



Components

1. 80 Mine shaft tiles
2. Cloth resource 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 player icons, a cross and 4 possible tracks leading out)
6. 20 Gold, 30 Silver, and 50 Coal Resource-counters.

Setup

For a shorter game, remove the tiles marked with 3 and 4 playing pieces. The markings are found centered at the bottom of the tiles in question. These tiles CAN be added when playing with more than 2 players. Adding these tiles will make the game longer.



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 resource bag with the resource-counters inside.

Gameplay

1. The first round of the game

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" or any of the special tiles, they put the tile back, reshuffle and draw again. They will now move their playing piece onto the mining shaft and collect resources as described in point 5 "Mining resources".

Start subsequent turns by performing the following actions (unless you are standing on a collapsed tile, in that case, see point 6):

- **Tile placement**

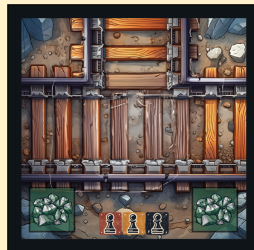
If the player starts their turn at the end of an open mine shaft, they may choose to draw a tile, place it next to the tile they are on, and fill it with resources. The drawn tile must connect to the tile the player's piece is on and must be placed before the dice are rolled. (The tile may end up towards 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 resource 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. Resource placement

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

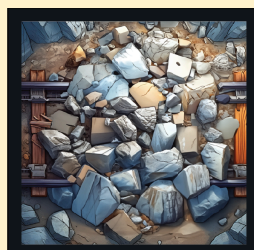


3. Mine collapse

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 resources on it, these are returned to the game box.

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. 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 resources or collapsed a mine shaft.
- Players may choose not to move or only move some of the steps indicated by the dice.

5. Mining resources

- After your move is concluded you may pick up any one of these combinations of resources from the tile you ended up on:
 - 1 Gold resource
 - 2 Silver resources
 - 3 Coal resources

6. 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 resources from the draw-bag. The player may not pick up any resources or move on this turn, and their turn ends after the refilling.

Special tiles explanations

Each tile introduces unique mechanics that can change the flow of the game. Use them to your advantage, or find yourself trapped by your opponent's moves.

1. Swap Tile

Icon description: Two tiles with a swap arrow between them.

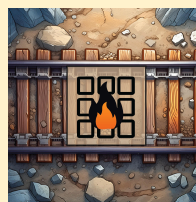
Effect: This tile allows the player to swap this tile with any unoccupied tile in play that contains resources. The resources on the tile remain in the original position(s) in the new location.



2. Fire!

Icon description: Flames rising from the tiles.

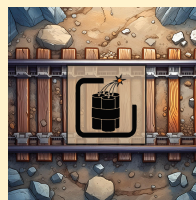
Effect: Choose any tile in play, there is now a fire on this tile, and it's adjacent tiles. Any player on adjacent tiles must immediately return to the starting tile, even if the tiles are not directly connected to the fire tile. The resources on the affected tiles remain in place. Put this tile in the game box after use.



3. Timed Fuse

Icon description: A lit fuse or bomb symbol.

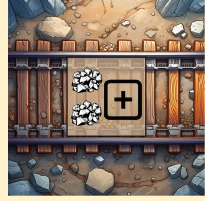
Effect: Choose any tile in play and collapse it immediately. This can be used on both occupied and unoccupied tiles. All resources on the collapsed tile are returned to the draw-bag. If a player is on the tile, they must follow the rules for clearing a collapsed tile on their next turn. Put this tile in the game box after use.



1. Porous Rock

Icon description: A tile with a plus on it and two minerals.

Effect: When this tile is placed, the player draws two resources from the draw-bag and collects them. Additionally, the player must immediately draw and place an extra tile behind this tile and move their piece here. If the extra tile drawn is a tile that would not be placed (Fire! or Timed Fuse) they will move to the Porous Rock tile.



2. Mine Kart

Icon description: A minecart full of resources.

Effect: The player placing this tile immediately moves to any tile of their choice that is connected to this tile. (A collapsed tile can not be moved through) The player then gathers all resources on that tile. The mine kart can not be used more than once.



3. Tunnel

Icon description: A tunnel entrance.

Effect: This tile creates a shortcut in the mine. When standing on this tile, a player can move their playing piece to any other unoccupied tile in play, regardless of distance or collapsed tiles in between. This effect can be used on the turn of placement or in subsequent turns.

4. Call for Help

Icon description: A miner shouting.

Effect: The player placing the tile must immediately move onto this tile when it's placed. All other players must move two tiles toward the "Call for Help" tile, stopping on any collapsed tiles if applicable.



End of Game

The game ends when:

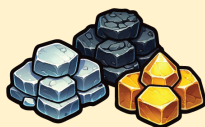
1. All tracks are stopped, and there is no viable place to lay a new tile.
2. There are no more tiles left to draw.
3. There are no more resources in the draw bag. (Even if the bag should receive any resources after it was emptied the game will end.)

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 resource value wins the game.

Scoring

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



Thank you Simon Lavender @amassgames for your valuable input for the rules!