

Game Setup

- 1 Set aside the four player cards.
...Shuffle the deck well.

They are the #2 cards, marked "Rivers" & "Rails"

- 2 Leaving the middle empty, place all cards evenly face-down in a (3x3) grid and flip over all top cards.

The empty middle is the discard pile. Discard cards face up, they are still in game but are now unmovable.

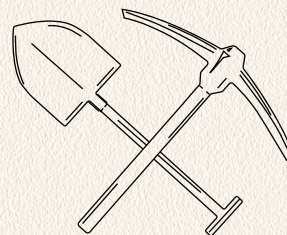
- 3 Set up the mine entrances. Each chooses a player card type (Rivers or Rails) and places it on the outside of the card grid.

You should try opposing cards for best game play. Player cards should be placed opposite, and in front of the center card on your side.

Winning

The first player to claim four gem card pairs wins. If all cards are discarded, the player with the most gem pairs wins.
(When playing with 4 players, 3 pairs wins.)

MINE -ORE- ENIGMA



Players: 2-4 | Age Range: 6+ | Play Time: 15 min

Advanced

- The youngest player goes first.
- Pairs of gem cards are safe, and cannot be stolen, unless the Pick-Ax card is used
- Advance your mine entrance one space if the stack in front of you is empty
- Optional Cards (Collect them as if they are gems. Use by discarding. They cannot be stolen.)

Pick-Ax Steal a pair of cards from an opponent. A pair is two of the same gem cards.

Shovel Pick up and re-order a stack of cards to your liking

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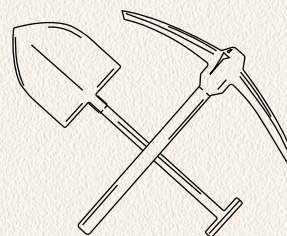
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Game Play

A turn may be played in any combination or sequence of the following...

FLIP	Flip over any card that is face down at any time. Yes, you may rotate it as you flip. Flipping a card does not count as a move.
CLAIM	Claim a gem at any time during your turn, but only if your type of path connects to it.
MOVE	Move only one card on the grid per turn. The center grid card is the discard pile and cannot be moved. Advancing your player card does not count as a move. Cards can only be played vertical, not Horizontal. Rotating a card in place counts as a move. Gem cards cannot be moved.
STEAL	If your path connects to another player's (Rivers or Rails) player card, you have the option of stealing one card of your choosing that is not already paired up. Pairs are two cards; orphans are not protected. Stealing a card ends your turn.

Your turn is over when there are no more actions -or- you have stolen a card.

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