

# Chinagold

A Tactical Dice Game by Günter Cornett

for 2 players of 8 years and up

Playing time: 30 minutes

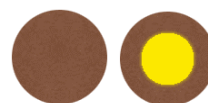
(Translation: Ben Baldanza)

## What Chinagold is about

Both players search for gold, one in the mountains and the other in the rivers. If all gold of all prospecting areas of a mountain or a river is found, the mountain or river player can protect the find. But note that every prospecting area is at the same moment part of a mountain and part of a river. Thus the player that finds the gold first can block the other from the find.

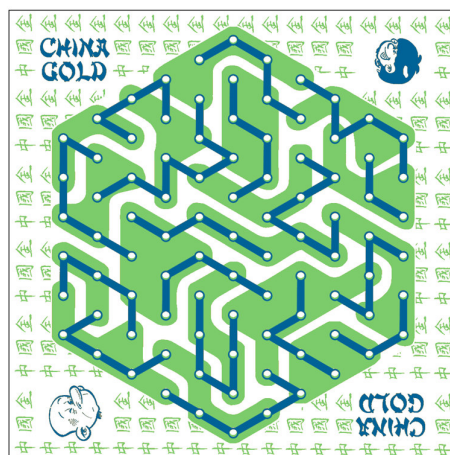
## Game Material

- 91 **Prospecting Area Markers**: before the first game, put a gold sticker to one side of each of the Prospecting Area Markers.
- 3 marked **Small Discs** with the values 0/1, 0/2 and 1/2
- 1 **Game Board**: 17 mountains, 17 rivers and 91 Prospecting Areas are shown on the game board.



The mountains and rivers can be seen as mirror-images of each other. The Prospecting Areas are represented both as mountains (brown planes) and as rivers (blue lines).

*A part of this edition contains a game board in two parts. The mountains are printed on leatherette, the rivers on a transparent film. These can be combined to form different game boards. The game board parts are put on top of each other so that every Prospecting Area is part of a mountain as well as a river.*



## Game Set-Up

On each of 91 Prospecting Areas a Prospecting Areas Marker is placed with the gold side face down. The players decide who will dig in the mountains for gold and who will pan in the rivers.

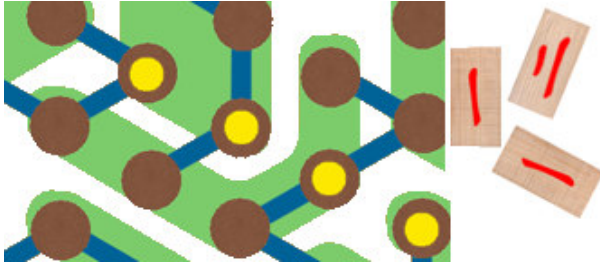
## Game Course

To start, the gold-greediest player begins the game by throwing the three small discs and adds the visible values on the discs. If a disc keeps standing on the small side the higher number counts.

## **Gold Dig**

The sum indicates how many Prospecting Area Markers may be turned face up.

**Important: the Prospecting Area Markers to be turned must lie side by side in a straight line, without a gap or already before discovered lumps of gold in between.**



Instead of turning the thrown number of Prospecting Area Markers face up, the player may hide exactly one nugget again by turning one Prospecting Area Markers face down.

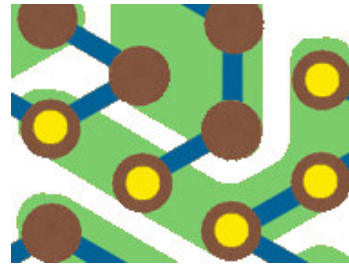
## **Gold Transport**

When on a player's turn, the last marker in one of his areas (mountain or river) is turned face up, all of the gold in this area can be claimed.

If at the same time the last Prospecting Area Marker in one of the opponents areas is turned face up, the opponent may clear the gold in this area afterwards.

Indication: As some areas are cleared, it may happen that a player overlooks Prospecting Areas Markers to be cleared. The fellow player should point this out to him, provided that he notes it.

The opponent now takes his turn in the same way.



## **Small Disc Reduction**

When there is at most one straight line of five Prospecting Area Markers neighboring in straight line that could be turned face up, the small disc 0/1 is returned to the box. For the remainder of the game, small discs 0/2 and 1/2 will be used so that only numbers from 1 to 4 will be available.

When there is at most one straight line of four Prospecting Area Markers neighboring in straight line that could be turned face up, the small disc 0/2 is replaced with the small disc 0/1 from the box so that only numbers from 1 to 3 will be available.

When there is at most one straight line of three Prospecting Area Markers neighboring in straight line that could be turned face up, all small discs are returned to the box. From now on the players may choose between turning a single or two neighbouring Prospecting Area Markers face up.

## **Game End**

When all Prospecting Areas are cleared, the player who collected the most gold wins.

## **Additional Indications**

Five not yet turned Prospecting Area Markers in a straight line make two different possibilities to turn four Prospecting Area Markers face up.

Four not yet turned Prospecting Area Markers in a straight line make two different possibilities to turn three Prospecting Area Markers face up.

If turning back a Prospecting Area Marker creates a situation with more possibilities to turn free Prospecting Area Markers in straight line face up, the appropriate number of small discs is used.