

EUREKA

Official English Rules

Gold Discovery Areas

If a player ends his or her turn by landing on a hexagon occupied by a chip, **he must openly turn the piece**

The Gold Train

The locomotive moves along the track one space at a time by a throw of the die in a player's normal turn. This player becomes the "temporary engineer." If another player's gold miner figure occupies the space that the locomotive needs, the gold miner on the track moves to the first empty track space behind the locomotive and forfeits his available gold and robber chips to the "engineer." This loss cannot be defended.

Rafts

The three lakes surrounding Golden City can only be crossed on rafts. A player who lands on a raft (this can only happen with an exact throw of the die) may immediately move the raft and the gold miner figure across the lake, to any space on the opposite banks of the same lake. No additional throws are necessary.

In the player's next turn, he moves off the raft, leaving it on the bank and proceeds along the land spaces. The raft can then be used by other players in their turn.