

MATTOCK

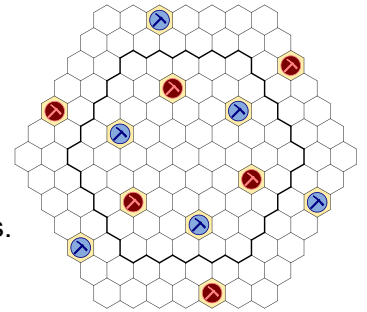
One, two, three — bright as gold can be!
 Four, five, six — shovels, mattocks, picks!
 We're the merry miner-boys,
 Make the goblins hold their noise.

Materials: 1 board, 90 hexagonal tiles, 12 miners in 2 colors (6 each).

For a short game, use the inner board, 45 tiles, and 6 miners (3 each).

Fixed Setup: Place 1 tile and 1 miner on each of the indicated spaces.

Freestyle Setup: Take turns placing 1 tile and 1 miner of your color on a single board space. You may place anywhere, except next to already-placed tiles/miners. The player who places last takes the first turn.



Goal: Trap your opponent so they run out of space to mine.

On your turn, take these 3 steps in order:

① Mine

Place 1 tile on an open space next to, or connected by other tiles to, at least 1 of your miners. Opponent's miners block connections.

To prevent the mine from collapsing, the tile **must not** touch:

- more than 3 other tiles;
- a tile which already touches 3 other tiles.

If you have any miners which were removed on previous turns, place 1 of them on this tile.

If you cannot Mine, you lose the game.

② Move

You may choose to move any 1 of your miners to a tile connected to it. You do not have to move.

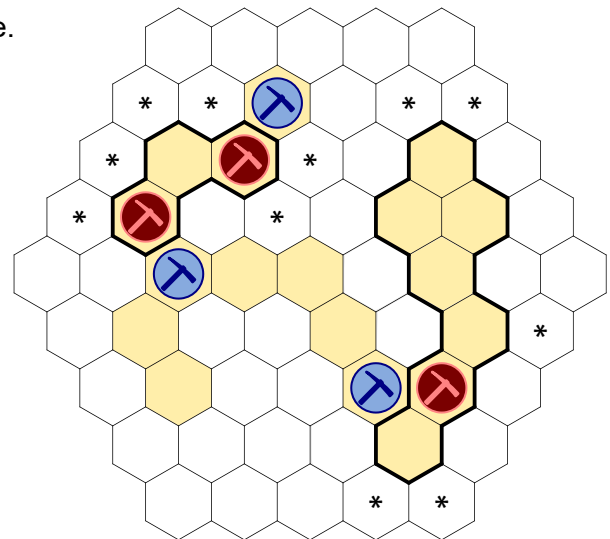
You may move through your own miners, but opponent's miners block your path.

③ Remove

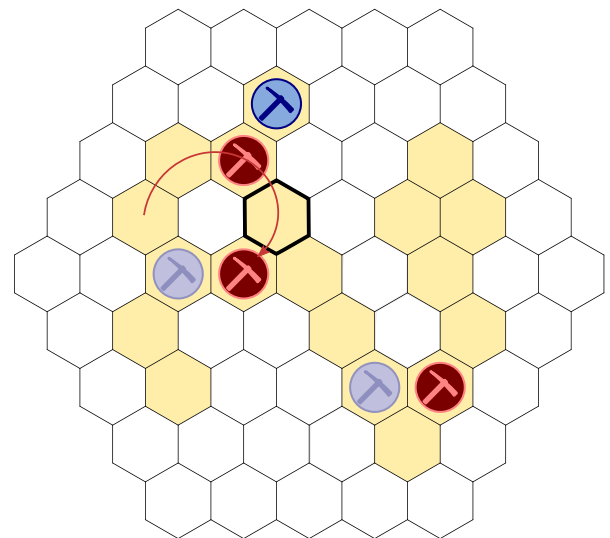
Remove all **opponent** miners that are now **both**:

- Not connected to another opponent miner;
- Connected to 2 or more of your miners.

Return removed miners to your opponent.
 Never remove your own miners on your turn.



*Red's connections are highlighted in bold. Red's legal tile placements are shown with a *.*

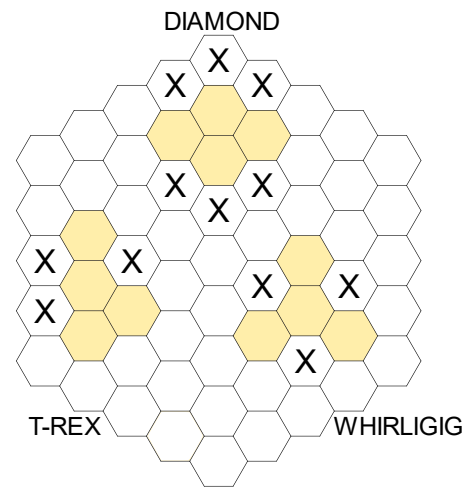


Red places the highlighted tile, chooses to move 1 miner, and removes 2 blue miners. The final blue miner remains, as it connects to only 1 red miner.

BASIC STRATEGY

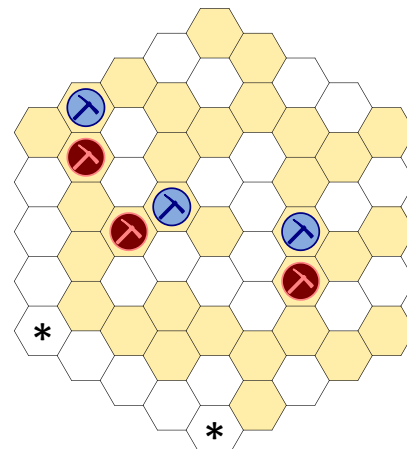
Block your opponent with the 3 basic structures

- Whenever a tile touches exactly 3 other tiles, it will form one of these 3 structures.
- No tile can touch more than 3 other tiles, so once a structure is complete it will block open spaces around it.
- Create structures that benefit you and block your opponent.



Protect open spaces around the edge of the board

- The last player who can mine wins, so you need access to more open spaces than your opponent.
- In the endgame, the open spaces will usually be around the edge of the board.
- Block your opponent's connections to open spaces by using the 3 basic structures above, and occupying chokepoints with your miners.



Red has 2 open spaces left. Blue is out of space to mine and loses the game.