

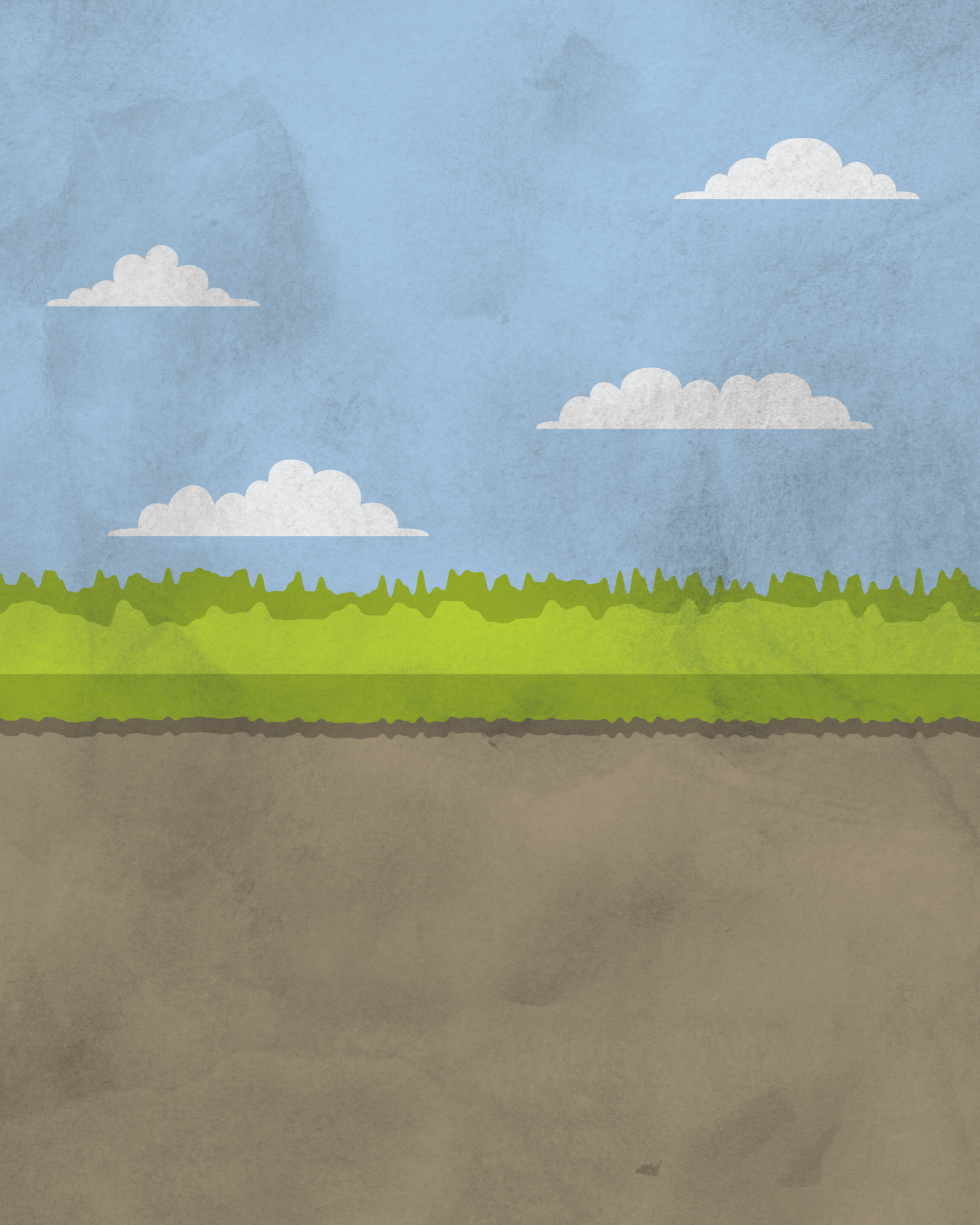


Mine Carts

A game for 2-4 players.

Takes 30-60 minutes to play.

Educational and family-friendly.



Components

Mine Board

This is the large square board that comes in four pieces. The box contains 1 mine board.

Track Tiles

These are the square tiles depicting parts of the mine and track sections. The box contains 36 track tiles.

Ore Tokens

These are the round tokens depicting different ores. The box contains 80 ore tokens.

Player Figures

These are the wooden figures looking like small people. The box contains 8 player figures in four different colors.

Rule Booklet

This is the booklet you're reading right now. The box contains 1 rule booklet.

Setup

Assemble the large mine board from the four pieces and place it at the center of the table.

Separate the track tiles from the ore tokens and place the tiles and tokens face down next to the mine board. Shuffle the two piles thoroughly.

