1. A dealer shuffles and deals 8 cards to each player.

Notes: The dealer is randomly chosen. The remaining card pack is placed face down

2. Players can look at their cards but not show them to other players.

3.The first player place a card on the table and state the mineral name and one of the five playing categories and the top value of that category.

Notes: The player to the left of the dealer goes first. The five playing categories are: Hardness, Specific Gravity, Cleavage, Crustal Abundance, and Economic Value

4. The next player must play a card that has a higher value in the playing category than the previous player’s card.

Notes: The player next to the left takes the next turn. The game continues with the player left of this player.

3. If the player does not have any cards that mean the above requirement they must pass and pick one card from the table.

Notes: A player is allowed to pass even if they have cards that could be played.

5. The player must wait until all but one player have passed or until another player throws a super-trump card to change the trump category.

6. A player may place a super-trump card at any of their turns.

Notes: The super-trump card types are: The Mineralogist, The Geologist, The Geophysicist, The Petrologist, The Miner, and The Gemmologist.

7. The player can change the playing category or trump according to the instructions on the super-trump card by placing a super-trump card.

Note: At this stage any player who passed on the previous round is able to play again.

8. If a player throws The Geophysicist card together with the Magnetite card, then the player wins the hand.

9. Players will continue taking turns to play cards until all but on player has past.

10. The last player then gets to lead the next round and chooses the trump category to be played.

11. The first player to lose all their cards is the winner.

12.The last player to still have cards is the loser.