

20,000 KARATS UNDER THE EARTH

-A Steampunk Mining Game-

Players: 1-4 Ages: 8+ Duration: ~30 mins

Primary Mechanics: Engine Building, Probability Manipulation

Rumors have surfaced of massive gold deposits, vastly larger than any previously discovered in the 19th century. Intrepid miners, drawn underground by the hunt for wealth, drive advanced steam-powered devices ever deeper in their search for the motherlode.

Do you have what it takes to dive into the depths of the earth, and return richer than your wildest dreams?

COMPONENTS:

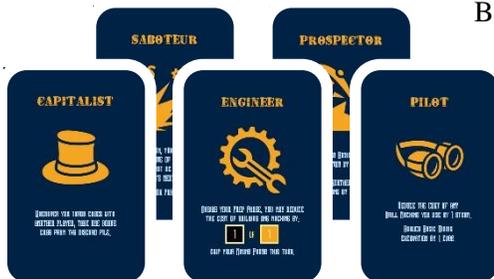
- 1 cloth bag (the Mine)
- 230 cubes (10 gold, 50 black, 50 red, 50 orange, 50 brown, 20 white)
- 54 cards (44 Mining Devices, 5 Professions, 4 Reference, 1 Automaton)

SETUP:

1. Set aside **Steam** cubes in an available Steam pool where all players can get to it.
2. Sort out **Mining Device** cards and place them face-down (build cost visible) in separate stacks.
3. Place all **Iron**, **Ember**, **Copper**, and **Dirt** cubes in the **Mine** (black cloth bag).
4. Also put 2 **Gold** cubes into the Mine, leaving the other 8 “undiscovered” Gold reserved off to the side. Give the bag a good ol’ shake!



PROFESSION DRAFTING



Before the game starts, each player draws 6 cubes from the mine. The player with the least Dirt cubes drafts their Profession first. (Redraw ties.) Place all drawn cubes back in the bag. (Don’t keep any.)

This player selects the Profession of their choice and takes that Profession card, which allows a special ability throughout the course of the game. The player counter-clockwise (to your right) drafts next, from the remaining Professions. Continue drafting until each player has selected a Profession. Play will then begin, progressing clockwise (to your left).

The player who drafts last plays first; the player who drafts first plays last.

WINNING THE GAME:

Be the first to extract 3 Gold cubes from the Mine!

The game immediately ends when a player obtains their 3rd Gold.

The game begins with only 2 Gold in the Mine. Whenever a Gold is drawn from the Mine, immediately add 2 “undiscovered” Gold into the Mine, and give it a good shake to scramble. Once all 8 “undiscovered” Gold have been added to the Mine, the game will continue until one individual player has claimed 3 Gold for themselves. Whenever you draw a Gold from the Mine, you instantaneously claim this Gold for yourself.

(The limitation on how many cubes may be kept per turn does not apply to Gold.)

TYPES OF MATERIALS:



Gold

This is what everyone is looking for!



Iron

Iron is a strong and durable building material, used in mining equipment of all sorts.



Ember

Ember is a combustible substance found underground, full of latent energy.



Copper

The pneumatic piping of steam-powered equipment is constructed from Copper.



Dirt

Dirt is useless. Really, who would want a pocketful of dirt?

*The materials listed above are obtained through mining,
and are stored in your personal inventory on the table in front of you.*



Steam

Unlike the other types of materials, Steam is not mined for but remains available in a Steam pool to be generated by players on their turn.

Steam which is not immediately loaded into a Machine is returned back to the Steam pool.

Whenever Steam on a Machine is used, it is returned back to the Steam pool.

ON YOUR TURN:

Each turn you are allotted two action phases. There are three actions possible during each phase, and every turn you may perform all actions in each phase, in order.

I. PREP PHASE

1. **Build Devices:** Pay the build cost of any mining device (*shown on the back of the Device card*), by discarding the required cubes from your inventory.
Each Device you build may be used on the same turn as you bought it, though most Devices need to be loaded with fuel.
2. **Geothermal Steam:** You are able to harness geothermal energy to produce Steam for your mining machines. Gain 3 **Steam** cubes. You must immediately add these Steam cubes to any steam-powered machine you own (Drill Machine/Steambot/Megalodrill), placing them on top of that machine card. You may choose how to distribute the Steam cubes between your machines, but no additional Steam may be added to a machine that is already fully powered. (*For example, a Steambot can never have more 1 Steam cube on it.*) You must return any extra Steam that is not stored into a machine back into the available Steam pool.
3. **Load Fuel:** Steam is used as a fuel for Drill Machines and Steambots, and this Steam is loaded at the time that it is generated. However, a Boiler uses **Ember** as its fuel, which must first be mined out of the earth. You may only load Ember into a Boiler at this time during your Prep phase.

II. MINING PHASE

1. **Basic Mining:** Excavate 2 cubes from the Mine.
2. **Use Devices:** If a machine is powered with its necessary fuel (Steam/Ember), you may remove all of these loaded fuel cubes from the machine in order to use the machine's ability. (Ember is discarded; Steam is returned to the Steam pool.) Mining Machines remain in play after use, and can be reloaded with fuel and reused. Dynamite, as an exception, requires no fuel but the card itself must be discarded when used.
3. **Keep Cubes*:** Keep 1 cube (Iron/Ember/Copper) that you excavated this turn, adding it into your inventory in front of you. Steambots can also be used to keep additional cubes. Discard any excavated cubes which were not kept into a discard pile.
**Gold which is excavated from the Mine is automatically kept by the player that excavated it. This is not counted towards the number of cubes you may keep per turn.*

- **Also**, at any time during your turn, you may arrange a **trade** of cubes from your inventory with another player.

