

Games for Friends and Lovers Presents:

The Oracle of Delphi: A Two-Player Cooperative Adaptation



Dragon Phoenix Games

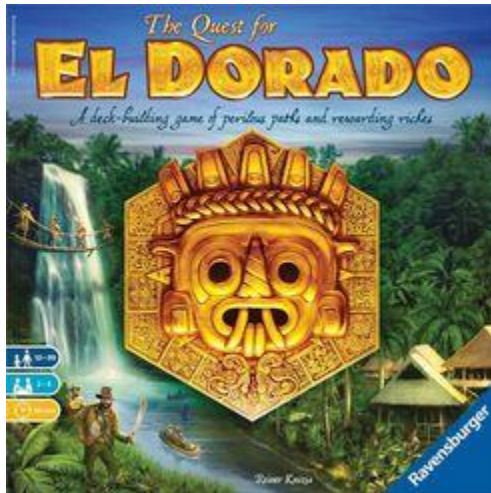


Game: [The Quest for El Dorado](#)

Developer: [Reiner Knizia](#)

Publisher: [Ravensburger Spieleverlag GmbH](#)

Year: 2017



Variant Developer: Harvey and Carlie Cornell

Status: Beta Test

Version: 1.0

Date: 4/27/2018

Overview: The players are working together to get two player figures to the city of El Dorado, before their rival can get there.

What You Need: You will only need your copy of the game.

Setup: Setup the game as usual. You can choose any board configuration you wish, including one of your own design. Give each player their own set of starting cards as usual. Place two player figures of the same color on starting spaces one and two that will represent the players. Place one more player figure of a different color on starting space number three. Give the rival player both of the other sets of starting player cards, minus two of the Traveler cards. Thus, they will have a hand of fourteen cards. Like the players, give them a starting hand of four cards from this deck of fourteen cards.

Course of Play: Play proceeds as usual. Select one player to go first and the other player will go next. The rival player will go last.

If playing a scenario listed as EASY, the rival will have a hand of four cards just like the players do. If playing a moderate or hard scenario, the rival will have only a three card hand.

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On a player's turn, they play as usual, except that they can move EITHER of the two player figures (using the same rules you would use in a two-player game where each player has two figures). The second player can then also move EITHER figure on their turn.

When it is the rivals turn, they can use any or all of their cards for movement and in any order. For example, if they had one sailor card, two explorer cards, and one traveler card in their hand, and if the first space was green with one machete, they could use an explorer to move that space. With their remaining cards, they look at their options for moving again and see if they can do it with their remaining cards. They can continue until they are out of cards or until they do not have the right cards to move forward. They players should examine the map and use the rivals' cards in the way that makes the most progress in moving his figure closer to El Dorado. If there are two paths that the rival can take that seem equal, then the players can choose between them. Cards can be combined. For example, two explorer cards can be combined to move onto a space requiring two green points. After moving, all unused cards are discarded, and the rival draws back up to four cards. The rival NEVER buys new cards.

If the rival is unable to move forward at all on their turn, then discard all their cards and draw up for the next turn, but draw one additional card. Each turn that they cannot move forward at all, draw one more card than last turn. Once they are final able to move, revert to drawing four cards at the end of the turn.

[Photo of Co-operative The Quest for El Dorado being played](#)

[Link to overview video for co-operative adaptation of The Oracle of Delphi](#)

Victory Conditions: The players win if they can get both of their player figures to the fabled city of El Dorado before the rival player does.

Tips:

Difficulty Adjustment: If you wish to make the game harder, remove one or two more of the rivals' Traveler cards. If you wish to make it easier, only remove one or none of the travelers as stated in the setup section.

Acknowledgements: None

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