

Temple of Gold

A Good Portsmanship game for the piecepack by Jorge Arroyo
Based on Goldland by Wolfgang Kramer.

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2-4 players, 30 minutes

0 - Equipment:

- A regular piecepack set and a 4 seasons piecepack set.
- Coins, beads, or other markers in 3 colors:
 - Yellow (Around 25) - Gold Markers
 - White(1 per player) - Amulet Markers
 - Black (4 per player) - Used Clues Markers

Instead of these colors, players are free to use any other color for the markers as long as everyone knows which one represents each type of marker.

1 - About the Game

In Temple of Gold, players are explorers searching through the jungle, trying to find an ancient Temple that is supposed to be filled with gold. On the way to the Temple, players will need to overcome obstacles (adventures) of different kinds by spending different types of resources in order to build a safe passageway through the jungle. Players have limited space in their backpacks and their movement is reduced as they carry more weight, so they have to choose carefully what equipment to carry.

Players get gold either by finding treasures along the way, by getting to the temple and by being the ones with most completed adventures of each type. At the end of the game, the one with most gold will be the winner.

Temple of Gold is a port of Goldland, from Wolfgang Kramer. This piecepack version is smaller and plays a bit faster than the original game. The basic exploring mechanic is mostly the same, as players lay tiles down to make the board, representing the different types of areas to explore. There are fewer types of resources/equipment items and also fewer types of obstacles/adventures to overcome, but the way they work is the same too.

The biggest change is the way treasure locations are decided. To take advantage of the numbers in the tiles, there is a new system where the numbers are clues that say how many steps in one direction a treasure could be found. When 2 tiles point to the same tile in two different axis of the board, then a treasure will be found there. This adds a level of deduction to the game.

2 - Setting Up

First separate the tiles from the following suits (they will be the adventures or obstacles):

- Suns - A Desert
- Fall - Impenetrable Jungle
- Summer - A huge lake
- Arms - A tribe of natives

Take the following tiles from these suits and place them at a visible place on a side of the table: 5 of Suns, 4 of Fall, 3 of Summer and 2 of Arms. These are the "trophies" a player gets when he is the one with most completed adventures of each type and their number indicates how much gold they are worth.

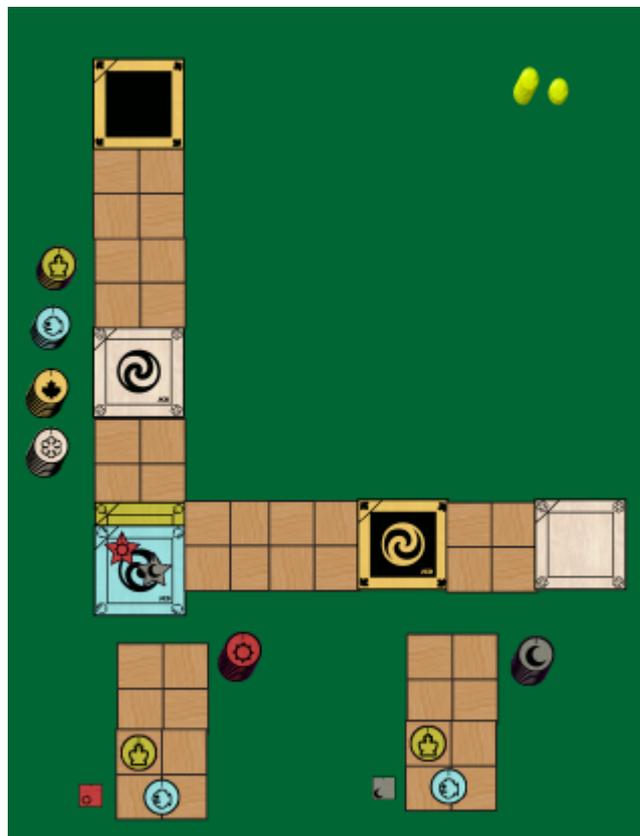
From the Adventure suits, take all the remaining tiles valued 2 to 4 plus the 5 of Fall, the Ace of Suns and the Null of Arms. Then, to those tiles, add all the tiles from the Moon and Spring suits. Shuffle this pile of 24 tiles and leave it on one side of the table. This pile is the exploring pile and must be left untouched until the game starts.

Now, separate the rest of the tiles by suit. Take the Ace and Null tiles from the Winter and Fall suits and the Aces of Summer and Crowns. Place them suit side up nearby. They will make the initial towns around the main board. The other tiles remain suit side down.

The board will be a 6x6 grid of tiles. Players start at the lower right corner. Place the Aces of Summer and Crowns in this corner suit side up, one on top of the other. Move the one on top a bit down so that both suit pips can be seen.

Players have to place the 4 remaining suit side up tiles (towns) plus 6 suit side down tiles (coastline) along the lower and right sides of the board (5 in each side). The only condition is that each side has to have 2 towns and that towns are separated by at least one suit side down tile.

