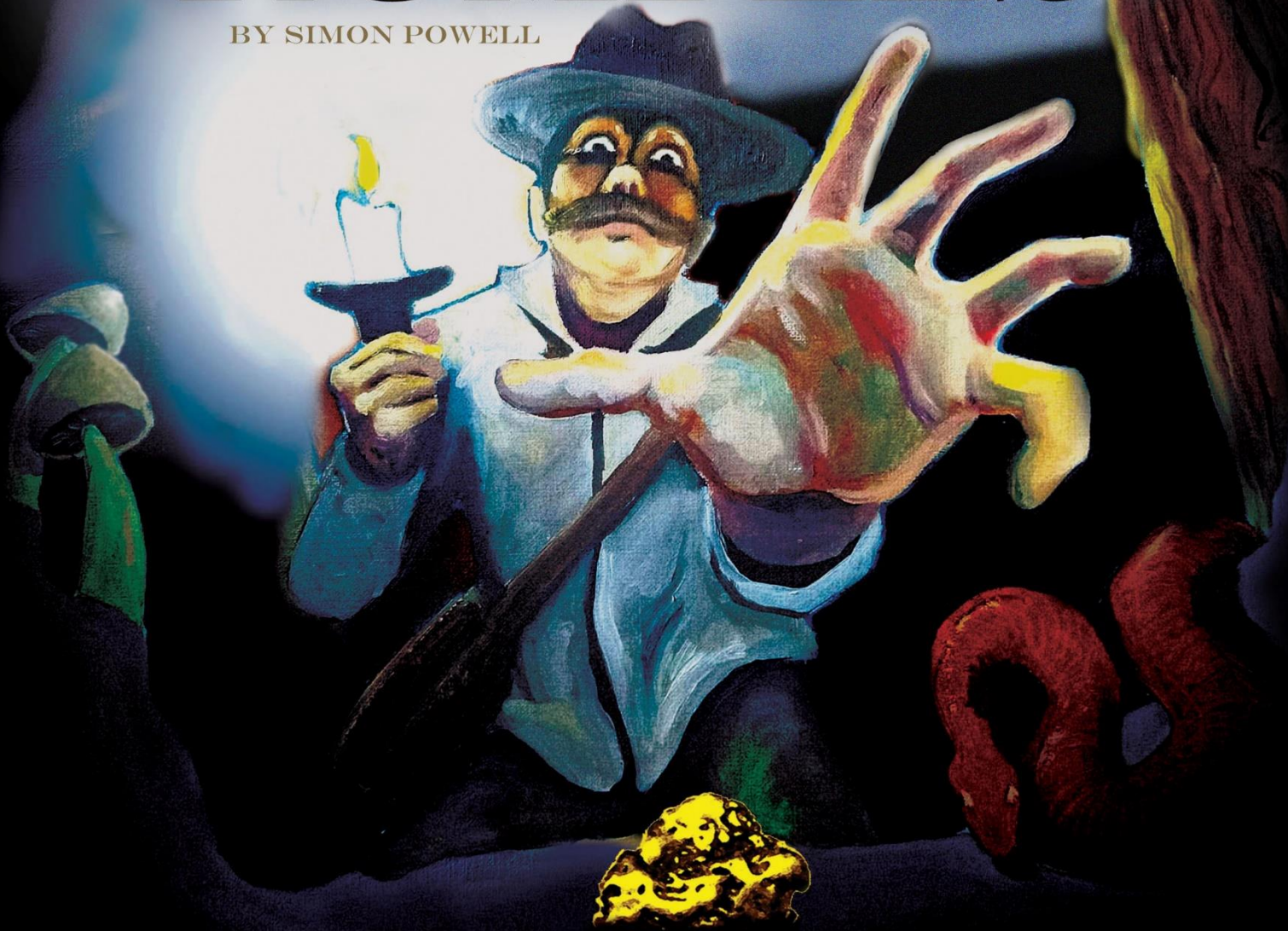


GOLDMINE RUMBLES

BY SIMON POWELL



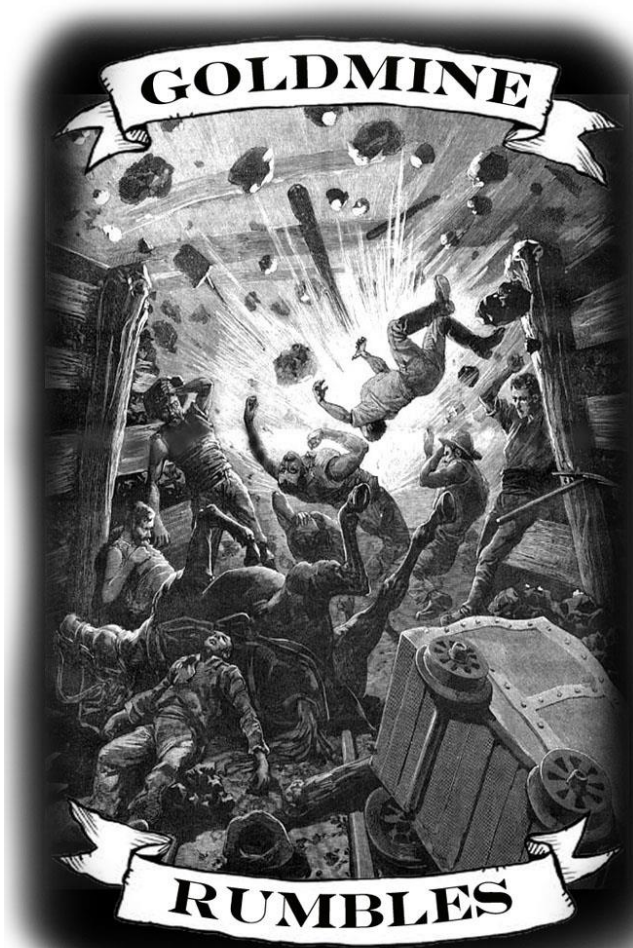
BOX ART BY JESSIE URBACH



BACK STORY & AIM OF THE GAME

A Californian goldmine, 1851. Earth tremors. Cave-ins. Tunnels are collapsing by the day, by the hour. While some mine, others rob those they worked with, only hours before. Meanwhile, the notorious Papa Clayton stalks the tunnels.

Each player represents a goldminer working claims down an ever-shifting gold mine. The player with the most gold nuggets (gn) at the end of the game is the winner.



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GAME SET UP

GAME BOARD.

Place the game board in the centre of the table.



Randomly put the 9 mine tiles in the middle of the board, lighter side up (with TURN HERE along one edge). Orient the tiles in any direction.



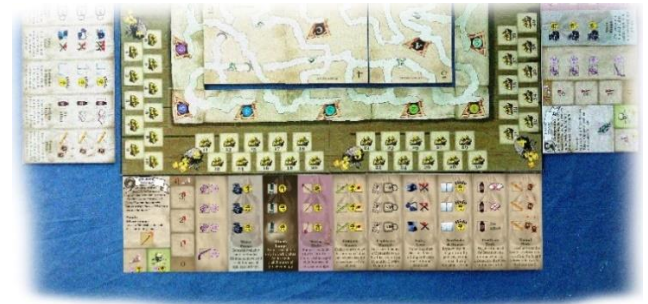
DASHBOARD

Take 1 character board (randomly assigned in your first game) and 1 carrier board and place next to each other in front of you - character board to the left, carrier board to the right. Together they form your dashboard.



Fig.~ Character Board left & Carrier Board right.

Recommended - if you can, position your dashboard along one of the edges of the game board as follows:



PLAYER PAWNS & COUNTERS

Take 2 small counters, 1 large counter and 1 player pawn (cone) - all of the same colour.



Place your large counter next to the Bid board.



Place one of your small counters on the 10gn square on the gold track.



Place the other small counter on the space at the bottom of the injury track on your character board.



STARTING POSITIONS

Place your player pawn on one of the four claim sites in the middle of each board edge – one pawn per claim site only.

