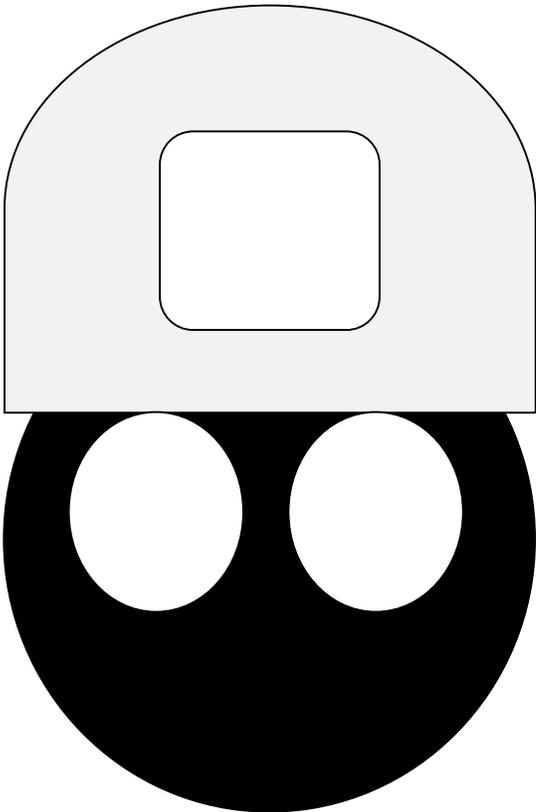


# Ore: The Mining Game



For 3-5 Players;  
120-180 minutes

*Designed by:  
Joe McClintock and  
Jason Lyle Steingisser*

The Industrial Revolution: An era marked by rapid growth and vigorous competition. Factories sprouted up, and railroads linked cities far and wide. Behind all of this were savvy industrialists who mined the earth for precious commodities and used them to build their fortune and fame.

In *Ore: The Mining Game*, you are a competing industrialist, commanding an army of miners to expand your operations and build your wealth and fame. There are many ways to win: You can negotiate and manage multiple contracts, vertically integrate your business with railroads and processing plants, or develop a legacy through charitable endeavors. May the cleverest industrialist win!

## Table of Contents:

P. 2-3: Game components

P. 4: Game set up

P. 5: Game play

*P. 5: Placement phase*

*P. 6: Collection phase*

*P. 7: Market & Acquisition phases*

*P. 8: Replenishment phase*

P. 9: Game end & scoring

P. 10-12: Sample turn

P. 13: Game variants

P. 14-16: Appendix of assets and initiatives

## Game components:

**Miners** are placed on mines and acquisition tracks to gather resources, buy assets, and take contracts.



20 miners; 4 each of 5 different colors

**Contracted miners** are placed on private markets and private mines.

Each turn, the **starting player token** is given to the next player and determines first choice during that turn.



5 white "contracted" miners      1 starting player token

### Money chips

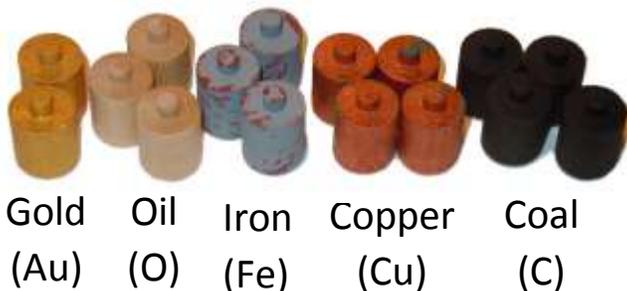
- 25 Green chips, worth \$25.
- 25 Yellow chips worth \$10.
- 25 Black chips, worth \$5.
- 25 White chips, worth \$1.



100 money chips in 4 colors

### Resource barrels (or "Resources")

- 15 gold barrels.
- 20 oil barrels.
- 20 iron barrels.
- 25 copper barrels.
- 25 coal barrels.



100 resource barrels of 5 types

### Reference cards

describing turn order on one side, and set up, end conditions, and scoring on the opposite side.

**Set Up**

- Each player starts with 2 miners and \$20.
- Use 30 assets for 3 players, 40 assets for 4 players, and 50 assets for 5 players. Use 20 contracts for 3 players, 30 contracts for 4 players, and 40 contracts for 5 players.

**End Conditions**

- Any one mine cannot be replaced.
- The asset track cannot be refilled.
- The contract track cannot be refilled.

**Scoring**

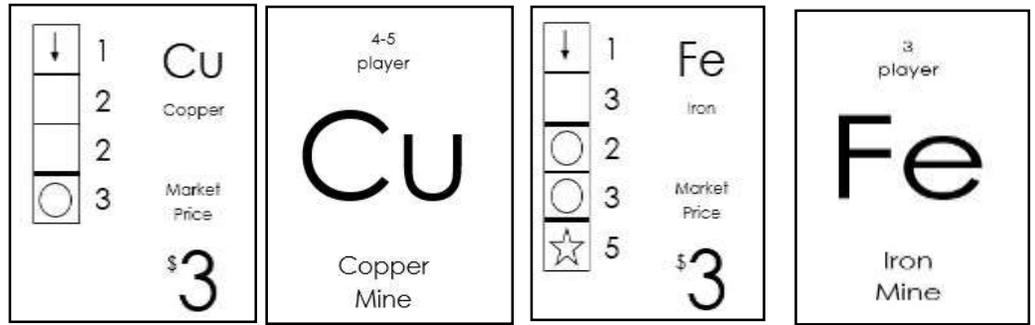
- VP as listed on assets (including strategic assets).
- 1 VP from each completed contract.
- 1 VP for every \$10, rounded down.
- -VP for strike token(s).

