






**Take 2 Actions**

\* exception: take ONLY 1 action during the 1<sup>st</sup> round of all 3 phases

- Pass \* pass during both actions to refresh ALL your tired miners
- Visit a building \* you can never visit the same building twice in the same turn
- Place or move a miner in the mine \* must obey 'chain rule'
- Extract salt from a mine chamber
  - o Strength = miners – water cubes
  - o Miners then exhausted
  - o Pay \$1 per cube to the owner when you use someone else's miner to transport cubes to surface
- Place a miner on a building as an assistant
  - o Get \$1 every time a visitor perform the building action

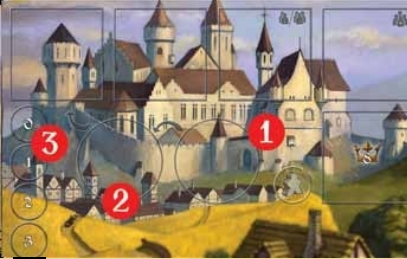

**Tools**

- After used, it cannot be used again in the phase. Turn it face down.
- In a turn, a player can use as many tools as he has.

<u>Rope</u>	<u>Pickaxe</u>	<u>Bucket</u>	<u>Cart</u>	<u>Food</u>	<u>Comm. Privilege</u>	<u>Royal Privilege</u>
Part of 'place/move miner' action	Part of 'extract salt' action.	Used outside your turn	Part of 'extract salt' action	Used outside your turn	Part of 'visit a market' action	Part of 'visit a castle' action
						
<b>Effect</b>	<b>Effect</b>	<b>Effect</b>	<b>Effect</b>	<b>Effect</b>	<b>Effect</b>	<b>Effect</b>
Place or move additional miner in mine	+1 miner strength	Move 1 water cube (where you have your miner at) to any adjacent chamber	Move as many salts for free, across 1 space or 2 adjacent spaces, where you do not have your miner at	Refresh up to 2 miners  * Can be from different chambers	BUY: pay \$1 less SELL: get \$1 more  Can sell salt even market is full * salt sold at lowest value	Place 1 miner in leftmost of castle queue



## Buildings

<p><b><u>Castle</u></b> Go here to fulfill royal orders</p>  <p>1 Place a miner here. 2 Move miner here in your next turn. Deliver order in following turn. <b>Fail to do so, pay \$3 or 1 salt.</b> If fail to pay \$3, pay as many as you can. Then, fill empty slots with new orders.</p>	<p><b><u>Inn</u></b> Go here to hire 1 new worker</p>  <p>After paying worker with the stated cost, take 1 new worker into your <b>PERSONAL reserve</b>. Then move marker to the right.</p>	<p><b><u>Market</u></b> Go here to make transactions</p>  <p>May sell or buy cubes up to 2 times, however, <b>cannot buy &amp; sell the same cube.</b></p>
<p><b><u>Workshop</u></b> Go here to buy 1 tool</p>  <p>Pay tool at the stated price. Then move and draw new tools to fill in empty slots.</p>	<p><b><u>Pump House</u></b> Go here to remove water cubes</p>  <p>Remove only from <b>ONE chamber</b>, where you have your worker at</p>	<p><b><u>Town Square</u></b> Go here to get money</p>  <p>Take \$1 from the bank</p>

## End of Phase

- When **5<sup>th</sup> order** is completed (4th in 2 players game), it will be the last round.
- If **5<sup>th</sup> order** was not done by the last player of the round, player sitting to the right of the starting player will have the last turn for the round. Phase then ends.
- **Return ALL miners** to PERSONAL reserve and all used tools are turn face up.
- <sup>1</sup>)Replace royal orders according to the new phase. <sup>2</sup>)Move marker at Castle and Inn to its starting position. <sup>3</sup>)Replace tools with the next 7 new ones. <sup>4</sup>)Pass 1<sup>st</sup> player marker to the left.
- Add 1 brown cube to the \$5 spot if there's none in the market
- Add 1 green cube to the \$6 spot if there's none in the market.

## Game End

- Game end after 3<sup>rd</sup> phase.
- <sup>1</sup>)Unsold salt of any type = \$3. <sup>2</sup>)By referring to the board, gain \$ for the tools owned.
- **Richest player wins.**