

# Golden Horn

GB



Domínio da Mar

An extension to GOLDEN HORN



A game by Leo Colovini for 2 - 4 players from age 8 upwards

Illustrations: Marko Fiedler

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## Rule

This extension contains accessories, which can only be used in conjunction with the original GOLDEN HORN game. The rules of the original game apply supplemented by the following changes and additional rules:

### Aim

As in the GOLDEN HORN original game players step into the role of rich Venetian merchants with their trading ships, so-called "galeasses", to move goods between Venice and Constantinople. What is new is that players may also choose to take soldiers on board their ships in place of goods, allowing them to conquer one or several dominions. These dominions provide extra points at the end of the game and can be decisive in determining victory!



## Game components

- 5 tiles, which represent the dominions of Zara, Durazzo, Candia, Negroponte and Galata; they also indicate how many soldier figures are required to conquer the corresponding dominion and how many extra points these provide at the end of the game.



- 16 wooden cubes, 8 black and 8 white:
- 20 soldier figures
- 1 rule



## Game setup and preparation

- The 16 wooden cubes are added to the textile bag containing the coloured wooden cubes from the original game.
- Then two lots of 10, not 9, wooden cubes are drawn blindly from the textile bag. One lot is placed on the Venice tile and the other lot on the Constantinople tile.
- The 5 dominions are placed in a row above the playing area with the city side facing upwards. They are not part of the sea route!
- The 20 soldier figures are placed beside the game board, we will refer to this as "the store".





## Order of Play

- If there are white or black cubes among the 10 wooden cubes on the ports of origin (Venice and Constantinople), these are replaced immediately with soldier figures. The black wooden cubes are removed from the game, the white wooden cubes are put back into the textile bag. This is repeated every time the number of wooden cubes on the ports of origin reaches 10.
- If a player leaves either of the ports of origin with one of his/her ships, he/she may take on board ALL soldier figures, which stand on this port, in place of goods.
- Ships with soldiers on board are moved in the same way as ships loaded with goods. However such ships may not be attacked by pirates!
- If a ship arrives in Venice or Constantinople with soldier figures on board, the player unloads all figures into their warehouse.
- When it is a player's turn, he/she may conquer one dominion at any time. For this purpose he/she takes as many soldier figures from his/ her warehouse as indicated on the relevant dominion tile. He/she returns the soldier figures back to the store and places the conquered dominion in front of themselves. At the end of the game the points indicated on the tile are added to the points the player has scored by collecting goods. It is not possible to conquer a dominion already captured by a player!

*Note! In the event there are not enough soldier figures to replace the white or black wooden cubes in the ports of origin, farmers are recruited instead. To do this the black wooden cubes, which have already been removed from the game, are used. White wooden cubes are then replaced by black wooden cubes. Farmers may be loaded alone or together with soldier figures, however the following special rules apply for these:*

1. Farmers are weaker than soldiers. If a player wants to use farmers to conquer a dominion, he needs two farmers instead of one soldier figure.
2. Farmers are trained to become soldiers - this occurs as soon as soldier figures again become available in the store. This means when it is a player's turn, he/she may replace their farmers by soldier figures, however only with those which he/she has already moved into their warehouse, not those farmers which are on board their ships!
3. Ships, which only have farmers but no soldiers on board, may be attacked by pirates.

## End of the game

The game ends,

- as soon as there are no more goods or soldier figures in a port of origin (Venice or Constantinople),  
OR
- if all dominions have been conquered, OR
- when a player announces “*game over*” during their turn. He/she can (but does not have to) end the game if he/she possesses at least 1 of each of the six types of goods.

After establishing the score line (see rule for original game) each player in addition scores

- points for conquered dominions, according to the number indicated on the tiles.
- one victory point for every soldier figure and every farmer, who is still in their warehouse at the end of the game.

Warning! Not suitable for children under 36 months. Contains small parts. Danger of suffocation. Please keep address for further reference.

If you have any questions or suggestions regarding “Golden Horn - Dominio da Mar” please contact:  
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