

EUREKA!

1 Player • 20 minutes • Ages 8+

OBJECTIVE

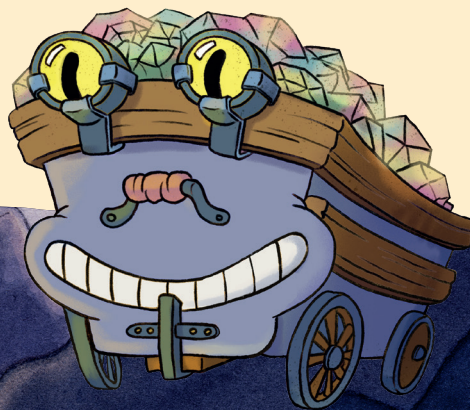
Eureka! It's the discovery of the century! Petey Pickaxe and his friends have found an ocean of gems beneath the soil. Now it's up to them to mine deep and find treasures untold. But resources are limited and daylight is burning — can they reach the best riches before it's too late?

Watch the How To Play Video:



OVERVIEW

Manage your supply of dice wisely to score as many layers as best as possible! Each round you'll roll five dice from your supply and assign them to layers on the mine board. Be careful — you won't get those dice back until you score those layers! The game ends when you don't have five dice to roll at the start of a round or when you have scored all the layers. Aim for a high score, then move on to the next level!



COMPONENTS

1 Mine Board



17 Dice



14 Score Markers




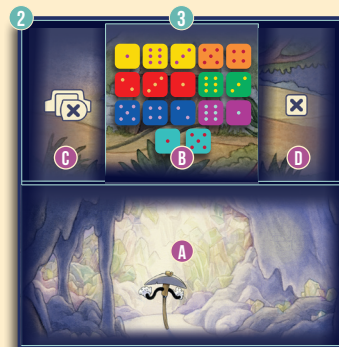
5 Chapter Envelopes



SETUP

This is the setup for Level 1. For later levels, refer to the respective chapter booklet found in the envelopes.

- 1 Lay out the mine board in front of you and put a score marker to the left of each layer, with the regular side  facing up.
- 2 Position the box bottom near the mine board — this is your dice tray.
- 3 Put the 17 dice on the platform of the box bottom — this is the dice supply.



- A Dice tray
- B Dice platform
- C Storage pocket
- D Storage pocket



GAMEPLAY

Play one round after another until the game ends. Each round, follow these steps:

- 1 Take five dice from your supply and roll them into the dice tray.
- 2 Assign the dice you rolled to the mine board.
- 3 Score any layers you wish to score.

A Round in Detail

1. Take five dice from your supply and roll them into the dice tray. It does not matter which colors of dice you choose, they are all functionally the same.



If you don't have enough dice in the supply, the game ends immediately!

2. Assign the dice you rolled to the mine board.

For each die, decide which layer to assign it to.

- Dice from one roll can be divided between different layers.
- Dice may only be assigned to a suitable layer (see the Layers section on Page 5).
- Dice may only be assigned to layers that have not yet been scored.
- Dice must be assigned from left to right within a layer (one die per space).
- Dice that cannot be assigned to a suitable layer are removed from the game — they don't go back to the supply! Put these dice in a storage pocket.

Note: Dice remain on the mine board until their layer is scored.

Reminder: Use the platform in the box for the supply and the dice tray for rolling dice. This helps keep clear which dice you just rolled and how many are left in the supply. Put dice removed from the game in one of the pockets.

