



GOLD MINE™

The Game of Exploration, Riches & Peril



INTRODUCTION

Hidden deep within the solid rock interior of an unexplored mountain lie enormous gold nuggets, which have remained untouched for thousands of years.

You and a group of adventurous friends have

decided to hike the treacherous mountain. Upon discovering stones adorned with sparkling gold particles, you all return with pickaxes, lanterns, and other equipment to excavate an underground mine. While digging, your pickaxe strikes one of the shiny, shimmery nuggets! As soon as you recognize what you have discovered, you realize you could soon be rich beyond your wildest dreams

— that is, if your friends (or enemies) don't get to the gold first.

To seal your prosperous fate, you are determined to gather enough gold nuggets to purchase the mine and stake a claim — then all of the gold it contains will be yours. But watch out for the other miners: they're just as greedy as you, and they'll stop at nothing to beat you to it!

OBJECTS of the GAME

1. GET RICH!

Collect the required number of Gold Nuggets and exit the mine before any other player. Gold Nuggets are found in Gold Chambers, which are discovered by excavating mine tunnels.

2. BE GREEDY!

Prevent other players from getting rich instead.

REQUIRED NUMBER OF GOLD NUGGETS:

- ◆ 2 Players: 10 Gold Nuggets
- ◆ 3 to 4 Players: 7 Gold Nuggets
- ◆ 5 to 6 Players: 5 Gold Nuggets

CONTENTS

100 Game Tiles, consisting of:

1 Mine Entrance tile

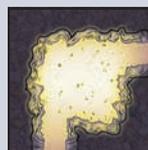


(front)



(Mine Entrance back)

28 Gold Chamber tiles

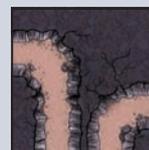


(example)



4 with Secret Passage entrance

67 Mine Tunnel tiles



(example)



11 with Secret Passage entrance

4 Cavern tiles



Tile back

28 Gold Nuggets



2 dice



18 Gold Challenge tokens



6 Miners



(Red, Green, Blue, Yellow, Black, White)

18 Bat Challenge tokens



SET UP

- Place the Mine Entrance tile face up in the center of the table. 
- Shuffle the remaining tiles thoroughly.
- Stack 20 tiles face down for use during the Development Mining phase.
- Place the remaining tiles face down, in one or more stacks, so all players can access them easily.
- Assign a Miner to each player. 
- Deal 3 Gold Challenge tokens and 3 Bat Challenge tokens to each player.  
- Each player rolls the dice to determine the starting player—the highest number wins.

GAME SUMMARY

I. Development Mining

Place 20 tiles to begin mine

II. Production Mining

Repeat for each turn:

A. Miner Movement

may do one of the following:

- Place tile & move 1
- Roll & move
- Traverse Secret Passage

B. Miner Action

may do either/both of the following:

- Collect Gold Nugget
- Initiate Challenge

GAME PLAY

The game consists of two phases: Development Mining and Production Mining.

During Development Mining, the initial tunnels of the mine are excavated. Beginning with the starting player and proceeding in a clockwise direction, players take turns playing the 20 Development Mining tiles (one tile per player, per turn). Tiles must be played following normal tile-placement rules (see **Placing Tiles**). If a tile cannot be played, it is placed randomly within any stack and another tile is drawn.

Once all 20 of the Development Mining tiles have been played, the Miners are ready to descend into the mine to search for gold during the Production Mining phase.

At the beginning of the Production Mining phase, each player places his Miner at the base of the ladder on the Mine Entrance tile, takes a turn (see **Turns**), and play continues in a clockwise direction until one of the Miners becomes filthy rich (see **Winning the Game**).