**Turn Order**

1. Placement: Place workers on mines, on asset track, or contract track.
2. Collection: Gather resources and move all miners down one space.
3. Market: Sell resources on market and on all contracts.
4. Acquisition: In order placed, players may buy assets or take contracts. All other players may buy initiatives.
5. Replenishment: Discard rightmost assets and initiatives, and highest # contract if none were taken. Replace all mines, initiatives, assets, and contracts from draw pile. Starting player pays salaries. Players may pay to take back miners.

5 Reference cards

In each deck of **mine** cards  
 6 gold mines.  
 8 oil mines.  
 8 iron mines.  
 10 copper mines.  
 10 coal mines.



2 decks of 42 mine cards (one for 3 players, one for 4-5 players)

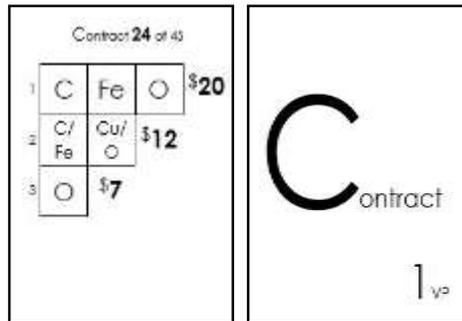
**Developments** are purchased by players and include both **assets**, which provide both a permanent effect and victory points, and **initiatives**, which provide a temporary boost and are returned to the deck.



60 asset cards

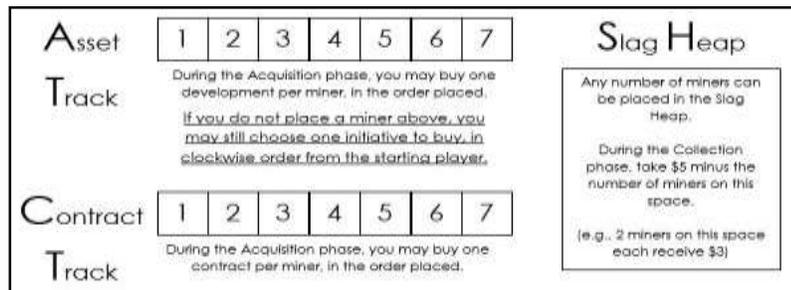
22 initiative cards

**Contracts** allow players to sell additional resources named in boxes for the dollar amount on the right.



45 contract cards

Placement of miners on the **acquisition tracks** & **slag heap** card allows and determines order of choice in acquisition of assets and contracts.

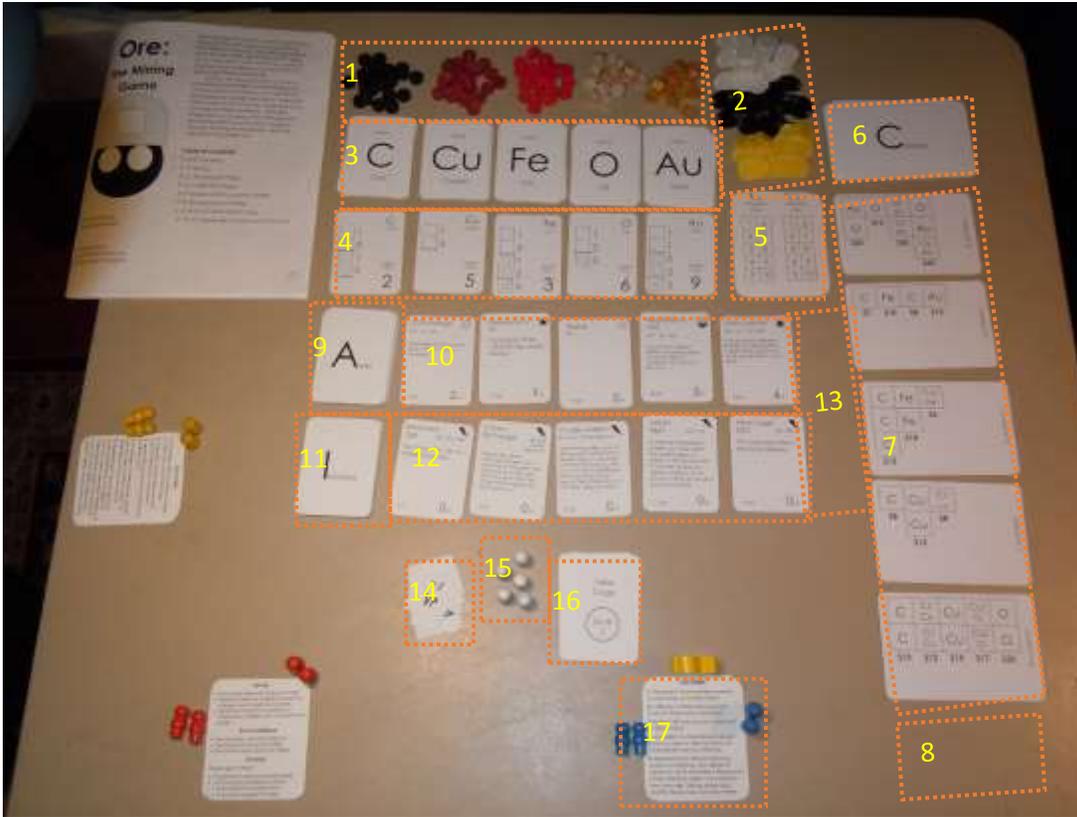


1 acquisition tracks & slag heap card



**Mine cage** tokens (5), acquired with the Mine Cage R&D initiative, allow a player to permanently dig one level deeper in a mine. **Strike!** tokens (10) are given when players fail to pay their miners' salaries and are worth negative victory points (VP). **Private mine/market** tokens (8) are placed on mines taken to indicate private mine or private market. **Futures** tokens (5) and **Collab ops & Drill bit** tokens (8) also serve distinct functions.