Here's an example set up for a two player game.



Each player takes a pawn in their chosen color, plus the corresponding die and coins (suit side up). Players can only use the following suits/colors: Suns, Arms, Spring, Moons. The rest represent the different resources.

Also, each player gets a "backpack" by taking two of the remaining suit side down tiles available and placing them in front of them forming a small 2x4 spaces column. Each resource unit the player carries takes one of the spaces on those tiles.

Players place their pawn on the starting tiles (the lower-right corner of the board) and their dice Null side up beside the backpack tiles, aligned with the lowest row of spaces. The die shows special "wild" resources the player gains as he explores new areas.

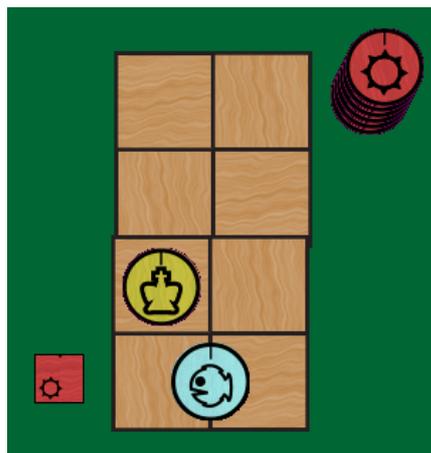
Now take the coins for the resources and group them by suit:

- Summer - Food
- Winter - Tools
- Fall - Wood
- Crowns - Jewelry

Leave them in four stacks suit side up on one side of the board.

Each player takes 2 Food units and 1 Jewelry unit. Two units of the same type are represented by placing one coin between two spaces in the backpack. This is so that resource coins of one type don't run out too soon. So then, players just take 1 coin of each and place them accordingly on their backpacks.

Here's an example backpack. The Summer coin represents 2 Food units.



Last, take 2 of the Yellow markers (from now on called: Gold Markers) and one White marker (from now on called Amulte) per player and place them at the spot where the opposite corner to the starting tile would be. These are the Treasures for the players who reach the Temple. Also place, separate from these, a number of Gold Markers depending on the number of players:

- For 2 players - Place 2 Markers.
- For 3 players - Place 4 Markers.
- For 4 players - Place 6 Markers.

These Gold Markers are taken by players who own an Amulet at the end of each of their turns after the one where they reached the temple.

Leave 2 Gold Markers per player available to serve as treasures when they are actually found.

3 - Playing the Game

The starting player is decided randomly. The game then proceeds in "rounds" of turns until one of the end game conditions is met. In each round players play their turns from the first one and then clockwise until the last one.

During his turn a player can take any or all of the following actions in any order and each action only once. Actions must be finished in order to take the next action. Also, actions need not be taken if the player doesn't want to:

Move:

The player can move a number of steps up to the number of free spaces in their backpacks. Each step is a movement from one tile to an adjacent tile and has to be orthogonal (no diagonal movement is permitted). The number of maximum steps is always 8 minus the number of items in the backpack.

The initial tiles (coastline and towns) are all connected to each other through paths, so they can be entered and exited freely (but players cannot leave the board and must end their movement on a tile). The explored jungle tiles, have one blocked side that cannot be crossed normally. The blocked side is always the bottom side when looking at the upright tile.

To cross the blocked side a player must spend any 4 resource coins from their backpacks. If the tile the player is entering requires him to spend resources, these can be part of the 4 required to make the crossing.

The normal jungle tiles have no more restrictions (Moons and Spring). The tiles from the adventure suits (Suns, Arms, Summer and Fall) are obstacles the player must overcome before entering them. The player must spend the following resources for each adventure type (spent resources go to each of the corresponding resource piles):

- Desert (Suns) - - 3 units of Food (Summer)
- Impenetrable Jungle (Fall) - 2 units of Tools (Winter)
- Lake (Summer) - - 2 units of Wood (Fall)
- Arms (Natives) - - 1 unit of Jewelry (Crowns)

After the player has spent the resources he places a camp site on the tile (one of his coins from his own suit/color). From now on he can enter the tile freely (like if it was a normal jungle tile) although later, he can complete the adventure again to put more camp sites if he wants. Other players have to complete the adventure themselves before entering the tile.

Pick up:

The player can pick up resource coins in the tile he's on as long as he owns the required resources for that tile. The only tile without any requirements is the starting one where a player can get 2 food units and 1 jewelry unit for free in his turn. The other tiles have the following requirements:

- Summer Tiles - At least one Tools unit (Winter) and the player gets 1 Food unit.
- Fall Tiles - At least one Tools unit (Winter) and the player gets 1 Wood unit (Fall).
- Arms Tiles - Only just after completing the Natives adventure, the player can choose to get 1 Tool unit or 1 Wood unit (in trade for the Jewelry unit he gave to the Natives).

