

# Mayhem Mines

How to Play Mayhem Mines  
For 2 to 4 players

## Object

At the end of the game, be the player that holds the most Treasure. Good Luck, it's not as easy as you think.

## Game Setup

To set up the game, simply shuffle the deck of cards and deal them out to the playing area, facedown. This represents the mine. Feel free to make the mine in rows or columns or be creative and make them look like a map. Regardless of how the cards are placed, they must always remain facedown. Be sure to leave room to one side of the playing area for a discard pile. Note: When dealing with limited play area, dealing into 5 stacks of cards also works.

Once all the cards are dealt, select a first player (The shortest player in your group plays first. In successive games the player to the left of the winner goes first) and begin exploring!

## Exploring the Mine

On a player's turn, they can do one of two things.

### #1 - Draw A Mine Card

If the player decides to draw a mine card, they flip over a

card currently in the mine that is facedown. The card is revealed to all the players. Depending on the card, the following will occur.

### Treasure Card (blue)

The player has found a treasure! The player places the card in their hand and their turn is now over.

### Event Cards (yellow)

The player has triggered an event! The player reads the card out-loud and completes the action. The Event card is then placed in the discard pile and the player's turn is over.

### Action Card (green)

The player has earned a valuable trick they can employ on a future turn. The player adds the card to their hand and their turn is now over.

### Tremor (red)

The player has accidentally set off a chain reaction while digging that causes the entire mountain to shake! The card stays where it was found, face-up. If this is the third Tremor card to be revealed, the game ends. Otherwise, the player's turn is over.

### #2 - Play An Action Card

If the player decides to play a card, they can play one of their Action cards in their hand. The player reads it out-loud and whatever the Action card states is completed. The action card is

then placed in the discard pile. Depending on the Action card played, the player might still be able to draw a card from the mine.

Note: A player's hand can contain no more than 7 cards at the end of their turn. If they have more than 7, they must discard cards to the discard pile until they only have 7 cards remaining.

## Game Over

When the 3rd and final Tremor card has been revealed, or 2 Tremors and "Jack the Hammer" the game immediately ends. All the players now add the values noted on their Treasure cards. The player who has the most treasure wins the game!

## FAQs

Q: How does "Misdirected" (Reverse Turn Order) work in a 2 player game?

A: This card behaves like a "Skip an Opponents Next Turn" card in a 2 player game.

Q: How do "Troll Bridge" and "Goblin Toll Booth" work if I have no Treasure, or not enough treasure?

A: Since you cannot pay the toll, you skip your next turn.

Q: When "Dwarven Shield" avoids an event that affects the group, does it stop the event completely?

A: No. It would still affect your opponents.

fold  
line

fold  
line



Cut sheet on dotted lines to trim to 7.5 x 10.5 inches size, which folds down easily to 2.5 x 3.5 inch size to match card size and thus fits neatly in a box with your cards for storage.