Game set up: Set up game as shown below.



1. Resource barrels
2. Money
3. Mine draw piles
4. Available mines
5. Acquisition tracks
6. Contract draw piles
7. Available contracts
8. Contract discard pile
9. Asset draw pile
10. Available assets
11. Initiative draw pile
12. Available initiative
13. Development discard piles
14. Private mine/market and Strike! tokens
15. Contracted miners
16. Mine cage cards
17. Player inventory

- 1. Miners & Money:** Give each player \$20 and 2 **miners**. Place the additional miners aside.
- 2. Mines:** Place the mine cards in 5 stacks by type and flip 1 face up to become the “available mine.” For a 3 player game, use the 3 player mines. For a 4-5 player game, use the 4-5 player mines.
- 2. Resource barrels:** Separate by type and pile near the mines.
- 3. Money:** Separate by denomination and place in piles.
- 4. Developments:** According to the table below, shuffle and discard down to the number of **assets** specified. Use all 22 **initiatives**. Place 5 **assets** and 5 **initiatives** face up as shown in areas 10 and 12. Place both decks as draw piles.
- 5. Starting player:** Shuffle the **contract** deck and deal each player a **contract**. The player with the highest numbered **contract** begins the game with the starting player token. Discard these **contracts**.
- 6. Contracts:** According to the table below, shuffle and discard down to the number of **contracts** specified. Place 5 **contracts** face up in area 7. Place the deck next to the **contracts** as a draw pile.

	3 Player		4 Player		5 Player	
	Use	Discard	Use	Discard	Use	Discard
Assets	30	30	40	20	50	10
Contracts	20	25	30	15	40	5

## Game Play:

The game is played over several rounds. In each round there are 5 phases, during which players take turns placing **miners**, gathering **resources**, selling their resources, buying **developments**, and taking **contracts**. After that, mines and developments are replenished. At the beginning of each round, the starting player token moves clockwise.

### Phase 1: Placement

During the placement phase, in clockwise order beginning with the starting player, players take turns placing one miner on one of four locations.

**Mining:** To collect resources, players may place their miner on the top space of a mine that is not occupied by another player's miner.

**Development:** To have first pick of assets or initiatives during the acquisition phase, players may place their miners on the "asset track".

**Contracting:** To claim a contract during the acquisition phase, players may place their miner on the "contract track".

**Slag Heap:** To claim a limited sum of money, players may place their miner here.

Players continue in this fashion until all players have placed all of their miners.

### Note:

Below is an example of a mine card. It lists the resource, the market price, and the amount of resource gathered at each space. Miners are placed on the space marked with the black arrow.

↓	1	Fe Iron
□	3	
○	2	Market Price  \$3
○	3	
☆	5	

### Note:

Players may return **Drill Bit** or **Collaborative Ops** tokens to place a miner on an otherwise unavailable spots in a **mine**. However, these tokens cannot be used if it would result in a player's miner moving below a mining level that they cannot reach because they don't have the correct level of **mine cage**. These tokens can be gained during Phase 4: Acquisition.

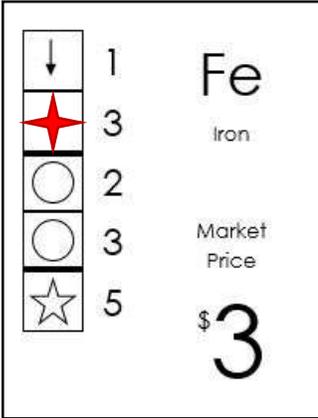
### Note:

Players can place their miners on either **acquisition track** instead of a mine. During the acquisition phase, players who have placed on the **asset track** can take one **asset** or **initiative** per miner placed in the order of the placed miners. Players who have placed on the **contract track** can take one **contract** per miner placed in the order of placed miners. Any number of miners can be placed on the slag heap.

Asset Track	<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td> </tr> </table> <p>During the Acquisition phase, you may buy one development per miner, in the order placed. <u>If you do not place a miner above, you may still choose one initiative to buy, in clockwise order from the starting player.</u></p>	1	2	3	4	5	6	7	Slag Heap
1	2	3	4	5	6	7			
Contract Track	<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td> </tr> </table> <p>During the Acquisition phase, you may buy one contract per miner, in the order placed.</p>	1	2	3	4	5	6	7	<p>Any number of miners can be placed in the Slag Heap.</p> <p>During the Collection phase, take \$5 minus the number of miners on this space. (e.g., 2 miners on this space, each receive \$3)</p>
1	2	3	4	5	6	7			

**Note:**

In the example below, a miner on the space marked in **RED** would gather 3 iron during the collection phase. Next, if the player had a mine cage, the miner would move down to the space below. Otherwise, the miner is returned to the player.