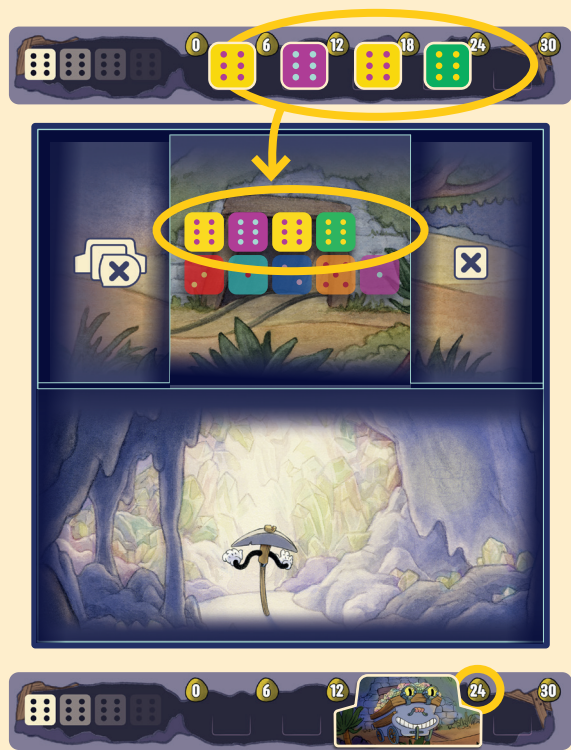


Example: You assign the two 6s to the “6” layer. For the 1, you assign it to the “Short Rail” layer since you must start with a 1 there. You also assign a 2 to the “Short Rail.” With the other 2, you decide to start the “Chance” layer (any five dice).

3. Score any layers you wish to score.

Upper area (layers “1” through “6”):

Put all dice from this layer back into the supply and move the corresponding score marker to the last space occupied by a die — the number in the top right of that space shows the number of points you will receive at the end of the game for this layer.



Example: You decide to score layer “6.” You put the four dice back into your supply, then move the score marker to the last space that was occupied by a die.

Lower area (layers “3-of-a-Kind” through “Chance”):

Put all of the dice from this layer back into the supply. If you fulfilled the layer’s scoring condition, move the corresponding score marker to the last space of the layer — the number in the top right of that space shows the number of points you will receive at the end of the game for this layer.

Note: In the lower area, you only get points from a layer if all the spaces in the layer are filled with dice according to the layer’s rules. You may still score the layer even not every space is occupied (to replenish dice in the supply). However, you then receive 0 points for this layer — move the score marker over the layer name so that “0” is visible in the top right.

Reminders:

- Each round, you must always roll and assign all five dice first before you can score layers.
- If all spaces in a layer are filled, you must score this layer. You can score as many layers as you like in one round.
- You can score a layer even if it has no dice or it is not completely filled with dice (to replenish your dice supply).
- You must have five dice in your supply to be able to start another round, otherwise the game ends.



1, 2, 3, 4, 5, 6



Numbers matching the specific layer. You receive points according to the number of dice in the layer. These layers do not have to be completely filled with dice to score and gain points.

Short Rail



Four numbers in exactly this order: 1-2-3-4 (this layer consists of only four spaces).

30
points

3-of-a-Kind



15
points

At least three identical numbers. The order doesn't matter, but all five spaces must be filled with dice!

Example:



Long Rail



Five numbers in exactly this order: 2-3-4-5-6.

40
points

4-of-a-Kind



20
points

At least four identical numbers. The order doesn't matter, but all five spaces must be filled with dice!

Example:



Eureka!



Five identical numbers.

Example:



50
points

Chance



Any five dice.

10
points

Full-House



25
points

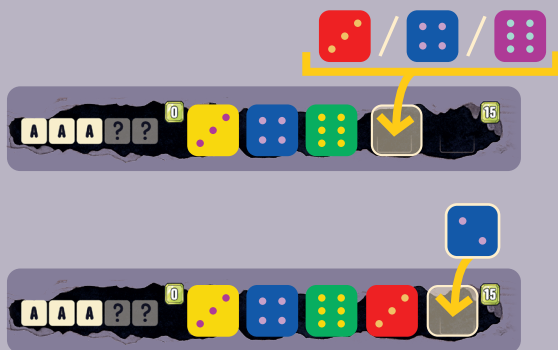
Three of a kind and two of a kind of a different number. The order doesn't matter.

Example:



Important: You may only assign dice to a layer that would make a successful scoring of that layer still possible. You may not assign dice to a layer that violates that layer's rules.

