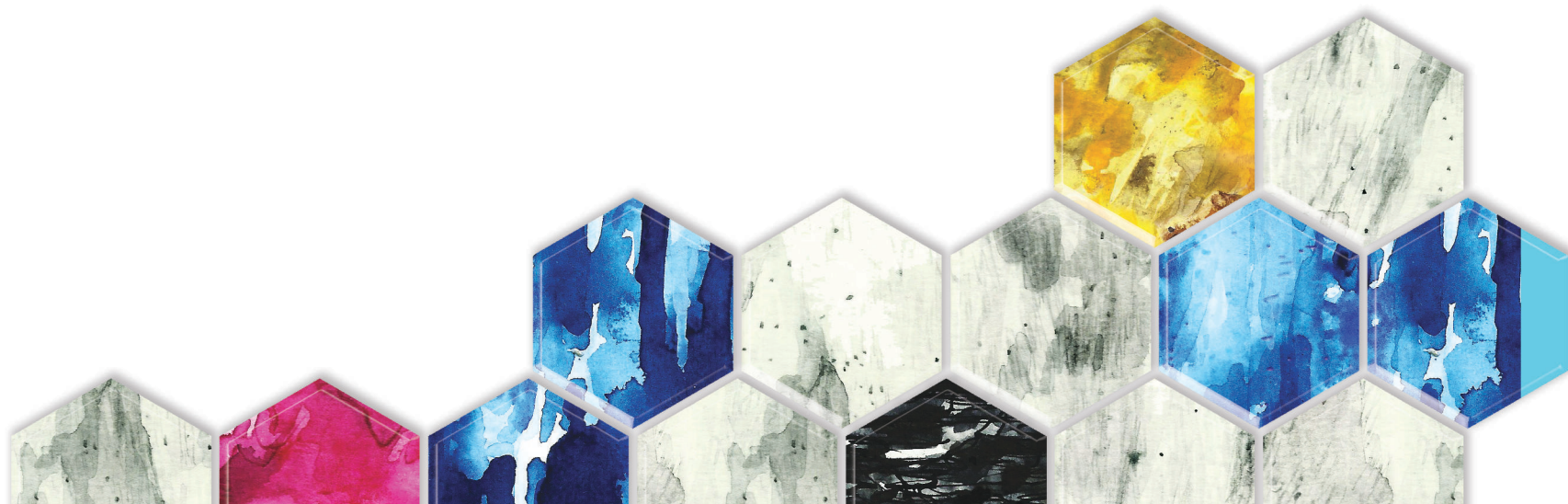




WELCOME TO THE WORLD OF MINERALS!



MINERALS

RULEBOOK

Magnificent riches lie hidden beneath your feet. Minerals, trapped inside plain rock, will shine brightly and reveal their stunning colors – but only if you manage to excavate them! That is your task. Travel deep into the ground to find milky-white wollastonite, anthracite darker than a moonless night, and kyanite as blue as the ocean. Use your tools wisely to reach for watermelon tourmaline and tread lightly to find golden orpiment. The vast world of minerals is closer than ever!

OBJECTIVE

You are geologists setting off on an expedition. Your goal is to excavate and collect precious **Minerals**. Plan your moves carefully and watch your opponents' movements closely.

During the game you will move across the board and excavate Minerals. The most expensive and rare ones are obviously the hardest to collect. To make your job easier, you can use **Tools**, but remember that doing so will cost you points. You can exchange your Minerals for a **Collection**, which will bring you honor and fame. When the game ends, add the values of both your Minerals and Collection cards. The player with the most valuable treasures wins!