**Note:**

If a player without a mine cage hits the first thick line, the mine becomes exhausted. However, if this happens when another player with a mine cage is beyond the first thick line, then the mine does not become exhausted. Instead, the miner who cannot go deeper is returned, while the deeper miner continues to mine.

**Phase 2: Collection**

During the collection phase, each player gathers the amount of resources listed to the right of the spaces that their miners occupy. They then move each miner down one space. Miners may only move past the darkened line to the lower levels of the mine, indicated by the circles and star, if they have the correct mine cage. If a player does not have the correct mine cage or if they reach the bottom of a mine, the mine “exhausts,” meaning that, after all players gather their resources, all miners on that mine are returned to their owners and the mine is tucked under so that only the market price is showing. The market price from that mine lasts until the end of the turn. During the replenishment phase, this mine will be replaced by a new mine, and the old mine will be placed face up underneath the stack of mines to indicate that it has been exhausted.

**Note:**

During this phase, all “contracted” (white) miners are moved down on private mines and markets. **Private mines** yield resources like regular mines. **Private markets** allow you to sell additional barrels at the private market price, until that market is exhausted.

During the Collection phase, the **Slag Heap** is also resolved. Each miner occupying the slag heap receives \$5 minus the total number of miners on the slag heap. For example, if 3 miners occupy the slag heap, each miner would collect \$2 for its employer (5 - 3 = \$2 collected per miner). If 1 player employs all 3 miners, that 1 player collects \$6 (2 x 3 = \$6).

**Note:**

In the example on the right, an exhausted mine is tucked, leaving the market price showing for the rest of the turn. During the replenishment phase, the exhausted mine will be placed, face-up, under the draw pile and a new mine will be drawn.



### Phase 3: Market

During the market phase, each player may sell one barrel of any one resource at the **market price** indicated on the mine face up in play. Additionally, each player must sell the topmost unfilled row on all of their contracts by placing the resources on the appropriate squares and taking the allotted money. When all of the rows have been filled on a contract, that player returns all of the resources and flips over the contract to signify that it is finished.

If a player is unable to fulfill a contract, that player must pay half of the dollar value of that row, rounded up. In clockwise order from that player, each player may opt to take over the contract, by paying the required resources that the original owner was unable to pay. After doing so, the new owner acquires the contract, receives the allotted money, and, on the subsequent turns, must fulfill all remaining unfilled rows. If no one takes over the contract, it is discarded.

#### Note:

To the right is an example of a **contract**. On the turn after acquiring this contract, you would have to sell one copper or one iron for \$7. The next turn, you would have to sell one copper and one iron for \$12, etc.

#### Note:

There are multiple ways to sell additional resources beyond contracts. **Railroads** allow you to sell resources in addition to the one barrel sold on the public market; the **Private Market** initiative allows you to sell one additional barrel of your chosen type at the market price indicated on the mine card drawn.

#### Note:

If a player is unable to pay the penalty for failing a contract, they instead receive one **Strike! Token** for every \$5 they cannot pay, rounded up.

1	Cu/ Fe		\$7	
2	Cu	Fe	\$12	
3	Cu/ Fe	O	\$15	
4	Cu	Fe	O	\$20

### Phase 4: Acquisition

During the acquisition phase, players may buy developments (assets or initiatives) and/or take contracts. First, for each miner placed on the "asset track," players choose, in order of miner placed, either one asset or one initiative to buy. Placing multiple miners allows players to buy multiple assets or initiatives. After these players are finished, all other players may choose ONE initiative (but NOT assets) to buy in clockwise order from the starting player, skipping the players who have already made purchases. Players also may pass if they wish not to purchase anything.

After assets and initiatives are bought, for each miner placed on the "contract track," players may choose, in the order of miners placed, one contract. Again, multiple miners allow a player to take multiple contracts. Players also may pass if they wish not to take a contract.

#### Note:

All initiatives are returned to the initiative discard pile immediately after being bought. Some initiatives instruct the buyer to take a token, which the buyer can store and use at a later time.

#### Note:

Players with the **Sales Ops** asset may opt to acquire only AFTER all other players have acquired their own assets and contracts. Players CANNOT use **Sales Ops** to take a contract or an asset if they have ALREADY obtained one by placing a miner on the respective acquisition track. Order from starting player resolves all ties.

## Phase 5: Replenishment

During this phase, all **mines, contracts, assets, and initiatives** are refilled.

**1. Mines:** All exhausted mines are tucked beneath their respective piles and a new “available mine” is taken from the top of the draw pile.

**2. Developments:** For both assets and initiatives, the card in the rightmost column is discarded and all remaining assets and initiatives shift to the right. New assets and initiatives are taken from the top of their draw piles to replace the empty spots. If needed, reshuffle the initiative discard pile to create a new “initiative draw pile.”

**3. Contracts:** If no player took a contract during the turn, discard the highest numbered contract and replace it with the top one from the draw pile.

Otherwise, replace all empty spots with new contracts from the draw pile.

**4. Salaries:** The starting player only must pay their miners' salaries, paying \$5/\$10/\$20 for 2/3/4 miners. The starting player token is then passed to the next player in clockwise order.

**5. Relief:** Finally, each player may choose to take back any number of miners from one or more mines, paying \$5 for each miner removed this way. Players who do not have \$5 may not remove miners.