Place on Claims **11, 7, 15** or **3**.



GAME SET UP cont...

CLAIMS

Place one claim face-up on each of the five claim squares priced 1, 3, 4, 5 and 6 nuggets. Put the rest of the claims face-down on the square to the far right of the claim store –the supply pile. Turn over the top tile on the supply pile.



Whichever claim is on the top of the supply pile, place the black cone – **Papa Clayton** – next to the corresponding claim along the inner edge of the board.



In the example above, claim 11 is on top of the pile, so Papa Clayton is placed at claim 11 on the board.

SINGLE-USE ITEMS.



Take 1 Bread, 1 Dynamite and 1 Whiskey and place them below your dashboard.

Take the single-use item indicated on your character board.



Place the remaining Single-use Items off to the side, face up, in piles of same type items.

GAME SET UP cont...

MISSION TILES

Deal one Mission tile each, face-down.



Look at your Mission tile but keep it hidden from other players. Collect items shown on your Mission tile and get bonuses at the end of the game - 1gn for 1 item; 3gn for 2; 6gn for 3; 10gn for 4.

GOLDMINE RUMBLES TILES.

Below is the set up for the short game. For longer games find details on Page 25.

Place Goldmine Rumbles tiles on the phase track as follows:

3 player game ~ place 4 tiles for four phases.



4 player game ~ place 3 tiles for three phases.



Note: Whether you're playing a 3 or 4 player game, there are 12 player turns per game.

PLAYER GUIDE

Give each player a Player Guide.

Player Guides give summaries on:

- 1/ Single-use item actions.
- 2/ How to buy a claim and mine
- 3/ New phase actions
- 4/ End game scoring



For more information see Page 17-18.

TO THE SIDE

After setting up, place the following to the side:

- Single-use items, in piles of the same type
- Tokens (bandage, poison, black marks and 50gn+)
- Cubes
- Papa Clayton card and injury tracker (Black Hat)
- Dice
- Player Guide.

NEW PHASE ACTIONS

DEFINITION OF 'PHASE'

A phase is once round the board/table in which each player has 1 turn (which could involve other player interactions).

After set-up, the game begins by following the new phase actions below.

THE 4 NEW PHASE ACTIONS

1. Place 3 or 4 cubes on your dashboard.
2. Reveal the next **GOLDMINE RUMBLES** tile on the phase track.
3. Turn over the corresponding mine tile.
4. Resolve injuries.

NO. 1 ~ PLACE CUBES ON DASHBOARD

Place 3 or 4 cubes on the 10 columns of your dashboard.

- **3 player/4 phases = 3 cubes each phase.**
- **4 player/3 phases = 4 cubes each phase.**



For how to place cubes and the actions associated with each column see Page 20-22.

NO. 2 ~ REVEAL GOLDMINE RUMBLES TILE

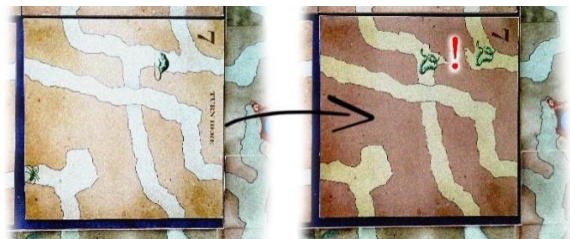
Once you've placed your cubes, reveal the next tile on the phase track. At the start of the game this is the first tile on the track.



NO. 3 ~ TURN OVER THE CORRESPONDING MINE TILE

Turn over the corresponding mine tile. In this example, Goldmine Rumbles no. 7 is revealed and so mine tile number 7 is turned over too.

Note: Turn mine tiles from left to right, like a book, so that the numbers remain in the same place.



When the tile is turned over you can see that some of the tunnels have collapsed.



NEW PHASE ACTIONS cont...

NO. 4 ~ RESOLVE INJURIES

When a mine tile is turned, the tunnels are seen to be caving in as the surrounding rock quakes and rumbles. At the start of the 1st phase the cave-in damage and the injuries it causes is minor, but from the 2nd phase, the shockwaves intensify - there's more damage, and players take more injuries.

At the start of the 1st phase, any player next to a turned over mine tile takes just 1 injury.

From the 2nd phase on, players take 5, 3 or 1 injuries, depending on how close they are to the tiled turned.

Next to a turned Mine tile ----- 5 injuries.

1 tile away from turned Mine tile ----- 3 injuries.

2 tiles away from turned Mine tile ----- 1 injury.

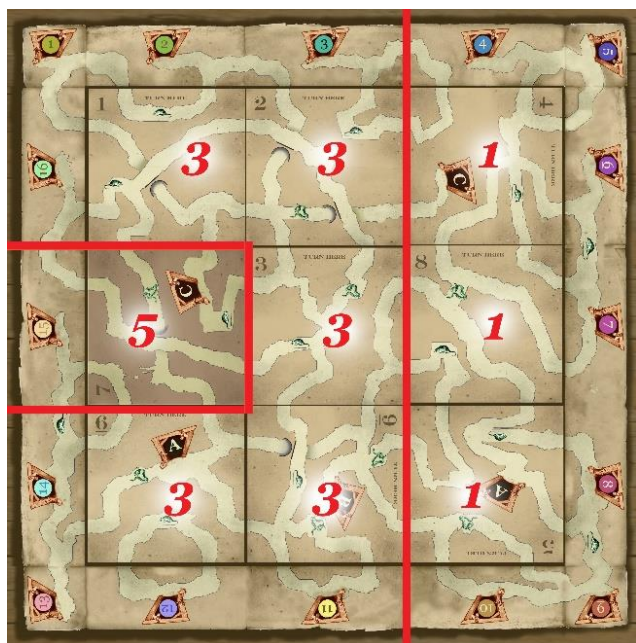


Fig. ~ injury spread when the Mine tile turned over is in the middle of one side of the goldmine.

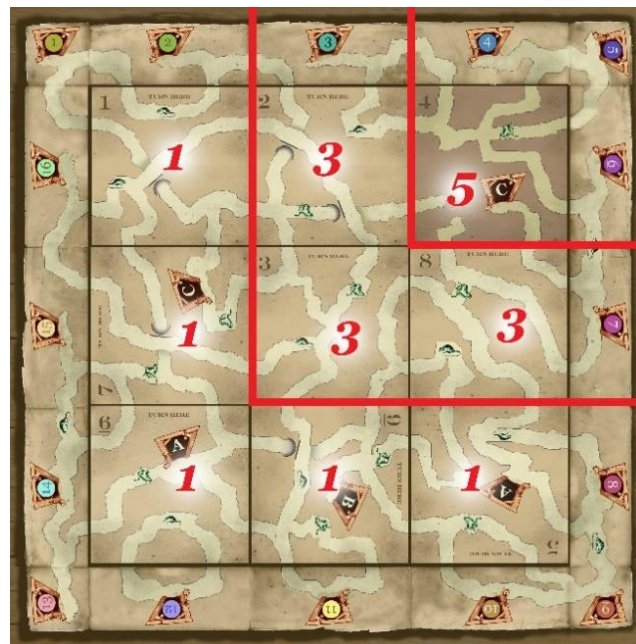


Fig. ~ injury spread when the Mine tile turned over is in the corner of the goldmine.