GAME CONTENTS

118 Minerals tiles, including:

- 53 wollastonite tiles (white)
- 30 kyanite tiles (blue)
- 20 watermelon tourmaline tiles (pink)
- 10 anthracite tiles (black)
- 5 orpiment tiles (golden)

24 Collection cards, including:

- 14 cards with ♦ symbol
- 10 cards with ♦♦ symbol

5 silicone pawns in different colors

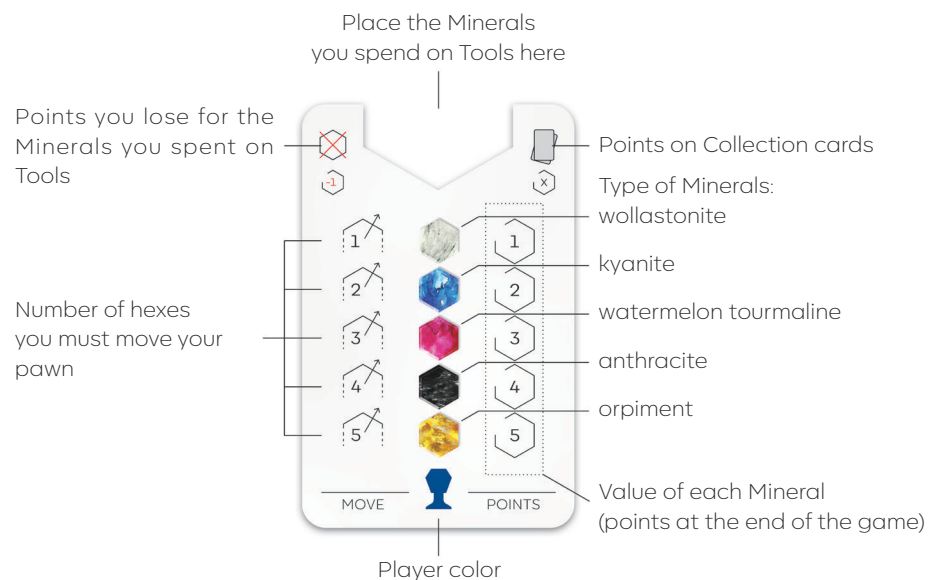
5 player boards in different colors

5 double-sided Tool tiles

1 pouch

Rulebook

PLAYER BOARD





Example of the setup



If this is your first game of Minerals, gently punch out all the components from the punchboard and place all the Mineral tiles in the pouch.

- 1 Take all the Minerals out of the pouch. Make sure all of the players participate in setting up the board. The board can have any shape you like. Place the Minerals colorful side up, while making sure each tile is adjacent to at least two other Minerals. This way you will create one undivided board. With this rule in mind, you can still create Crevices – empty spaces of any size between Minerals.
- 2 Pick a color and take the pawn and the player board in that color. Choose the first player; it should be the player who most recently excavated something from the ground (or alternatively, the oldest player).
- 3 Starting with the first player and continuing in clockwise order, each player removes one Mineral of their choosing from the board (you can pick whichever color you like) until a total of 5 Minerals are removed. You can remove Minerals from the board's edges or from the middle (and create a Crevice). To remove the Minerals, you can use your pawn – these pawns are specially designed to pick up Mineral tiles without disturbing the board. Return all of the removed Mineral tiles to the pouch.
- 4 Draw 4 ♦ cards and place them face-up next to the board. Shuffle all the remaining ♦ cards with all the ♦♦ cards, form a face-down deck and place it next to the row of face-up cards.
- 5 Place 5 Tool tiles on the table where everyone can see them. Each Tool tile features a different Mineral. Order the Tool tiles according to their mineral colour as follows: white, blue, red, black, golden. Tiles can be placed any side up.
- 6 Give your pawn to the player on your left. Starting with the first player and continuing clockwise, each player places their opponent's pawn on any wollastonite tile (white Mineral).

Now you are ready to begin your adventure in the world of Minerals!

We pack our games with great care. However, if you notice that your game is missing components, please contact us by sending an e-mail to: games@iuvi.pl.

GAME RULES

Starting with the first player, players take turns in clockwise order. Each turn, a player:

- **has to** move their pawn,
- **can** use a Tool AND/OR exchange their Minerals for a Collection card.

