

GB

Golden Horn

From Venice to Constantinople

A game by Leo Colovini

For 2 – 4 players from age 8, upwards

Piatnik game no. 631894

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Illustrations: Marko Fiedler

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Rule

Aim

Every player steps into the role of a rich Venetian merchant. Each merchant has their own fleet of 3 trading ships, so called “galleasses”, with which they compete to keep their freight load ahead of the other ships with a little help from the prevailing

winds as well as the pirates that roam the open seas. At the end of the game the winning merchant will be the player who has moved the highest amount and most varied sets of goods.

Game Components

12 ships and 4 warehouses bearing the insignia of the players. They must be assembled before playing the first game.



90 coloured cubes represent the goods, there are 15 each coloured in yellow, pink, green, red, orange and blue.



7 sea tiles each representing a stretch of sea between Venice and Constantinople are connected in accordance with the number of players.

2 port tiles representing Venice and Constantinople and 1 tile representing the half way station Modone.

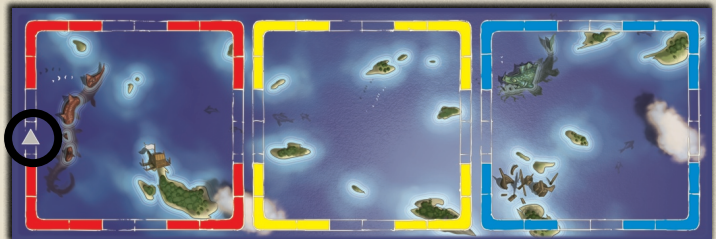


The Venice and Constantinople port tiles are placed on either end of the sea tiles.



The Modone tile has 2 docking stations on one side and 3 on the other side

4 sea tiles each containing 3 squares in different colours.



Each sea tile has 3 differently coloured squares. The symbol shows which colour combination is displayed



Red – Yellow – Blue



Orange – Pink – Green

54 playing cards, there are 9 each coloured in yellow, pink, green, red, orange and blue. They can be deployed as “wind” or “pirate” cards.



- 1 "game opening pawn" with 2 pedestals to be assembled before the first game;
- 1 textile bag for replenishing the goods
- 1 rule



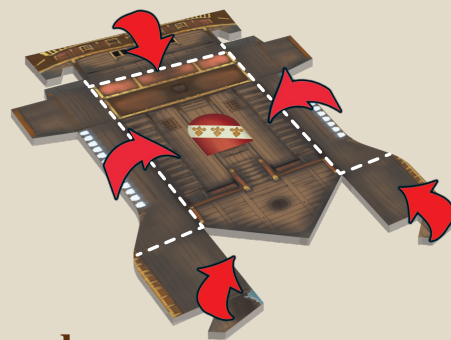
Reverse

Before the first game

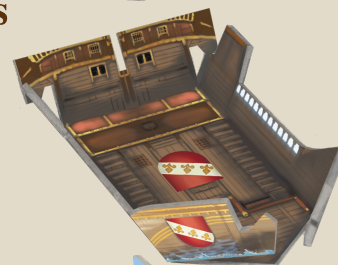
Carefully separate the ships – consisting of a hull and a sail part – from the sheets and assemble as described in the illustrations to the right.

Every player receives a set of 3 ships bearing the same insignia on the flag.

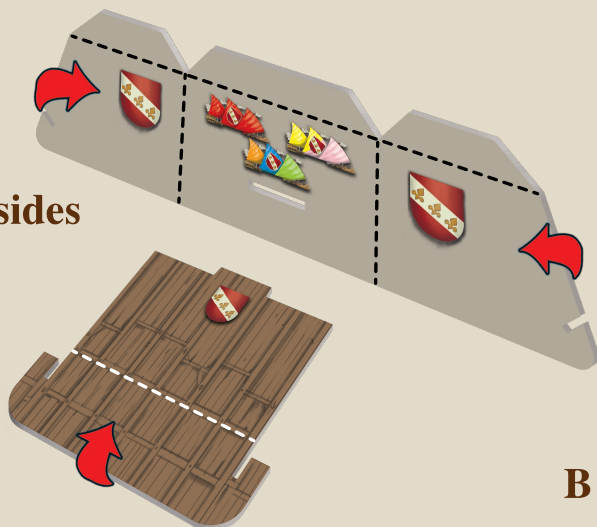
Then separate the components of the warehouses from their sheets and assemble according to the illustrations. Every player gets 1 warehouse bearing the same insignia as his fleet of ships.



