

TF22 MINE

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REALISATION TROLL FACTORY



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TF22 MINE

It is the year 2124.

Energy has become a rare commodity as consequence of the industrialisation of our universe. One of the main energy sources is "White Ranium". The large energy companies can hardly find new planets on which they can find the raw material. A worthwhile volume of the energy source in a few Ranium mines is searched for with a heavy-duty surface scanner.

The Mega Group Troll Factory Unlimited found some on planet GH-328. Several rival mine crews will be sent to the mine to find the "White Ranium" and to transport it to the space loader.

But watch out: The "White Ranium" isn't secure until it arrives at the space loader. It can be intercepted by the other mine crews.

Each space loader can load up to two units of "White Ranium". The mine crew has to go back to the base camp in the middle of the mine to recharge their equipment. After that they can send more units of "White Ranium" to the space loader. The Crew uses the molecular transporter of the space loader for transport to the base camp.

Goal of the game

Every player takes the part of one mine crew, collects "White Ranium" in the mine and transports it to the space

loader. The player who is the first to transport 3 units of "White Ranium" to the space loader wins the game.

Game pieces

- 36 mine cards printed on both sides with 4 tunnel types (white, red, blue, yellow)



- 20 symbol cards in the 4 player colours with the results 2-6



- 2 rule cards with text



- 2 rule cards with graphics

- 3 space loaders



- 4 wooden Manikins for mine crew in 4 different colours



- 4 base camps (round wooden slices in 4 different colours)



- 4 pieces of ore as action markers (black wooden sticks)



- 4 units of "White Ranium" (octagonal wooden nature stones)



- 9 markers (little yellow round wooden slices)



- 2 sets of rules



Building the game

In the middle of the table place 4 mine cards with a 'crossing' pathway, one for each player colour. The rest of the cards are shuffled and placed in two rings around these 4 cards. Planet GH328 emerges with its mine tunnel.

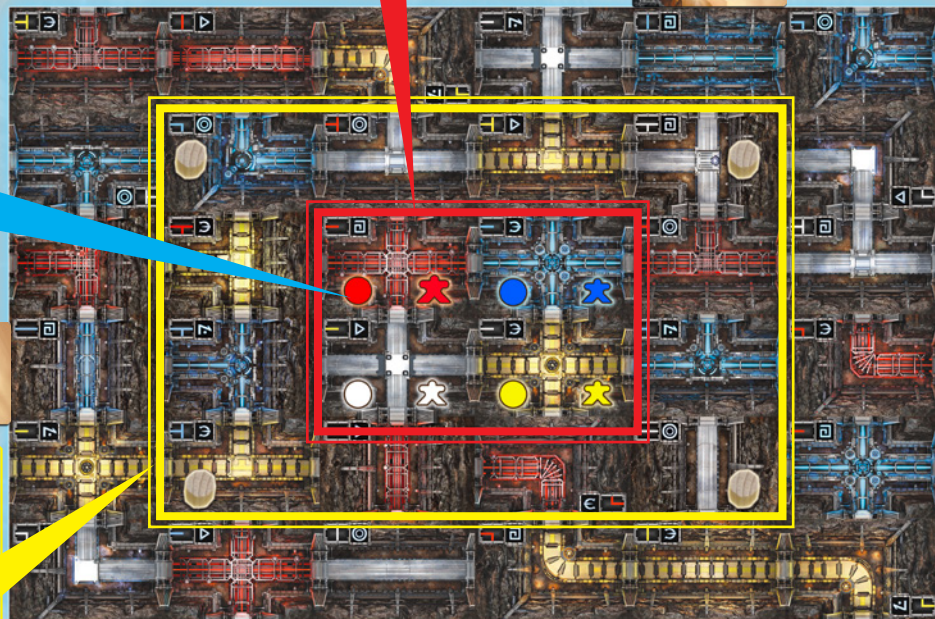
The 4 mine crews (wooden manikins) and the **4 base camps** (wooden slices) will be placed accordingly to their color on the crossings in the middle of the match plan. The white mine crew won't be used with three players.