URNS

A turn consists of two phases:

1. Miner Movement

Perform one of the following:

◆ EXCAVATE & MOVE ONE SPACE

Draw a tile, place it, and optionally move along a tunnel for a distance of one complete tile (see **Placing Tiles** and **Movement**)

◆ ROLL & MOVE

Roll a single die and move along a tunnel *up to* the number of tiles indicated by the die (see **Movement**)—a player may choose to stop movement early, if desired

◆ TRAVERSE A SECRET PASSAGE

Roll both dice and go through a Secret Passage on the current tile and path if doubles or a sum of seven is rolled, or move along a tunnel up to the lower number rolled (see **Secret Passages**)

◆ OPT OUT of tile placement and/or movement altogether

2. Miner Action

After Miner Movement is complete, perform either or both of the following, if desired:

◆ COLLECT A GOLD NUGGET

(see **Collecting Gold**)

◆ INITIATE A CHALLENGE

(see **Challenges**)

PLACING TILES

Excavation in the mine is performed by placing tiles that represent mine tunnels. To place a tile, a player must draw it from a stack and place it appropriately.

If a tile can be played, it must be played, even if the player is not satisfied with the available options.

If a tile cannot be played, it is placed randomly within any tile stack and another tile is drawn.

When placing a tile, other players may see it and provide suggestions.

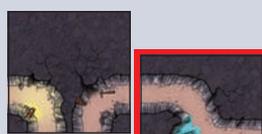
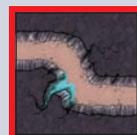
To constitute a valid tile placement, each tile must:

- ◆ Be placed on a grid formation adjacent to one or more existing tiles—*not* corner to corner or straddling two tiles.

VALID PLACEMENT

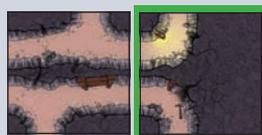


INVALID PLACEMENT

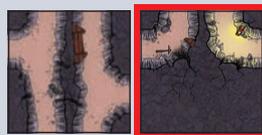
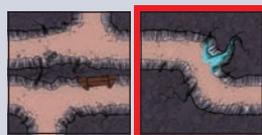


- ◆ Be placed so that all tunnels on adjacent tiles connect *exactly*—sides that do not contain tunnels (unexcavated mine walls) may also be placed adjacent to one another.

VALID PLACEMENT



INVALID PLACEMENT



- ◆ Allow passage on at least one tunnel if placed adjacent to the Mine Entrance tile (i.e. the tunnel(s) may not be completely blocked or create a loop). Otherwise, the Mine Entrance tile has no connection restrictions.

VALID PLACEMENT



INVALID PLACEMENT



If a Gold Chamber tile is played, a Gold Nugget must immediately be placed on the center of the tile.



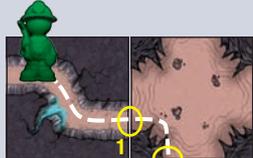
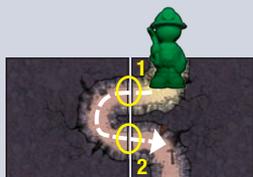
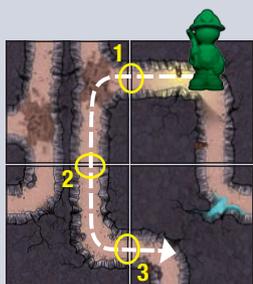
Cavern tiles have no connection restrictions, but allow full passage to any connecting tunnels.

MOVEMENT

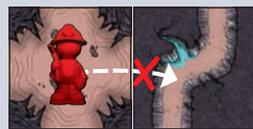
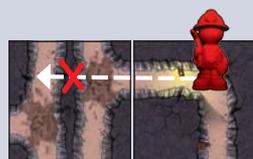
To move a Miner, a player must select a tunnel to follow from the current position on the current tile, move the Miner along the same tunnel to an adjacent tile, and continue for the number of moves allowed for the turn.

- ♦ Miners *cannot* jump to a disconnected tunnel, even if it lies on the same tile.
- ♦ Miners may pass each other at any time.
- ♦ Miners may pass through the Mine Entrance tile at any time (exiting the mine only occurs at the end of the game—see **Winning the Game**).
- ♦ Miners may also pass through Cavern tiles, assuming that there exists an adjacent path on which to continue movement.

