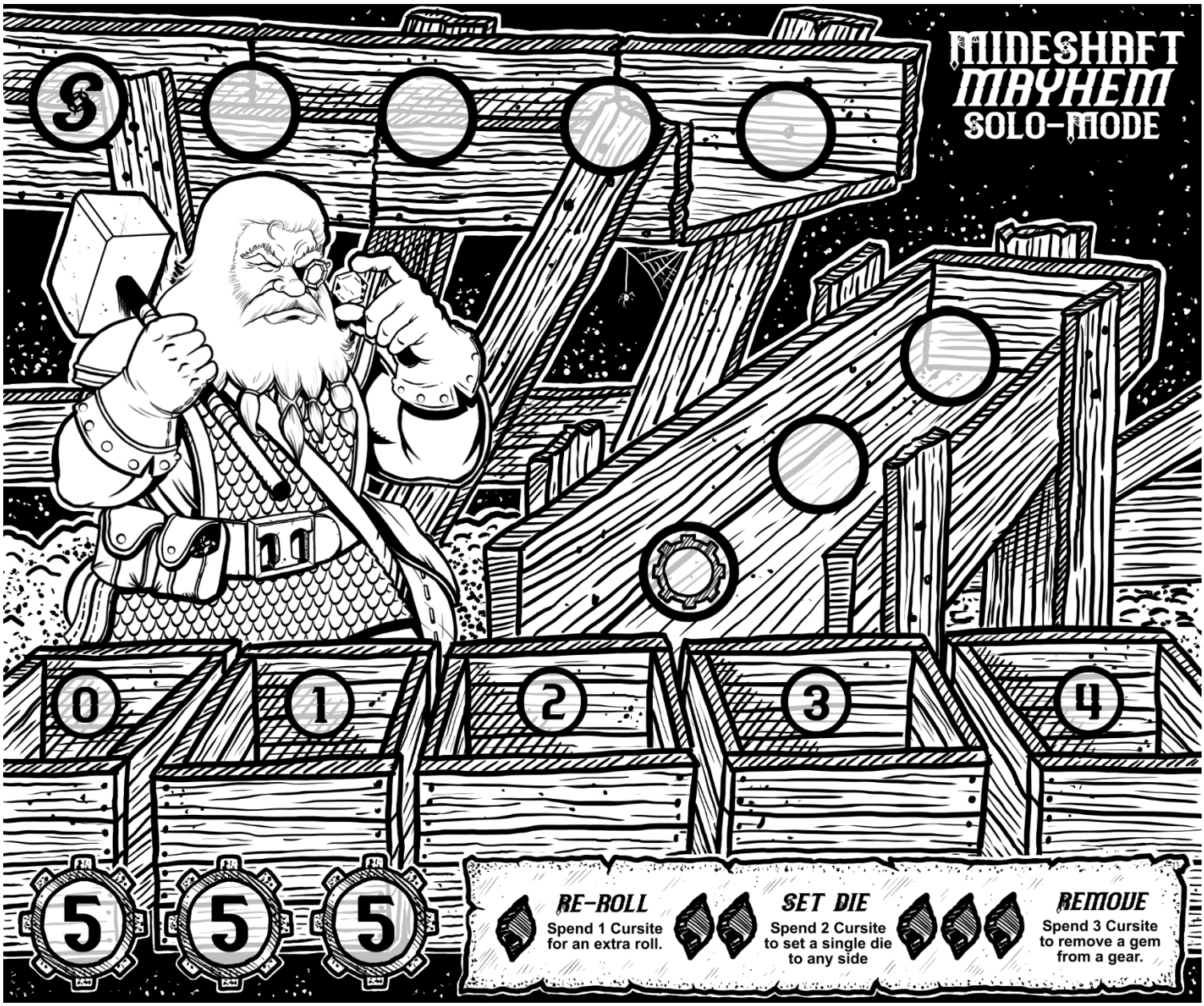


TURN SEQUENCE

1) Advance gems on Conveyor.

