

Enu Koloc

# DYNAMINE

## Rule Book

Players 2-4

Age 7 +

35 minutes



In the cellar of your castle is the entrance of an old mine,  
dig deep into the earth where the sun doesn't shine.  
But a new kind of glow you will soon discover,  
as you collect many treasures and become a gem lover!

## Index

<b>Contents</b> .....	2	<b>Credits &amp; Thanks</b> .....	14
<b>Goal of the game</b> .....	3		
<b>Setup</b> .....	3		
Recommendations.....	5		
<b>Gameplay</b> .....	6		
How to build tunnels.....	6		
Tunnel tile placement rules.....	7		
Special tunnel tiles.....	8		
Reward elements.....	8		
Extra actions.....	9		
<b>End of the game</b> .....	10		
<b>Counting points</b> .....	10		
Per veins.....	10		
Per altars and wells.....	11		
Per dragon fossils and rewards.	12		
Per items and mission cards.....	13		





6 Dice Reference Tokens



6 Letter Reference Tokens



1 Custom Die



98 Tunnel Tiles



# Contents

4 Mine Entrance Tiles



6 Rewards Cards



6 Item and 6 Mission Cards



20 Depth Markers



Four +1 Tokens



10 Round Tokens



# Goal of the Game

To be the player who builds the most valuable mine in 10 rounds.

**1** Place the letter reference tokens in alphabetical order, from A to F, from top to bottom, as shown in the image (fig.1). These will serve as a guide to accommodate the rows of the *market place*.

## Setup

**2** Place the dice reference tokens from 1 to 6, from left to right as shown in the image (fig.1). They will serve as a guide to accommodate the columns of the *market place*.



fig 1.

**3** Next, shuffle and arrange the 98 tunnel tiles face down, in rows and columns so that they coincide vertically and horizontally with the letter and dice reference tokens.

**Note:** Recommendation on page 5, for an optimal board game setup.

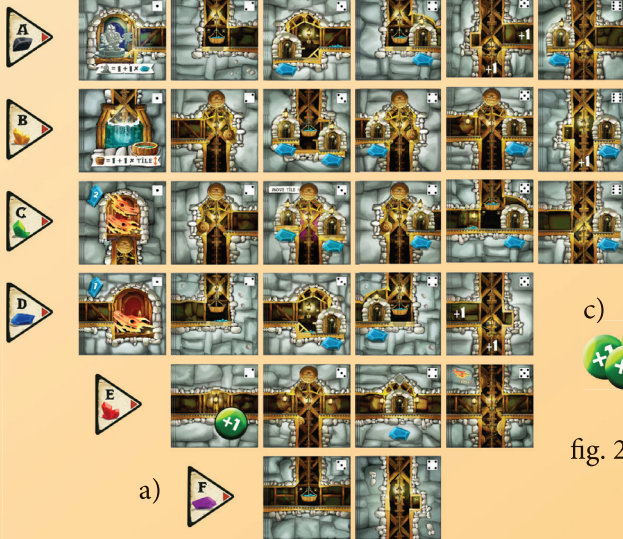




d)



e)



b)



6 Distribute a mission card to each player. Next, build a deck with the 6 item cards and the remaining mission cards by placing them on top of the *market place* and shuffle.

Choose the top 3 cards from the deck and place them on the right hand side of the deck facing up (d). (For an indepth review of each Item and Mission card please turn to page 13.)

7

Shuffle the round tokens and form a pile face down in a place visible to everyone (e).

8

Each player takes 1 mine entrance tile, and 5 depth markers from 1 to 5. Place the depth marker labeled with the number 1 next on the left of your mine entrance tile. Set the rest of the depth markers aside for later use (fig. 3). Randomly designate a starting player.



fig. 2

4

Next, flip each pile of tunnel tiles horizontally in its place. Always ensure that the die printed on the tile is facing upward in the top right hand corner (a).

5

Form a pile with the 6 rewards cards (b) and place them on one side of the *market place* along with +1 tokens (c).

