

RULES

SET UP: Give each player a Mining Company, Drill, Hull, Money, and Cargo card. Place the Fuel/Money exchange somewhere. Slide paper clips onto these cards at the red arrow mark. Shuffle+Place the 4 mining decks I, II, III, IV.

The Starting Player is the player who has most recently been in a cave.

Win when: You mine a IV card and complete that card's effect.

Turn Structure: At the start of your turn, you get energy according to your Energy Generation. You can end your turn at any time: generally when you have finished spending your energy.

Mine: Select a deck, pay the cost written on the card back, then draw the top card. Make sure you own the required drill upgrade.

Upgrade: When a card says "To Upgrade," this allows you to pay the cost to slide the paperclip to the next slot, making your abilities stronger.

IV cards: Each player can only mine/have 1.

Selling is an action, see the Trading House.

Hand Limit is determined by Cargo Capacity.

Fuel/Money exchange is shared between the players and allows players to buy and sell fuel at the exchange rate.

Fuel/Money Exchange

Pay \$1 OR 1 energy to use the exchange any number of times this turn.

As you buy/sell energy it gets more/less expensive.

0
1
2

Exchange rate:

\$1:↔2

\$1:↔1

\$2:↔1

\$3:↔1

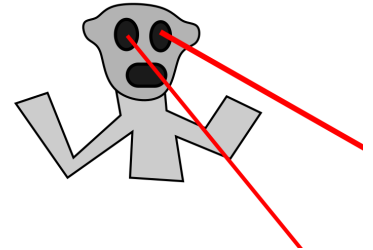
\$4:↔1

+1 for \$ to energy
-1 for energy to \$
If below 0 or above 2, move the fuel price. If you did, then slide clip to the opposite value.

The Ultimate Machine

Play this card in front of you.

Fully upgrade everything (the scanner, cargo capacity, trading house, energy per turn, hull, drill, and your mining company power) to win the game.



Motherload

When drawn, play this card in front of you. You can track money over \$15 on this card instead of losing it. If you have \$30 or more, win the game.

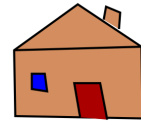
\$0
\$15
\$30

Ancient Laser Cannon

When drawn, play this card in front of you.

4
To Upgrade
Win the game.

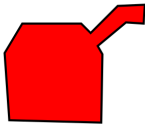
Ancient Civilization



You accidentally mine through the site of an ancient civilization, destroying invaluable artifacts.

Discard this card for \$2 (you do not need to sell this at the trading house)

Fuel



Discard this card to get 3 energy this turn only.

Half of an artifact



Sell this at the trading house for \$1.

You can sell a pair for \$8 instead.

Half of an artifact



Sell this at the trading house for \$1.

You can sell a pair for \$8 instead.