MATTOCK

Materials: 1 board, 90 hexagonal tiles, 12 miners in 2 colors (6 each).
For a short game, use the inner board, 45 tiles, and 6 miners (3 each).

Fixed Setup: Place 1 tile and 1 miner on each of the indicated spaces.

Freestyle Setup: Take turns placing 1 tile and 1 miner of your color on a single board space. You may place anywhere, except next to already-placed tiles/miners. The player who places last takes the first turn.
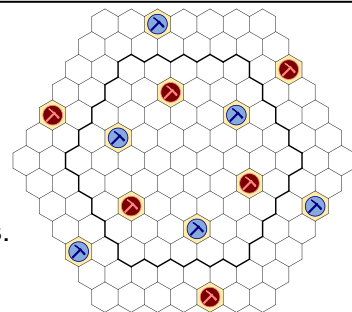
Goal: Trap your opponent so they run out of space to mine.

On your turn, take these 3 steps in order:

① Mine

Place 1 tile on an open space **connected** to one of your miners by an unbroken series of tiles. Opponent miners block connections.

To prevent the mine from collapsing, the tile **must not** touch:

- more than 3 other tiles;
- a tile which already touches 3 other tiles.

If you have any miners which were removed on previous turns, place 1 of them on this tile.

If you cannot Mine, you lose the game.
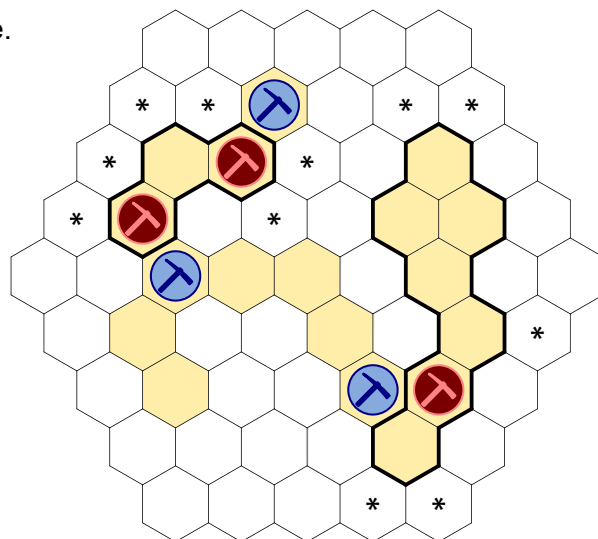
Red's connections are highlighted in bold. Red's legal tile placements are shown with a ∗.

② Move

You may choose to move any 1 of your miners to a tile connected to it. You do not have to move.

You may move through your own miners, but opponent miners block your path.
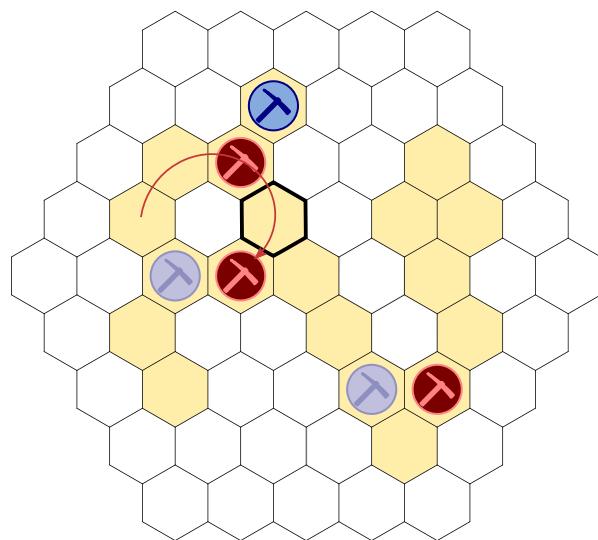
③ Remove

Remove all opponent miners that are now **both**:

- Not connected to another opponent miner;
- Connected to 2 or more of your miners.

Your opponent takes the removed miner(s) and will place 1 back on the board on their turn.

Never remove your own miners on your turn.

Red places the highlighted tile, chooses to move 1 miner, and removes 2 blue miners. The final blue miner remains, as it connects to only 1 red miner.

Find Mattock on BoardGameGeek for print-and-play boards, videos, a strategy guide, and more.

![MATTOCK logo]

BASIC STRATEGY

Block your opponent with the 3 basic structures

- Whenever a tile touches exactly 3 other tiles, it will form one of these 3 structures.

- No tile can touch more than 3 other tiles, so once a structure is complete it will block open spaces around it.

- Create structures that benefit you and block your opponent.

T-REX   DIAMOND   WHIRLIGIG
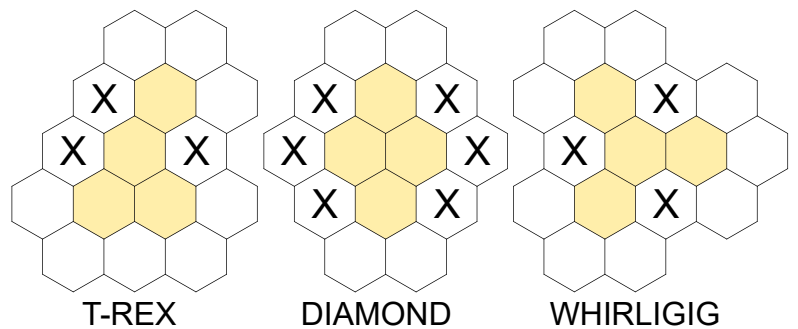
Protect open spaces around the edge of the board

- As you mine and remove, you will eventually link your miners together and split the board's territory with your opponent.

- The last player who can mine wins, so whoever has more open space to mine in their own territory will win.

- In the endgame, the open spaces will usually be around the edge of the board.

- Block your opponent's connections to open spaces by using the 3 basic structures above, and occupying chokepoints with your miners.
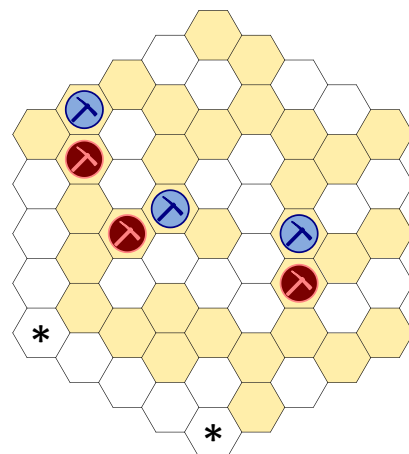
Red has 2 open spaces left. Blue is out of space to mine and loses the game.