Moving your pawn (mandatory)

Moving your pawn across the board allows you to excavate Minerals. Remember to plan your moves carefully or you can lose the Mineral your pawn was standing on at the beginning of the movement.

Before you move your pawn, excavate the Mineral on which it currently stands. Press downwards on your pawn, and using its suction cup, gently lift it with the attached Mineral. Detach the Mineral from the suction cup and move the pawn from the original hex to another Mineral tile on the board according to the rules specified below.

✓ Movement rules:

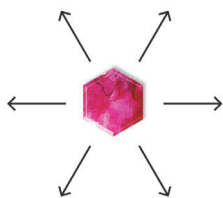
A Move your pawn in a straight line a number of hexes equal to the value of the Mineral the pawn is currently standing on (as specified on your Player Card).

Each type of Mineral has its own value which determines the number of hexes you have to move your pawn.



For example, if your pawn is standing on kyanite (blue Mineral), you have to move 2 hexes in a straight line.

B You can move your pawn in any direction. Each Mineral is a hex, so you can move in 6 different directions: horizontally, vertically and diagonally.



C You can move through a **Crevice** no bigger than one Mineral (i.e. one hex tile) and through Minerals occupied by your opponents' pawns. In both instances, the gap and the occupied tile count towards the number of hexes you have to move your pawn.



D Your pawn has to **end its move** on a Mineral without an opponent's pawn.

Remember: if there is a valid move available, you must perform that move.

There can only be one pawn on a single Mineral tile at a time.

✗ Incorrect movements:

- moving your pawn fewer or more hexes than you are supposed to (as dictated by the tile you started on),
- not moving in a straight line,
- moving through a Crevice bigger than one Mineral,
- ending your move on a Crevice, on a Mineral occupied by an opponent's pawn, or outside the board.

Przykład 1

Matt (golden) can move correctly only in three directions (marked by ✓ symbol). All other directions (marked by ✗) would end up in an incorrect way: two would end outside of the board, while the other one is blocked by a Crevice bigger than one Mineral tile. David (pink) can only move his pawn onto the anthracite or the kyanite. Moving in any other direction would be incorrect.



✓ If you **made a correct move**, you can take the excavated Mineral.

✗ If you **could not make a correct move**, your turn ends. Return the Mineral you excavated to the pouch and place your pawn on any unoccupied wollastonite tile (white Mineral) on the board.



Minerals is a unique game, in which entertainment mixes with art. And as we all know, art requires care. Remember to move your pawns gently. Otherwise you can disturb your beautiful Mineral arrangement.

Cutting off fragments from the board

If after your move, an isolated fragment of the board is created (with a Crevice of at least one Mineral) in which there are no pawns, that fragment gets cut off.

Take one Mineral of the lowest value from the isolated fragment and move it to your Mineral pool. If there are any Minerals left on the separated fragment, return them to the pouch.

It is possible to cut off more than one fragment as a result of one move. In that case, take the lowest valued Mineral from each separated fragment.

Example no. 2

David (pink) moves his pawn on the anthracite and claims the wollastonite on which his pawn was standing at the beginning of the movement. As a result of the move, two fragments of the board are cut off. David can claim one Mineral from each of those fragments. He takes the watermelon tourmaline from the first fragment **A** and the wollastonite from the second fragment **B**. The rest of the Minerals left on the cut off fragments are returned to the pouch.



If you were unable to move correctly, you would not be allowed to take a Mineral from the cut off fragment of the board. In such a case, return all of the Minerals from the cut off fragment to the pouch.

If a player's pawn is standing on the fragment separated from the rest of the board, that fragment is still considered part of the board. That means you can move your pawn to that fragment or through it in the same way you would move through a Crevice. This fragment will be cut off by the player whose pawn will be the last to move out of it.

Note: A fragment of the board can be cut off as a result of moving a pawn or using a Tools (e.g. Magnifying Glass) - see on page 7.