A – Fold side parts upwards



A – Fold sides

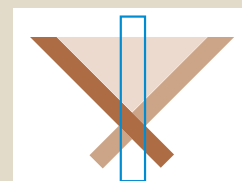
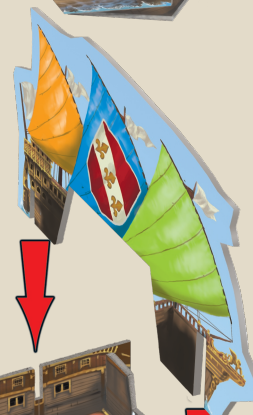


B – Tuck the flaps on the floor into the walls



B – Insert sail

make sure to match back and front correctly

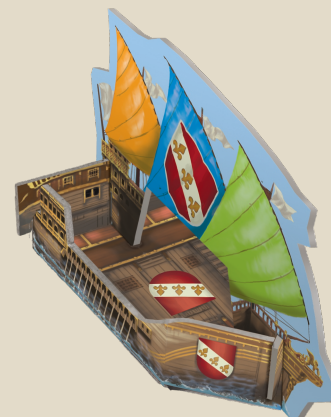


aerial view of bow

C – Finally, fold the roof of the warehouse inwards



C – The completed boat

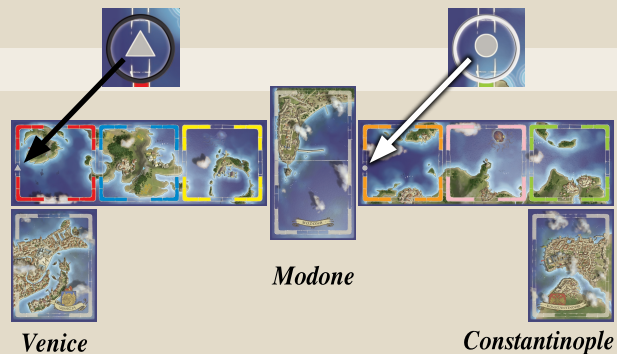


Game setup and preparation

Depending on the number of players set up the sea passage between Venice and Constantinople.

Setup for 2 players:

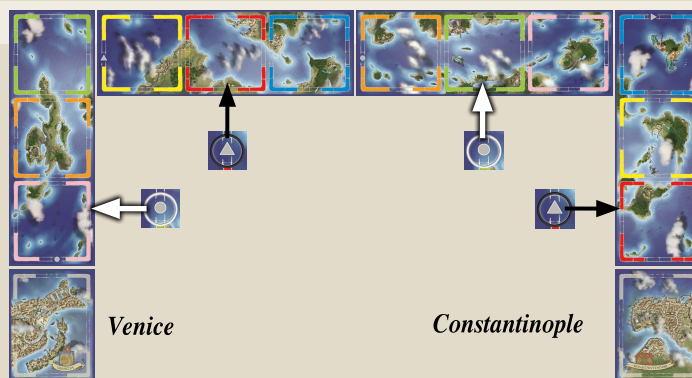
2 sea tiles joining Venice and Constantinople are placed to produce a continuous connection between the 2 ports. Each segment must have a different symbol (i.e. ▲ ●). The tile representing the mid-way station of Modone is placed between the 2 sea tiles, make sure the side displaying 2 docking bays is visible.



Setup for 3 players:

All 4 sea tiles joining Venice and Constantinople are placed to produce a continuous connection between the 2 ports. The sea tiles must be joined in a way that each tile in turn bears a different symbol (i.e. ● ▲ ● ▲).

Note: The tile representing the mid-way station of Modone is not required for the 3 player version.

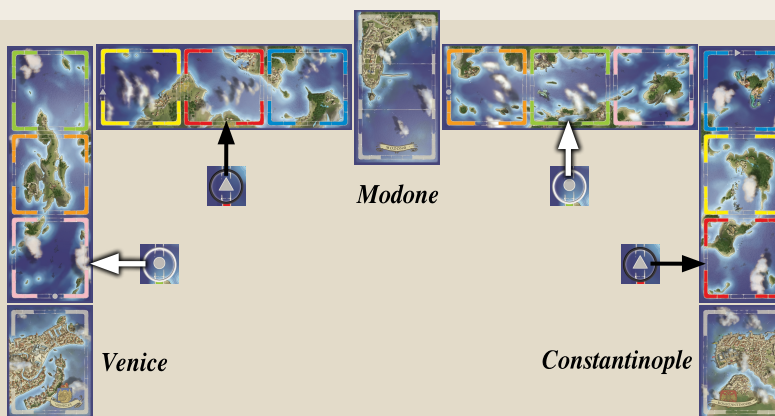


Setup for 4 players:

All 4 sea tiles joining Venice and Constantinople are placed to produce a continuous connection between the 2 ports.