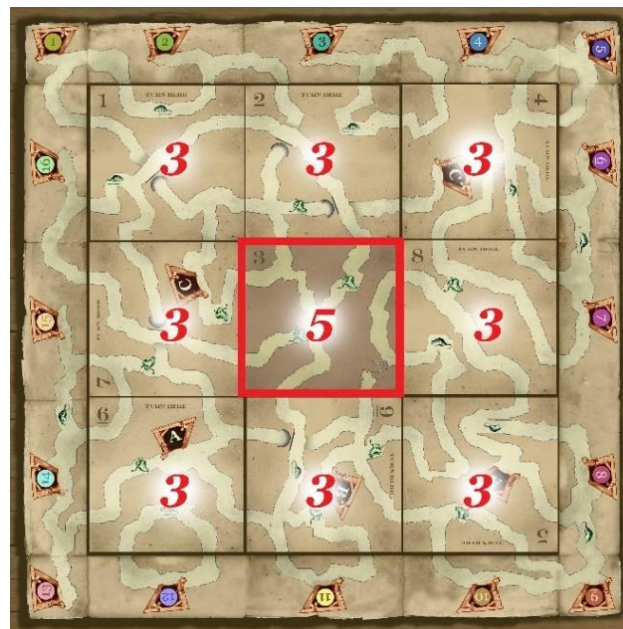
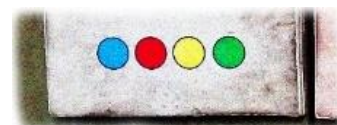


Fig. ~ injury spread when the Mine tile turned over is in the middle of the goldmine.

PLAYER ORDER

Goldmine Rumbles tiles also show the player order for the coming phase, visible along the bottom edge. In the example on the right, Blue will go first, Red second etc.



HOW TO WIN AT GOLDMINE RUMBLES

You win by having the most gold (gn) at the end of the game. **You accumulate gold by:**

- **Buying** claims and mining.
- **Attacking and robbing** other players or Papa Clayton.
- **Trading** – collecting 3 of the same item and then selling 2 of them for 6gn.
- Getting a **bonus** for collecting items shown on your Mission tile (at game end).
- Getting a **bonus** for having fewer Black Marks than other players (at game end).
- **Avoiding penalties** for having Bandage, Poison or Black Mark tokens (at game end).

END GAME SCORING

To the gold on your track, in the following order...

1. ADD ~ 5gn for each cube on your Notebook & Diaries column (on your dashboard).



2. ADD ~ 10gn, 6gn or 3gn for the fewest Black Mark tokens collected.

4 player game:

- ~ 10gn if you have the fewest Black Marks
- ~ 6gn if two of you have the fewest Black Marks
- ~ 3gn if three of you have the fewest Black Marks

3 player game:

- ~ 10gn if you have the fewest Black Marks
- ~ 6gn if two of you have the fewest Black Marks

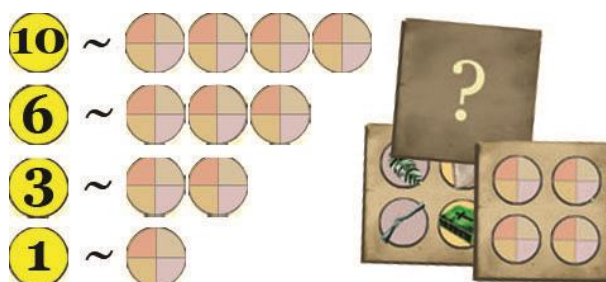
Add: **10** ~ with least **6** ~ with least **3** ~ with least

If all players have the same number of Black Mark tokens then no-one gets a bonus.

3. DEDUCT ~ 2gn for each Bandage, Poison and Black Mark token held.



4. ADD ~ 10gn, 6gn, 3gn or 1gn for 4, 3, 2 or 1 items collected from your Mission Tiles.



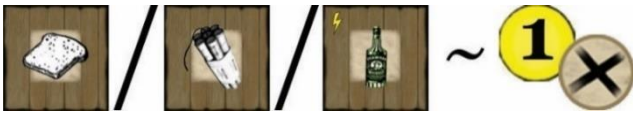
Whoever has the most gold is the winner!

YOUR TURN – POSSIBLE ACTIONS

You can do one of 3 actions:

1. **Buy a Claim & Mine** - with a partner or alone.
2. **Attack and rob Papa Clayton.**
3. **Attack and rob any other player.**

Optional – buy Essentials. Buy one or more Essentials (Bread, Dynamite, Whiskey) for 1gn each. If you buy one or more Essentials, take **x1** Black Mark token – for the ‘buy’ action, not the individual items.



Papa Clayton’s nephew, Frank Clayton, has a stranglehold on the selling of Essentials down the Goldmine, and anyone buying off him gets a Black Mark.

SUMMARY ~ Mining with a Partner

1. Buy a claim for 1-6gn.
2. Get to your claim site.
3. Optional – buy Essentials & take a Black Mark.
4. At claim site pick 2 items from the top or bottom rows on your claim.
5. Action single-use items (if desired).
6. Invite other players to be your partner.
7. Other players bid once – 1-6gn. If you accept a partner; they pay you the Bid Fee.
8. Partner gets to your claim (buying Essentials if needed), picks 2 items from the row *not chosen* by you, then actions single-use items (if desired).
9. Action single-use items (if desired)
10. Roll 2d6 for gold yield. You and your Partner select the most advantageous roll.
11. Add bonuses & deduct penalties – individually.
12. Roll and resolve the Hazard di – individually.



SUMMARY ~ MINING ALONE

1. You buy a claim for 1-6gn.
2. Get to your claim site.
3. Optional – buy Essentials & take Black Mark.
4. At claim site pick x2 items from the top or bottom rows on your claim.
5. Action single use items (if desired).
6. Roll 1d6 for gold yield.
7. Add bonuses & deduct penalties.
8. Roll and resolve the Hazard di.



SUMMARY ~ Attack & rob PAPA CLAYTON

1. Make your way to Papa Clayton.
2. Give the Papa Clayton card to player on your left to role-play.
3. Roll 1d6’s for combat, highest roll wins a round, loser takes an injury.
4. Add bonuses/deduct penalties from your combat roll.
5. First to 4 injuries loses fight.
6. Fight rolls which are the same (+/- bonuses & penalties) = 1 injury each.
7. If you win, take fight pickings, plus a **4gn Reward** and any 1 item from the supply.
8. If you lose, forfeit fight pickings, take a Bandage token and reset injuries to zero (0).

SUMMARY ~ Attack & rob another PLAYER

1. Make your way to another player.
2. Announce you’re attacking them.
3. Roll 1d6’s for combat, highest roll wins a round, loser takes an injury.
4. Add bonuses & deduct penalties from your combat roll.
5. First to 4 injuries loses fight.
6. Fight rolls which are the same (+/- bonuses & penalties) – 1 injury each.
7. If you win, take fight pickings & x1 item in their possession.
8. If you lose, forfeit fight pickings, take a Bandage token and reset injuries to zero (0).

BUY A CLAIM AND MINE

BUYING A CLAIM



Claims cost 1-6gn, with prices shown to the right of each claim. Pay for one of the five claims by moving your counter on the gold track. Once bought, put the claim in your play area.

Slide the remaining claims to the left to fill the gap made by your purchase. Take the top claim from the draw pile and place in the empty space.

Move Papa Clayton to the newly revealed claim site now showing on top of the claim draw pile.

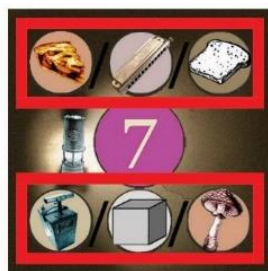
GETTING TO CLAIM SITE

Make your way to your claim site, **buying essentials at any point on your journey**, if needed, taking a Black mark token if you do.

Discard Dynamite to rotate 1 mine tile to any new orientation to help create a passable route. You may **discard Dynamite at any point on your route**.

FINDING SINGLE USE ITEMS

Pick two of the three items from the top or the bottom row of your claim tile, take them from the supply and place them in your play area. You may action single-use items if desired. Once you have taken items you must remain at a claim until the end of the turn.



SINGLE-USE ITEMS ~ INFO

The carry limit is 6 items. If you already have 6 single-use items you may discard items to make room for new ones.

An item will not be available if other players have already taken all of the same type of item from the supply.

Items with a lightning bolt can be used immediately even if you're already carrying 6 items.



When a cube is displayed on a claim, take a cube from the supply and place in one of the columns of your dashboard.