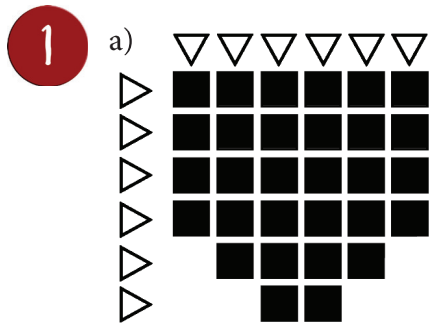


fig. 3

4

# Recommendations

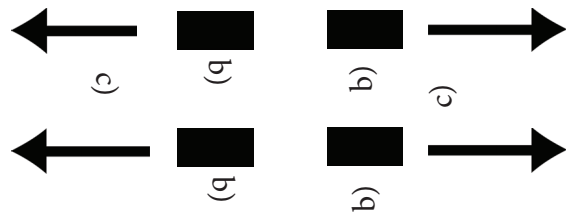
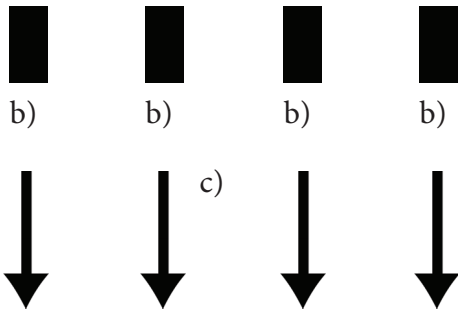
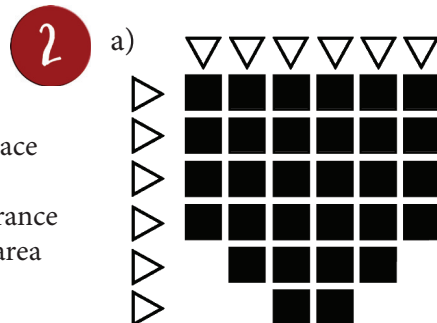
**Recommendations for an optimal board game setup.** In order for the players to have a clear view of the available tiles on the *market place*, and considering that the mines are being built in depth, we recommend the following board game setup (1 and 2) depending on the game table top area.



a) Market place

b) Mine entrance

c) Building area



# Gameplay

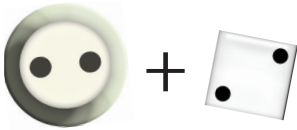
The starting player takes a round token from the top of the pile and flip it. See fig. 2 (e) on page 4. This action will be repeated at the beginning of each round. **These tokens give building points to all players.** At every turn, each player must roll the die to get more construction points and add them to the round token actions and/or points. Depending on the result, you will need to build one or more tunnels and in certain cases, do an extra action. (see extra actions, page 9)



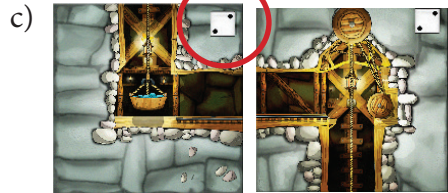
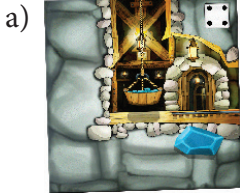
## Tunnels Building

With the points obtained (round token + die result) you can build a tunnel of equal or lower value, or several tunnels of lower value as long as they do not exceed the building points acquired.

**Example: If that points on the round token are 2 and the die roll result is also 2, you get 4 building points and you can do any of the following:**



- a) Build a tunnel of value 4, or
- b) A tunnel of value 3\* , or
- c) Two tunnels of value 2, etc.



\* Note: It is not necessary to use all the points in a turn, however, the points that are not used are lost and are not acoumable for later rounds.

6

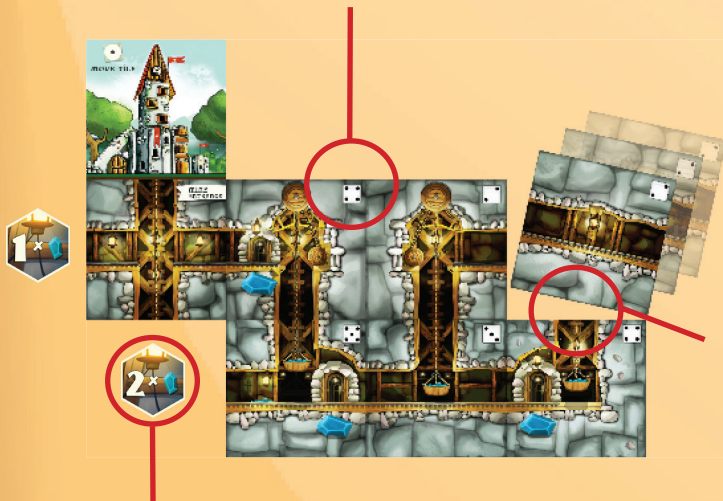


# Building Rules

In order to place the tunnels properly, it is necessary to follow these rules:

1

When building your mine, the tunnel tiles must always be placed with the drawn dice at top right hand corner of the tile. **You cannot change the orientation.**



2

With every additional tunnel tile added per round, the tiles must align in order to connect the tunnels.

*For example, in this particular situation, the tile can not be placed because it does not match with the tile underneath. There is no tunnel connection.*

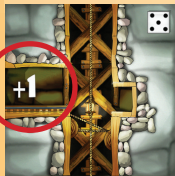
Every time a new depth level of mine construction is completed, a depth marker needs to be placed on the left hand side next to the tiles. This way, you mark the depth of your mine and it will easily help you to count your points at the end of the game.

**Tunnel tiles that contain 1 or 2 mine veins are the most important when building, because at the end of the game they are the ones that give most victory points (VP). A tile contains a mine vein when this image (fig. 4) is present. The deeper the tunnel tile level, the more valuable the mine veins (See page 10).**



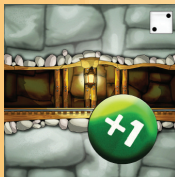
fig. 4  
Mine vein

## Special Tunnel Tiles



### Tunnel tiles with +1

Some tiles have one or two tunnels with a +1. Any tunnel placed in the current or future rounds that connects with this +1 tunnel tile side, will add 1 point more to the rolled result.



**+1 Token.** When building with this tile take a +1 token to use on later turns. These tokens give +1 to the result of the die and are used only once. More than one token can be used per turn.



### MOVE TILE

**Moving tile.** After building this tunnel, you can move a *peripheral tile* from one place to another, always seeking to increase the value of the mine and / or improve the possibilities of construction.

**Rule to move tiles:** *Only the peripheral tiles can be moved, that is, the tiles placed in the perimeter of the mine, this is in order to not to leave disconnected tunnels from the main mine structure.*

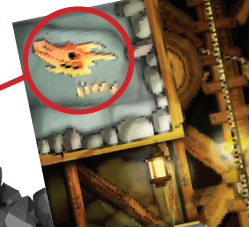
## Reward Elements



Some tiles contain reward elements with which you can compete for additional points at the end of the game.

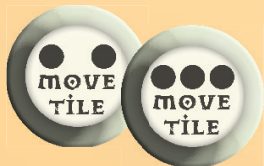
These elements are: wells, dragon fossils, and altars.  
(See rewards points, page 12)

*This dragon fossil also counts.*



# Extra Actions

## 1 Extra actions with round tokens.



\* **Move a peripheral tile.** Before or after building new mine tiles, you can move a tile from one end of your mine to the other.

For example, in this mine, the peripheral tiles are outlined with a box of dotted white lines (Fig. 5). If the player moves the veined tile from level 2 to level 3, its value will increase.

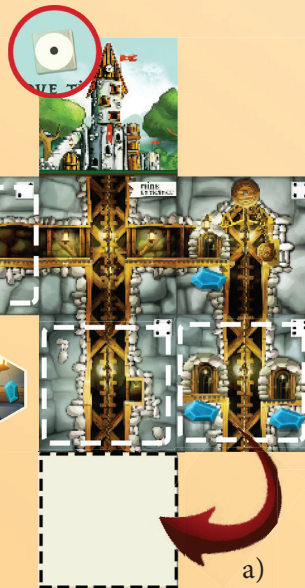
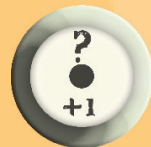


fig. 5

a)



**Reroll + 1.** This optional action will allow you to reroll the dice with the benefit of adding 1 point to the new result.



**Guess your roll.** Before rolling your die, say out loud the number you think will appear in the result. If you guess correctly, you will have an extra point to use to build in this turn.