The sea tiles must be joined in such a way that each tile in turn bears a different symbol (i.e. ● ▲ ● ▲).

The tile representing the mid-way station of Modone is placed in the centre of the 4 sea tiles, make sure the side displaying 3 docking bays is visible.



The remaining material:

All players each take a set of 3 ships and 1 warehouse bearing the insignia of their choice.

Then players distribute their ships randomly on the tiles representing the ports of “Venice” and “Constantinople”. All wooden cubes are put into the bag, after which two lots of 9 cubes are drawn from the bag. One lot is placed on the “Venice” tile, the other lot is placed on the “Constantinople” tile.

Finally the playing cards are shuffled and each player is dealt 5 cards, the remaining cards are placed to the side face down.



Note: should one of the 2 port tiles becomes overcrowded with ships, simply place them to the side.



Order of Play

The game is played clockwise and the eldest player begins by completing his first move with the “game opening pawn”. It is now the player to his left's turn.



Different types of move

A single move consists of these two actions which must be played in the following order:

1. Send out pirates (by choice)
2. Move one of your ships (compulsory)

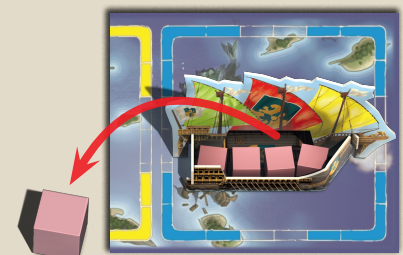
A player's turn is over as soon as he has moved one of his 3 ships. Then it is the next player's turn.

1. Send out pirates (by choice)

A player may attack and steal a cube from one competing ship if he plays 2 pirate cards on condition that the card colours both match at least one of the colours of the sails. Attacks are only permitted on ships that are out at sea and not in port (Venice, Constantinople or Modone), ships in port are untouchable.

The attacking player lays down the 2 cards on the designated “throw down” pile, takes 1 cube from the ship under attack and puts it in his warehouse.

Exception: If a ship is out of cubes following an attack, its owner may exceptionally turn the ship around i.e. steer it back towards the port of origin.



Example: 3 of 6 possible card combinations that would allow you to attack this ship

2. Move one of your ships (compulsory)

The player moves one of his 3 ships along the sea route according to the following rules:

- A ship must be positioned with its bow (the front section) pointing in the direction of its port of destination and may not change its direction during its journey. (for exception see above “send out pirates”)
- A square may only be occupied by one ship
- Depending on play 2 or 3 ships may be stationed at **Modone**.
- Any amount of ships may be positioned in **Venice** and **Constantinople**.
- If the move begins at a port of origin (Venice or Constantinople) the player concerned must load all available goods onto his ship leaving port. He may only load goods of a single colour that do not clash with the colours of his sails! He then replenishes the stock of cubes back up to 9 pieces by randomly drawing more cubes out of the textile bag. If the bag is empty each player carries on play with their remaining stock of cubes.



Only 1 ship per square

The bow must point in the direction of travel



Example: the green, yellow and red cubes may not be loaded because these are the colours of the sails. In this scenario the player may only load the 2 blue cubes onto his ship.

How to move your boat

- The player has to move his ship forward to the next square.
- If the next square is **occupied** he must move his ship further to the next available square.
- Depending on the colour of the square **he lands on**, he may avail of the following possibilities:
 - If the colour of the square matches the colour of one of the sails, **he may move on to the next square.**
 - If the colour of the square does not match any of the sails, **he must stay on that square.**
 - **Play a “wind” card:** The cards can be deployed as “pirate” cards or “wind” cards. This allows you to move your ship along even further. If the colour of the square you are on does not match the colour of any of the sails, you are allowed to play a wind card and move on to the next square (as long the card colour matches the colour of the square you are on). Several wind cards may be played during the same move. All cards that are played throughout the game must be placed onto the “throw down” pile.