Examples for 3-of-a-kind:
Possible dice for spaces



END OF GAME AND SCORING

The game ends when you have scored all layers except for the bonus layer 🏆. The game also ends immediately if there are fewer than five dice in the supply at the start of a round. In this case, score all the remaining layers with dice spaces.



Bonus Layer: At the end of the game, you get a bonus depending on how you did in the upper area. Move the score marker to the bonus space matching the farthest left score marker of the top six layers. (The layer that had the least dice will determine the bonus!)



Now, add all the points from all the layers together. The total is your result, which you will enter in Level 1 of the first chapter booklet.

Play your first game following the rules above, and when you are ready to record your score (before resetting or cleaning up the game), open the Chapter 1 envelope, which contains a chapter booklet and extra components!

CHAPTER BOOKLET

In each chapter booklet, you will find a chapter overview, level descriptions and space to enter your high scores. The chapters consist of several levels, all of which build on one another. Play through the levels in order to gradually grow your skills for the later chapters.

Below each level are the target points for bronze, silver, and gold in that level. Record your game results in the status you achieve. If your score is lower than bronze, record it in the bottom line. Start in the first column. You can use the other columns for other attempts or for other players to compare scores.

Recommendation: Try to achieve at least bronze before you move on to the next level. If you're like the Bitewing Games team, you might prefer a bigger challenge by achieving gold before moving on. You can play each level as many times as necessary until you achieve your goal!



Petey Pickaxe bravely begins his excavatory exploration in search of glistening gems! But he'll soon realize that he can't do it without the help of serviceable sidekicks!

- 4 Larry Lantwin tiles
- 5 Diana Mite tiles

Larry Lantwin Tile
Layers with a Larry Lantwin tile require the sum of all dice to be at least that number (e.g., 20). If you do not reach the minimum sum, score the layer with 0 points.

Diana Mite Tiles
Spaces with Diana Mite tiles on them must have a die assigned to them during the game. As soon as you do so, remove the Diana Mite tile from the mine board (but leave the die).

Note: Regardless of the minimum amount, you can still assign dice to all spaces in the row—even if it is clear you can no longer reach that minimum sum. The sum is only checked when you score that layer.

Important: If there is a Diana Mite tile in a layer you cannot score it. If there are any Diana Mite tiles on the mine board at the end of the game, you lose and score 0 points total. BOOM!

Chapter Overview & Level Descriptions

Level	Target Points	Designated Dice
Level 1	300	1, 2, 3, 4, 5, 6
	270	1, 2, 3, 4, 5, 6
	240	1, 2, 3, 4, 5, 6
	>0	1, 2, 3, 4, 5, 6
Level 2	230	1, 2, 3, 4, 5, 6
	200	1, 2, 3, 4, 5, 6
	170	1, 2, 3, 4, 5, 6
	>0	1, 2, 3, 4, 5, 6

Target Points

Record your game results

Designated dice used for the level

CHAPTER 1
Dabbles & Digcines

1362


1200

1050

900

>0

Achieved bronze (or higher) on all the levels of this chapter? Bravo, mine! Please proceed by opening the next envelope: Chapter 2: Doubly Deep Dablings.



When you have played all levels of a chapter, record the total sum of your best results from each level in the chapter summary. Here, you can also achieve bronze, silver, gold, or platinum (platinum is the high score of Nick Murray — Bitewing Games co-founder — see if you can beat him)!

Of course, you can also just play however you like, without keeping score.



BITEWING GAMES

Want To Stay in Touch?

Subscribe to regular updates at www.bitewinggames.com/subscribe.

© Dr. Reiner Knizia, 2026. All rights reserved.

© Bitewing Games LLC, 2026. All rights reserved.

Credits

Game by Reiner Knizia

Artwork by Caitlin Russell

Graphic Design by Anca Gavril & Co

Editing by Scott Darrington

Published by Nick Murray and Kyle Spackman

Reiner Knizia thanks all the test players who contributed to the development of this game, especially Sebastian Bleasdale, Rudi Gebhardt, Sebastian Gieger, Dorette Peters, Andi Stamer, Stefan Willkofer, and Peter Wimmer.

