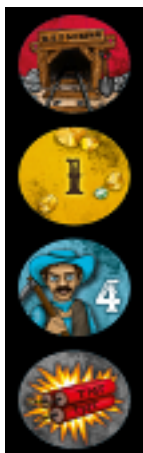




CONTENT 69 cards



5 entrances to the gold mine
in

24 gold cards
5×value 1, 7×value 2,
7×value 3, 5×value 4

35 gold miners, 2×value 2, 3 and 4, 1×value 5
in the 5 player colours

5 Dynamite

Game idea

Gold is calling and Mount Goldrush, the last remaining gold mine, is being stormed from all sides. Which gold miner will succeed in getting the most gold from the mine and on the way to outsmarting one or the other rival ?

Goal of the game

Finding the most gold

Game preparation

Each player chooses a colour and places the corresponding entrance in front of them on the table. From now on, the respective player owns all the gold miners of this colour that are revealed in the course of the game. If you are playing in pairs, each player chooses two colours. Put any entrances you don't need back into the box. 2.

All the gold, gold miner and dynamite cards are shuffled face down and laid out face down in any order on the table. Each card must be clearly visible and must not be covered by another card. be covered by another card.

Gameplay

The most golden player starts. The game proceeds in a clockwise direction. When it is your turn, you turn over two cards in turn. These cards remain face up in their positions for the time being. Depending on which two cards you have turned over, the following happens. The following happens:

Gold digger finds gold



If you uncover a gold miner whose value is at least as high as the value of the uncovered gold card, the owner of the gold miner gets the gold and the uncovered gold miner card goes out of the game. If the gold digger does not belong to a player, you get the gold.

Place the gold face down under your entrances.

Gold digger meets gold digger



If you uncover two gold miners of different strength, which can also be two of the same colour, the stronger one (larger number) expels the weaker one (smaller number). The weaker one goes out of the game. Turn the stronger gold digger over again at the same position. Remember where the gold digger is. Then it is the next player's turn.

DYNAMIT



If you turn over at least one dynamite card, both cards go out of play from the game.

Nothing happens

In your turn, if you cover either:

- two gold miners of equal strength,
- any two gold cards or
- a gold miner and a higher gold card,

you memorise the cards and turn them over again. Otherwise nothing happens. After all the cards are face down again, it is the next player's turn. player's turn.

GOLD RUSH

If there are only 10 or less cards face down at the beginning of your turn, you call out the "Gold Rush" together !

This changes the course of the game as follows:

From now on, each player reveals only one card on his turn. If it is gold, he takes it and puts it face down under his entrance. entrance. If it is a gold miner or dynamite, the card is from the game.

End of game

The game ends as soon as the last card has been turned over and taken from the table. Each player now adds up the values of their gold cards. The richest player wins. If there is a tie, the player who has collected more gold cards wins. If there is also a draw, there are several winners. winners.

Recommendation

Play as many games in a row as there are players, starting with a different player each time. After each round, you write down the results. The player with the highest total score at the end wins. In the event of a tie the player who scored more points in the player who scored more points in the last game.

Variant

For an easier game, lay out the cards in an 8×8 grid at the beginning of the game. in an 8×8 grid.