

CARDS



GEMS The more Gems of each color you have, the more points you earn (unless they match the color of your Cursed Gem card).



WILD GEMS These can be used as a Gem of any color. At the end of the game, assign their colors to maximize your score.



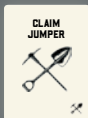
FIRE IN THE HOLE When this card is drawn, the round is paused. Starting with the Prospector and continuing clockwise, **all players must roll their Dynamite and discard ALL cards in their scoring area that match their roll** (except for cards protected by a Safe). After all players have rolled and discarded any lost cards, **discard the Fire in the Hole card and resume the round.** Miners that were still in the round put their Dynamite back in the upright position, and the Prospector continues by drawing another card.



SAFE Before rolling for a Fire in the Hole, you may place each Safe **in your scoring area** on any one of your color stacks of Gems to protect them. If your roll matches one of the cards protected by a Safe, discard the Safe instead of losing that Gem card. If the number you roll does not match a protected Gem card, you keep the Safe to use on the next Fire in the Hole. You may move the Safe to protect a different stack. **Wild Gems cannot be protected by a Safe.**



FAULTY DETONATOR Play this card **from your scoring area** to re-roll your Dynamite one time. It may be used on any type of roll. **Discard** it after using it.



CLAIM JUMPER After revealing a Gem card, the **Prospector** may play this card **from their scoring area** to take the Claim before the Miners have a chance to steal it. **Discard** it after using it. The round is over after it has been played.

YA BLEW IT!



INSTRUCTIONS

Ages 8 and Up • 2 to 6 Players • 20 Minutes

Contents: 70 Cards, 6 Dynamite Dice, Prospector Marker, Marker Base, Instructions

OBJECT

Collect sets of Gems and avoid taking Gems of your Cursed color.

SET UP

1. Give each player one **face up** Cursed Gem card. Your Cursed Gem card shows the color of Gem that will **subtract points** from your score at the end of the game. Put the unused Cursed Gem cards back in the tube.
2. Give each player one Dynamite Die, placed upright in front of them.
3. Give each player one Faulty Detonator card, placed face up in front of them. All other Faulty Detonator cards remain in the deck.
4. Take one Fire in the Hole card and place it face down in the center of the table. All other Fire in the Hole cards remain in the deck.
5. Shuffle the deck and place it face down on top of the Fire in the Hole card.
6. Give the Prospector Marker to the player wearing the most red. They will be the first player.




HOW TO PLAY


Each round, one player is the **Prospector** who draws cards to build a **Claim**. The other players are rival **Miners** who are hoping to steal the Prospector's Claim. For each round, follow these steps:

1. The Prospector draws cards from the top of the deck until a Gem card is drawn. All cards drawn make up the Prospector's Claim. Place them face up in a row next to the draw deck.

2. Starting to the Prospector's left and continuing clockwise, each Miner may do one of the following:

A. Roll your Dynamite in an attempt to steal the Claim. (Each Miner may do this only once per round.):

 **If the number rolled matches a number on ANY card in the Claim,** you steal the entire Claim. Place all the cards face up in your scoring area. The round is over. (See **END OF A ROUND.**)

 **If the number rolled does not match a number on any card in the Claim,** you do not steal the Claim. Keep your Dynamite lying flat to indicate that you have already used your one roll and are **out of the round.**

—OR—

B. Pass, hoping for a chance to roll later for a larger Claim. Leave your Dynamite in the upright position to indicate that you are still in the round.

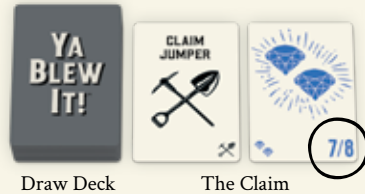
3. If nobody steals the Claim (because each Miner either passed or rolled their Dynamite and failed), the Prospector may do one of the following:

A. Keep the Claim. —OR— **B. Add cards to the Claim.**

The Prospector places all the cards face up in their scoring area. They do not need to roll their Dynamite. The round is over. (See **END OF A ROUND.**)

If any Miners are still IN the round:
Repeat Steps **1** through **3** (only Miners who are still in the round may participate in Step **2**).

If all Miners are OUT of the round:
The Prospector may gamble for a bigger Claim. (See **GAMBLING.**)



GAMBLING

The **Prospector** may gamble only if all **Miners** are out of the round. To gamble, they turn over cards until they have added either one or two more Gem cards to the Claim. Then they must roll their Dynamite.

- If the roll **matches** any card in the Claim, **they LOSE the Claim.** All of the cards are placed in the discard pile. The round is over. (See **END OF A ROUND.**)
- If the roll **does not match** any card in the Claim, **they WIN the Claim.** The Prospector places all the cards face up in their scoring area. The round is over. (See **END OF A ROUND.**)

END OF A ROUND

The round ends when the Claim has been taken by the Prospector, stolen by a Miner, or discarded. Pass the Prospector Marker clockwise to the next player, who is the Prospector for the next round. All Miners place their Dynamite in the upright position, as they are all in for the new round!

END OF THE GAME

When the last card (which is the final Fire in the Hole card) is revealed, resolve the final Claim before rolling for the Fire in the Hole. (See **CARDS.**) If no Miner steals the final Claim, the Prospector **must take it** and add it to their scoring area. Then the final Fire in the Hole is resolved.

Note: If the final Claim does not contain any Gem cards, discard the Claim and resolve the final Fire in the Hole.

SCORING

Score each color separately using this chart. Use the same chart to score your Cursed color, but the points are **subtracted** from your score.

Add up all of your points and the player with the highest score wins!



Example: Four matching gems earns **10 points**

Gems	Points
1x	1
2x	3
3x	6
4x	10
5x	15
6x	20

(or more)