Example of actioning a single-use item: RED arrives at a Flooded claim and finds a Pipe, which they discard to move 3 cubes onto their Water Pumps column. Giving them a +4gn bonus when they mine.

GETTING A PARTNER

After actioning any items you may invite other players to bid to be your Partner. Starting to your left, players bid by placing their large counter on one of the squares on the Bid board. Once everyone has placed their counter, the bid is fixed.



Players cannot bid on a square already occupied.

No-one is obliged to bid but if a player doesn't bid they cannot become a partner.

Once bids are placed you may accept any one of them, not necessarily the highest. Or you may decide to reject them all & mine alone. If you accept a bid, your new partner pays you the bid fee, then makes their way to your claim.

Example: RED wants a partner and invites bids. GREEN bids 1gn, YELLOW bids 3gn, BLUE bids 4gn. RED accepts YELLOW's bid of 3gn because BLUE is already ahead in the lead.

BUY A CLAIM AND MINE cont...

PARTNER ACTIONS

Once a new partner has paid the claim-owner the bid fee, the partner's actions are as follows:

1. Get to the claim.
2. Optional – buy Essentials, if needed, at any point on route, taking a Black Mark token if they do.
3. At the claim, take two of the three items from the row **not chosen** by the claim-owner from the supply.
4. Action any single-use items, if desired.

GOLD YIELD WHEN PARTNERED



~ Once a partner has finished their actions, and you perform any last actions, you roll two six-sided dice. Players select the roll most advantageous to them.

~ Both then **add** bonuses individually given from cubes placed on Water Pumps, Miner's Lamps or Mining Tools. You may also discard a Bible to convert a rolled 1 to a 5, or a rolled 2 to a 6.

Example: The claim-owner rolls a 3 and a 2. The Claim-owner selects 3gn, but the partner discards a Bible and converts the 2 to 6gn.



~ Both **deduct** penalties individually derived from bandage and poison tokens. Both move their counters on the gold track for their new gold total. See Page 24 for details on Penalty tokens.



~ Lastly, roll the **Hazard di**. Each player resolves the hazard individually.

Optional: After the Hazard di has been rolled and resolved, players may discard medicinal items (Fungus, Medical Supplies, Whiskey) to remove poison or bandage tokens, and/or heal injuries.

Example of mining with a partner: RED, the claim-owner, rolls 3 and 4 - the gold yield is 4gn (the highest of the two rolls). RED has two Water Pumps (2 cubes in the Water Pumps column), and so adds 2gn, pushing RED's gold yield to 6gn. This is reduced to 5gn because RED has a poison token.

~ In summary, this is: **4gn(di roll) + 2gn(bonus) - 1gn(poison) = 5gn.**

Meanwhile, RED's partner has one Water Pump and no penalties, so their gold yield is also 5gn.

~ In summary, this is: **4gn (di roll) + 1gn (bonus) = 5gn.**

The GOLD YIELD from Mining with PARTNER
= **2d6 (choose highest roll) + bonuses - poison/bandage penalties.**

CONSIDERATIONS WHEN MINING WITH A PARTNER

- Gold yield when mining alone is one roll of the six-sided di. Gold yield when mining with a partner is the highest roll of two six-sided dice, or the most advantageous.
- Getting a partner gets you the bid fee.
- Getting a partner means you may be drawing a potential attacker closer. Or if they have Bacon, or can get Bacon, they may steal off you.
- Mining alone means only you are advancing; not you and another player.

BUY A CLAIM AND MINE cont...

GOLD YIELD WHEN YOU MINE ALONE



Roll 1d6 for your gold yield. Add any bonuses given by cubes placed on Water Pumps, Miner's Lamps or Mining Tools. You may also discard a Bible to convert a rolled 1 to a 5, or a rolled 2 to a 6. Deduct any penalties – 1gn for each bandage and poison token held. Move your counter on the gold track to reflect your new gold score.

The GOLD YIELD from MINING ALONE
= 1d6 + bonuses – poison/bandage penalties

Example: RED buys and makes their way to Claim 2. They roll a 2 and discard a Bible to boost their gold yield to 6gn. To this they add a 4gn bonus for having x3 Water Pumps. Their total gold yield is 10gn.

RESOLVING THE HAZARD DI

Always resolve the hazard di after collecting your gold yield. When there are two miners (claim-owner and partner), the hazard di is rolled for both, **but** each resolves the hazard individually.

Example: RED and YELLOW have just mined. RED rolls the Hazard di – it shows up 2 Bread. RED has 3 Fortifying Tonics, no action is necessary. YELLOW has no Fortifying Tonics and only 1 Bread, which is not enough. YELLOW discards the Bread they have and takes a bandage token.



Bread x 1. If you roll '1 bread' discard a bread token. If unable to discard 1 Bread, collect a bandage token. Collect Fortifying Tonics to protect against physical collapse.



Bread x 2. If you roll '2 bread' discard x2 bread tokens. If unable to discard 2 Bread, discard what you have and collect a bandage token.



Cave-in injuries x2. Move your counter on the injury track two spaces. If your injuries total four or more, collect a

bandage token and reset your injuries to zero. Safety Gear protects against cave-in injuries.

Example: RED rolls 2 Cave-in Injuries but has 1 Safety Gear (1 cube on Safety Gear). Their injuries are reduced to 1, and they move their injury counter 1 space.



Cave-in injuries x3. Move your counter on the injury track three spaces. If your injuries total four or more, collect a bandage token and reset your injuries to zero. Safety Gear protects against cave-in injuries.



Snake. Collect a Poison token.



Papa Clayton. Papa Clayton demands a 'safe passage fee'. Both Claim Owner and Partner can choose to pay the fee or fight.

~How much 'safe passage fee' is paid depends. A player pays 3gn if they're leading, 2gn if second, 1gn if third, nothing if fourth. If two lead, both pay 3gn, and the third player pays 2gn.

~1 player can pay the fee, 1 can fight.

~Or both players can fight. In which case, x1 di represents both of them and individual bonuses are added to the base score.

~If 2 players fight Papa Clayton, the 4gn REWARD is divided.

Example: RED and YELLOW have just mined. RED rolls the Hazard di – it shows up Papa Clayton. RED & YELLOW both decide to fight. RED has a +3 fight bonus & YELLOW has +2.

Round 1. RED/YELLOW roll a 5, Papa Clayton rolls a 4.

- RED scores $5 + 3 = 8$

- YELLOW scores $5 + 2 = 7$

- PAPA CLAYTON scores $4 + 4 = 8$

RED and PAPA CLAYTON have the same score so both take an injury. YELLOW also takes an injury.

Round 2. RED/YELLOW roll a 4, Papa Clayton rolls a 1.

- RED scores $4 + 3 = 7$

- YELLOW scores $4 + 2 = 6$

- PAPA CLAYTON scores $4 + 1 = 5$

PAPA CLAYTON takes x2 injuries.

Round 3. Papa Clayton rolls a 6, beating both RED & YELLOW who both take x1 injury.

ATTACK & ROB PAPA CLAYTON

Winning gets you Fight Pickings plus a 4gn REWARD plus any 1 Item from the supply.

GET TO PAPA CLAYTON

Make your way to the black cone (Papa Clayton), buying Essentials on your way, if needed. A Harmonica can be discarded to draw Papa Clayton to your location.

THE PLAYER TO YOUR LEFT ROLEPLAYS PAPA CLAYTON

Pass the Papa Clayton card to the player on your left, along with the black six-sided di and the injury counter (black hat).

HOW TO FIGHT PAPA CLAYTON

Fights last several rounds using 1d6s – one di for you and the black one for Papa Clayton. Dice are rolled at the same time.

~ Roll the dice.

~ **Add any bonuses** to your combat rolls (your bonus is based on the number of cubes you have on the Colt 45, or whether you're using one or more Chippawa Leaves).