2) Draw and place random gem on conveyor.

3) Roll dice in an attempt to acquire gems.

4) Place any gained gems to an appropriate sorting container.

QUICK GEM REFERENCE

Diamond – Four of Kind

Emerald – Two Pairs

Ruby – All Evens

Sapphire - Straight

Amethyst – Three of a Kind

Mineshaft Mayhem

You are the dwarf that pulled the short straw today and must man the gem sorting conveyor. Sounds like an easy enough task, right? Well, your foreman has activated the level to speed up the conveyor as to get more production out of you. Now you must collect all, or as many, gems as you can before enough gems fall into the gears and destroy the conveyor! Best of luck!

Setup – For Mineshaft Mayhem you will make use of all of the gems, the tin, the dice, the Mineshaft Mayhem sheet, and optionally a gem reference card.

Place the Mineshaft Mayhem sheet in front of you. Open the tin and place the cursite in the lid and all the rest of the gems in the container portion of the tin. Have your dice near by and you are ready to begin!

Gameplay – Mineshaft mayhem is played in turns. The game ends the moment the player places the final gem in a shorting container or a third, and final gem, is placed on a gear. Each turn, including the first turn, resolves in the same manner.

Turn Sequence

1) Move each gem on the conveyor, if any, one space. On the top conveyor gems move from left to right. Once they reach the end of that conveyor they drop to the lower conveyor, where they will travel downward each turn. If a gem ever reaches the space with the gear icon, you must place that gem on one of the gear spaces below the sorting crates. If you place the final gem (third) on a gear space, the game ends immediately and you can begin to score your game.

2) Draw a random gem from the tin container without looking (Cheaters only cheat themselves) and place it in the upper left space with the starting icon.

3) Roll dice to gain gems from the conveyor using the same rules from the base game. If you roll successfully, you gain all gems of that type on the conveyor. If you fail to collect any gems, and there are 3 or more gems on the conveyor, you gain a cursite. Cursite can be spent on special powers during later turns.

4) If you gained gems on your turn, you must place them in a sorting container. There are a few rules to consider when doing so.

- If the newly acquired gem(s) match gems you previously placed in a sorting container, you must place these new gems in that sorting container. All gems of the same type must be placed together. We are sorting gems here remember?

- If the newly acquired gem(s) DO NOT match gems previously placed in a sorting container, or these are the first gem(s) you have acquired, you MUST place them in the left-most available sorting container. The numbers shown on each sorting container indicate how many points each gem in that container will be worth at the end of the game. In this way, no gem is inherently more valuable than the next like in the base game. How you sort them will be the puzzle you have to figure out for yourself.

- Whenever you place a gem, or gems, into an empty container, the mineshaft shakes, as it would do in real life. You MUST pick any gem from the tin container (your choice) and place it on any open space on the conveyor (your choice again). If there are no empty spaces on the conveyor, the gem must be placed on a gear. Ouch!

Cursite – During your turn you may spend cursite for their special abilities. Regular gems CANNOT be spent for powers like in the base game. Only cursite can be spent.

1 cursite can be spent to reroll any number of dice (including locked dice).

2 cursite can be spent to set a single die to any side you wish (including locked dice).

3 cursite can be spent to remove a gem from a gear space. Removed gems are to be place in a sorting container, following the rules above for sorting gems.

Game End - The game end is triggered immediately when either all three gear spaces have a gem on them, or the final gem is placed in a sorting container.

Scoring – Once the end game is triggered it is time to tally your final score. Here is how.

- Count the gems in each sorting container and multiply them by the number indicated on the container itself.

- Gain 5 points for each gear space that does not have a gem on it.

- Gain 2 points for each unspent cursite.

The sum of all three of these is your final score. Refer to the chart below to see how well you did.

0-15 = Disgraceful Dwarf
16-25 = Apprentice Dwarf
26-40 = Novice Dwarf
41-59 = Adept Dwarf
60-79 = Expert Dwarf
80+ = Master Dwarf

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