GOLD RUSH

A game for the piecepack by Seth Jaffee and Jason Smulevitch
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3-4 players, 60-90 minutes

Equipment
One standard piecepack, 8 gaming stones in a color for each player, poker chips in red, black, and yellow to represent the players' stores of energy, food, ore and gold respectively. Also, blank business cards cut in half to represent the buildings; just right the names of the building on the cards as you play.

Intro
Canada, 1897. You are a young Colonist just starting out on life's great adventures. Like many others of your kind you want the best for your new wife and future children, and also like so many others you intend to get it by heading out west and staking your claim in the Klondike, where just last year gold was discovered. So pack up your belongings and head out west... There's gold in them there hills!

Collect as much gold as possible, either by mining it yourself or trading valuable food to the other miners for it. Make your claims, assay the land, and set up a Farm, Windmill, Gold Mine, or Mine to get the resources you need to get you through the day. Trade with other gold diggers and see who makes out the best in this rush for the gold!

Farms and Windmills produce Food and energy, which you'll need to build other buildings and start mines. Ore and Gold are needed to upgrade buildings and they are also worth victory points toward winning the game. You can store as much Ore and Gold as you wish, but if you hold on to Food or Energy too long it might go bad! Budget your resources carefully and strike it rich!

Definitions
Land Tile: Piecepack Tile representing a plot of land that can be developed to produce resources.
Feature: Aspect of a land tile- a Piecepack Coin representing a part of the plot of land that can also yield resources.
Land Plot: Land Tile/Feature pair that can be owned by a player.
Occupied Land Plot: Land Tile/Feature pair that IS owned by a player.
Unoccupied Land Plot: Land Tile/Feature pair that IS

NOT owned by a player.
Resources: There are 4 resources in Gold Rush- Food (F), Energy (E), Ore (O), and Gold (G).
Piecepack suits and heir equivalent resources:
Moon = Food
Sun = Energy
Arms = Ore
Crown = Gold

SETUP

Randomly determine who plays first. Tiles are shuffled and placed face down in a 4 x 6 array (4 rows of 6 tiles). Coins are shuffled and placed face down, 1 per tile, with the Suns across the bottom row, Moons across the second row, Arms across the third, and crowns across the top row. Each player begins the game with:
8 Ownership markers in their color
2 Black Food chits
2 Red Energy chits

PRODUCTION

During the Production phase each Production Building produces resources, some buildings require energy to operate. Each player must pay 1 Energy For each Mine or Gold Mine or it produces no resources that turn. Player 1 rolls the 4 Production dice (1 for each resource according to suit). Each Production Building produces 1 unit of the appropriate resource if the roll result is LESS THAN OR EQUAL TO the Production Value of its Plot or Feature.

Value of Coins/Tiles
Face up Coin/Tile: Value= rank of Coin/Tile in that Coin/Tile's suit. *Exception: treat a Null Coin or Tile as if it were a FACE DOWN TILE.*
Face down Coin: Value= 1 in the Coin's suit
Face down Tile: Value= 1 in ANY suit

Production Values of Plots/Features
For any given resource the Production Value of a Plot or Feature is the value of the Tile or Coin on that Plot. Building Upgrades add 1 to this total. Matching Plots and Features can share a Production building, though each produces resources independently.
EXAMPLE: You have a Farm on a Suns2 tile with a facedown Suns 'feature'. The result of the production roll on the Suns die is 1. You produce 2 Food, one from the Tile and one from the Coin. If the roll were instead a 2, you would produce only 1 Food. On a roll of 3 or more you would produce nothing. If you

upgrade the Farm, then you produce 1 Food on a 3 or less and 2 Food on a 2 or less

Spoilage
On a roll of Null on the Moon die indicates that all food stores have gone bad. Each player discards all but 1 unit of Food, and no Food is produced that round. Similarly, on a roll of Null on the Suns die, each player discards all but 1 unit of Energy, and no Energy is produced. Ore and Gold do not spoil.

FREE TRADE
Players trade resources freely with each other or with their own Market (see Development).

STAKE CLAIM
Starting with Player1 and continuing clockwise around the table, each player chooses an unoccupied Land Plot tile and places one of his Ownership markers on it. If there is no unoccupied Land Tile then skip the Stake Claim phase.

DEVELOPMENT
Starting with Player1 and continuing clockwise around the table, each player takes a turn in which he can do as much of the following as he can afford:

Assay: Pay F to look at the value of any facedown Coin or Tile not owned by another player. Return that Coin or Tile face down.

Optimize: Pay EO to turn any Coin or Tile on a Land Plot you own face up.

Develop: In order to produce resources efficiently it is important to build Production Buildings on your Land Plots. Each Land Plot can only support 1 building at a time, but one building may be replaced with another. Costs for the buildings are as follows:

A Farm provides Food. Cost: F
A Windmill produces Energy. Cost: FF
A Mine produces Ore. Cost: FE
A Gold Mine produces Gold. Cost: FFOO
A Trade Route does not produce resources, but it allows a player to trade any 3 of 1 resource for any other resource during Free Trade. Cost: FFFOO
A Market does not produce resources, but it allows a player to trade Food for Gold. During Free Trade spend 2 Energy and roll 2d6. Trade up to that much Food for Gold. Use this ability only once per turn. Cost: FFFFOOO

A Warehouse does not produce resources, but it allows a player to spend 1 Energy to keep all units of Food or Energy from being lost during Spoilage. Cost: FFEO

Upgrade: Improve the productivity of a Production Building. Cost: EG

PASS THE DICE

The player to the RIGHT of Player 1 becomes the new start player for the next round. Pass the dice to that player.

WINNING THE GAME

The game is over after 9 rounds. Skip the Stake Claim phase of the last round (last 3 rounds in a 4 player game). Each player tallies his score and the highest score wins. In the case of a tie, the tied player with the most total Food is the winner.

SCORING

At the end of the game players score points as follows:

1 Victory point for each unit of Ore
3 Victory points for each unit of Gold
8 Victory points for each Non-Production Building