- If the ship reaches Venice, Constantinople or Modone the move is over. If Modone is however completely occupied players skip to the next available square. Upon arrival in Venice or Constantinople all cubes are unloaded into the warehouse. The ship stays in port until its owner reloads it with cubes and moves it back out to sea during a later move.

Drawing cards

For every ship that arrives in any of the 3 ports the player concerned gets to draw new cards.

For a ship with:

- 3 differently coloured sails.....1 card
- 2 differently coloured sales.....2 cards
- single coloured sail.....3 cards

Exception: in the 2 player version of the game, cards may not be drawn when in the port of Modone!

Cards are drawn from the face down pile. When the pile is used up, the cards from the throw down stack are reshuffled and used anew.

There is no limit on the amount of cards a player can hold.



The ship moves forward 1 square and stays there



The ship skips the first square because it is occupied by another ship. The colour of the new square (green) matches the sail of the ship so it can move forward another square.

The next square (red) also matches the sail of the ship so the ship moves forward again. So the move is completed when the ship reaches the blue square.



The ship skips past the first square because the colour of that square matches the colour of the sail. In order to move forward from the green square the player has to play a green wind card. The player then plays a red wind card and moves forward another square. So the move is completed when the ship reaches the blue square, either because the player has no blue wind card to play or because he simply chooses to stay there.



The ports of Venice, Constantinople and Modone.



- A ship may only change its direction when leaving the two ports of origin. A ship may not turn around at sea (*exception: see "send out pirates"*)
- Players can choose to cut a move short but must always move a ship forward by at least one square when it is their turn.

End of the game

The game ends when there are no more cubes left **in one of the 2 ports of origin**, or:

When a player announces "Game Over" during his turn. A player can (but does not have to) end the game if he has unloaded at least 1 cube of each colour in his warehouse during the course of the game.

The round is concluded and the game ends with the move by the player seated to the right of the player who began the game.

Score line

Points are awarded as follows:

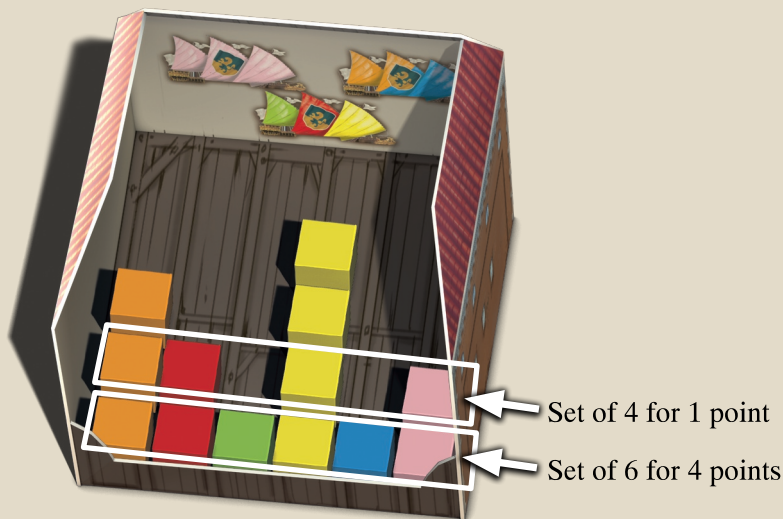
- Cubes (goods) at sea 0 points
- Every cube in a warehouse 1 point

Extra points are awarded for sets of different coloured cubes:

- 1 set with 4 different cubes + 1 point
- 1 set with 5 different cubes + 2 points
- 1 set with 6 different cubes + 4 points

Players can get extra points for several sets, however every cube may only count towards a set once.

The player with the highest points total wins the game. If several players have equal points, the game is deemed a draw.



Example of a score line:

This player has collected 13 cubes during the course of the game:

3 orange, 2* red, 1* green, 4*yellow, 1* blue and 2* pink = 13 points.*

He also succeeded in creating sets of different cubes containing at least 4 different colours:

*1*6 different cubes and
1* 4 different cubes*

For these sets he gets 4 points + 1 point = 5 points.

His total score is thus 18 points.

Warning!

Not suitable for children under 36 months. Contains small parts. Danger of suffocation. Please keep address for further reference. Colours and contents may vary.

If you have any questions or suggestions for „Golden Horn“, please contact:

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