

Dice Miner - Base Game (v2)

Set Up:

1. Roll a white tunnel die - highest roll is the starting player
2. Players choose their hero card starting with the player on the right of the starting player going counter clockwise around the table. The starting player is the last to choose a hero. Note that the bottom of your hero card may include various die symbols that you treat as if they were part of your dice trove and can be used in all three Rounds.
3. Place all the dice into the bag. Shake it loudly. Dump dice onto the mountain so there are 20 dice on the mountain side. All remaining dice go back into the bag.

Game Flow:

There are 3 Rounds, each with 4 phases:

1. **Excavation** Phase (players pick dice from the mountain)
2. **Magic** Phase (chance to reroll dice)
3. **Scoring** Phase (score after each round)
4. **Replenish** Phase (reroll dice and refill the mountain)

1. Excavation Phase:

Dice Picking: Going clockwise around the table players pick dice from the side of the mountain (until the dice are gone) beginning with the starting player (Round 2 and Round 3 the player with least points is the first player). On your turn choose one "on top" die (with two unblocked sides). The die you pick goes into your "trove" with the same face up as was seen facing out on the mountain side.

Beer Sharing Option: Once per turn if you have a die showing a beer icon, instead of picking a die from the mountain you can yell "cheers" and roll the beer stein die over to another player (who gets what you roll). Then you take TWO dice from the mountain and they may be at the top or side. When taking a die from the side those above it slide down. Take the dice one at a time (to allow the slide).

2. Magic Phase (aka Reroll Dice):

Spend Magic: Going clockwise around the table starting with the player who would have been next before the mountain dice were gone, each player may use the diamond magic symbols on their blue dice, one die at a time (also check your hero card for a magic symbol). For each diamond magic symbol on one blue die at a time, choose one unspent die (excluding black hazard dice*) and reroll them. You may choose and reroll a blue magic die if it is unspent. If there are two or three diamond magic symbols on the face of a blue die you MUST choose and reroll that same number of dice (or none at all). Spent dice remain in your trove and may be used again in a future Round.

* **House Rule:** Black hazard dice may be rerolled

3. Scoring Phase:

Write down each player's score for this Round (score sheets come with the game). Beer and Magic dice do not score.

- **Yellow Treasure Dice:** Score 1 point for each gem on each die face. Your hero card may have a gem on it. The

player with the most gems doubles that score. If two players both have the same high count of gems, neither gets to double their points.

- **White Tunnel Dice:** Score 1 point per pip on each die in a sequence (must start with 1). Three dice with faces 1, 2 and 3 are a sequence worth 1+2+3 or 6 points. However, sequences may not "fork". Thus four dice with faces 1, 2, 2, 3 would also be 6 points since the 2nd 2 is not part of a sequence (the 1, 2 and 3 have already been used) - some "How To Play" videos got this wrong. Your hero card may have a tunnel die face on it.
- **Black Hazard Dice:** Unless you are protected by the correct green die, you lose 1 point for each rock on a rockfall die face and lose 1 point for each dragon on a dragon die face. However, a green pickaxe icon protects you from all rockfall icons turning them into positive points. Two pickaxe icons will protect you TWICE (ie, double the rockfall points). Three would TRIPLE the points, etc. Likewise a green shield icon will protect you from dragon icons turning them into positive points. Two shields would DOUBLE the points. Three would TRIPLE the points. Etc.

4. Replenish Phase:

This phase gets players ready for the next round (thus is skipped after Round 3). All players follow these steps:

- **Cache Dice:** For each green die with chest icons, the player may "cache" or "save" as many dice as they have chests on their dice. The hero card may have a chest too. Dice that are cached are not rerolled in the next step.
- **Reroll Dice:** All dice in a player's trove that are not cached must be rerolled.
- **Starting Player Selected:** The player currently with the least points is the starting player for the next Round (break ties randomly).
- **Mountain refill:** Place all remaining dice into the bag. Shake it loudly. Dump dice onto the mountain so there are 20 dice on the mountain side. Any remaining dice go back into the bag.

Game End:

After 3 Rounds the player with the most points wins. If there is a tie, the tied players reroll all dice in their trove, use their blue magic dice rerolls and score the dice. If still a tie, continue this until someone wins.

Expansion: Backer Pack:

The Backer Pack adds six more hero cards plus provides an extra set of 6 tunnel dice (which officially should not be added to your dice bag, however, you may optionally add them to the game, but your game then would have six unused dice at the end).