The 4 "White Ranium" units are set on the 4 corner mine cards in the inner mine card ring. Only 3 "White Ranium" units will be set with 2 or 3 players. The corner over the white crossing remains free.



The 3 space loaders are placed around the planet surface area, as shown in the illustration.



The 9 tokens are placed next to the board

Gameplay

- 1. The starting player is determined.
- 2. The starting player can choose among the mine paths that form the board, and exchange the place a path with another path. This action can be done twice, and balances out the fact that the starting player is the last to choose a color.
- 3. The player to the right of the starting player chooses a mining crew colour and receives 5 symbol cards in the corresponding colour.
- 4. All players take turns, in a counter clockwise fashion, to perform the same action.
- 5. Each player shuffles their symbol cards and places the pile face down in front of them. These cards are used during the game for the placement of the “White Raniums” and the encounters between the mine crews. There are 3 variants available for dealing with the symbol cards:

The standard variant

The symbol cards from the draw pile are played in sequence. When the stack is exhausted, shuffle the discarded cards and place them back in a pile.

The luck variant


After a symbol card is played, it is not discarded, but goes back in the pile. Then the pile is shuffled and placed again face down for the next action.

The strategy variant

The players can freely choose which symbol card to play. After a card is played, it goes to the discarded pile.


When all the cards in hand are played, each player takes all the cards back.

- 6. At the start of their turn, each player moves the space loader two mine cards, in a clockwise fashion.

-  When a space loader reaches one of the corner paths, a special rule applies: The 2 exposed sides of the card (short and long) count as 2 steps. In the illustration below, the loader is moving one step.



- 7. Certain actions can be performed during a player's turn. Every action costs ore. Each player gets four pieces of ore per turn and after each action, the used ore is handed to the next player. Ore cannot be stored! All four pieces must be played in one turn.

-  Each of the following actions may be performed by the player repeatedly, as long as they have sufficient available ore. 2 rule cards with graphics and two with descriptive texts are included in the game to serve as a quick reference. The player can perform the following 11 actions with the appropriate values:

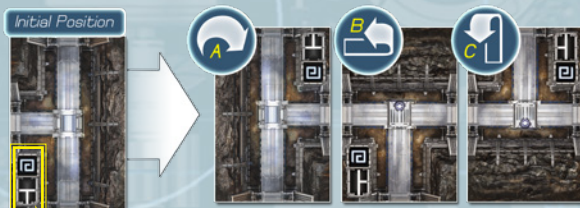
A. Rotate a mine card by 180 ° around its own axis => 1 piece of ore

B. Turn a mine card over the long side(back of the card comes up) => 1 piece of ore

C. Turn a mine card over the short side(back of the card comes up) => 1 piece of ore

The mine crews, the base camp and the units of “White Ranium” remain on the mine card.

This example shows the actions A. - C. based on one T-crossing mine card:



There are 2 pictures on the mine cards. One shows a symbol and the other shows the backside of the card as you would look through the card.

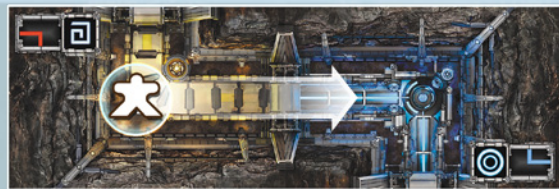
D. Movement within a tunnel type => 1 piece of ore

The player moves his crew through a continuous tunnel type (tunnel colour) as far as desired.



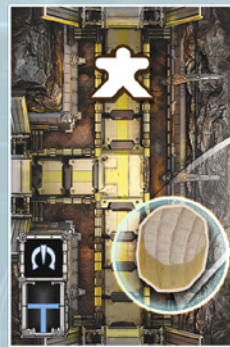
E. Move to a different tunnel type => 1 piece of ore

The player can move their crew from one mining tunnel type to another. (Recognizable by the different colours)



F. Collect „White Ranium“ => 1 piece of ore

If a player's crew stands on a mine card with a unit of “White Ranium”, they collect it using this action and put it in front of them. Each player can have as many units of “White Ranium” as they want during the game.



G. Steal „White Ranium“ => 1 piece of ore

If the player's crew is standing on a mine card on which one or more other crews are standing, they can attack one of these crews to get their 'White Ranium'.

