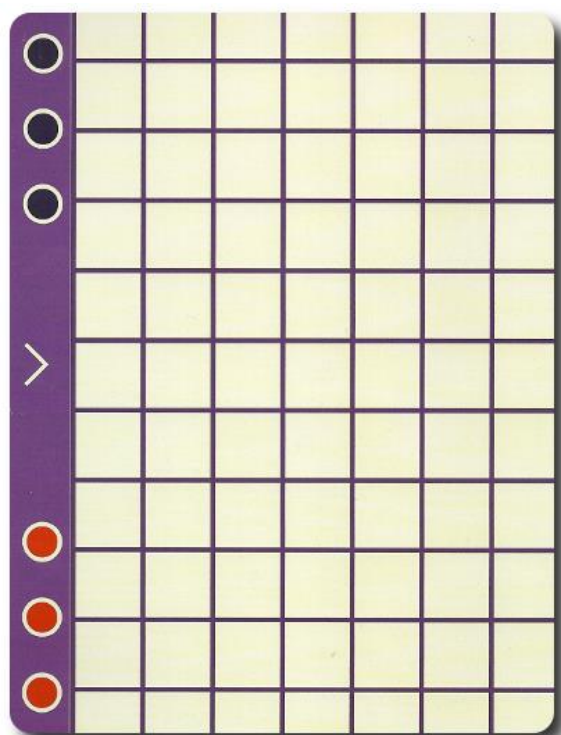


Countermine

Countermine, designed by [Alan Dyck](#) and published through the [Game Crafter](#), is comprised of 1 game mat, 80 small cubes (40 red, 40 black), and 5 white rings. The game mat is made of card stock and can easily be creased or warped. The rings and cubes are made of plastic and are very durable.

Game Set Up

To set up the game, first place the game mat in the middle of the playing area. Have the players sit opposite of each other and orientate the game mat so each player has 3 dots facing them on either their left or right side.



Second, give each player all 40 cubes that match the same color as the closest set of dots on the game mat.

Third, place the rings off to one side of the game mat.

That's it for game set up. Determine who should go first and begin.

Counter, Block, and Score

The game mat is made up of 12 rows and 12 columns, creating a 12×12 square grid. The game mat starts empty, but as the game is played, will begin to fill up with the players' cubes. Starting with the first player and continuing in turn order sequence, each player will take the following actions on their turn.

Step 1: Place One Cube

The player takes 1 cube of their color and places it anywhere on the game mat where there is an empty space. Only 1 cube per space and all cubes must remain in the 12×12 square grid area.

Step 2: Check for Score

A player scores if they create a row of 5 or more cubes of their color. The row could be horizontal, vertical, or diagonal. The player then takes 1 ring and places it around 1 of the 3 dots of their color. This indicates the player has earned 1 point.

Regardless if the player scored or not, their turn is now over.

The Reactionary Bonus Action

When an opponent scores a row comprised of 5 cubes, the player gets a bonus action during their turn. First, they take 1 of their yet to be played cubes and place it on the arrow that divides the player dots on the game mat. This cube will be used later on the player's turn.

Second, the player takes another of their yet to be played cubes and swaps it with any cube that was part of their opponent's scored row. The player's cube remains, but all the cubes that belong to the row that helped score are now removed from the game mat and returned to the opponent.

Now the player takes their turn as normal, using the cube they placed on the arrow.

An opponent does not get a reactionary bonus action if the scored row is comprised of more than 5 cubes.

Chain Reactions

It's possible that reactionary bonus actions and the player's normal turn create one or more scored rows. To help keep track of the extra actions, players should immediately place a cube on the arrow when they earn one. This will help everyone in the game count the extra turns and keep track of multiple scoring.

If a single cube scores more than 1 row at a time, the opponent only gets 1 reactionary bonus action.

Winning the Game

The first player to score 3 points wins the game. The game immediately ends, stopping the opponent from scoring any additional points with a reactionary bonus turn.

The game can also end if a player is unable to place any cubes due to all of them being in play already. If such is the case, the player with the most points wins the game.

