

Gold Hunting

2 | 10 min~ | 2~8~

About This Game

Gold Hunting is a two-player game in which players compete to mine as much gold as possible from your opponents gold mines. The competition starts with the preparation of the Gold Mountain. Take turns mining gold from your opponent's piles. The player with more gold at the end wins the game. To succeed in mining, you must declare and correctly guess "1 gold", "2 gold", or "3 gold". If you miss, the gold you've won can break down! Use the gold rush markers to your advantage for victory.

Components

Rule Sheet×1 / Screen×1

1 Gold Pieces ×8

2 Gold Pieces ×8

3 Gold Pieces ×4

Gold Rush Markers ×3

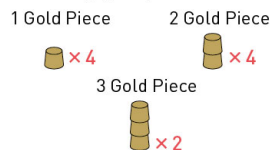
Preparation

1. Mix three "Gold Rush Markers" face down and each player takes one of them. Check the number on the front of the marker and keep it in your hand without showing it to your opponent, face down.

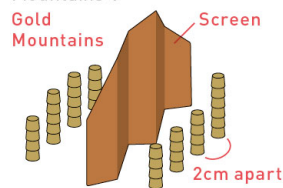
Back    Front

※ They are marked with numbers 1, 2, or 3.

2. Each player takes the following gold pieces.



3. Sit facing each other and set up the screen. Pile up your gold pieces in any combination without letting your opponent see them, and make four piles. These piles are called "Gold Mountains".



Space the Gold Mountains about 2 cm apart from each other.

4. When both players have created four Gold Mountains, take the screen away and put it in the box.

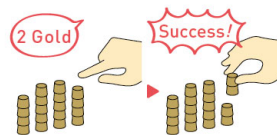
Order of Play

1. Decide the starting player in any way you like, and play alternatively taking turns. On your turn, declare one of "3 gold", "2 gold", or "1 gold," then pick up the top gold piece of one of your opponent's Gold Mountain piles and lift it. You are free to choose which Gold Mountain pile you take the topmost piece from.

You may only lift the topmost gold piece!



If the number of gold pieces you lift is same as the number you declared, you have successfully mined. You acquire the gold and place it at your hand. If the number of gold pieces you lifted is not the same as the number you declared, your mining has failed. The gold is returned to the box.

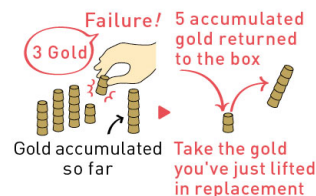


2. Players repeat this process taking turns, trying to win as much gold as possible. The gold pieces that you won should always be stacked in one place near your end.

Watch out for the "break down"!

When you have won more than two gold pieces, there is a danger of a "break down". When mining fails, if the number of gold pieces you lifted is less than the number of gold pieces you have already won, all the gold you have won will be lost (returned to the box). But you may take the gold that you have just lifted (and failed).

Example: You have won 5 gold pieces. You declared "3 gold" on your turn, but you lifted 2 gold pieces and failed in mining. You put the 5 gold pieces back in the box and put the 2 gold pieces you have just lifted in your hand instead.



Aiming for the "Gold Rush"

You may attempt the "Gold Rush" only once during a game. At the beginning of your turn, reveal your Gold Rush marker, declare its number, and lift a gold piece from one of your opponent's Gold Mountain piles.

If you are successful, you may keep your marker face up until the end of the game, and add it to your score as 2 gold pieces. The gold pieces mined are taken as usual.

In case of "mining failure", return the marker to the box and handle the gold to your hand as usual.

This is the end of your turn whether it succeeds or fails.

"Keeping" the Gold

You may choose to "keep" the gold you have won so far instead of attempting the "Gold Rush".

At the beginning of your turn, if you declare a "keep", you must return the Gold Rush marker to the box, and move the gold you have won so far to the edge.

The gold you "kept" will not "break down" until the end of the game. However, only half the number of points of what they are worth can be added to your score at the end of the game (rounded down to the nearest whole number).

After declaring a "keep", continue mining on the same turn as usual. If you succeed in mining, you will have a new stack of gold pieces.

Supplementary Rules:

There could be times where your opponent's hand touches your Gold Mountain piles and the content of your piles is disclosed. In such case, immediately stop the game, set up the screen again, and rebuild Gold Mountain piles with the remaining gold pieces.

End of the Game

The game ends when all of both players' Gold Mountain piles have all been taken.

Calculate points by adding up the number of gold in your hand (e.g., 2 gold piece + 3 gold piece = 5) plus half the number of gold pieces you have "kept" (rounded down to the nearest whole number), and add 2 to that sum if you conducted a successful Gold Rush. Whoever has a higher points total is the winner.

If it is a tie, the player with more 3 gold pieces wins, and if there still is a tie, the player with more 2 gold pieces wins. If the points are tied even then, the game is a draw.

Game Design : Naotaka Shimamoto
Artwork : Yoshiaki Tomioka
Rules adjustment : Yoshiaki Tomioka, Masayuki Ikegami, Itsuka Takeuchi

©2021 itten, LLC. All rights reserved.

www.itten-games.com

6H-01(LS)-2021.11