Cutting fragments off the board is a smart way to get ahead of your opponents. From each cutoff fragment you can take one Mineral - and during a turn you can cut off several fragments! Remember though, each time you cutoff a fragment, the board becomes significantly smaller, which means the endgame is increasingly nearer.

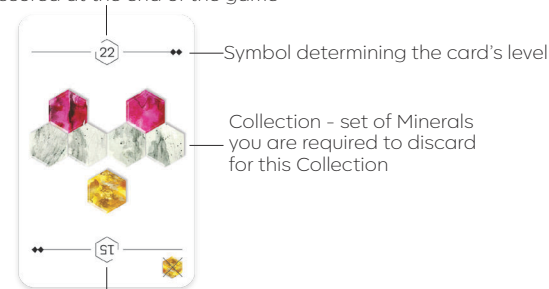
Collections (optional)

If you manage to obtain a certain set of Minerals, after finishing your move, you can exchange those Minerals for one of the face-up Collection cards. During your turn, you can take this action only once. The types of Minerals needed for the exchange are specified on each Collection card. Return the required Minerals to the pouch, take the relevant Collection card and place it face-up in front of you (so that you can read the points). Draw a new card from the top of the Collection cards deck and put it face-up, replacing the card you just took.

There should always be 4 face-up Collection cards on the table (unless the deck runs out of cards).

At the end of the game each Collection card you have acquired will score a certain amount of points.

Points scored at the end of the game



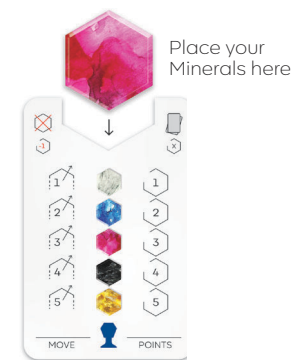
Points scored at the end of the game

Collection cards featuring orpiment (golden Mineral) with the ♦♦ symbol are unique because you can acquire them even if you do not have the orpiment. You can do so by simply discarding all of the other Minerals specified on it. However, obtaining the card this way will score you fewer points at the end of the game. Take the card and place it in front of you, face up, but turned upside down (so that you can read the lower points value). Placing it this way will remind you to score the lower value on the card. If you do have the orpiment and discard all of the required Minerals, place the card as normal - it will score its full value.

Tools (optional)

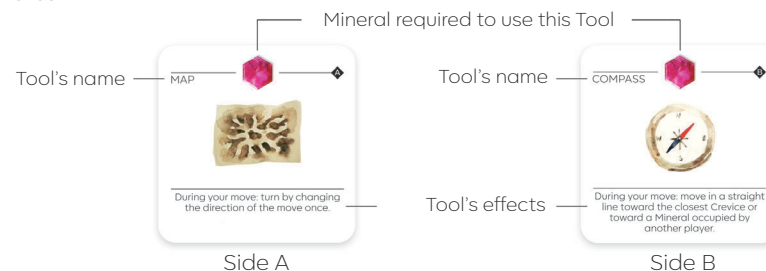
Tools do not get discarded after use. This means players can use them any time throughout the game. You will find a detailed description of how each of the Tools works at the end of this rulebook.

Once per turn you may use one Tool - but only if you have the required Mineral in your pool. Place the Mineral specified on the Tool tile on the designated space on your player board. Now you can use the chosen Tool. Each time you use a Tool, place the Minerals on your player board on top of the previous ones, creating a stack. **These Minerals are no longer part of your pool and you cannot exchange them for a Collection card or spend them to use another Tool.** They will however be used for scoring at the end of the game.



Unless the Tool tile states otherwise you can use a Tool at any time during your turn.

Tool tiles



There are always 5 Tools in the game, and each requires the use of a specific Mineral. For example, you need a watermelon tourmaline to use the Compass.

At the end of the game, you will have to lose 1 point for each Mineral used for a Tool.