Example: PAPA CLAYTON has a +4 Fight bonus. You have 3 cubes on your Colt 45, a combat bonus of +3. During the fight PAPA CLAYTON adds 4 to their combat rolls, you add 3.

~ **Deduct penalties** -1 for each Bandage and Poison token held.



~ Whoever has the highest combat score in a round, wins the round. The loser takes 1 injury and moves their injury counter 1 space. You and Papa Clayton take 1 injury if your combat scores are equal (+/- bonuses/penalties).

~ The first to get four injuries loses the fight.

~ If you both get 4 injuries at the same time, you both lose. You collect a bandage but don't forfeit fight pickings.

WHAT YOU GET IF YOU WIN

- ~ Calculate your fight pickings (see Page 15 for how they are worked out).
- ~ Add the **4gn REWARD** for defeating Papa Clayton
- ~ Move your counter along the gold track.
- ~ Pick any **1** item from the supply
- ~ Return the Papa Clayton card, di & the injury counter to the side.
- ~ Use Whiskey to heal any injuries. This ends your turn.

IF YOU LOSE

- ~ Forfeit fight pickings. Deduct from the gold track.
- ~ Take a bandage token and reset your injuries to 0.

ATTACK & ROB ANOTHER PLAYER

Winning gets you Fight Pickings plus 1 Item. The more Bags your opponent has than you, the more gold you get.

GET TO YOUR OPPONENT

Make your way to the player you want to attack. Buy Essentials on the way, if needed, at any point on route, taking a Black Mark token if you do.

You're the active player - even if your opponent realises you're coming for them, they may not heal any injuries they may have.

When you get to your opponent, pass them a 1d6.

HOW TO FIGHT ANOTHER PLAYER

Fights last several rounds using 1d6s – one di for you and one for the other player.

~ Roll the dice.

~ **Add bonuses** to the combat rolls (the number of cubes you have on the Colt 45 and/or Chippawa Leaves).

~ **Deduct penalties**

-1 for each Bandage and Poison token held.



~ Whoever has the highest combat score in a round, wins the round. The loser takes 1 injury and moves their injury counter 1 space. You and your opponent both take 1 injury if your combat scores are the same (+/- bonuses/penalties).

~ The first to get four injuries loses the fight.

~ If you & your opponent get 4 injuries at the same time, you both lose. Both collect a bandage & neither loses fight pickings.

**A player's COMBAT =
1d6 + bonuses – poison/bandage
penalties.**

IF YOU WIN

~ Calculate your fight pickings (see Page 15 for how they are worked out).

~ Move your counter along the gold track.

~ Take **x1** item from your opponent's play area.

~ Return the dice to the side.

~ Use Whiskey to heal any injuries. This ends your turn.

IF YOU LOSE

~ Forfeit fight pickings. Deduct from the gold track.

~ Forfeit **x1** item to your opponent.

~ Take a bandage token and reset your injuries to 0.

CAN YOU USE WHISKEY DURING A FIGHT?

No.

THE DIFFERENCE IN FIGHT PICKINGS BETWEEN PAPA CLAYTON & OTHER PLAYERS

If you beat Papa Clayton and he is 2 bags ahead of you, your fight pickings are 6gn. If you beat a player who is 2 bags ahead of you your fight pickings are also 6gn, but these are taken from the losing player, making a swing in gold of 12gn (you gain 6gn, they lose 6gn).

***Example:** You start a fight with another player. You both have 21gn (in 3 bags). You lose the fight, so the other player collects 5gn in fight pickings from you. Your new gold score is 21gn – 5gn = 16gn. The other player's new score is 21gn + 5gn = 26gn.*

EFFECT OF BANDAGE TOKENS

~ Your gold yield is reduced by **1gn**

~ Your fight scores are reduced by **1gn**



For more details on Bandage (and Poison) tokens see Page 24.

WORKING OUT FIGHT PICKINGS

How much gold you have determines how many bags you have. For example, if you have between 31gn and 40gn you have 4 bags of gold.



When you win a fight with Papa Clayton or another player the amount of gold you win (or lose) is determined by the difference in bags between you and your opponent.

The fewer bags you have compared to another, the more gold you get. The more bags you have compared to another, the more you lose.

When the Loser is...

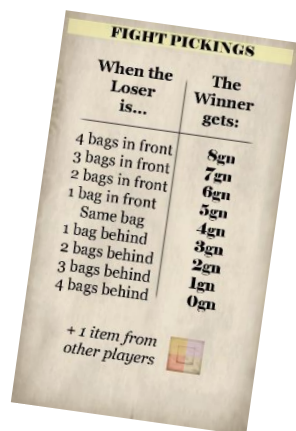
- 4 bags in front
- 3 bags in front
- 2 bags in front
- 1 bag in front
- Same bag
- 1 bags behind
- 2 bags behind
- 3 bags behind
- 4 bags behind

The Winner gets

- 8gn
- 7gn
- 6gn
- 5gn
- 4gn
- 3gn
- 2gn
- 1gn
- 0gn

Example 1: You fight RED who has 36gn (4 bags). You've got 8gn (1 bag). You win the fight. RED is 3 bags ahead of you, so you collect 7gn.

Example 2: You fight Papa Clayton who has 43gn (5 bags). You have 8gn (1 bag). You lose but as you are 4 bags behind Papa Clayton you only forfeit 1gn in fight pickings.



CONSIDERATIONS BEFORE FIGHTING

- If you have the same fight bonus as your opponent it's 50/50 whether you'll win or lose.
- **Colt 45 & Upgrades.** These add +1 to +4 to your fight rolls. These bonuses are permanent but are reduced if you have bandage or poison tokens.
- **Blunderbus.** Can be used for 1 fight and then must be discarded. If you get into a fight you must state which weapon you're using (Blunderbus or Colt 45). If you don't, it could be assumed you're fighting with the Blunderbus rather than the Colt 45. Avoid argument by saying which you're using!
- **Fighting without a weapon.** You can fight without a weapon (i.e. no cubes placed on your Colt 45) but you'll have a fight bonus of 0.
- **Chippawa Leaves.** These single-use items give one-off bonuses of +3 during one round of fighting.
- **Effect of bandage & poison tokens.** Your fight score is reduced by -1 for each token held.

SINGLE-USE ITEMS

You can get single-use items:

- ~ By finding them at a claim site.
- ~ By buying from Frank Clayton (Papa Clayton's less violent brother) - Essentials only. Essentials cost 1gn each and get you a Black Mark.



- ~ By taking as fight pickings.
- ~ By pickpocketing from Papa Clayton or another player (by discarding Bacon).

Single use items can be used once, whenever a player is active, and then must be discarded back to the items board. Use the Player Guide for a quick description of what items do. More details on Page 24.

| SINGLE USE ITEMS | SINGLE USE ITEMS | SINGLE USE ITEMS | SINGLE USE ITEMS |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|
| Bacon. 1. Steal 1 item from Papa Clayton. 2. Steal 1 item from any other player. | Blunderbuss. 1. -4 bonus x1 fight. Backfires on roll of 6, causing 3 injuries. 2. Roll/clear mine. | Detonator. 1. Rearrange x3 Mine tiles in 1 row. 2. Peak at 1 Goldmine Rumbles tile. | Apple Pie. Discard to clear 1 Black Mark. |
| Rifle. 1. Boost gold yields. 1's = 3 and 2's = 6. 2. Damage 1 die roll in fight not started by Rifle holder. | Pipe. Move 3 cubes. | Dynamite. Discard to rotate one Mine tile into any new orientation. | Fungus. Discard to clear 1 Poison token. |
| Bread. 1. Discard during mining, if compelled by the Hazard die. 2. Discard to distract 1 rat. | Chippawa Leaf. +3 boost to fight roll during 1 round. | Harmonica. 1. Draw Papa Clayton 2. Swap with Papa Clayton for any item with Harmonica icon. | Medical Supplies. Discard to clear 1 Bandage token. |
| | Flask. 1. Refresh 1-3 claims. 2. Swap with Papa Clayton for any item with Flask icon. | Matchstick. 1. Select all 3 items from a row at a claim. 2. Select x1 item from claims on view (vsr). | Whiskey. Discard to heal 1-3 injuries. Cannot be used in a fight. |
| TRADE: Collect 3 identical items (except Bread, Dynamite, Whiskey), then sell 2 back to the supply for 6gn. Can be used immediately even when 6 items already carried. | | | |

BUYING ESSENTIALS

Essentials – Bread, Dynamite and Whiskey – can be bought from Frank Clayton whenever you are the active player.