VALID MOVEMENT



INVALID MOVEMENT



Secret Passages



A series of natural, water-carved crevices exist within the mine area and serve as Secret Passages that link multiple tunnels together. Entrances to this series of passages exist on 15 tiles and are represented by a large crevice and accompanying puddle of water. The Secret Passages are usually flooded, but occasionally the water level drops low enough for a Miner to traverse them safely.

If a Miner is at a Secret Passage entrance at the beginning of his turn, he may attempt to traverse the Secret Passage as part of the Miner Movement phase.

Before doing so, he must roll both dice to determine if safe passage is possible.

If two of any number (doubles) or a sum of seven is rolled, the water level is low enough and the Miner may move to any other existing Secret Passage entrance.

Otherwise, the Miner may choose to move up to the lower number rolled in the usual manner (see **Movement**) or refrain from movement altogether.

Collecting Gold



Gold Nuggets are placed on the center of all Gold Chamber tiles immediately after they are placed (see **Placing Tiles**).

In order to collect a Gold Nugget from a Gold Chamber tile, a player's Miner must be on the Gold Chamber tile at the end of the Miner Movement phase of a turn (see **Turns**). A player can then collect the Gold Nugget by removing it from the tile and placing it in front of himself.

Once a Gold Nugget is collected from a Gold Chamber tile, no more Gold Nuggets may be placed on the tile, except as the result of a Gold Challenge (see **Challenges**).

CHALLENGES

Since the prospect of collecting enormous Gold Nuggets is so appealing to the Miners, they are willing to go to any length to fulfill their greed. Challenges offer a means of seeking revenge or gaining advantage over other Miners.

One way a Miner can impair other Miners' progress and enhance his own is by attempting to steal a Gold Nugget for himself; this is called a **Gold Challenge**. Another way is to attempt to direct bats toward another Miner in order to chase him away from his current position; this is called a **Bat Challenge**.

Each player begins the game with three Gold Challenge tokens and three Bat Challenge tokens, which may be used during the Miner Action phase of any turn (see **Turns**). Only one Challenge may be issued per turn. Both types of Challenges involve two players.



A Challenge consists of the following steps:

- ♦ The current player (the Challenger) declares which of the other players is being challenged (the Defender)
- ♦ The Challenger discards either a Gold Challenge token or a Bat Challenge token, depending on the type of Challenge being issued
- ♦ The Challenger and Defender each retrieve a die and roll three times in a row
- ♦ Whichever player rolls a higher number for at least two of the dice rolls wins the Challenge—ties go to the Challenger
- ♦ The outcome of the dice roll determines what happens next (see **Gold Challenges** and **Bat Challenges**).

Gold Challenges

A Miner issuing a Gold Challenge (the Challenger) attempts to forcefully steal gold from another Miner (the Defender). In doing so, the Defender fights back and a conflict occurs. The winner of the Challenge manages to dislodge a Gold Nugget from the other Miner's possession. In the dark mine, the Challenger has the advantage due to the element of surprise.

The winner of the Challenge may take one Gold Nugget from the loser and place it on any Gold Chamber tile that does not contain a Gold Nugget and is not currently occupied by the participants of the Challenge. The Gold Nugget can then be retrieved by any Miner, in the usual manner (see **Collecting Gold**). If the winner is the Challenger, he gains a head start by rolling a single die once more and moving up to the number rolled (see **Movement**). He may also collect a Gold Nugget at that time, if reached.

If a Gold Nugget has been placed on a Gold Chamber tile that is occupied by another Miner, the Gold Nugget must still be retrieved during the normal course of that player's turn (see **Turns** and **Collecting Gold**).

Gold Challenges can only occur when the Challenger and the Defender currently occupy the same path on the same tile. Also, a Gold Challenge may only be issued if a Miner has at least one Gold Nugget in his possession.

Bat Challenges

Bats are abundant throughout the mine and are lurking in the shadows on every tile. A Miner issuing a Bat Challenge (the Challenger) attempts to disturb a group of bats and direct them towards another Miner (the Defender). The flustered bats will always attack either the Defender, towards whom they were directed, or the Challenger, who disturbed their sleep. The loser of the Challenge is the recipient of the attack, and must retreat from his current position in the mine. The Challenger has the advantage because he expects a possible attack and can take action to ward off the bats.