### Note:

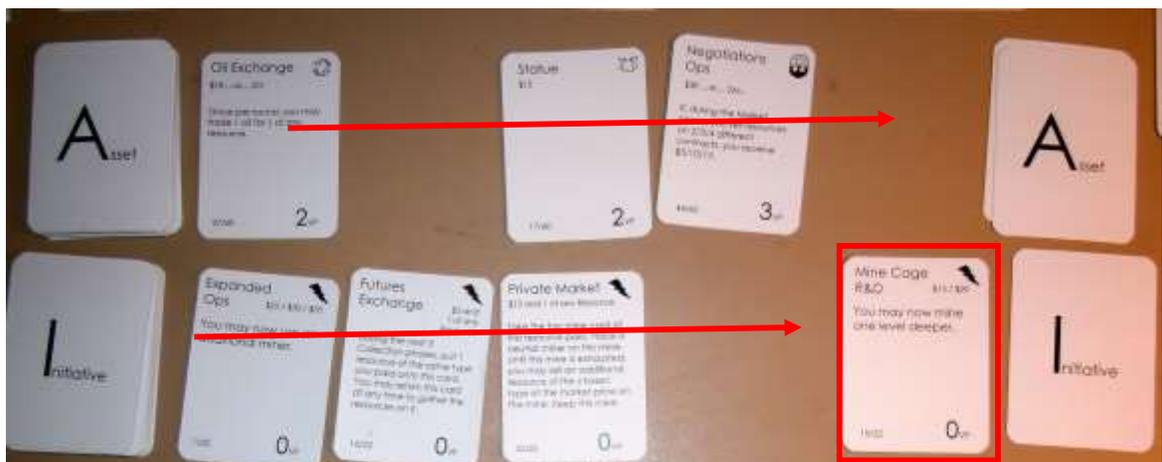
Players only have to pay for employed miners, including the starting two miners and any additional ones acquired with the **Expanded Ops** initiative.

### Note:

If the starting player is unable to pay their miners' salaries, they receive one **Strike! tokens** for every \$5 they cannot pay. For example, if a player has 4 miners and only \$10, they receive 2 Strike! tokens.

### Note:

In the below example, the rightmost initiative would be discarded. No assets would be discarded because there are none in the rightmost spot. The remaining initiatives and assets would slide to the right and new cards would be drawn from the draw piles until 5 cards are revealed. If the initiative draw pile runs out, shuffle the discard pile and place it as the new draw pile.



## Game End:

The game ends at the end of the “replenishment phase” if any one of these conditions are met:

- 1:** All **mines** of any one resource are exhausted and a new **mine** (face down) cannot be brought into play;
- 2:** There are not enough **assets** to fully refill the row of “available assets”; or,
- 3:** There are not enough **contracts** to fully refill the “available contracts” row.

## Scoring:

Each player counts up their victory points, which are calculated from 5 sources:

- 1:** Base VP from assets owned
- 2:** ? VP from special assets
- 3:** 1 VP for each completed contract
- 4:** 1 VP for every \$10, rounded down (\$9 = 0 VP)
- 5:** -1 VP for each Strike! Token

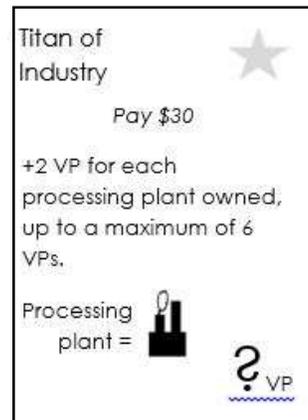
The player with the most VP wins. In the case of a tie, the player possessing the most resource barrels wins.

## Development Card Icons:



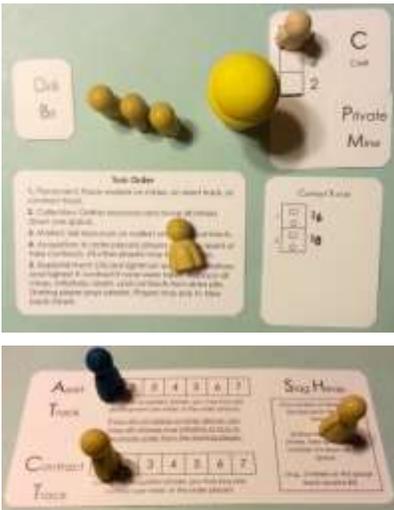
### Note:

This **Gold Smelter** asset would be worth 3 VP at the end of the game.



### Note:

This **Titan of Industry** asset would be worth 2 VP if you had the **Gold Smelter** asset, and no other assets with the processing plant symbol (see figure to the left).



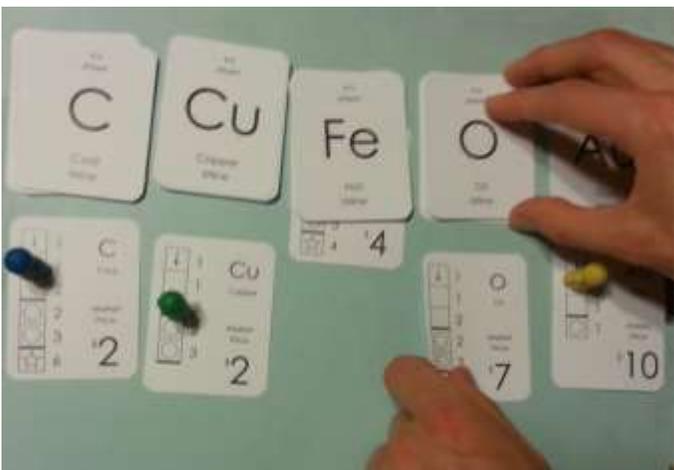
**Left.** Joe's set up.  
**Lower left.** Miner on Slag Heap.  
**Below.** Miner on gold mine.