## 2 Dice extra actions.

You can do them when your roll is 1.



- **Move 1 peripheral tile** \* fig 5 (a)

- **Take an Item or Mission card from the playing card deck.**

Upon taking it, reveal a card and place it in the playing card deck (Fig. 2 d, page 4). There must always be 3 playing cards flipped.

\* When moving a peripheral *tile*, the two building rules (page. 7) and the rule of moving *exterior tiles* (page. 8) must always be followed.



# End of the Game

The game ends when the last round token is played. The **victory point (VP)** count is then performed to determine who is the winner.

## Counting Points

1



**Points per mine vein.** Each mine vein is worth the same level as the level at which it was build. That is, if the mine vein is positioned at level 1, then it is worth **1 VP**, if it is positioned at level 2, it is worth **2 VPs**, and so on.

Example. In this mine (fig. 6) the sum of all the veins is 8 VP.

### *Important:*

*From level 5 down, all mine veins are worth 5 points.*

LEVEL 1  
1 vein = 1VP



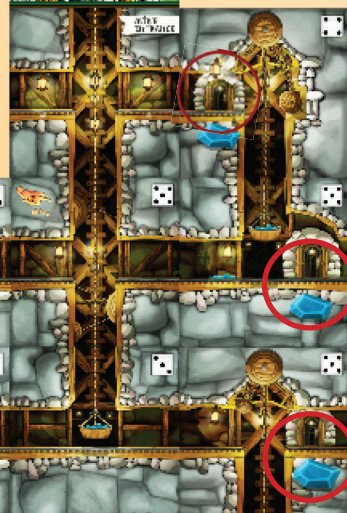
LEVEL 2  
2 vein= 4 VP



LEVEL 3  
1 vein = 3 VP



fig. 6



10



## 2



**Points per altars.** Altar tunnels are awarded either 1 VP (a) or 4 VP (b) depending on the tile description. Also, its value increases 1VP for each *mine vein* built at the same level.

For example, this altar (b) grants 5 VP, since it is worth 4 VP + 1 VP for the mine vein built on level 1. (fig. 7)

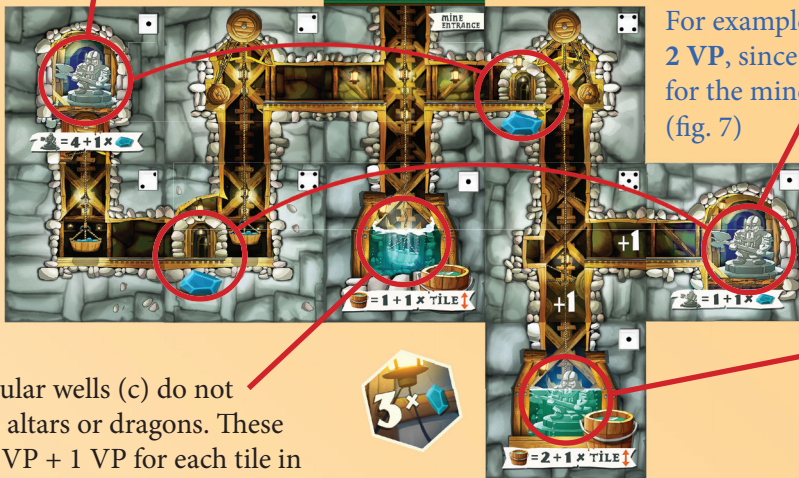


fig. 7

a)  = 1 + 1 × 

b)  = 4 + 1 × 

For example, this altar (a) grants 2 VP, since it is worth 1 VP + 1 VP for the mine vein built on level 2. (fig. 7)



## 3

**Points per wells.**

There are wells that contain altars or dragons (d). These wells award 2 VP + 1 VP for each vertical tunnel tile built above the well.

The regular wells (c) do not contain altars or dragons. These grant 1 VP + 1 VP for each tile in the vertical tunnel where they are built.

c)  = 1 + 1 × TILE ↑↓

For example, this well (c) on the level 3 (fig. 7) awards 2 VP, as it is worth 1 VP + 1 VP for each of the two vertical tunnel tiles built.

d)  = 2 + 1 × TILE ↑↓

For example, the well (d) on the level 3 (fig. 7) awards 4 VP, since it is worth 2 VP + 1 VP for each of the two vertical tunnel tiles built.