Players can buy Essentials wherever they are.

Essentials cost 1gn each. Once bought, a player must also collect a Black Mark token (for buying goods off a Clayton) and keep visible in your play area. Black Mark tokens can be cleared by discarding Apple Pie.

Collect x1 Black Mark token for the purchase of one or more items, NOT for individual items.

SIX ITEM CARRY LIMIT

You may carry up to 6 single-use items. Four single-use items have a lightning bolt marked on them meaning they can be used immediately *even if you are already carrying 6 other items.*



Example: RED buys claim 12 and makes their way to the site. RED has 6 items already in their possession but selects Medical Supplies on arrival at the site which they immediately use to clear 1 bandage token.

TRADING SINGLE USE ITEMS

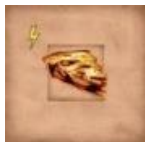
Whenever you collect 3 identical items (excluding Bread, Dynamite and Whiskey), you may sell 2 back to the supply for 6gn, whenever you are the active player, wherever you are.

WHEN YOU CAN USE SINGLE USE ITEMS

- At any time during your turn, except when your partner is active during mining.
- When you're a partner – from when you've paid the Bid Fee, to when you've picked items picked up at a claim site and finished actioning them.
- Players cannot use single-use items once mining or combat has ended, **except** medicinal items (Fungus, Medical Supplies or Whiskey)

For more details, see Page 24.

ITEM ACTIONS



Apple Pie. Discard to clear away 1 Black mark. Can be used immediately/discarded if already carrying six items.



Bacon. Discard to pickpocket any 1 item from Papa Clayton **or** any 1 item carried by another player. To use you must be in the same location as the one you're stealing from. You may use against a player or Papa Clayton while on the way somewhere else. Bacon can be used in combination with Harmonica to call Papa Clayton to your position and then pickpocket him. **You cannot use Bacon to steal Bacon off another player.**

***Example 1:** As RED passes BLUE on the way to GREEN, RED discards Bacon and pickpockets BLUE's Blunderbus. RED then attacks GREEN with the Blunderbus they've just pickpocketed.*

***Example 2:** RED gets to BLUE, discards Bacon and pickpockets a Chippawa Leaf. RED then attacks BLUE, discarding the Chippawa Leaf just pickpocketed to win one of the rounds of the fight.*

***Example 3:** RED pickpockets a Blunderbus from Papa Clayton, then attacks them with the Blunderbus they've just pickpocketed.*



Bread. Bread has two uses:

1/ When 1 or 2 Bread show on the Hazard di when mining this indicates physical collapse. If you cannot discard 1 or 2 Bread collect a Bandage token. If you have 1 Bread but 2 are required, discard the Bread you have but still take a Bandage.

2/ Discard 1 Bread to pass 1 Rat without being bitten and poisoned.



Chippawa Leaf. Discard to get a +3 combat boost during 1 round of fighting with Papa Clayton or another player. Discard after rolling (if needed). Can be used after the fight dice have been rolled.



Blunderbus. A Blunderbus has 2 uses:

1/ Use during the whole of one fight and then discard. Cannot be interchanged during a fight with a Colt 45. To avoid argument players should say which weapon they're using before rolling the combat di, **otherwise it will be assumed the weapon with the higher combat bonus is being used, or Blunderbus, if bonuses are equal (+4).**

2/ Discard to shoot at and clear a Snake. Roll a 1d6 and take 3 injuries if you roll a 6 (backfire!). Cannot be used against a Snake rolled on the Hazard di - a surprise bite from a hidden snake.



Bible. A Bible has two uses:

1/ For use during mining only. Discard to boost a di roll of 1 to 5, and a di roll of 2 to 6. The boost only applies to the Bible owner (whether claim-owner or partner). **2/** Discard to dismiss one fight roll (one or both dice), in combat **not started** by yourself. May be used when Papa Clayton shows up on the Hazard di.



Detonator. Detonator has two uses:

1/ Reposition 3 mine tiles in any one row, without rotating tiles. Discard when next to row being repositioned. Use at any stage of a route you're taking. **2/** Secretly look at one unrevealed Goldmine Rumbles tile.



Dynamite. Discard to rotate x1 Mine tile to any new orientation. See Page 23 for more details. Place cubes on Explosives Manuals to boost efficiency.



Flask. A Flask has two uses:

1/ Discard to refresh 1-5 of the claims on display. First remove the tiles you want to refresh, then slide any remaining tiles left. Fill empty claim squares with 1-5 new claims from the draw pile, left to right. Relocate the Roving Clayton to whatever new claim is revealed uppermost on the claim pile. **2/** Swap with Papa Clayton, when at his location, for any item on the Player Guide with a Flask icon. These are: Bacon, Bible, Pipe, Detonator and Matchstick.

ITEM ACTIONS cont...



Fungus. Can be discarded and used immediately if already carrying six items. Discard to clear away 1 Poison token.



Harmonica. A Harmonica has two uses:

1/ Discard to draw Papa Clayton to your position.

2/ Swap with Papa Clayton, when at his location, for any item on the Player Guide with a Harmonica icon. These are: Blunderbus, Chippawa Leaf, Apple Pie, Fungus and Medical Supplies.



Matchstick. A Matchstick has two uses:

1/ Take all 3 items from the top or bottom rows of a claim on arrival. A partner takes 2 items from the row not chosen by the claim-owner.

2/ Select x1 item from any claim on display which is visited on route (not including the draw pile).



Medical Supplies. Discard to clear away 1 Bandage token. Can be used immediately and discarded if already carrying six items.



Pipe. Discard to move up to 3 cubes on your dashboard to any other vacate items squares.



Whiskey. Discard to heal 1-3 injuries. Cannot be used during a fight. Can be used immediately/discarded if already carrying six items.

COMBINATIONS

Whenever you're the active player (see P.24 for more) you can use several items at the same time. Below are some effective combinations.



Harmonica + Flask. Draw Papa Clayton to you, then swap a Flask for any one permissible item available from the supply.



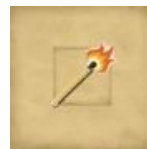
Harmonica + Blunderbus. Draw Papa Clayton to you, then attack him with your Blunderbus.



Bacon + Bread. You're the Claim-owner and after your Partner picks up some Bread, you discard some Bacon and steal it, using it to avoid physical collapse during the mining ahead.



x2 Detonators. Use to secretly see which Goldmine Rumbles tile is being revealed next. Then use the 2nd Detonator to rearrange 3 tiles so that one or more players will be next to the Mine Tile turned over at the start of the next phase ~ 5 injuries each.



Flask + Matchstick. Pass Papa Clayton and swap your Flask for a Matchstick. Then use your Matchstick to select 3 items you want from one of the rows on your Claim tile.

And so on....

THE DASHBOARD

Your dashboard is made up of a character board to the left and a carrier board to the right.



CHARACTER DETAILS.

To the left of the dashboard is your character's name and some backstory, as well as the single-use item you start the game with.



BANDAGE SQUARE.

Bottom left is the bandage square. This is where you keep bandage tokens collected whenever you get 4 injuries or if you don't have enough bread during mining.



POISON SQUARE.

To the right of the bandage square is the poison square. This is where you keep poison tokens collected whenever you pass a rat or a snake.



INJURY TRACK.

To the right of your character details is your injury track, where you track how many injuries you have.



