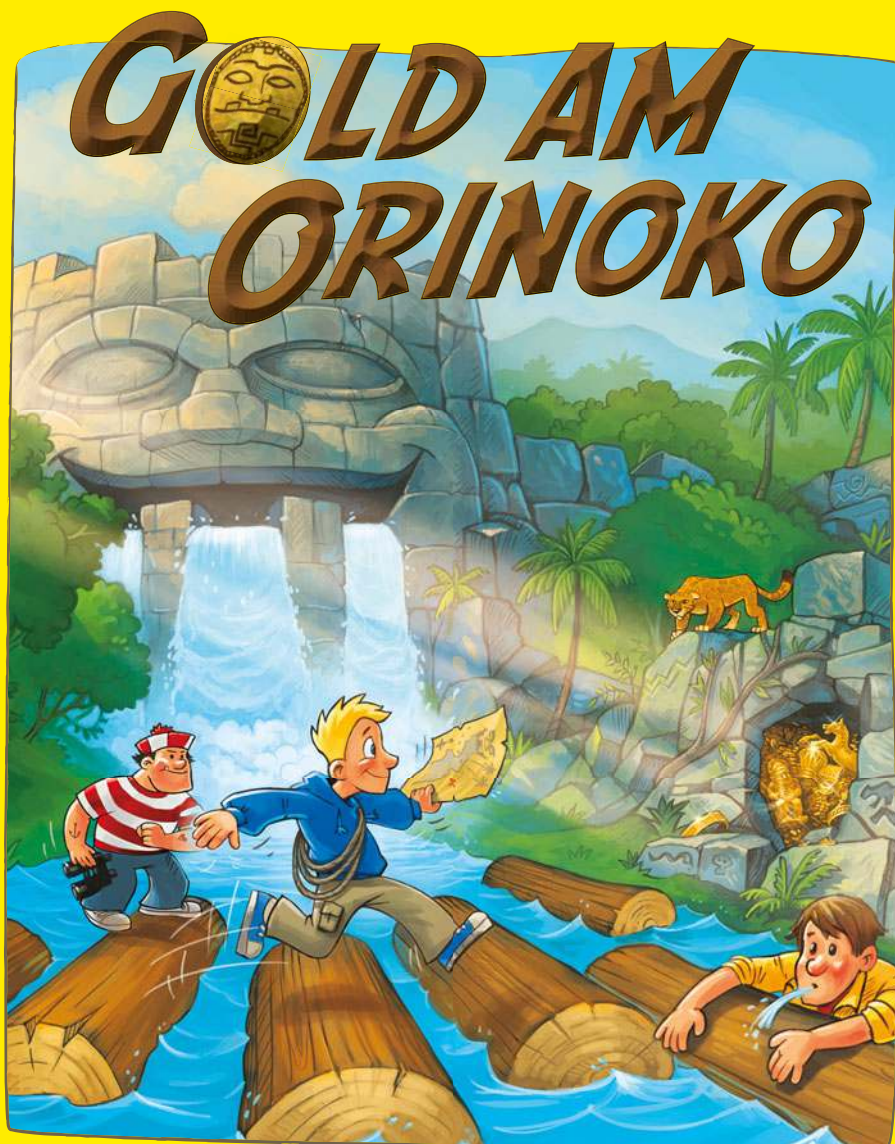




Spielanleitung • Instructions • Règle du jeu • Spelregels • Instrucciones • Istruzioni



Orinoco Gold • La traversée de l'Orénoque
Goud aan de Orinoco • El oro del Orinoco
Oro nell'Orinoco

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Orinoco Gold

A thrilling competition game of tactical thinking for 2-4 adventurers ages 7-99.

Author: Bernhard Weber
Illustrations: Michael Menzel
Length of the game: 15 – 20 minutes

Contents

1 game board, 8 adventurers (two adventurers per color),
4 off-road vehicle, 18 gold coins, 5 tree trunks,
1 white adventurers' die, 1 brown tree trunk die,
set of game instructions

Gold fever at the Orinoco'river!! Deep in the heart of the jungle explorers have discovered the ruins of an ancient culture on the shores of this mysterious river. Your brave teams of adventurers immediately set off from the legendary rocky knoll, Gu-arda – the guardian of the gold – in search of treasure amongst the ruins. The gold, however, lies on the other shore of the raging river! But it can only be crossed, by leaping from trunk to trunk, as the tree trunks float dangerously downstream. Be brave and with some luck and keen tactics you'll get your adventurer to the other side. But watch out, before moving the trunks or jumping across, always make sure that the trunks haven't disappeared and keep an eye out on what your opponents are doing. The one who proves to be extremely brave and who brings his adventurers safely and surely across the Orinoco will be able to collect the most gold, thus winning the game.