The winner of the Challenge rolls one die and moves the loser's Miner up to the number rolled in any direction, following normal movement rules (see **Movement**).

Since bats have access to every tunnel, including those that are only accessible via Secret Passages, Bat Challenges can be issued against any Miner from anywhere in the mine.

CHALLENGE reference	GOLD CHALLENGE 	BAT CHALLENGE 
Purpose	Steal a Gold Nugget from another player	Force another player to move
Requirements	At least 1 Gold Nugget & 1 Gold Challenge token	At least 1 Bat Challenge token
Initiated From	Same tile and path as Defender	Anywhere in Mine
Initiated During	Miner Action phase of turn (after Miner Movement is complete)	
Initiated By	Declaring target (the Defender) and discarding a token	
Resolved By	Rolling 3 times in a row; higher roll 2 out of 3 times wins (ties go to Challenger)	
Winner Action	Take 1 Gold Nugget from loser and place on any empty Gold Chamber not occupied by Challenge participants	Roll 1 die and move loser up to number rolled in any direction, following normal movement rules
Challenger Bonus (if Winner)	Roll 1 die, move up to number rolled, retrieve Gold Nugget (if reached)	No bonus

WINNING THE GAME

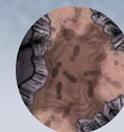
Once a Miner collects at least the required number of Gold Nuggets, he must make his way back out of the mine so he can purchase the mine and stake a claim. A Miner exits the mine by reaching the ladder on the Mine Entrance tile. The first player to exit the mine with at least the required number of Gold Nuggets wins the game!

OPTIONAL RULES

Once you have learned the basics of the game, you may want to explore new variations. Several rule variations have been included in this section. Or, create your own unique rules to your heart's content. The possibilities are endless!

If you have a creative idea that you would like to share with other Gold Mine™ fans, or you're ready to explore new variations, be sure to visit www.StratusGames.com.

Mud Puddles



Twelve Mine Tunnel tiles include a Mud Puddle at one or more locations on the tile. Mud Puddles hinder movement by causing Miners to get stuck in the mud until their next turn. During the Miner Movement phase of a turn or during movement resulting from losing a Bat Challenge, a Miner must stop movement immediately when he encounters a Mud Puddle on his current path. On his next turn, the Miner may proceed with movement as usual.

Five Tile Strategy

2 to 4 players; requires Mud Puddles rule

During game setup, deal one Cavern tile, two random Mine Tunnels with a Secret Passage, and two random Mine Tunnels with Mud Puddles to each player. These tiles are laid face up in front of each player. A player may choose to play one of these tiles during any turn instead of drawing from a stack.

Alliances

4 or 6 players

Before the game begins, players divide into teams of two, with each pair forming an alliance. Players on the same team sit opposite each other. Each team works together to collect the required number of Gold Nuggets between the two team members (4 players: 12 Gold Nuggets per team; 6 players: 8 Gold Nuggets per team). Once the required number of Gold Nuggets is collected, *both* players must reach the Mine Entrance *together* to make their escape and win the game. Partners on the same tile and path may hand off Gold Nuggets to each other during the Miner Action phase of a turn, which may be important for Gold Challenges. Team members may not Challenge each other.

GAME DESIGN *Chris James*

GRAPHIC DESIGN & ILLUSTRATION *Andy Kurzen*

SPECIAL THANKS TO OUR KEY PLAYTESTERS: Melanie James, R. Swann, S. Swann, Andy Kurzen, Dave Omer, Amber Omer, Benjamin Howe, Shalla DeSpain, AJ DeSpain, Emily James, Rodney James, Ben Pearson, Ashlee Pearson, Marlene Wellard, Alan Wellard, Melvin Tays, Charri Tays, M. Daniel Tays, Floyd James, Mary James, Randon Walters, Callie Walters, Kevin Johnston, Sean Tunell, Erin Tunell, Trevor James

Stratus Games LLC
7014 E. Golf Links Rd. #265
Tucson, AZ 85730
info@StratusGames.com