When you get an injury move your counter up the injury track. Players can take 3 injuries with no effect. 4 or more, and you must



immediately take a bandage token and reset your injury counter to zero (0) on the injury track.

Injuries are caused by:

- Cave-ins during mining – 2 or 3 injuries indicated by the hazard di.
- Cave-ins at the start of a new phase, when Mine tiles are turned over after a Goldmine Rumbles tile is revealed - 5, 3 or 1 injuries (1st phase 1 injury only).
- Combat - 1 injury per each round lost.
- By not having enough bread during mining (causing physical collapse). Take a Bandage immediately. (Safety Gear cannot protect against physical collapse).



1-3 injuries can be healed anytime whenever you're the active player, except during a fight. Discard 1 Whiskey tile & reset your Injury counter to 0.

THE 10 ITEM COLUMNS



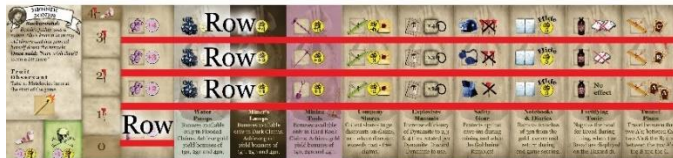
Cubes placed on the 10 item columns of your dashboard enable 10 different actions during the game. More details next page.

PLACING CUBES ON THE DASHBOARD

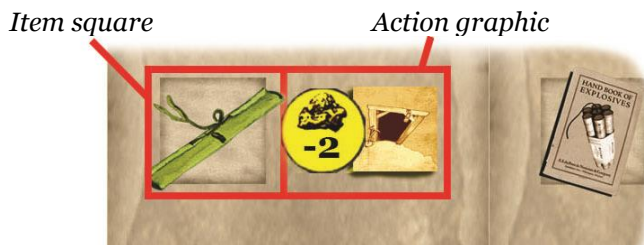
The first column represents a holster. The other nine columns represent sacks which carry up to 3 items each (represented by placing cubes).

1. *Colt 45*. Bonuses during fights.
2. *Water Pumps*. Bonuses at Flooded claims.
3. *Miner's Lamps*. Bonuses at Dark claims.
4. *Mining Tools*. Bonuses at Hard Rock claims.
5. *Company Shares*. Get discounts on claims.
6. *Explosives Manuals*. Improve dynamite efficiency.
7. *Safety Gear*. Prevent injuries from cave-ins.
8. *Notebooks*. Hide gold from being robbed.
9. *Fortifying Tonic*. Prevent physical collapse during mining.
10. *Tunnel Plans*. Get around the board easier.

Each column has three rows, except the *Colt 45*, the 1st column, which has four.



Each row has an item square on the left, where you place your cubes, and a graphic describing the item's action on the right.



A cube, once placed, represents an item in a sack or holster. Cubes are placed on the bottom square first and added in ascending order. The action used is determined by the uppermost cube. The more cubes in a column, the greater the action's advantage.

Example: RED places 3 cubes in the *Colt 45* column, giving them a +3 bonus during combat.



Example: BLUE places 2 cubes on *Company Shares*, giving them a 3gn discount when buying claims.



PLACING CUBES ON THE DASHBOARD

cont...

THE 10 ACTIONS LINKED TO THE 10 COLUMNS

COLUMN 1 ~ Colt 45 and Upgrades.

Place 1-4 cubes on squares in this column to give bonuses during combat.



- 1 cube:** Get a Colt 45 ~ +1 bonus during combat.
- 2 cubes:** Get an upgrade ~ +2 bonus during combat.
- 3 cubes:** Get a second upgrade ~ +3 bonus during combat.
- 4 cubes:** Get a third upgrade ~ +4 bonus during combat.

COLUMNS 2-4 ~ Gold Yield Bonuses.

Cubes placed on *Water Pumps*, *Miner's Lamps* and *Mining Tools* give gold yield bonuses when mining at Flooded claims, Dark claims and Hard Rock claims. These three different types of claim are recognisable by their different backgrounds.



Dark claim
(dark brown)



Flooded claim
(light blue)



Hard Rock claim
(purple)

Example: When you place 1 cube on *Water Pumps*, this gives you a +1 bonus when mining at Flooded claims (blue background).



Water Pumps. Miner's Lamps. Mining Tools.
Place 1-3 cubes on squares in these columns to get bonuses of 1-4gn on gold yields from Flooded claims, Dark claims and Hard Rock claims.



- 1 cube:** Add +1gn to gold yields.
- 2 cubes:** Add +2gn to gold yields.
- 3 cubes:** Add +4gn to gold yields.

COLUMN 5 ~ Company Shares.

Place 1-3 cubes on squares in this column to get discounts of 2-6gn when buying claims. If the discount matches or exceeds the cost of the claim it's free.



- 1 cube:** Get a 2gn discount when buying a claim.
- 2 cubes:** Get a 3gn discount when buying a claim.
- 3 cubes:** Get a 6gn discount when buying a claim.

COLUMN 6 ~ Explosives Manuals.

Place 1-3 cubes on squares in this column to improve Dynamite efficiency. Actions on this column need to be used in combination with Dynamite.



- 1 cube:** Rotate 2 mine tiles when discarding 1 Dynamite.
- 2 cubes:** Rotate 3 mine tiles when discarding 1 Dynamite.
- 3 cubes:** Rotate 4 mine tiles when discarding 1 Dynamite.

PLACING CUBES ON THE DASHBOARD

cont...

COLUMN 7 ~ Safety Gear.

Place 1-3 cubes on squares in this column to get protection against cave-ins during mining and when a new phase starts.



- 1 cube:** Reduces cave-in injuries by 1
- 2 cubes:** Reduces cave-in injuries by 2
- 3 cubes:** Reduces cave-in injuries by 3

Example: RED is next to a mine tile that is turned over at the start of a new phase. This causes 5 injuries, but RED has 3 cubes on their Explosives Manuals track and so only takes 2 injuries

COLUMN 8 ~ Notebooks and Diaries.

Place 1-3 cubes on squares in this column to remove tranches of 5gn from the gold tracker which are returned at the end of the game.



- 1 cube:** Move counter on gold track back by 5gn.
- 2 cubes:** Move counter on gold track back by another 5gn.
- 3 cubes:** Move counter on gold track back by another 5gn.

Example: RED has 31gn on the gold track. They discard a Pipe, move 3 cubes to the Notebooks & Diaries column, then move their counter back by 3 x 5gn (15gn) to 16gn. This increases their fight pickings if they win in combat and reduces their loss if they lose in combat.

COLUMN 9 ~ Fortifying Tonic.

Place 1-3 cubes on squares in this column to negate the need for 1-2 Bread during mining when required by the Hazard di.



- 1 cube:** No effect ~ 2 cubes needed for the first action.
- 2 cubes:** No need to discard Bread when mining if Hazard di shows 1 Bread.
- 3 cubes:** No need to discard Bread when mining if Hazard di shows 1 or 2 Bread.

Note: If you've placed 2 cubes you can ignore 1 Bread, but if you roll 2 Bread, discard the Bread you have and take a Bandage.

COLUMN 10 ~ Tunnel Plans.

Placing 1-3 cubes on squares in this column enables you to use tunnels A, B and C.



- 1 cube:** Travel between the A tunnels.
- 2 cubes:** Travel between A tunnels and the B tunnel.
- 3 cubes:** Travel between A tunnels and the B & C tunnels.

MOVING AROUND THE BOARD

WHERE CAN YOU MOVE?

You can move wherever you want by following linked tunnels. You can't jump between tunnels if you pass under or over another tunnel. You can't travel through the surrounding rock. Movement is limited only by what the current tunnel layout allows.

PASSING A RAT OR A SNAKE

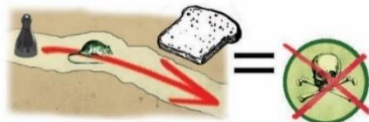
If you pass a rat or a snake, you must take a poison token and place it on your dashboard.



