* 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.