2× 2, 3 and 4 points,  
1× 5 points  
in the 5 player colors



5 sticks of dynamite

### ★ GAME OVERVIEW ★

Gold is calling! Everyone rushes to Mount Goldrush, the last remaining gold mine. Which gold miner will unearth the most gold and possibly outwit their rivals along the way?

### ★ AIM OF THE GAME ★

To find the most gold.

### ★ GAME SETUP ★

Every player chooses a color and places the corresponding entrance in front of them on the table. They now own all of the gold miners of this color, which are uncovered throughout the game.

If there are only two players, each of them should pick two colors. The remaining mine mouth goes back into the box.

Shuffle the remaining cards thoroughly and place them face down on the table in any order. Every card must be visible and may not be covered by another card.

### ★ HOW TO PLAY ★

The youngest player starts. The game then continues clockwise. When it's your turn, flip two cards of your choice over. First, leave them turned face-up where they are. Depending on which two cards are revealed, one of the following happens:



#### GOLD MINER STRIKES GOLD

If you turn over a gold miner with a value, at least as high as the value of the gold you've uncovered, the gold miner is strong enough to carry it out of the gold mine. The gold miner's owner receives the gold, and the uncovered gold miner card is removed from the game. If the gold miner does not belong to any of the other players, you win the gold.

Place the gold face down under your mine entrance.



#### DUEL OF THE GOLD MINERS

If you uncover two gold miners of different values (can also be the same color), the "stronger" gold miner (higher number) defeats the "weaker" gold miner (lower number), who is then out of the game. Flip the stronger gold miner back and leave the card in the same place. Be sure to remember where the gold miner is. Then it's the next player's turn.



#### DYNAMITE

If you uncover at least one dynamite card, both cards are removed from the game.

#### THE SEARCH CONTINUES

If, during your turn, you uncover either

- Two gold miners of the same value,
- Two gold cards, or
- A gold miner and a gold card with a higher value, remember the cards and turn them back over again. Nothing else happens. After all the cards have been turned face down again, it is the next player's turn.

#### GOLD RUSH

If there are 10 or fewer cards still face down when it is the beginning of your turn, then you should all shout: "Gold Rush!" The game then changes as follows: Starting with you, each player only picks one card when it is their turn. If it is gold, the player puts it below their mine entrance. If it is a

gold miner or dynamite, the card is directly removed from the game without any other action.

### ★ END OF THE GAME ★

The game ends when the last card has been removed from the table. Each player now adds up the points on their gold cards. The richest player wins! In the event of a tie, the player who has collected more gold cards wins. If there's still a tie, then there are several winners.

### ★ RECOMMENDATION ★

Play as many times as there are players, with a different player starting each time. Make a note of the scores at the end of each game. The player with the most points at the end wins. In the event of a tie, the tied player with more points in the last game wins.

### ★ PLAY VARIATION ★

For a simplified game, arrange the cards in an 8×8 grid at the start of the game.