For the Winter Town and Fall Town tiles (placed before the game starts on the initial row and column of tiles) the requirements are always to have at least 1 Jewlery unit (Crowns).

Note that picking resources in this manner can only be done once each turn. If the player picks one unit before moving, he cannot pick a resource after moving (not even the one traded from the natives). Also note that the player is not actually spending the required resources. He only needs to own them.

Explore:

If a player is currently on a tile that has at least one side with no adjacent tile and that side is not the border of the 6x6 grid, then he can explore. He takes one tile from the exploring stack and places it on the board. If there is more than one empty side, he can choose where to place it. Also, he can place the tile in the orientation he wants.

After exploring, the player gets an exploration token. The number of tokens he has in total is recorded with his die. When he reaches a number of tokens (depending on the number of players in the game as specified below) he moves the die one step up (near the backpack tiles) and places the null side up again. This means he got a wild resource he can use in place of any real resource at any time. It doesn't take space in the backpack. The number of tokens needed to get a wild resource is dependent on the number of players:

- 2 players - 4 tokens
- 3 players - 3 tokens
- 4 players - 2 tokens

When the wild resource is used, the die is moved one step down. The die near the bottom step of the backpack means the player owns no wild resources.

If the player chooses not to perform any action in his turn, he gets one exploration token for free.

Getting Adventure Trophies

The first player to complete an adventure of one type, gets the corresponding Trophy (The tile of the same suit that was left to the side at the beginning). It's value is how much Gold Coins the Trophy is worth.

Trophies can also be taken from other players. If at the end of his turn, one player has more Camp Sites on the same type of adventure tiles than the player owning the Trophy of the same type, he can take it.

Placing and Getting Treasures

The values on the explored tiles on the board serve as clues to possible treasure locations. The value is the number of steps in one straight direction a treasure could be buried.

If one tile is placed at a spot where it is the correct number of steps away from two other tiles in two different axis (horizontal and vertical) then a treasure can be placed on that tile. Aces count as 1 step and Null tiles can't be used.

Note that the Town tiles can't be used as in this manner. No treasure can point to a location in the initial row and column and those tiles can't be used to point to a treasure.



In the figure, there's a treasure location three steps east from the three tile and two step north from the two tile. It can't be actually reached until a player explores the space and places a tile.

A player that discovers the location doesn't have to say anything about it, but can do so if he wants. Players then check that he's right and then place one of the spare Gold Markers on the tile (or space if it hasn't been explored yet).

After placing a treasure on a tile, mark the tiles that pointed to it with two of the special colored markers so no other treasure is placed at that location again. Also note that each tile can only be used as a clue for the location of a treasure once.

To get the treasure a player that is on the tile, has to announce it at the end of his turn and spend 2 food resources to take it. The treasure takes one space of the backpack (the same as resource units) and counts to limit the number of steps the player can move.

Note that digging up a treasure doesn't count as a Pick Up action. So a player can pick up a resource and then dig the treasure in the same turn.

4 - Reaching the Temple and Ending the Game

The space where the Gold and Amulet Markers are is where the Temple is. No tile needs to be placed there. If a player is at a tile adjacent to the temple, all he needs to do to be able to enter it is complete an exploring action. Then, using a Move action, he can actually enter it. Once a player has explored the Temple, all the players can enter it freely.

The first player who manages to reach the Temple gets 2 Gold Markers (from the first pile) and one Amulet (white marker). He then places the Amulet on a space in their backpack. It is (worth 3 Gold Coins). It takes space, the same way treasures do. The other two Gold Markers are Bonus Gold Coins he places beside his backpack. If any other player manages to enter the Temple in the same round of turns, then he also gets the Amulet and the 2 Gold Coins. Players that enter the temple at later rounds only get the Amulet. Each player can only enter the Temple once and can only get one Amulet.

Players that have an Amulet on their backpack get 1 additional Gold Coin from the second pile at the Temple at the end of their turns starting after the turn when they took the Amulet. If they forget and do not take it before their turn ends, they lose it (It stays in the pile).

The game ends if one of two conditions is met:

- All the Players have reached the Temple and got an Amulet - The game ends as soon as the player reaching the temple last finishes his turn.
- The coins on the second pile run out - The game ends as soon as the last coin is taken from the second pile.

When the game ends, the player with the most Gold wins the game. Gold is counted as follows:

- Each "Adventure Trophy" is worth it's value in Gold:
 - Suns = 5 Gold Coins
 - Fall = 4 Gold Coins
 - Summer = 3 Gold Coins
 - Arms = 2 Gold Coins
- Each Treasure and each Amulet is worth 3 Gold Coins
- Each Gold Marker on the side of the backpack is worth 1 Gold Coin.

In case of a tie, the player who completed more adventures wins.

ADVENTURE REQUIREMENTS:

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