



Players: 3 - 8 • Ages: 8 and up • Duration: 20 - 40 minutes

IDEA OF THE GAME

You and your fellow adventurers explore the ruins of an ancient Incan temple, looking for turquoise, obsidian and gold. At every turn, you must decide whether to play it safe by returning to camp with the treasure you've gathered so far, or to be a truly intrepid adventurer and keep on exploring. Going farther into the ruins means risking your treasure should you fall victim to the many hazards. . . giant spiders, wandering mummies, fire spouts and venomous snakes. But priceless Incan artifacts are rumored to exist here. . . and you can be the one to discover them if you conquer your fears and forge ahead!

What is your threshold for danger? How much treasure is enough for you? Find out by exploring Incan Gold!

COMPONENTS

5 Temple cards to make the game board

8 Player meeples (4 male and 4 female)

8 Tent cards

30 Quest cards: 15 Treasure cards and 15 Hazard cards (3 each of the 5 different Hazards)

5 Artifact cards (numbered 5, 7, 8, 10 and 12)

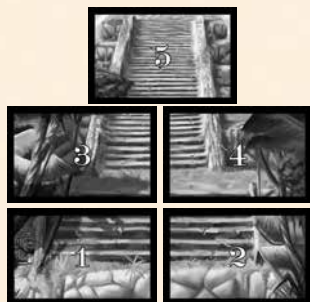
110 Treasures (Gems): 60 turquoise (value of 1); 30 obsidian (value of 5); and 20 gold (value of 10)

Note: You may freely exchange turquoise for obsidian; or obsidian for gold any time the supply runs low.

PREPARATIONS

Each player takes one meeple and a Tent. The Tent is folded out and placed in front of the player (see page 4).

The Temple (consisting of five cards) is created in the center of the table as shown. The five Artifact Cards are placed face down, one under each of the Temple cards, from lowest to highest (i.e. the #5 Artifact is placed under the #1 Temple card; the #7 Artifact is placed under the #2 Temple card; etc.) The Treasures are placed near the Temple. One player, anyone familiar with the game if possible, is chosen as The Guide.



PLAYING THE GAME

The game is played in five rounds. The player with the most wealth (in Treasure value) after the fifth round wins.

A GAME ROUND

The Guide marks the beginning of the first round by turning over the corresponding Temple card, starting with the card marked "1". The Guide shows the Artifact rumored to be in this part of Temple to all players, and shuffles it into the Quest cards, making the Quest deck for this round. If an Artifact is not discovered in its disclosure round, it stays in the deck and it may be found later in the game!

A game round consists of a variable number of turns. Each turn plays as follows:

1) Players' Choices

Players still in the Temple decide if they are going to leave or not.

- Each player secretly chooses if they are going farther into the Temple or if they are leaving the Temple to return to camp. To return to Camp, the player holds their meeple in their palm and drops it on the table when The Guide says "GO". To stay in the Temple, the player either pretends to hold their meeple in their hand, or actually does so "firmly", but in either case does NOT drop their meeple on the table when The Guide says "GO".
- The Guide then says "GO" and all players simultaneously open their palms and do or do not drop their meeples – revealing who is leaving or staying.

Note: When the first Quest card is turned over, there's no reason to leave, so you may skip this step and assume all players enter the Temple.



2) Players Who Leave

- If one or more players choose to leave the Temple:
- They equally divide all the treasures that have been left on ALL the Quest cards in the path for this round. If the sum of all these treasures cannot be divided equally, the extra treasures are left on any Quest card (which Quest card does not matter).
 - They return to camp and place all the Treasures they received during this round inside their Tent. These Treasures are safe, and may not be lost.
 - If more than one player leaves, no one gets Artifacts! If only one player leaves the Temple at this time, that player may pick up all Artifacts that are on the path. Artifacts are left beside the player's Tent where they are safe. Artifacts are worth the number of Treasures shown on the Artifact card.
 - Players that left the temple also leave their meeple clearly visible outside their tent. They take no part in play for the rest of this round.

Note: All players are allowed to see their opponents' Tents, but not to touch or count what is inside.

3) Players Who Continue Into the Temple

The Guide turns the top card from the Quest deck face-up and places it next to the last card drawn, making a pathway of cards. (On the first turn, place the card next to the Temple.) It may be helpful to lay Hazard cards at right angles to Treasure cards to make them easier to identify.

- If the card shows a **Treasure** (numbered card, blue border), the players have found some treasure. The Treasure value on the card is divided among these players, rounded down. For example, if there are four players still in the Temple, and the Treasure value is 11, each player receives 2 Treasures (2 turquoise gems). These Treasures are placed beside the players' Tents, not inside. The 3 Treasures left over cannot be divided equally, so they are left on the Quest card.

- If the card shows an **Artifact** (yellow border), the Artifact stays on the path. It's worth extra points at the end of the game, but only to a player clever enough to get it safely back to camp!

- If the card shows a **red bordered Hazard**, one of two situations will happen:

- 1) If no other Hazard of the same type has been previously revealed, nothing happens. . . but the players have had a glimpse of danger and doom! The round is not over, the players who stayed in the Temple now return to making the Players' Choices on page 2. The Guide then flips over the next card in the Quest deck.

Note: If this is the first Quest card turned, since no one has reason to leave, you may immediately flip the next card from the Quest deck face up.

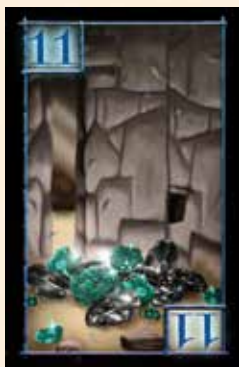
- 2) If this is the second Hazard card of the same type, the players have been scared away from the Temple and the round is over. All players still in the Temple give back all the Treasures they took during the round (the Treasures that were placed beside their Tents). The second Hazard card is removed from the game. The next round begins.

4) End of a Round

A round can end in two ways: 1) when all players have left the Temple; or 2) when the second Hazard card of the same type is drawn, scaring everyone away.

If the round ends because a second Hazard card is drawn, this second Hazard card is removed from the game and placed beneath the Temple card representing that round before shuffling the Quest deck and starting the next round.

If there were any Artifacts on the path when the round ends, these Treasures are lost forever and removed from the game. Bad luck for the expedition! A new round is begun using the same rules as above.



Treasure Card



Artifact Card



Hazard Card

END OF THE GAME

The game is played in five rounds. After the final round, the Tents are opened and players count their treasures.

Treasures are valued as follows:

Turquoise – 1 | Obsidian – 5 | Gold – 10 | Artifacts – 5, 7, 8, 10 and 12

The player with the most wealth (in Treasure value) wins. If scores are tied, the player with the most Artifacts wins.

If still tied . . . well, play again!



CREDITS

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