Example no. 3

It's Kate's (blue) turn. She's only one Mineral short from getting a Collection card worth 21 points. She needs an anthracite and her pawn is standing on one. Unfortunately, there is no valid move possible that would allow Kate to collect the Mineral. Luckily, she has three watermelon tourmalines. She can spend one of them to use a Map and change direction during the move.

Thanks to the Map **A**, Kate finishes her move on wollastonite and can claim the excavated anthracite **B**. As an effect of Kate's move, there is now a separated fragment of the board **C**, in which no other player's pawn is present. This means that Kate can take the lowest value Mineral from that fragment (kyanite), while the rest of the Minerals are returned to the pouch. Now Kate can exchange her Minerals (1x wollastonite, 2x kyanites, 2x watermelon tourmalines, 1x anthracite) for the Collection card **D**. She takes the card and draws a new card from the deck to replace it. Kate's turn is finished. Thanks to some clever moves, Kate managed to score a significant number of points.

THE END OF THE GAME AND SCORING

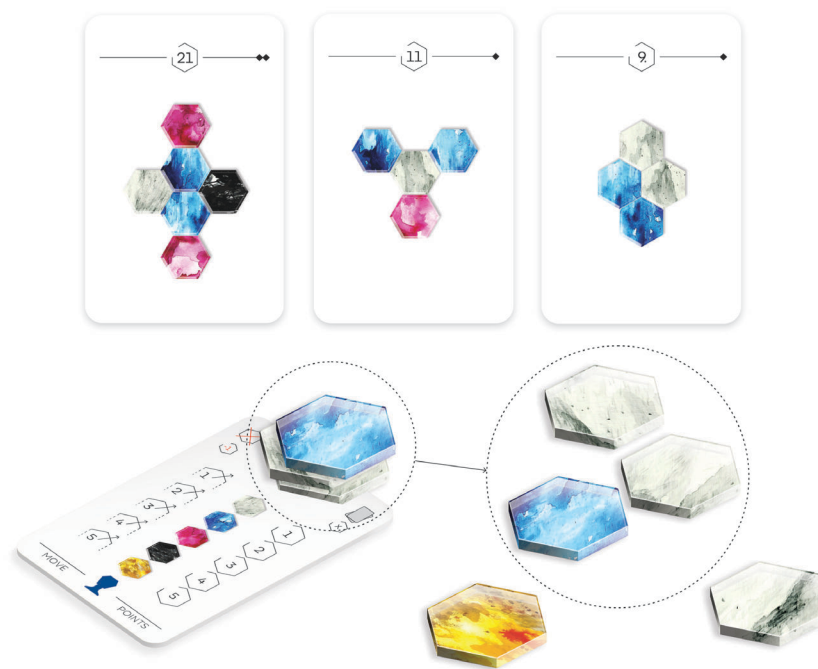
The game ends when none of the players can perform a correct move and there is no unoccupied wollastonite (white Mineral) left. Return the remaining Minerals to the pouch and count your points as follows:

- 1 Score points for your Collection cards.
- 2 Subtract 1 point for each Mineral you used for Tools and then move those Minerals back to your pool.
- 3 Score points for each Mineral you own.

The player with the most points is the winner. In case of a tie, the player with more Minerals on their Collection cards wins. If there is still a tie, players share the victory.

Example no. 4

Charlie managed to get 3 Collection cards, thus scoring 41 points in total. On his player board there are 3 Minerals (2x wollastonites, 1x kyanite) used to pay for Tools, which means that Charlie has to subtract 3 points. Next, Charlie moves the Minerals from his player board back to his pool. He now has 5 Minerals: 3x wollastonites (each worth 1 point), 1x kyanite (worth 2 points), 1x orpiment (worth 5 points). Together those Minerals score 10 points ($3 \times 1 + 1 \times 2 + 1 \times 5$). Charlie's final score is 48 ($41 - 3 + 10 = 48$).



