

GOLEN BAY

THE RULES

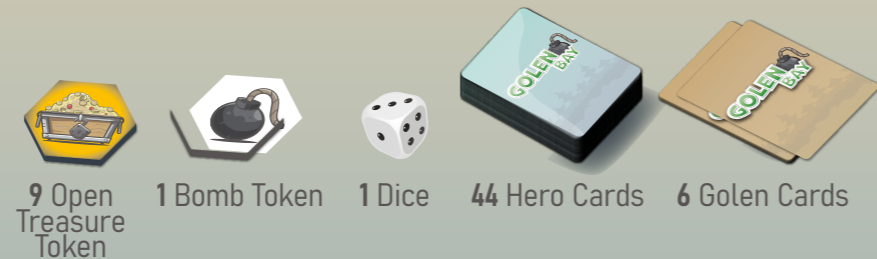


OVERVIEW

Be the leader of a team of heroes! Each turn, players have the opportunity to throw the bomb at one of the closed treasure chests on the opponent's barricade side. In Golen Bay, the outcome of the game can be influenced by using heroes' abilities.

The goal is to be the first to open five treasure chests. Players can open these chests by using the right Heroes' skills or by praying that sudden and strange occurrences in Golen Bay might turn the game in their favor... OR NOT!

COMPONENTS



1 Golen Bay Board

SETUP

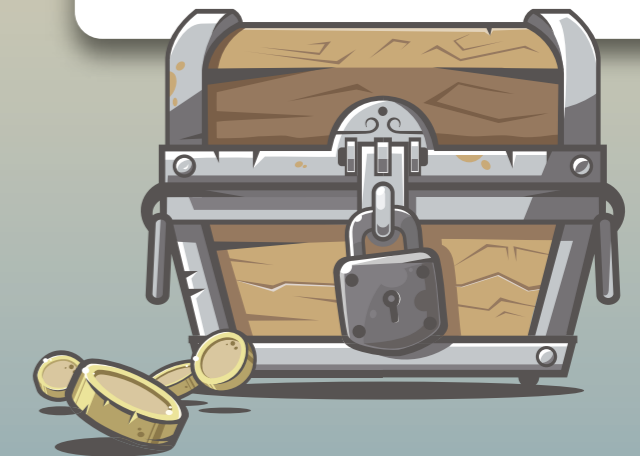
1. Place the **Golen Bay board** centrally.
2. Place the **bomb token** at the center of the board.
3. Place all **open treasure tokens** in reach of all players.
4. Shuffle the **Heroes Cards** and deal 4 cards to each player.
5. Shuffle the **Golen Cards** and **Heroes Cards** together in one deck.
6. Choose your **Side of the bay (Blue or Green)**. Attack the opposite side!
7. Team members play opposite each other.



HEY! DON'T READ THESE RULES!

Reading is the worst way to learn how to play a game. Instead, go online and watch our tutorial video:

WWW.GOLENGAMES.COM/HOW



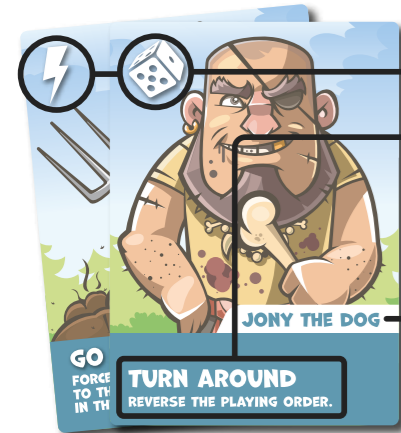
golenbay.com

Subscribe to our newsletter at:
golengames.com/newsletter

© 2023 Golen Games Ltd. All Rights Reserved.

GAME ESSENTIALS

HERO CARDS OVERVIEW



Hero Card Category

🎲 Launcher or ⚡ Active Hero

Ability

Every Hero has an ability. Abilities activate at 2 different points during the game depending on hero card category:

- 🎲 During your turn after rolling the dice
- ⚡ At any time on or out of your turn.

Hero Name



ICON REFERENCE



Launcher Hero Card

Use this type of hero to roll the Dice and throw the bomb token.



Active Hero Card

Within your turn, or not, you can use this card to instantly react to any actions or abilities during the game. With these Cards, you can't use the dice = nor throw the bomb.

GOLEN CARDS OVERVIEW



Instant Effect

There are only 6 Golen Cards.

Every Golen Card has a giant effect on the game.

Must be shown immediately and the instructions followed. After that, place them in the discard pile.