1 poison token can be cleared by discarding 1 Fungus.

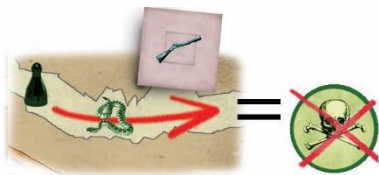
DISCARD BREAD TO PASS A RAT

You can discard 1 Bread to pass 1 rat without getting a poison token.



DISCARD A BLUNDERBUS TO PASS A SNAKE

Discard a Blunderbus and roll 1d6 to pass a Snake without getting a poison token. If you roll a 6, take 3 injuries.



USING DYNAMITE

Tunnel routes can be changed by discarding 1 Dynamite to rotate 1 Mine tile into any new position.



To Dynamite a Mine tile, a player's pawn must be in a tunnel that is next to, and leads onto, the mine tile about to be reorientated. You may not rotate the mine tile that your player pawn is occupying.

Dynamite can be discarded at any point on your route.

Several Dynamites can be used if more than one mine tile needs repositioning. Placing cubes in the Explosives Manuals column on your dashboard improves Dynamite efficiency.



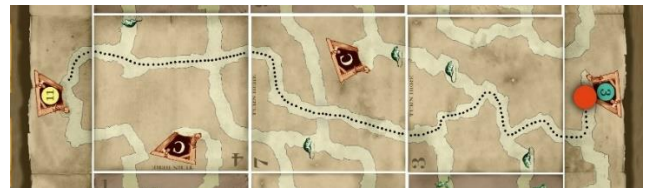
Example: RED wants to cross the board from Claim 11 to Claim 3.



Example continued... RED makes their way across mine tile 4 and halts before tile 7.



Example continued... RED discards x1 Whiskey and rotates mine tile 7 to a new position which allows them to progress to Claim 3.



Note: Dynamite cannot be used via the A, B and C tunnels, i.e., you may not use Dynamite at the entrance of one tunnel to reorientate another Mine tile with an A, B or C tunnel on it.

VARIOUS

BANDAGE & POISON TOKENS

For each bandage and poison token you have, the following effects apply.



- Your gold yield is reduced by -1gn
- Your fight roll is reduced by -1gn

If you have more than one token (any combination), penalties are added together, and tokens are stacked as needed.

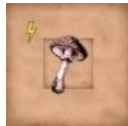
There is a penalty limit of -4gn for four tokens.

Five or more tokens incur no further penalties, but they are still held till the end of the game when 2gn per token is deducted from your final score.

One bandage token can be cleared by discarding x1 Medical Supplies.



One poison token can be cleared by discarding x1 Fungus.



BLACK MARK TOKENS

Whenever you buy one or more Essentials from Frank Clayton you must also collect a Black Mark token. Buying from a Clayton brings disrepute to the buyer – hence the Black Mark.



At the end of the game, a bonus is given for the player, or players, with the fewest Black Mark tokens.

3 Player game

- 1 player has the fewest Black marks 10gn
- 2 players have fewest Black marks each 6gn

4 Player game

- 1 player has the fewest Black marks 10gn
- 2 players have fewest Black marks each 6gn
- 3 players have fewest Black marks each 3gn

If all players have the same number of tokens, nobody scores a bonus.

50+ TOKENS

The gold tracker around the edge of the board goes up to 50gn. If your gold score is more than 50gn, take a 50+ token and continue to track gold from the 1gn square onwards.



THE GOLD TRACK

The gold track is divided into 5 bags, each bag carrying 10gn. Players start the game with their counters on the 10gn square in Bag 1. During the game, players move their counters back and forth on the track as the amount of gold they have increases or decreases. The 5 bags are used to determine Fight Pickings at the end of combat with Papa Clayton or other players.

Example: A player has 18gn, then mines alone, yielding 5gn. They move their counter to the 23gn square (Bag 3). Players with the same amount of gold are stacked on top of each other.

WHEN ARE CLAIM-OWNERS AND PARTNERS 'ACTIVE'?

Being 'active' means 'able to action single-use items'.

When mining alone or fighting Papa Clayton or fighting another player, a player is active throughout their turn ie can use several single-use items whenever they want.

When a Claim-owner or Partner mine together, they are active as follows:

The Claim-owner is active from the start of their turn to when the Partner pays the Bid Fee.

The Partner is active from when they pay the Bid Fee to when they finish actioning any single-use items they've picked up at the claim (or already own).

The Claim-owner is again active from when the Partner finishes actioning any items to when the Yield & Hazard dice are rolled.

Wind-down actions ~ after mining or fighting, both Claim-owner and Partner may use medicinal items to clear poison, remove bandages or heal injuries.



VARIOUS cont...

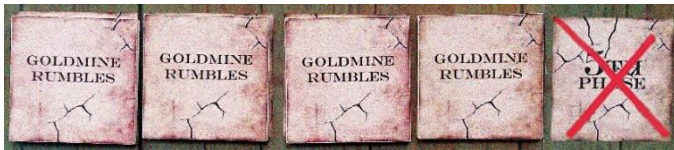
PLAYING THE LONG GAME

For a longer game, place tiles as follows:

LONG GAME, 3 player = 5 tiles/phases.



LONG GAME, 4 player = 4 tiles/phases.



- LONG GAME ~ 3 player/5 phases = 3 cubes 1st/2nd phases; 2 cubes 3rd/4th/5th phases.
- LONG GAME ~ 4 player/4 phases = 3 cubes each phase.

OPTIONAL RULE USING COMPASS TOOLS

If players cannot confidently visualise a route before they use Dynamite they may use 1-4 compasses to help them plan a route.



To use compasses: Lift Mine tiles and place the compasses with the red triangle pointing at the Mine tile number. This way, Mine tiles can be rotated experimentally to find a viable route without losing track of which way Mine tiles were originally orientated.

OPTIONAL RULE COLLABORATIVE ROUTE FINDING

When it's the start of a player's turn, including when a player is deciding which claim to buy, all other players are encouraged to offer suggestions for routes.

Example: It's RED's turn. They say, "I'd like to get to Claim 8 but only have 1 Dynamite and I don't want to buy more and get a Black Mark."

BLUE responds: "You've got a Matchstick. You can get to Claim 3 and get a second Dynamite and use that."

GREEN responds: "You've got 2 cubes on Tunnel Plans so you can hop from Tunnel A to Tunnel B then use Dynamite from there."

YELLOW can't offer anything else so says nothing.

It's usually in at least one player's interests to get a player to where they want to go so this is a good rule to keep all involved and the game moving forward.

OPTIONAL RULE OTHER PLAYERS AS PAID ROUTE FINDERS

Here, non-active players can offer solutions to traversing the mine, **BUT**, unlike the previous rule, there is a fee of 1gn, which is taken from the supply. This requires the active player to consent to being helped.

Example: RED struggles to find a route to a claim they've just bought. You think you see a route and say, "I can see a route that would need one dynamite. You want me to show you?"
RED: "Yes, that'd be great."

If the active player accepts, and the route is good, then the player suggesting it, gets **1gn from the supply**.

If the route is not good, then the active player has to bear the consequences, i.e., they might need to buy Dynamite to blast their way out of trouble.

OPTIONAL RULE HIDE YOUR CUBE PLACEMENT.

Here, players hide their cube placements by shielding with their arm or using a screen (not included in this version).

This is a good rule to stop more predatory players going for guns if they see others not taking appropriate steps to defend themselves (and who can blame them).

The good folk, to whom I am deeply grateful, who have play-tested Goldmine Rumbles over the last twelve years, and suggested improvements, amendments and alterations:

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Simon Wright
Stephanie Pearce
Tamsin White
Tom Haxby

...and the many others
just passing through,
including the gamers at
the UK Games Expo...



GOLDMINE RUMBLES

BY SIMON POWELL



BOX ART BY JESSIE URBACH