Illustration, graphic design and game design: Magdalena Śliwińska

Game development: Marcin Ropka, Viola Kijowska

Production and project coordination: Viola Kijowska

DTP: Przemysła Fornal To_Design

Translating: Katarzyna Deja

Proofreading: Corina Cretu, Viola Kijowska

Thanks: Robert Deninis, Łukasz Szubski, Jakub Cikala, Dariusz Gajewski, Kamil Cieśla, Marta Nowicka

IUVI
GAMES

Published and distributed in Poland by:

IUVI Publishing House LTD.

12C Półnanki Str., 30-740 Kraków, POLAND

www.iuvigames.pl

Minerały© 2019 IUVI Publishing House LTD.

Patronage:



aspkatowice

zabawkoWicz.pl

ZnadPlanszy.pl
Piszemy z pasją o grach planszowych



VERSION FOR 6 YEAR OLDS

This mode is perfect for the youngest players. Do not use any Tool tiles or Collection cards. Simply set up the board together. Let the kids use their creativity and play with colors and shapes. Teach the kids the basic rules: how to move across the board and how to excavate Minerals. At the end of the game count each player's Minerals (pay no attention to the value of each Mineral). Whoever has the most Minerals wins the game.

VERSION FOR 7+ YEAR OLDS

7 year olds can be really clever! It may still be quite difficult for them to use Tool tiles, but they will definitely understand that getting Collection cards is the best way to win. In this mode you do not need the Tool tiles, simply teach them how to move across the board, excavate and exchange minerals for Collection cards. At the end of the game, score each player's Collection cards and Minerals (as there are no Tools in this mode, you do not subtract any points). The player with the most points wins the game.

TOOL TILES



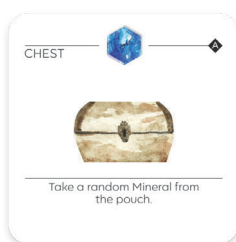
Hammer

Allows you to add a new Mineral to the fragment of the board you or another player are about to cut off. You can also place the Mineral anywhere on the board as long as it will be adjacent to at least two other Minerals.



Shovel

You can use it while cutting off a fragment from the board, but first you have to pay for it with a wollastonite from your pool. When cutting off more than one fragment of the board you can take any Mineral you like from one of them. You can take only the least valued Mineral from all other cutoff fragments.



Chest

You cannot use it if there are no Minerals left in the pouch.



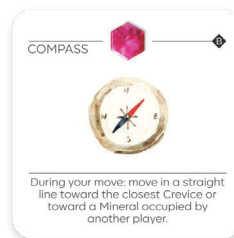
Sack

The number of Minerals you exchange with each other may be different. For example, in a 4-point exchange you can take 1 anthracite from your opponent and give him 2 wollastonites (white Mineral) and 1 kyanite (blue Mineral) in exchange ($4 = 2 \times 1 + 2$).



Map

You can use it during the move, but first you have to pay for it with a watermelon tourmaline from your pool. You can change the direction of the move both above a Crevice and above another player's pawn. You can even turn around and retrace your steps.



Compass

When using the Compass you do not have to move the required number of hexes, but you do have to move at least 1 hex. You cannot move onto Crevices or Minerals occupied by other players; you have to stop on an unoccupied Mineral just ahead of either. By using the Compass you can reach the edge of the board.



Magnifying Glass

You can use the Magnifying Glass at any time during your turn, but first you have to pay for it with an anthracite from your pool. You cannot take the additional Mineral if you could not perform the correct move, or if there is no adjacent mineral of a different color.



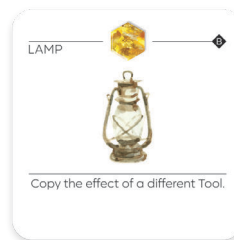
Vortex

You can use Vortex before or after your move, but not during. With Vortex, you move both your pawn and the Mineral below it.



Rope

Rope allows you to make an additional move, so you can excavate two Minerals in one turn. Rope however does not allow you to use another Tool (you can use only one Tool per turn and you are already using the Rope) or to exchange your Minerals for more than one Collection card.



Lamp

You cannot copy Lamp's effect.

