Miner Inconvenience

Stinger / Player count

A cooperative game of digging and development for 1 - 4 players

Win condition

Draw all of the mine cards after building and upgrading at least 4 buildings inside the mine.

Contents

42 Mine cards
6 Building tiles

Setup

Place the building tiles off to the side of the play area. Shuffle the mine cards and deal out a number of cards to each player depending on the number of players:

1 player 8 cards
2 players 7 cards
3 players 6 cards
4 players 5 cards

The cards in a player's hand can be used as Gold (the back of the card) to pay for Buildings and Upgrades or as Tiles (the face of the card) to be placed in the mine.

Take the top card of the mine deck and place it face up in the center of the table. This will be the starting Tile of the mine.

How to play

On a player's turn, they must perform one of three actions: Excavate, Build, or Upgrade. After a player performs an action, play passes clockwise to the next player. If a player can't perform any actions on their turn, the players lose the game.

Excavate

1. Place a card from your hand into the mine. The card must be played off the last tile placed in the mine. This can be adjacent to any of the six sides of the last tile played or it can overlap the top, left, or right face of the tile. Each tile in the mine must have the same orientation. YOu can't play a tile if it would overlap more than a third of another visible tile or create a dead-end tunnel. A dead-end is any tunnel that terminates within another tile without a continuation tunnel. If the last tile added to the mine had a ladder on it, the next tile played can be played adjacent to any tile in the mine with a visible ladder.

2. Draw cards for each building within supply range. Trace a path using tunnels back to each building, counting each tile your tunnel travels through to reach the building. If the tile you placed is within supply range (in tiles) of that building, draw one card. If you are able to draw cards, you must draw. You cannot trace a supply path through the doors of a building. You must use tunnels for each building you supply
3. Draw cards for gold veins. A gold vein is any area in the mine not separated by tunnels that has gold nuggets in the area. If you played a card that expanded a gold vein (your card added gold nuggets to an existing vein in the mine) draw one card for each tile with gold nuggets showing that you connected to within the vein. If you are able to draw cards you must draw.

Callout

When you need to "Pay Gold" to buy buildings or upgrades, you take the required number of cards from your hand and place them underneath the mine deck.

Build

Place any Building tile, outpost-side up, overlapping the top face of any card in the mine, then Pay Gold equal to the number of Buildings in the mine (the first Building costs 1 Gold, the second Building costs 2 gold, etc).

Placement rules

Placing the Building must not create any dead-ends and you can't overlap another Building. Note: doors on a Building do not count as dead ends.

Upgrade

Flip over an outpost building in the mine to its upgraded side, then Pay Gold equal to the number of upgraded building in the mine (the first upgraded building costs 1 Gold, the second building costs 2 Gold, etc).

Ending the game

If a player is unable to Build, Upgrade, or Excavate, the players lose. If the mine deck runs out before the fourth building is upgraded, the players lose. If the players have built and upgraded at least four buildings and have emptied the mine deck, the players win. Count the remaining cards in each players hands to see how successful your mine is
0 - 10: Elven hovel
11 - 20: Beardling outpost
21-27: Dwarven stronghold
28-37: Mountain metropolis
38+: Ancestral Home

Credits

Game design: Matt Ajifu
Version 1.0.0