Some Profession abilities require skipping an action phase as a cost, so under these circumstances you would only be allowed one action phase that turn.

Resolving Misdraws:

"I was supposed to draw 8 cubes from the Mine, but I accidentally drew 9. What do I do?"

A player who accidentally draws more cubes than they were allowed must put back all of those cubes, and draw again. Next time, draw fewer cubes at once so that you can easily count them by feel, rather than a handful, when excavating larger numbers of cubes from the Mine.

TYPES OF MINING DEVICES:

Note: If a stack of Devices runs out, that mining Device is no longer available to be built.

- **DRILL MACHINE** [Build Cost: 2 Iron + 2 Copper / Use Cost: X + 1 Steam]



The Drill Machine is a heavy-duty mining machine. You choose how much power to give it (X), and this machine will excavate twice that many cubes (2X) from the Mine. It does require an additional Steam (X+1) just to get the machine going. *(Unless you are the Pilot, who is able to reduce the cost to just X.)*

The value chosen for X cannot exceed 4.

CHOOSE [x]	COST [x+1]	EXCAVATE [2x]
1	2 steam	2 cubes
2	3 steam	4 cubes
3	4 steam	6 cubes
4	5 steam	8 cubes

- **STEAMBOT** [Build Cost: 1 Copper + 1 Iron / Use Cost: 1 Steam]



This clockwork minion is versatile at completing menial tasks. Once provided with the Steam to power its work, a Steambot can excavate 1 extra cube OR keep 1 extra cube during your Mining phase. You must choose at the time this machine is used which of these effects you are utilizing.

- **BOILER** [Build Cost: 1 Iron + 1 Ember / Use Cost: 1 Ember]



When the Boiler is used, it generates 4 Steam cubes. This Steam must immediately be loaded into any steam-powered machine you own. You may choose how to distribute the Steam cubes between your machines, but no additional Steam may be added to a machine that is already full. You must return any extra Steam that is not stored into a machine back into the available Steam pool. *Note that since the Boiler allows Steam to be added to a Drill Machine/Steambot/Megalodrill during a Mining phase, that steam-powered machine may be used again even if it was already used that turn.*

- **DYNAMITE** [Build Cost: 2 Ember / Use Cost: discard]



A key difference between Dynamite and other mining Machines is that Dynamite must be discarded when used. Toss the discarded Dynamite in with the discarded cubes from the Mine.

Dynamite is not considered a machine (as indicated by the lack of a gear icon on the front of its card), and such is not targetable by the Saboteur ability.

- **MEGALODRILL** [Build Cost: 4 Iron + 4 Copper / Use Cost: X + 2 Steam]



This massive drill can excavate incredibly fast. You choose how much power to give it (X) and this machine will excavate three times that many cubes (3X) from the Mine. But due to its size, the Megalodrill requires 2 additional Steam (X+2) just to get the machine going. X cannot exceed 6.

Note: The Pilot is not able to reduce the Steam cost of a Megalodrill.

MEGALDRILL USAGE:

CHOOSE [X]	COST [X*2]	EXCAVATE [3X]
1	3 steam	3 cubes
2	4 steam	6 cubes
3	5 steam	9 cubes
4	6 steam	12 cubes
5	7 steam	15 cubes
6	8 steam	18 cubes

PROFESSIONS:

The following advantages are allowed to you, depending on your choice of Profession:

- **PROSPECTOR**

This special ability improves the number of cubes excavated from basic mining during a Mining phase. **Normally basic mining excavates 2 cubes, you would get to excavate 3.** Reduce Geothermic Steam harvesting to 2 cubes only.

- **PILOT**

The Pilot is more efficient than others in Steam usage when operating Drill Machines, reducing the Steam cost by 1. **In other words, your cost would be just X Steam cubes, instead of X +1.** (X still cannot exceed 4.) Reduce Basic Mining to 1 cube only.

- **ENGINEER**

This ability can only be used on the building of **one machine per turn**, though the Engineer can still build other Devices at regular cost during the same turn. [Skip Mining Phase]

- **CAPITALIST**

Draw one bonus cube **per transaction of trading cubes** with another player. For example, "I will give you two Ember for one Copper" entails one single transaction. Your bonus cube may be an Iron, Ember, or Copper cube (who would want Dirt?) that is already in the discard pile.

- **SABOTEUR**

Take a spare brown cube from the discard pile and place it on any machine that has been targeted by the Saboteur's ability as a helpful reminder that this machine cannot be used. That player can remove this brown cube marker at the end of their next turn. The Saboteur's ability may target an opponent's machine only and does not apply to Dynamite. A machine which has been sabotaged may not have any fuel added to it during that player's Prep Phase. [Skip one Action Phase of your choice]

AUTOMATON: (Optional)

The Automaton allows for single player games, by being an automated opponent.

At the start of the game, place 2 Steam cubes on the spaces provided to indicate that the Automaton excavates 2 cubes per turn (at the beginning). However, any time that a human player builds a Device card, the number of cubes which the Automaton excavates will increase:

Hard = 4 cubes each time

Easy = 2 cubes each time

Also increase the excavation rate of the Automaton by 1 cube each time that Gold is excavated from the Mine. (By either a human player OR the Automaton itself.)

Use discarded brown cubes to place on the Automaton card to mark its current excavation rate.

Note: The Automaton may be used in a multi-player game, but the number of “players” (including the Automaton) cannot exceed four. Also, if using the Automaton in a multi-player game, cut the rate of increase for the number of cubes it excavates in half: (Hard = 2 cubes; Easy = 1 cube)

The Automaton is not a human player. It does not make strategic decisions. It just beats you. Good luck!

