



Components:

- 80 Mine Shaft Tiles
- Cloth Bag for Resources
- Two Dice:
 - Dice A: Four colors (yellow, blue, red, green) + two pickaxe icons.
 - Dice B: Numbers 1, 2, and 3.
- 4 Player Pieces
- 1 Starting Tile (with a cross and 4 possible tracks leading out)
- 20 Gold, 30 Silver, and 50 Coal resource markers.



SETUP

Prepare the mine shaft tiles based on the number of players.

Some tiles are marked for 3-4 players. In a 2-player game, use only unmarked tiles.

1. Place the starting tile in the center of the table. Each player chooses a playing piece and places it on the tile.
2. Shuffle the mine tiles and place them in stacks face down.
3. Prepare the resource bag with all gold, silver, and coal markers inside.

For 3 and 4 players



GAMEPLAY

Special Rule for First Round: Each player draws a tile from a stack and places it next to their piece. If an 'End of Shaft' tile is drawn, it is shuffled back and a new tile is drawn. The player then fills the tile with resources, moves their piece, and collects resources. Dice should not be used in the first round.

Subsequent Rounds: Players follow these steps (unless standing on a collapsed tile).

A. Tile Placement: If a player starts their turn at the end of an open mine shaft, they must draw a new tile and place it in a way that connects the tracks. Resources are placed from the bag. If a special tile is drawn, refer to 'Special Tiles'. If the player is not at the end of a shaft, move to Step B.



B. Roll Both Dice:

Dice A determines resource placement or mine collapse.

Dice B determines how far the player can move.

RESOURCE PLACEMENT

If a color appears on Dice A, the player selects a tile of that color and fills it with resources. If no free tile matches the color, nothing happens.



MINE COLLAPSE

If the pickaxe icon appears on Dice A, the player must collapse a mine shaft by flipping an adjacent mine tile so that the collapse side is visible. If there were resources on it, they are returned to the bag.

A player can collapse a mine tile occupied by an opponent, as long as there is an adjacent tile. The opponent must follow the rules for clearing a collapsed shaft.

MOVEMENT

Players can move their piece up to the number of tiles shown on Dice B. Movement happens after resource placement or mine collapse. Players cannot move across a collapsed tile, but they may stop on it to clear it.

COLLECTING RESOURCES

At the end of their turn, a player may collect **1 Gold, 2 Silver, or 3 Coal** from the mine tile they are standing on, if resources are available.

CLEARING COLLAPSED SHAFTS

To clear a collapsed shaft, a player must end their turn on it. At the start of their next turn, they flip the tile back and refill it with resources. The player cannot roll dice or move that turn, but they may collect resources.

END OF GAME

The game ends when:

1. All mine shafts are blocked.
2. No more mine tiles are available to draw.
3. No more resources are left in the bag.

SCORING

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



THE SPECIAL TILES

All actions are performed when a tile is drawn and should not be repeated if a player lands on the tile later (except for tunnels). This also applies if a tile is flipped back after a collapse.

1. Swap



Allows the player to swap this tile with any other unoccupied tile before placement. All resources move with it.

2. Fire



Start a fire on a chosen mine tile and all adjacent tiles. Players on these tiles must move back to the start tile. This tile is removed from play.

3. Timed Explosion



Choose any mine tile and collapse it immediately. Any resources on the tile are returned to the bag. This tile is removed from play.

4. Loose Rock



The player immediately draws two resources from the bag and then places an extra tile behind this one. They may move onto the new tile.

5. Minecart



The player may immediately move to a connected tile and collect all resources there. They cannot move past collapsed tiles or obstacles.

6. Call for Help



All opponents must move towards the 'Call for Help' tile. They must stop if they reach a collapsed tile.

7. Tunnel



When stepping on this tile, a player may move to any other unoccupied tile, regardless of distance. Tunnels can be used by all players in future rounds.