*Aim of the game:
collect gold coins*



¹Did you know that the Orinoco is one of the longest rivers in South America? The Orinoco is over 1,240 miles long and up to 12 miles wide. The Orinoco passes through jungle areas and continues to attract adventurers and scientists alike, for its breathtaking biodiversity and unimagined dangers.

Game board in center of table, tree trunks aligned with rocky knoll

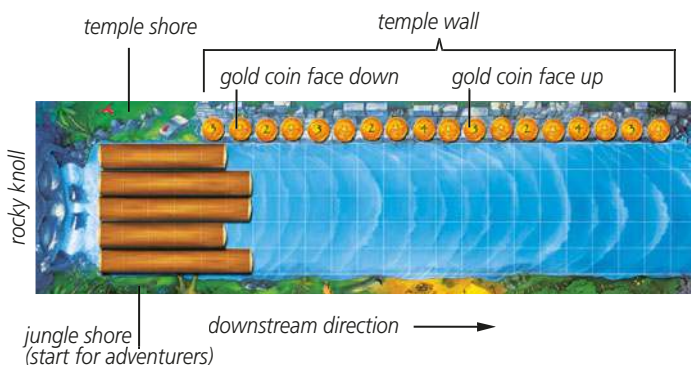
Preparation

Assemble the game board in the center of the table. Place the five tree trunks in any order on the river. Make sure they are aligned next to the rocky knoll.



Shuffle the gold coins face down and distribute them on the 18 round marks shown on the temple wall. Half of the marks are not overgrown by plants. Turn the 9 coins on these marks back over. Each player receives 2 adventurers and an off-road vehicle of the same color. The players place the off-road vehicles in front of them and position their adventurers along the shore, opposite the temple wall. Get both dice ready.

distribute gold coins face down on temple shore, turn 9 coins back over, each player receives 2 adventurers and 1 off-road vehicle, position adventurers on jungle shore



How to Play

Play in a clockwise direction. Which one of you has already once searched for gold? You begin first and roll both dice.

- The **white** adventurers' die indicates how many squares you can move your adventurer.
- The **brown** tree trunk die indicates how far you can push a tree trunk downstream.

Now carry out both actions in **any order you prefer**.

white adventurers' die = move adventurer
the brown tree trunk die = push tree trunk downstream



→ Pushing a Tree Trunk

Push a tree trunk downstream as many squares as dots shown on the tree trunk die, bearing in mind the following rules:

- o Adjacent tree trunks have to coincide for the length of at least one square.
- o A tree trunk may not be pushed past the end of the river.



Wrong! Two adjacent tree trunks have to coincide for at least the length of one square.

Right. Tree trunks coincide for the length of (at least) one square.

Tree trunks have to coincide

→ Moving an Adventurer

You are free to move either of your two adventurers. Move the chosen adventurer as many squares across the tree trunks as dots shown on the white adventurers' die and try to reach a gold coin on the opposite temple wall. Please keep the following rules in mind:

- o An adventurer can step from any spot on to the first tree trunk next to the shore.
- o An adventurer only can move horizontally or vertically.
- o There can only be one adventurer at a time on any tree trunk square.
- o Occupied squares are jumped over horizontally or vertically and are **not** counted.
- o An adventurer may only set foot, on the temple wall, where there is a square with a gold coin. In this case any extra dots on the die don't have to be used.
- o It is not allowed to pass over gold coins or move along empty squares of the temple wall.

Move adventurer horizontally or vertically across the tree trunks in order to reach square with gold coin

Collect gold coin, back on jungle shore



Tim rolls the number 4 on his die. As occupied squares are not counted he uses step 1 and 2 to jump over the green play figures. With step 3 he jumps onto the temple wall and receives the coin. Step 4 is extra and does not have to be used.



Tim rolls the number 4. Steps 1 and 2 are not allowed. You may not move diagonally. Step 3 is also not allowed as on the temple wall only squares with gold coins may be stood on. Step 4 is not allowed, as an adventurer may not move along the temple wall.

Has your adventurer reached a square with a gold coin?

Spot-on! As you successfully managed the dangerous crossing you receive the gold coin. Place it face down in front of you and position the adventurer back on the jungle shore. When it's your turn again this adventurer may dare to cross the river again.

Then it's the next player's turn to roll the dice.

End of the Game

The game ends as soon as all the gold coins have been collected or no more coins can be reached. Each player adds up the values of his gold coins. The player with the most Orinoco gold wins the game.

Le Auteur

Bernhard Weber was born in 1969 in Cologne. His geography studies inspired him to invent his first game, "Downtown". Presenting only the prototype of this game he won the games' inventor competition in 1996. Since then he has gradually simplified the rules of the other games he has invented to target a particularly critical group – children. He has a marked preference for games that entertain the whole family, as is the case with "Orinoco Gold" his first game published by HABA.

Dedicated to Lea and Tim.

Highest gold value =
victory

