Gold mine

Introduction

Collect enough money to mine your way into the treasures in the mountains. However your fellow miners are trying to beat you to the treasure while placing traps to slow you down. Who will be the player who collect the most treasure?

Setup

- Place the map in the middle.
- Take 4 dice.
- Each player select a color and one of the starting points marked with an X. In a two player game the two central X must be used.
- Select a starting player.
- Each player writes that he has 12$.

The mine have value based on its color as shown on the table to the left. Each hex of the designated has the predefined value. If the mine blown the value is halved (rounded down) see Blow section below.

A Hex with a rocks is not passable and cannot be mine through and be passed through with barriers.
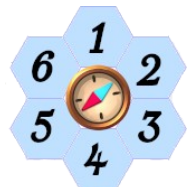
Direction compass: The die value show the direction of the action based on this compass.
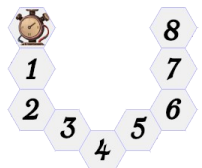
Turn Indicator: Shows which turn ended. Once 8 turns ended the game is over.

Turn

The starting player rolls the 4 dice.

Going clockwise from the starting player, the players select one die as the action die. A die that was selected as an action die cannot be selected by other players as an action die.

Based on the value of the die a specific action will be taken and one die or two other dice will be used.

As a rule a die that was selected can not be selected again.

A player can pay 4$ to change the main dice selected by one point and 2$ to change the secondary dice one point. This can be done several times as long as the player has money to pay for this action.
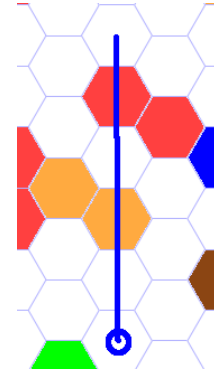
Actions

1: Mine

Select a second die that will mark your direction of mining movement.

Select the third die that will define the distance you mine. The distance of mining must be exactly the distance marked on the die. For each hex he mines, he pays 1$.

If the mining passes in a hex with treasure, collect the value of the treasures and as collected and mark the treasure as collected on the map.
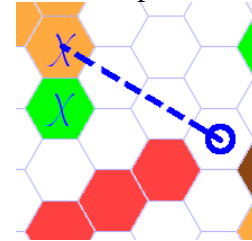
The blue players starter at the position marked with the circle and selected the mining action. His second die was also a '1' which marks the direction up. The third die was '5' which is the distance. The blue player mines through a '5' value mine and a '7' value mine but also pays '5' for mining a distance of '5' collecting a total of 5$ this round. His new position is where his mining ended.

2: Blow

Select a second die that will mark your direction of explosion.

Select the third die that will mark the distance of the center of explosion. The distance of center of explosion must be exactly the distance marked on the die. Select one more adjacent hex to the center of explosion.

If there is treasure in the explosion hexes collect the treasure in them but only half value in each of them (rounded down) and mark the treasure as collected on the map.
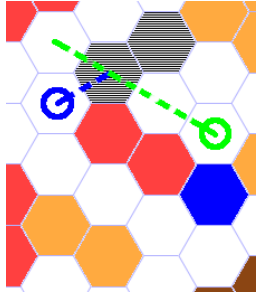
The blue players starter at the position marked with the circle and selected the Blow action. His second die is '6' which marks the direction. The third die is '3' marks the distance. The blue player selects the green mine as the second blow target and collects 7/2 (3 rounded down) + 20/2 = 13$ but his position does not change.

3: Block

Select a second die that will mark your direction of the block.

Select the third die for the distance of the block.

Place a block in the hex designated hex and one additional adjacent hex. Those two hexes will prevent mining and putting barriers through them to **ALL** players.

The blue players starter at the position marked with the circle and selected the Blow action. His second die is '2' which marks the direction. The third die is '1' marks the distance.

The blue player selects the second hex adjacent to block (both marked by black lines). The green player now can't use the mine action in direction '6' with distance '2' and above since it will pass through the blocked area.
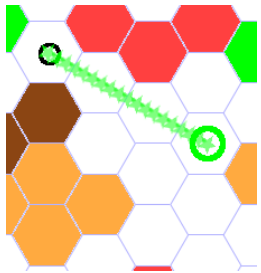
4: Barrier

Select a second die that will mark your direction of the barrier.

Select the third die for the length of the barrier.

All players mining through a barrier you need to pay an extra $ except the player who placed it based on the number of players:

2 players: 10$, 3 players: 7$, 4 players: 5$.

A hex can have barriers from several players.

The green players starter at the position marked with the circle and selected the Barrier action. His second die is '6' which marks the direction. The third die is '3' marks the distance. The player position changes to the end of the barrier marked by the small black circle.

5: Dice modifier

Select a second die to act as the new action dice but you can change the value of that die by +/- 1 and use that value as the action to be taken. Use the last two die left as the die for the action.

You can't use the first dice with the value '5' as one of the dice for the direction of distance.

You can't change the '6' to a '1' using the +1 modifier.

You can't select the 'Dice modifier' action again as the new action.

The player rolled the following dice: '5', '3', '6', '1'

The Yellow players selected the '5'. The player has the following 3 options:

Play the '3' and use it as any action between '2'-'4' and use the '1' and the '6' as direction and distance.

Play the '6' only play it '6' and use the '1' and the '3' as direction and distance.

Play the '1' and use it as action '1' or '2' and use '3' and '6' as direction and distance.

6: Income

Add the sum of the three other dice and divide by two (rounded up). Add that amount of $ to your cash.

The player rolled the following dice: '4', '3', '6', '2' He selects the Income action using the '6' die which leaves the '4', '3', '2' dice. Their total is 9, divided by 2 rounded up he adds to his income 5$.

After the round ends move the starting player to the player on the left, mark it on the turn indicator and start a new round.

The game continue for 8 rounds. The player with the most money in the end wins.

In case of a tie, play again to resolve the tie.