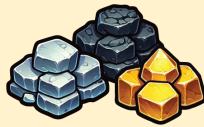


Scoring

- **Coal: 1 point**
- **Silver: 3 points**
- **Gold: 5 points**



End of Game

The game ends when:

1. All tracks are stopped, and there is no viable place to lay a new tile.
2. There are no more tiles left to draw.
3. There are no more minerals in the draw bag.

All players roll the dice and have a final turn after any of the above events occur, starting from the first player.

The player with the highest total mineral value wins the game.

Advanced tiles icons

(Not available in the pre-production copies)

1. **Swap** this tile with any unoccupied tile in play. Any minerals are also moved
2. **Fire!** Any player placed on any adjacent tiles to this tile must move back to the starting tile. The tiles do not need to connect to this tile. Minerals remain.
3. **Timed fuse.** Collapse any tile in play, both occupied and unoccupied tiles are applicable.
4. **Porous rock.** Draw 2 minerals from the drawbag, then draw and place an additional tile.
5. **Mine kart.** Gather all minerals on two of the tiles leading up to this tile.
6. **Tunnel.** Standing on this tile lets you move your player piece to any other location in the mine. This tile can be used also after its initial placement.
7. **Call for help.** All other players must move two tiles towards this tile. Players must stop on any collapsed mine shaft if applicable.



Components

1. 100 Mine shaft tiles
2. Cloth mineral bag
3. Two 6-sided dice:
 - Dice A: Four colors (yellow, blue, red, green) and two "quake" icons.
 - Dice B: Numbers 1, 2, and 3.
4. 4 player pieces
5. 1 starting tile (with a cross and 4 possible tracks leading out)
6. 20 Gold, 30 Silver, and 50 Coal Mineral-counters.

Setup

In a 2 player game, remove all tiles with the 3 and 4 player markings. In a 3 player game remove all tiles marked with 4 players. The markings are found centered at the bottom of the tiles in question.

1. Place all tiles face down in piles so that all players can reach them.
2. Each player chooses a playing piece and places it on the starting tile.
3. Prepare the mineral bag with the mineral-counters inside.

For new players and when playing with children, we recommend that the advanced tiles are removed. Playing with these tiles adds another layer of strategy to the game, but it also complicates gameplay, making it harder to learn and play.

Gameplay

1. Start of Turn

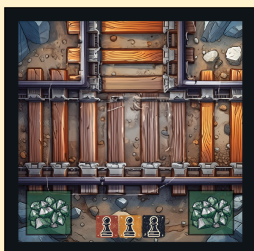
On their first turn, all players must draw a tile from any pile and place it next to their current position. If they draw a “End of shaft tile” they put the tile back, reshuffle and draw again.

Start subsequent turns by performing the following actions (unless you are standing on a collapsed tile, see point 4):

- **Tile placement**
If the player starts their turn at the end of an open mine shaft, they may choose to draw a tile, place it next to the tile they are on, and fill it with minerals. The drawn tile must connect to the tile the player's piece is on and must be placed before the dice are rolled. (The tile may end up towards another tile that it does not fit to, it is the tile a player is currently occupying that has to fit).
- **Roll both dice**
 - Dice A determines mineral placement or mine shaft collapse. Always resolve dice A first, before resolving dice B.
 - Dice B indicates the maximum number of tiles the player can move.

2. Mineral Placement

If a color is rolled on dice A, the player can select one tile matching the rolled color and fill it with minerals. Minerals are drawn randomly from the mineral bag, without looking, until all mineral slots on the chosen tile are filled. If there are no free tiles of the rolled color, nothing happens.



3. Mine Collapse

If the quake icon (displayed as a pickaxe) is rolled on dice A, the player must collapse a mine shaft on either side of their playing piece. This is done by turning the mine shaft tile face down, revealing the collapsed mine shaft image. If a player rolls the quake icon and there are no viable shafts to collapse, nothing happens. If the collapsed tile has minerals on it, these are returned to the draw-bag.

Collapsing an occupied mine: It is possible to collapse a tile occupied by another player, as long as the tile is adjacent to your current placement. The player on the collapsed tile must follow the instructions given under “Clearing a collapsed mine” on their next round.

Note that a collapsed shaft tile at the end of a mine shaft must be cleared before the mine can be expanded further.

4. Clearing a collapsed tile

To turn a collapsed mine shaft tile back a player must end their turn on that tile. At the start of their next turn, the tile is turned facing up again. The tile is then refilled with minerals from the draw-bag. The player may not pick up any minerals or move on this turn, and their turn ends after the refilling.

5. Movement

- Move your playing piece a maximum number of tiles as indicated by dice B.
- Players may not move through a collapsed mine shaft tile, but they may end their turn on one.
- Movement is always done after you have placed minerals or collapsed a mine shaft.
- Players may choose not to move or only move some of the steps indicated by the dice.

6. Mining (resource collection)

- After your move is concluded you may pick up any one mineral from the tile you end up on.