Incan Gold - 2 Player Variant

Incan Gold (also called Diamant) is a game designed for three to eight players. The game doesn't work so well when there are only two players, but you can add a third "AI" player to the game using a standard six-sided die.

Requirements

- [Incan Gold: The Race for Ancient Artifacts](also released under the name "Diamant".)
- A six-sided die

Rules

Place a meeple for the AI player on top of the current temple card (1 - 5.) If the Meeple is on a temple card, this means that they are still inside the temple. When they leave the temple, place the meeple next to their tent (just like other players.)

The two human players go first, and decide if they will stay or leave. They reveal their decision to each other (either through dropping/holding the meeple, or displaying the stay/leave cards.)

Now we calculate a "fear/greed" value for the AI player (if they are still in the temple.) This determines their probability of staying in the temple. This value begins at zero. Follow these steps to calculate the value:

- If no Hazards have been revealed:
  - Add 1 for every Artifact that has been revealed. (Just ignore the value to keep it simple.)
- If at least one Hazard has been revealed:
  - Add 1 for each Hazard that has been revealed.
  - Add 1 for each Artifact that has been revealed.
  - Add 1 if there are **7 or more** treasures next to the AI player's tent.
  - Add 1 if there are **7 or more** treasures left on Quest cards.

Roll the die. If the value on the die is less than or equal to this calculated "fear/greed" value, then the AI player chooses to leave the temple. *Note: If the calculated value is zero, then you can skip rolling the die. The AI player will always stay in the temple.*

Example:

Two Hazard cards have been revealed. There are no Artifacts. There are 3 treasures left on the Quest cards, and 10 treasures next to the AI player's tent. Here is the calculation for the "fear/greed" value:

Hazards: 2	Artifacts: 0	Tent Treasures: 1	Quest Card Treasures: 0

The total is 3. This means that if you roll a 1, 2, or 3, then the AI player will leave the temple. If you roll a 4, 5, or 6, then they will stay. Therefore, they have a 50% chance of either staying or leaving.