Verumrimor - Geology

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Board Game instructions

Contents

* Verumrimor - Geology game board
* Question & Answer cards
* Mining cards
* Money ($100K notes)
* Single Dice
* Player Pawns
* Reminder Tokens

Synopsis

Acquire as many countries with mining lands as possible, mine out the most gemstones to win. Be the Verumrimor!!!

Game Setup

* Layout the game board
* Shuffle and place the Mining Cards in the centre of the board
* Shuffle and distribute approximately 50% of the Q&A cards among the total players
* Distribute 4 $100K notes to each player
* Each player selects a colored pawn to play
* Reminder tokens of the same color go with the player pawn except for purple which has green reminder tokens

How To Play

* Starting the game
  + Each player rolls the dice once, player with the least number goes first, followed by the others in the counter-clockwise direction
  + The game starts with all the player pawns in the :Funding” box
  + A player can declare countries as acquired if they have the country’s Question & Answer combination at the start of the game
  + Each player gets one action in each box
  + Multiple players can land on a single box at the same time
* Question & Answer Cards
  + When a player lands on the “Acquire” box, they can pick a Q&A card from the deck as one of the action options for the box
  + Players check their Q&A cards to match an answer to the corresponding question to Acquire a Country
  + Once a country is acquired the player can mine the country to gain gemstones
  + The maximum number of Q&A cards that a player can have at anytime is 2 more than the number of cards initially dealt
  + The Q&A cards for acquired countries do not count for the maximum
* Mining Cards
  + When a player lands on the “Mine” box, they get to draw a mining card
  + The mining cards show the gemstones and the corresponding country.
  + Drawn cards can be kept if the corresponding country has been acquired
  + There are 2 mining cards for each country
* Game Board boxes
  + Funding (Start) - The player collects $200K from the bank every time they land /pass this box. The game also starts here.
  + Acquire - A player can choose one of 3 actions when they land here
    - Q&A card - the player card pick one Q&A card from the top of the Q&A card deck
    - Purchase - the player can purchase a country of their choice paying the corresponding amount for the country
    - Trade - Once the maximum number of Q&A cards that a player can have has been met, the player can choose to return one of their Q&A cards back to the Q&A deck and pick one Q&A card from the top. The card to be returned must first be placed down before the player can draw a Q&A card. The returned card is then shuffled into the Q7A card deck
  + Mine - If a player has acquired at least one country then they get to roll the dice once more to complete the mining action when they land on the “Mine” box
    - Mining action - The player rolls the dice and draws a card from the mining card deck corresponding to the number on the dice. For example, if the player rolls a 3 on the dice then they should draw the 3rd card from the mining deck pile. If the drawn card has a gem corresponding to an Acquired country of the player rolling the dice then they get to keep this mining card, this is a gemstone mined
    - All of the cards above the drawn card are placed at the bottom of the mining card deck
    - If the drawn card does not belong to a country acquired by the player rolling the dice then it is returned to the bottom of the deck along with the cards above it
    - Irrespective of how many countries a player has acquired, they get only one mining action on the “Mine” box
    - If the player does have any acquired countries then they cannot mine
    - If the player already has all the mining cards for the countries they have acquired then they cannot mine
    - When there is no action when a player lands on the “mine” box then the cards in the mining card deck are shuffled and placed back on the board
  + Bonus Mine - This is the same as the “Mine” box except you get 2 mining actions on this box
  + Take Loan - The player can take $100K from any of the other players or the bank. This amount has to be returned when the player taking the loan crosses the “Funding” box
  + Fine - The player pays $100k to the bank
  + No operation - There is no action when a player lands on this box (Mining cards are NOT shuffled when players land here)
  + Over Produce - The player can stop one other player from playing their next turn

Additional Rules

* Incase a player has no money when they land on “Fine” boxes they can pay when they cross the “Funding” box

Points & Scoring

* The player with the most points from the mining cards wins.
* Each mining card is assigned the same score except for mining cards from 3 countries (Kazakhstan, South Africa, Botswana). The mining cards from these 3 countries have 2 extra points each.
* If there is a tie with the points from the mining cards then among the tied players the player with the most countries wins
* In case of a tie here too then the value of the countries is counted and the player with the highest value wins
* If this ends in a tie again then the players’ money is counted and the player with the most money wins
* If there is a tie here too then all the tied players win