**Below.** Placing a gold barrel on the Futures token during 4. Acquisition Phase.



**Below.** Exhausted iron and oil mines being replaced during 5. Replenishment Phase.



**Sample Turn:**

1. Placement Phase:

Joe has three miners, a private coal mine that he purchased last turn, a **Drill Bit**, and one contract (#1 of 45). Since he is the starting player, he will have first choice of placing his first miner. He places his first miner on the **Gold Mine** in order to gather gold. After each other player places a miner, he places his second miner on the **Contract Track** in order to pick up a second contract. Because there are no other spaces that he wants to place on, he places his last miner on the **Slag Heap**.

2. Collection Phase:

Joe's miner on the **Gold Mine** moves down one space, and he gathers one gold barrel. The contracted miner on his **Private Coal Mine** also moves down, and he gathers two coal barrels. He also gathers \$4 from the slag heap.

3. Market Phase:

Joe chooses to sell one coal on the open market for \$2. He also is required to sell one coal or oil on his contract for \$6.

4. Acquisition Phase:

Each player that placed a miner on the Asset Track may buy one asset or initiative. Since Joe did not place a miner on the Asset Track, he has first choice of buying one initiative after other players have purchased their assets. He spends \$5 and one gold barrel to buy a **Futures Exchange**. He discards the Futures Exchange, takes a Futures token, and places the gold barrel on the Futures token.

Next, each player who placed a miner on the **Contract Track** takes one contract. Joe takes contract #9 in order to sell the gold that he will be gathering.

5. Replenishment Phase:

The rightmost asset, **Concert Hall**, is discarded. As the Futures Exchange was the rightmost initiative, no initiatives are discarded. Each asset is pushed down and new assets and initiatives are turned over face up until 5 are showing.

Since Joe took a contract, none are discarded. New contracts are turned over until five are showing.

Since the oil and iron mines were exhausted, the old mines are tucked face up fully under their respective decks, and new oil and iron mines replace them.

Finally, since Joe was the starting player, he must pay \$10 for his miners' salaries. Since he only has \$5, he pays \$5 and takes one strike token because he was short \$5.

## Next Turn

### 1. Placement Phase:

Because the starting player passes to the right, Joe places his two available miners after each other player. He discards a **Drill Bit** to jump over another player's miner and place his on the second space of the oil mine. After each other player places, he places his second miner on the **Asset Track**.

### 2. Collection Phase:

Joe moves his miners down and gathers one gold and two oil, as well as one coal from his private mine. He also places one gold barrel on his futures exchange.

### 3. Market Phase:

Joe sells one oil on the market for \$5. He must sell one gold on contract #9 for \$15 and one coal or oil on contract #1 for \$8. He chooses to sell one oil, and then returns the resources to the bank and flips over the card to indicate that he has completed the contract.

### 4. Acquisition Phase:

Since Joe placed a miner on the **Asset Track**, he has first choice of buying one asset or initiative. He chooses to buy **Diversified Ops** for the resource cost, paying one oil barrel and two coal barrels. He cannot also buy one initiative.

Because he did not place a miner on the Contract Track, he cannot take a contract this turn.

### 5. Replenishment Phase:

The rightmost assets and initiatives are discarded and the assets and initiatives are slid to the right. Then, new assets and initiatives are revealed until five are showing.

Because no one took a contract this turn, the highest numbered contract is discarded and one new contract is revealed to take its place.

Because no mines were exhausted, no new mines are revealed.

Finally, because Joe was not the starting player, he does not have to pay his miners' salaries. He chooses to relieve his miner from the oil mine, paying \$5 and taking the miner back.

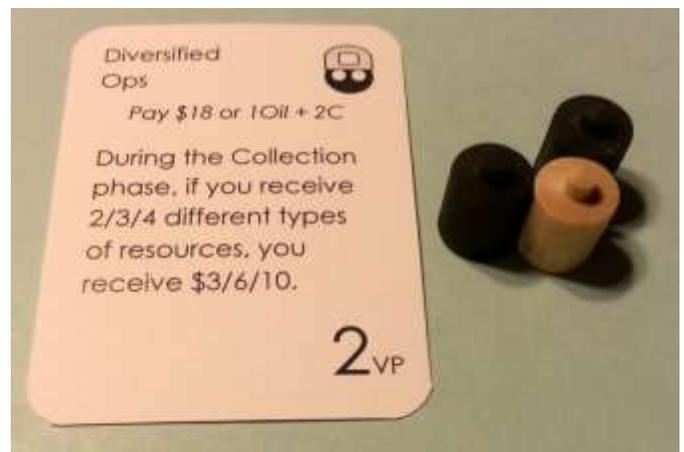


#### Above.

Joe uses a Drill Bit to jump over another player.

#### Below.

Joe must sell resources on his contracts during 3. Market Phase.



#### Above.

Joe chooses to buy Diversified Ops during 4. Acquisition Phase.

	Short Game	
Card Type	Used	Discarded
Gold mines	4	2
Oil mines	5	3
Iron mines	5	3
Copper mines	6	4
Coal mines	6	4
Assets	20	40 (includes strategic assets)
Initiatives	14	8
Contracts	15	30 (contracts numbered 30-45)

## Variants:

### 1. Short Game

This shortened game uses fewer assets, initiatives, mines, and contracts, and will take about 45-60 minutes.