Conditions:

Only mine crews possessing at least 1 "White Ranium" can be attacked.

The Fight:

The player with the highest value wins the fight. The battle value is determined as follows:

Both players play a symbol card. Numerical values of the symbol card (2, 3, 4, 5 or 6) minus the number of the owned units of "White Ranium" **constitute the combat performance**.



If the attacking player wins, they receive one unit of "White Ranium" and their crew is immediately teleported back to their base camp. If the defending player wins, they must immediately perform an action for the value of one piece of ore. In the case of a tie, nothing happens.

If the active player still has available ore, they can perform other actions.

H. Move the space loader => 1 piece of ore

The player can move one space loader forward or backward on the planet's surface.

A space loader cannot move to a place occupied by another space loader. The distance covered by this move is one mine card.



I. Delivery of the "White Ranium" to the space loader => 1 piece of ore

1. The player's mine crew can move within one tunnel type in order to reach a space loader. There, the player can exchange up to 2 units of "White Ranium" per turn, for **one yellow marker each**. After this, the mine crew is taken immediately back to their base camp.

Examples of activities:



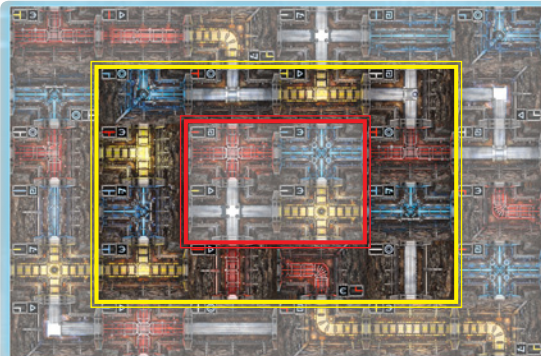
or



2. The player to the right of the active player now turns over a symbol card and sets a piece of "White Ranium" on a mine card with the same symbol, located in the inner mine card ring (see figure on the right). Only one "White Ranium" is allowed on each mine card. This is repeated, if necessary with the second unit of "White Ranium".

If no mine card is assigned to the corresponding symbol, the "White Ranium" can be placed on any mine card of the inner mine card ring.

3. If the active player has ore still available, they can perform other actions.



The inner mine card ring is located between the red and the yellow border.

J. Secret tunnel=> 3 pieces of ore

The player can place their mine crew on any mine card if the following conditions are met: The starting and the target mine card must have the same tunnel type (tunnel colour), and the player may **not** have „White Ranium“.



K. Transporter case => 2 pieces of ore

The player's crew is standing on a mine card with one or more enemy mine crews. With this action, the player can transport all enemy crews to another mine card.

Prerequisite: Start and finish mine cards must have the same tunnel type (tunnel colour).

The player's crew remains on the start-mine card. Any base camp or units of "White Ranium" that happen to be on the card, are not affected by this action.



Game End

If a player collects at least 3 yellow markers, the game is over and that player is the winner.



Features with 3 players

- 1. During the preparation of the game, only 3 units of "White Ranium" are placed. See also page 4-5.
- 2. The white symbol cards, the white mine crews and the white base camp are not used in the game.
- 3. The gameplay remains the same as for 4 players.

Special for 2 players

- 1. During the preparation of the game, only 3 units of "White Ranium" are placed. See also page 4-5.
- 2. All 4 mine crews and base camps are set on their respective matching colour crossings.
- 3. Each player controls 2 mine crews. The nonstarting player chooses the first player colour. Then both players select in exchange their second player colours.
- 4. Each player receives 5 symbol cards in one colour.
- 5. The remaining symbol cards are not used in this game.
- 6. The active player may split their 4 pieces of ore per turn for any actions on their two crews.
- 7. For action F. "Collecting White Ranium", the 2 players do not put the "White Ranium" in front of them, but place it on the base camp of the mining crew with which they have received it. This crew must also deliver this "White Ranium" piece to the space loader.
- 8. The Game End with 2 players: The player who first collects 5 yellow markers with both mine crews together, is the winner and the game ends.
- 9. The rest of the gameplay remains the same as in 4 players.



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