Hand out two player figures to each player. Each player should have two player figures of the same color.

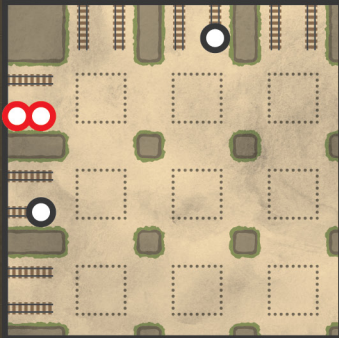
Have each player place their two player figures on two different track sections at the edge of the mine board.

The two figures may be placed on different sides of the mine board.

The two figures may be placed on the same side of the mine board.

Setup

One track section may not be occupied by multiple player figures but player figures may stand on adjacent track sections.



The player figures marked red are incorrectly placed.

All players are allowed to change their minds until everyone is happy.

Game Objective

The objective of the game is for each player to collect as many ore tokens as possible as these will award the player with victory points.

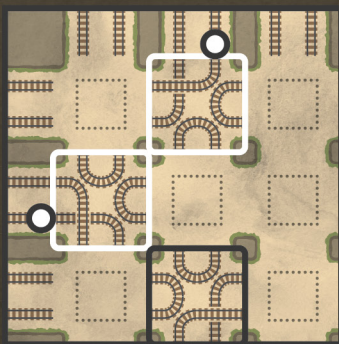
The ore tokens may only be collected when traveling through track tiles containing a pickaxe symbol.

The players advance their player figures by placing track tiles in front of them. Consideration has to be made in order not to collide with other players!

Game Steps

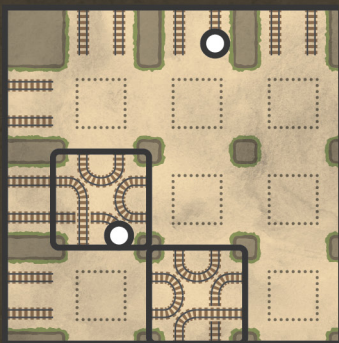
The player with the highest degree of gold fever starts the game and becomes the active player.

The active player draws a random track tile and places it in front of either one of their two player figures.



The active player may only play in front of one of their player figures.

The active player advances their player figure along the track section on the track tile placed and stops at the very end of the section.



The player figure is advanced along the track section.

Game Steps

If the track section connects to another section, the active player continues to advance their player figure.

The player figure is advanced until either the end of the track is reached, a collision with another player figure occurs, or the player figure travels back to the edge of the mine board.

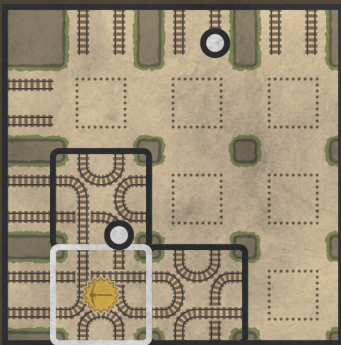
The active player counts the number of times they travel through track tiles containing a pickaxe symbol.

The track tile where the player figure starts out does not count as being traveled through but the tile where the figure ends up does.

It is possible to travel through the same tile several times and by that to count the same pickaxe symbol multiple times.

The player figure may only be advanced along the track. It may never move in reverse.

Game Steps



The pickaxe symbol is counted twice and the player figure ends up back at the edge of the mine board.

The active player gets to draw the same number of random ore tokens as the number of pickaxe symbols counted when advancing their player figure. The ore tokens give different amounts of victory points.

If the player figure ended up back at the edge of the mine board, that player figure is instantly removed from the game.

If the player figure ended up colliding with another player figure, those two player figures are instantly removed from the game.

When a player has no player figures left in play, the game is over for that player.

Game Steps

Players with no player figures left in play haven't lost the game but they may not place any additional track tiles or gather any additional ores.

Continuing from the active player, in clockwise order, every player must also advance their player figures as mandated by the same rules as for the active player.

Other players also count pickaxe symbols and draw ore tokens.

When all players have properly advanced their player figures and possibly drawn ore tokens, the active player ends their turn. The next player in clockwise order becomes the active player and follows the same steps as the previously active player.

The game ends when all players have no player figures left. Each player counts the number of victory points awarded from their ore tokens and the player with the most points win!

Ore Legend

These are the five different ores that can be found in the abandoned mine.



Coal Ore



Copper Ore



Iron Ore



Silver Ore



Gold Ore

Credits

Game Designer

Joel Ek

Graphic Designer

Joel Ek

Play Testers

Lovisa Bergström

Dag Hansson

Martina Hansson