GAMEPLAY OVERVIEW

EXAMPLE TURN

Golen Bay is played over turns. Each player turn is split into 3 phases:

- 1. Throw the bomb** Players must use any Launcher Hero Dice Card to roll the dice. The bomb token is moved through the tiles accordingly to dice points.
- 2. Hero Ability** Follow the instructions on the card.
- 3. Draw Cards** Finish your turn by drawing the necessary amount of cards to have a hand of four. In this step there's a possibility that a Golen Card may appear! If that happens, show the card. Don't draw any more cards.

OR Instead of playing any of the cards in your hand, you could just renew your hand. Discard two cards and draw two cards to end your turn.

PHASE 1 - THROW THE BOMB

In this phase, players have the opportunity to move the Bomb Token(1) accordingly to the dice points.



If you manage to reach any treasure chest you have a chance to open it. (image example).

Here's a TIP!

Now, that you've seen your opponent's card, maybe you can counter with one of your cards! Use an Active Hero Card to influence the game and turn it in your favor. Ex: Golanis.

In this example, if you play Golanis - STOP (an Active Hero Card ⚡), you can prevent your opponent from opening one treasure chest or moving the bomb token, which has to remain in the same place. Your opponent has to jump to phase 3 of their turn. You don't draw any card.

i You can also play a STOP ⚡ card on another STOP ⚡ card to negate it and so on. You can play a STOP ⚡ card at any time, even if it's not your turn. The playing order must be respected. You can only play 1 card at a time and wait for opponents' reaction.

PHASE 2 - HERO ABILITY

During this phase, players must follow the instructions described in the card.

Ex: JONY THE DOG has the ability to REVERSE the playing order. So, when your turn ends the playing order will change.



PHASE 3 - DRAW CARDS

Finally, end your turn by drawing cards from the draw pile, to make a hand of 4. Pray it's not a Golen Card!

i Stop drawing cards if you take any Golen Card. Even if you don't have 4 cards.

ENDING YOUR TURN

Awesome! You can open one treasure chest!

1. Place one **Open Treasure Chest Token** on the tile where you've placed the Bomb token.
2. Return the **Bomb Token** to the center mark of the board.
3. Place the card(s) that have been played FACE UP on top of the Discard Pile.

INDEX

HERO ABILITIES



LAUNCHER HERO CARDS

i Keep in mind, some of these heroes can only move the bomb, while others have extra abilities as well.

Throw the bomb Every LauncherHero can throw the bomb using the dice. The bomb token is moved through the tiles accordingly to dice points.

Turn Around Reverse the playing order next turn. If you're playing clockwise now play counter clockwise.

Let Me See Force any other player to show you their cards. Even your teammate can show you his cards.

Play Again Roll the dice twice on your turn. Or roll only once if you've already reached a treasure chest.

Fire Throw the bomb directly at one of your opponent's treasure chests without rolling the dice. You choose which one you want to attack.

Skip Force the next player to skip his turn. You play again (2 player game), Or it's your team mate's turn (4 players game).

ACTIVE HERO CARDS

Go Back Force your opponent to throw the bomb towards their barricade. The bomb token is moved through the tiles, accordingly to dice points, in the opposite direction.

Defuse Cancel the Golen "Boom" Card.

Stop Cancel any action or ability except for a "Golen Boom" card or a Defuse card.



FAQ

Will I run out of cards during the game?

No.

Can I start my turn with only 3 cards or less?

Yes. If you manage to use Active Hero Cards outside your turn you'll start yours with 3 cards or less. But, when your turn ends, you have to draw enough cards to have a hand of 4.

Can I play more than 1 card on my turn ?

Yes. If your opponent plays Active Hero cards on your turn, you can play another card to negate theirs (until one of you runs out of Active Hero cards). At the end of your turn, draw enough cards to have a hand of 4. Just pray it's not a Golen Card.

Can I choose the Treasure Chest that is opened or closed with a Golen card?

Yes, the player that has a Golen Card can choose which treasure chest is opened or closed. If they open a chest, they must place an opened treasure chest token in the tile. If they close a chest, they have to remove the token.

After a Golen "Boom" Card, does the bomb token return to the center of the board?

No. The bomb token must remain exactly where it was before the Golen "Boom" card. However, the player must place an opened treasure chest token, in a tile of their choosing, on their side of the barricade. Their turn ends, they don't play any other cards.

What happens if I draw a Golen "discard two" Card and I only have one card in my hand?

In this situation, the player only has to discard the one card they have and draw another from the pile. The discarded card(s) go on the discard pile. Their turn ends.

What if I have no Launcher Cards, or I want to change the cards I have, on my turn?

If the player doesn't have any Launcher cards, they can discard up to two cards and draw two new ones. If the player only has one card, then they can only discard the one card and draw another. Their turn ends.