4

### Points for dragon fossils

No matter what level they are at, the dragon fossils awards 1 or 2 victory points (VP), **but must be indicated** on the tile.



5



### Points for rewards

Reward cards are given at the end of the game and give additional points that are added to those obtained by mine veins, altars and wells building.

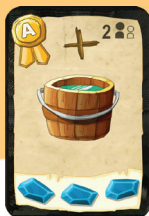
**Side A is used in 2-player games and side B in 3-4 player games.**

**2 players.** In the event of a tie, the reward is not given to any player.

**3-4 players.** In the event of a tie for **1st and / or 2nd place**, the players involved get the corresponding points.



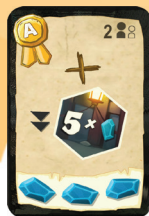
The one with the most fossils in its mine.



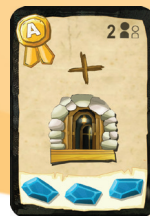
The one with the most wells in its mine.



The one with the most altars in its mine.



The one who built the deepest mine.



The one with the most mine veins in its mine.



The one with the most tunnel tiles in its mine, including the mine entrance.

6

**Then count the points for items and missions.**

**The player with the most victory points (VP) after counting veins, altars, wells, rewards, items and missions is the winner!**

*In case of a tie, the one with the most tiles at level 5 wins. If players have the same mine depth level, then count level 4, 3, etc.*

12





# Item & Missions Cards

**7** **Points for Items and Missions.** During the game, you will be able to obtain different items and missions that will allow you to do an extra action or earn additional victory points (VP) at the end of the game (see page 9, point 2).

## Items



### Ancient Ring

At the end of the game, receive 2 VPs for each altar you built.



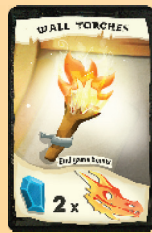
### Cave Raven

(to use only once) Roll the die again and add both results.



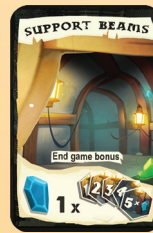
### Water Barrel

At the end of the game, receive 2 VPs for each well you built.



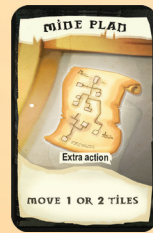
### Wall Torches

At the end of the game, receive 2 VPs for each dragon fossil in your mine.



### Support Beams

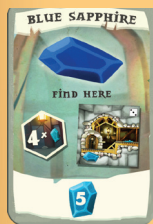
At the end of the game, receive 1 VP for each depth level of your mine.



### Mine Plan

(to use only once) Move 1 or 2 tiles from your mine before or after building new tiles.

**Missions.** They grant victory points (VP) at the end of the game if the mission accomplished.



### Blue Sapphire

If you build this tile at level 4, you receive 5 VP.



### Giant Dragon Skull

If you build a fossil tile at level 5, you receive 4 VP.



### Great Stone Altar

If you build an altar tile at level 5, you receive 4 VP.



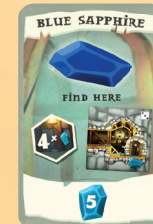
### Deep Halls

If you build 3 tiles at level 5, you receive 4 VP.



### Main Water Well

If you build a well tile at level 5, you receive 4 VP.



### Blue Sapphire

If you build this tile at level 4, you receive 5 VP.

## Credits

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In the cellar of your castle is the entrance of an old mine,  
Dig deep into the earth where the sun doesn't shine.  
But a new kind of glow you will soon discover  
as you collect many treasures and become gem lover!

## Content

6 dice reference tokens  
6 letter reference tokens  
98 tunnel tiles  
4 mine entrances  
1 die  
20 depth markers  
6 reward cards  
6 missions and 6 items cards  
4 tokens +1  
10 round tokens  
1 Rulebook

A game by Enu Roloc  
Cover illustration  
by Aleksandre Pushai  
Art by Alán López  
Tile placement  
Dice rolling  
End game bonuses



**WARNING!**  
Not suitable for  
children under  
3 years.  
Small parts



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