

Greedy Delvers Rules of Play

Required Number of Players: 4

Start of Game:

All players start at the beginning of the mine (level 0) with 0 gold and 0 ore. Each player will have a ledger in which they record their progress. They will each draw 3 cards from the top of the deck. In addition to those cards, each player has 4 token cards separate from their hand that are used for declaring targets. Players must not reveal their unplayed cards.

Round Rules:

Each round, each player advances 1 level into the mine and obtains 3 ore. They must mark that down in their ledger. Afterwards, each draws a card from the deck, giving them four cards from which to choose. They must then must play one card from their hand facedown in addition to a token card. Optionally, the players may impose a time limit of 10 seconds to select a card to raise the tension. Once all players have played a card, all cards are flipped face up and compared to resolve their effects.

All utilized cards, except for token cards, are moved to the discard pile. If the main deck is depleted, the discard pile is shuffled and becomes the main deck. Token cards return to their users. Each player marks their changes in ore and gold in their ledger before proceeding with the next turn.

Card Types:

There are four types of cards: minion cards, exchange cards, rush cards and token cards. Each card type follows a similar format. From top to bottom, the cards all feature a name, image and description. The description only gives a short example of the effects. For clarification or uncertain cases, consult the card effects section.



Exchange cards allow players to trade in the ore they've accumulated for gold. An exchange card will trade all of the ore that the player has when played, any ore gained afterwards will not be traded. Exchange cards have additional effects based on how many copies were played that round. **Small clarification:** "Gain Double the Gold Value" replaces the normal gold exchange, rather than gaining double in addition to normal resolution.



Minion cards allow players to pay some of their gold to utilize minions that can take money from other players. Minions roll to steal from other players and if successful they steal the amount of gold displayed on their card.



Rush cards move the player that used them closer towards the end and can help to set up for a profitable exchange.



Token cards are simply used to designate a target for minions to attack. They are always played even if you're not using a minion.

Card Resolution:

- Rush cards do not interact with other cards and their effect resolves normally.
- If a player uses a minion against a player that has not used a minion, the effect resolves normally. However, if they target another player that has used a minion card, neither player rolls as their minions are preoccupied fending each other off. If a player targets themselves, the gold used to play the minion is simply lost.
- Exchange cards gain additional abilities based on the number played per round.

2 copies - Users gain one ore, after trading their ore, for every three ore they traded that round. (rounded down)

3 copies - Each traded ore is worth double the amount of gold.

4 copies - Each player loses all of their ore, no ore is traded and no gold is earned this round.

These effects overlap such that 3 players each playing a copy would each gain the effect of 2 copies and 3 copies.

- Token cards identify the target for minions used by each player. If another type of card is used in conjunction with a token card, it does not have any effect. For ease of play, it is recommended to use the token matching your player number when you're not intending to target.

Advanced Minion Resolution - It may occur that 3 or 4 players use minion cards and the targeting and resolution may become vague or confusing. In that matter, please refer to these clarifications.

1. If 2 or more players target the same player (eg Players 2 and 3 target Player 1) who has used a minion, if they've not been targeted as well by (Player 4 has not targeted either Player 2 or 3) , they may negate that player's minion and each roll to steal half of their card's steal value.
2. If 3 or more minions are played and all players who have used a minion have selected a different target, all minions are negated.
3. If 4 minions are played and only 1 player is untargeted, that player's minion effect resolves as though their target had not used a minion and all other minion effects are negated.
4. If 4 minions are played and there are 2 pairs each targeting a different target (ie: Players 1 and 4 target Player 3 whilst Players 2 and 3 target Player 4) Both targets have their minions negated (Players 1 and 2 roll against Players 3 and 4 respectively)

End of Game:

The player with the most gold at the end of the game wins. At the end of the mine (level 30), there is a safe haven where players can bask in their riches in peace. Once a player reaches the end, they cannot be targeted by mercenaries. However, they also may not participate in any further rounds including drawing cards, gaining ore or playing any cards. A player has been counted as reaching the end after playing the round in which they reach level 30. Once all players have reached the end, the game is concluded and each player's wealth is tallied up.