#### Setup

**Initiatives:** Discard the 8 initiatives with lighter colored icons, using the 14 remaining initiatives with darker colored icons.

**Assets:** Discard the 20 assets with lighter colored icons. Shuffle the remaining 40 cards and discard 20, using the remaining 20 assets.

**Contracts:** Discard contracts numbered 30-45. Shuffle the remaining 30 cards and discard 15, using the remaining 15 contracts.

**Mines:** Use the correct mines for the number of players. Shuffle each deck and discard 2 gold mines, 3 oil mines, 3 iron mines, 4 copper mines, and 4 coal mines, leaving 4 gold mines, 5 oil mines, 5 iron mines, 6 copper mines, and 6 coal mines.

#### End game, scoring, and gameplay

This variation plays and scores like a normal game.

### 2. Long Game

This game uses all assets, all contracts, and both sets of mines and will last considerably longer. For the serious player.

#### Setup

Use all 60 asset cards and all 45 contract cards. Shuffle the 3 player mines with the 4-5 player mines and use all mine cards together.

#### End game, scoring, and gameplay

This variation plays and scores like a normal game.

### 3. Contract Race

This game puts extra focus on contracts by giving each player a stack of contracts that they race to finish first.

#### Setup

Shuffle separately the appropriate mine decks, all assets, and all contracts. Set up as usual. Next, shuffle the contract deck and deal 9 contracts to each player. Players always keep the top card of their contract deck revealed.

#### End game, scoring, and gameplay

During the Acquisition Phase, each player may opt to take the top contract without placing a miner, and can do this as many times as desired. Each completed contract is worth 2 VP. If a player fails a contract, the player receives a strike token. The game ends when a player finishes or fails their last contract.

# Appendix

## Assets:

**Black Market Ops:** During the acquisition phase, you may take discarded or failed contracts as if they were available. You must still place a miner to take a contract.

**Bureaucracy:** At end of game, you get +2/3/4/5/6 VP for 1/2/3/4/5 ops assets owned. This does not count as an ops asset.

**Capital Deepening:** At end of game, you get +2/3/4/5/6 VP for 3/4/5/7/9 assets owned. When counting assets, include this one.

**Charitable Trust:** At end of game, you get 1 VP for each charity asset owned. This does not count as a charity asset.

**Coal Exchange:** At any time during your turn, you may trade 2 barrels of coal for one barrel of any other type of good. You may only do this once per turn.

**Coal Railroad:** When selling resources on the market, you may sell up to 2 barrels of coal at market price in addition to the one barrel of any type you may sell on the market.

**Coal Venture:** During the collection phase, if you receive at least one gold and oil from mines, you receive one barrel of coal. This ability is not triggered by exchanges or ventures.

**Coke Oven (two versions):** When you sell coal on the market, you receive 2 (3) dollars more than the market price. This applies if you sell multiple coal using a railroad or private market, but not to coal sold on contracts.

**Commodities Exchange:** At any time during your turn, you may trade 2/3/4 barrels of one type of resource for 1/2/3 or any other type of resource. You may only do this once per turn.

**Concert Hall:** This has no effect – it only gives you 5 VP.

**Copper Exchange:** At any time during your turn, you may trade 2 barrels of copper for one barrel of any other type of good. You may only do this once per turn.

**Copper Railroad:** When selling resources on the market, you may sell up to 2 barrels of copper at market price in addition to the one barrel of any type you may sell on the market.

**Copper Smelter (two versions):** When you sell copper on the market, you receive 2 (3) dollars more than the market price. This applies if you sell multiple copper using a railroad or private market, but not to copper sold on contracts.

**Copper Venture:** During the collection phase, if you receive at least one iron and oil from a mines, you receive one barrel of copper. This ability is not triggered by exchanges or ventures.

**Diversified Ops (two versions):** During the collections phase, if you receive 2/3/4 (3/4/5) different types of resources from mines, ventures, or future exchanges, you receive \$3/6/10 (\$5/10/20).

**Efficient Ops:** During the market phase, you may pay \$3/\$5/\$7 to finish 1/2/3 additional rows of one of your existing contracts, placing the required resources and receiving the allotted money.

**Energy Railroad:** When selling resources on the market, you may sell 1 coal and/or 1 oil at market price in addition to the one barrel of any type you may sell on the market.

**Energy Stockpile:** At the end of the game, count the amount of coal and oil you own. You receive 2/3/4/5/6 VP for 4/6/9/12/16 barrels.

**Exploratory Ops:** If your miner is the only one on a mine during the collection phase, you get 1 more of the mine's resource. This does not apply to private mines, and is canceled by other players' miners.

**Fort Knox:** At the end of the game, count the amount of gold you own. You receive 2/3/4/5/6 VP for 4/6/9/12/16 barrels.

**Gold Exchange:** At any time during your turn, you may trade 1 barrels of gold for 2 barrel of any one other type of good. You may only do this once per turn.

**Gold Smelter:** When you sell gold on the market, you receive 6 dollars more than the market price. This applies if you sell multiple gold using a railroad or private market, but not to gold sold on contracts.

**Gold Venture:** During the collection phase, if you receive at least one coal and copper from mines, you receive 1 barrel of gold. This ability is not triggered by exchanges or ventures.

