

GOLD

GAME RULES

6+ 2-5 15+

☆ CONTENTS ☆

69 CARDS



5 mine entrances
in 5 colours



24 gold cards
5x value 1, 7x value 2,
7x value 3, 5x value 4



35 gold diggers
2x value 2, 3 and 4
1x value 5
in 5 colours



5 dynamite

☆ GAME IDEA ☆

Mount Gold-rush, the last gold mine, is open and full of gold! Who will manage to dig the most gold and best trick the rivals they may find on their way?

☆ OBJECTIVE ☆

Find the most gold possible.

☆ SETUP ☆

- Each player chooses a colour and places the corresponding mine entrance in front of them. Any gold diggers of this colour uncovered during the game correspond to such player. Left over mine entrances are returned to the game tin.
- All gold, gold diggers and dynamite cards are shuffled together and distributed faced down on the table. Make sure all cards are visible (no other cards on top).

☆ HOW TO PLAY ☆

The player with the most money in their pockets starts. Each player takes one turn in clockwise order. On your turn, flip two cards one after the other. These cards remain face-up. Depending on which cards you flipped, the below happens:



A GOLD DIGGER
FINDS GOLD

If you flipped a gold digger card with value **greater** or **equal** than the value of the gold card, then the **owner of the gold digger** gets that gold card, and the gold digger card is removed from the game. If the gold digger belongs to nobody, you get the gold.

Place any gold you get face-down under your mine entrance.



A GOLD DIGGER
FINDS ANOTHER
GOLD DIGGER

If you flipped two gold diggers of different strength - which may be of the same colour - the **strongest (highest value) kicks the weakest (lowest value)**. The latter is removed from the game. The former is returned face-down where it was found. Remember its location!



DYNAMITE

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

OTHER POSSIBLE SCENARIOS

- Two gold diggers of same strength
- Two gold cards
- A gold digger and a gold card of higher value

You must remember these cards and flip them back face down. Nothing else happens. Then it's the next player's turn.

GOLD RUSH

If, at the start of your turn, only 10 or fewer face-down cards remain on the table,

everyone says: "gold rush!" and the game continues as follows:

Each player flips only one card on their turn. If it is gold, they take it and place it under their mine entrance. If it is a gold digger or dynamite, the card is removed from the game.

☆ GAME END ☆

The game ends once the last card is flipped and removed or taken by a player. Each player adds up the value of their gold cards. The richest player wins! In case of a tie, the player with the most gold cards wins. If there's still a tie, victory is shared!

☆ SUGGESTION ☆

Play as many times as there are players. A different player starts the game each time. Total the scores from every game. The player with the highest total wins. In case of a tie, the player with the highest score in the last game wins.

☆ VARIANT ☆

To make the game easier, lay the cards as an 8x8 grid on the table at the start of the game.

