

RULES OF THE GAME



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Introduction:

Golden Gate is an exciting card game in which you combine a little bit of luck with the right plays to start piling up your points.

Cards are played in sequence, progressing up or down. Gold cards help you collect chips from the box, so be sure to play them at the right time.

Be the first player to discard all your cards to increase your winnings. And don't get stuck with red cards, or you may lose some chips!

Feel the rush as you "Go for the Gold!"

Contents:

1 game box
1 deck of 36 cards
20 chips
Illustrated rules



Game created by Thierry Denoual © 2010 Blue Orange.
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Object of the game:

To win the most points.

Preparation of the game:

- The rack where all the chips are placed is called the **Golden Gate**. Make sure all the chips are sorted before starting the game.
- Draw cards to determine who will deal first. The highest draw starts.

Playing the game:

The game is played in 5 rounds.

A round begins...

Take one chip from each chip stack and place it in the slot in front of the stack. These "chips in play" are the chips that can be won in a round.



The dealer shuffles the deck and distributes the cards 2 by 2 as follows:

2 players : 12 cards each

3 players : 10 cards each

4 players : 8 cards each

The remaining cards are discarded and set aside for this round (to keep things interesting, mix them back into the deck at the start of each round).

The dealer asks other players who has the "Kicker" card (the kicker is the lowest green card in hand). Typically, it will be the Green "0".

This player will start the discard pile by placing the kicker card in the center of the game box and continue to play as outlined below.

A round continues...

When it's your turn, add on to the last card played by putting down as many cards as you can, in numerical order, counting **either up or down** (you cannot go up and down in the same turn, it's either-or).

Call out the name of every card, placing them one by one on the pile. When you cannot continue a sequence, say "Pass".

Example : "2, 3, 4, Pass."

After a pass, the next player may continue the sequence by going **either up or down** (continuing the example above, the next player may put down a 3 or a 5)

If all the other players "Pass", play comes full circle. The last player who put down a card can start a new sequence with any card.

Note !

1- You may play any color at any time.

2- If counting up, a 0 follows a 10. If counting down, a 10 follows a 0. Example of a sequence counting up: " 8,9,10,0,1,2"

3- When it is your turn, even though you can play a card, you do not have to play it.

A round ends...

As soon as a player runs out of cards, the round is over. That player collects all "chips in play" (chips remaining in the slots). Any players retaining red cards in their hand pay the winner one chip (if they have no chips, no additional action is taken). Tip: if you must forfeit a chip, get rid of the one with the lowest value.

There is a new dealer for each round. The dealer passes to the left.

Winning the game:

At the end of the fifth round, total up the point value of all your chips. The player with the highest score wins the game.

Golden Gate Team-Play for 4 Players:

In a four-player game, it is always fun to play in teams of two. One player from each team collects the chips for the team. Players from each team alternate play.

Card key



Gold cards

Within any given round:

- **the first player** to play a Gold card takes the 10-point "chip in play" out of the Golden Gate
- **the second player** to play a Gold card takes the 20-point "chip in play" out of the Golden Gate
- **the third player** to play a Gold card takes the 30-point "chip in play" out of the Golden Gate
- **the fourth player** to play a Gold card takes the 40-point "chip in play" out of the Golden Gate
- **the fifth and sixth players** to play a Gold card do not collect a chip as there are no more chips available for that round

Black cards

Black cards are Jokers, or wild. You can play them instead of a missing card in a sequence. When playing a Black card, say the number of the card it is replacing.

Red cards

Red cards may be played during any sequence.

However, if there are any left in your hand at the end of a round, you must pay a penalty chip, so try to get rid of them quickly!

Green cards

Green cards may be played during any sequence. They have no particular advantage or disadvantage.

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