**Golden Railroad:** When selling resources on the market, you may sell 1 barrels of gold at market price in addition to the one barrel of any type you may sell on the market.

**Industrial Railroad:** When selling resources on the market, you may sell 1 iron and/or 1 oil at market price in addition to the one barrel of any type you may sell on the market.

**Iron Exchange:** At any time during your turn, you may trade 1 barrels of iron for 1 barrel of any one other type of good. You may only do this once per turn.

**Iron Smelter:** When you sell iron on the market, you receive 4 dollars more than the market price. This applies if you sell multiple iron using a railroad or private market, but not to iron sold on contracts.

**Iron Venture:** During the collection phase, if you receive at least one gold and coal from mines, you receive one barrel of iron. This ability is not triggered by exchanges or ventures.

**Labor Union:** At end of game, you receive 2/4/5 VP for 2/3/4 Miners.

**Library:** This has no effect – it only gives you 3 VP.

**Metal Railroad:** When selling resources on the market, you may sell 1 iron and/or 1 copper at market price in addition to the one barrel of any type you may sell on the market.

**Metal Stockpile:** At end of the game, count the amount of copper and iron you own. You receive 2/3/4/5/6 VP for 4/6/9/12/16 barrels.

**Negotiation Ops:** During the market phase, if you sell resources on 2/3/4 different contracts, you receive \$5/\$10/\$15.

**Oil Exchange:** At any time during your turn, you may trade 1 barrels of oil for 1 barrel of any one other type of good. You may only do this once per turn.

**Oil Refinery:** When you sell oil on the market, you receive 5 dollars more than the market price. This applies if you sell multiple oil using a railroad or private market, but not to oil sold on contracts.

**Oil Venture:** During the collection phase, if you receive at least one copper and iron from mines, you receive one barrel of oil. This ability is not triggered by exchanges or ventures.

**Ops Team:** During the Collection phase, if you have 2/3 miners on any one mine, you gather an additional 1/2 of that mine's resource.

**Public Garden:** This has no effect – it only gives you 5 VP.

**Railroad Baron:** At end of game, you get 2 VP for each railroad asset owned, up to a max of 6 VP. This does not count as a railroad asset.

**Real Estate:** At end of game, you get +3/4/5/6 VP for 2/3/4/5 mine cards possessed, from private markets or mines.

**Relief Ops (two verions):** During the replenishment phase, when choosing to take miners off mines, you pay \$2 (\$3) per miner instead of \$5 per miner.

**Sales Ops (two versions):** After other players have purchased assets or initiatives and taken contracts, you may pay \$5 to purchase an asset for its cost (take a contract) as if you had placed a miner. You may not take a contract if you already took a contract or take an asset if you already purchased an asset this turn.

**Seed Funding:** At end of game, you get 2 VP for each venture asset owned, up to a max of 6 VP. This does not count as a venture asset.

**Statue:** This has no effect – it only gives you 2 VP.

**Stock Market:** At end of game, you get 2 VP for each exchange asset owned, up to a max of 6 VP. This doesn't count as an exchange asset.

**Strategic Reserve:** At end of game, you receive 4 VP for one full set of resources – 1 gold, 1 oil, 1 iron, 1 copper, and 1 coal – or 6 VP for two full sets of resources.

**Subcontracted Ops (two versions):** At the end of the market phase, you may pay \$3 (\$5) to one opponent in order to sell resources on any one (two) line(s) on any of their contracts. When they reach that line of their contract, they skip it.

**Theater:** This has no effect – it only gives you 4 VP.

**Titan of Industry:** At end of game, you get 2 VP for each processing plant asset owned, up to a max of 6 VP. This doesn't count as a processing plant asset

**University:** This has no effect – it only gives you 6 VP.

## Initiatives:

(all initiatives are discarded immediately for the following benefits)

**Collaborative Ops:** Take a Collab Ops token. You may return this token during your turn of the placement phase to place your miner on any occupied 1<sup>st</sup> place of a mine, pushing other miners down as needed. If this would push a miner below a level that they don't have the mine cage for, you may not use this card.

**Drill Bit:** Take a Drill Bit token. You may return this token during your turn of the placement phase to place your miner on an unoccupied 2<sup>nd</sup> space of a mine, or you may also pay \$5 or 1 coal to place on an unoccupied 3<sup>rd</sup> space of a mine. You can't use this card to go below a level that you don't have the required mine cage for.

**Expanded Ops:** You may now use 1 more miner. Your 3<sup>rd</sup> miner cost \$25; your 4<sup>th</sup> miner costs \$30.

**Futures Exchange:** Take a Futures token. Put the resource paid on this token. During each collection phase, place 1 more resource of the same type onto the token, until it has a max of 3 resources. At any time, you may discard the token to add the resources on it to your inventory.

**Mine Cage:** You now mine one level deeper. Signify this by taking a mine cage token or by flipping it to show the 3<sup>rd</sup> level side.

**Private Market:** Take the top mine card of the resource paid and place a neutral miner on the first space of the mine. Mark this mine with a private market token. This mine doesn't generate resources. Instead, once per turn, you may move the miner one space down in order to sell one additional barrel of the chosen type. When the mine would be exhausted, return the neutral miner. Keep the mine card.

**Private Mine:** Take the top mine card of the resource paid and place a neutral miner on the first space of the mine. Mark this mine with a private mine token. Each turn, then miner moves and gathers resources like a normal miner. When this mine is exhausted, return the neutral miner. Keep the mine card.

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