



RULES FOR SOLO MINERS

In *Dice Miner*'s single-player mode, you must delve into three dangerous — but lucrative! — mountains all alone, neutralizing hazards and unearthing gems as you go. At the end of the game, you'll add up a score based on how well you did at these objectives.

SETUP

First, take three magic dice from the bag and roll them. They're the start of your trove.

Second, fill the mountain from the bag, just like in a multi-player game of *Dice Miner*.

PLAY

There are three actions you can take in single-player mode. You may take them freely, in any order, and as many times as you want unless otherwise noted.

First, you can **DRAFT** a die from the top of the mountain and add it to your trove. What kinds and faces of dice you may choose are restricted. See "Drafting Rules."

Second, you can **SPEND** a magic die, sending it to the box and out of the game entirely. Then, for each magic symbol it was showing, **RECYCLE** a die, choosing one at a time from the top of the mountain. These don't go to your trove. Instead, they return to the bag and might reappear later in the game.

Third, you can refill the mountain. See "Refilling the Mountain." You can only do this twice per game, so refill wisely.

Drafting Rules

Magic Dice, Treasure Dice, and Tool Dice:

You can always draft these when they are on top of the mountain. Sometimes you'll have to make a decision about whether to **CACHE** a newly picked treasure die or not. See "Caching Gems."

Tunnel Dice: You can always draft a tunnel die showing 1. You can only draft other tunnel dice when you can add them to an existing straight as the next sequential number. For example, if you have 1, 2, and 3 already in your trove, you may draft a 4, but not a 5. Each straight can only contain one of each number. That is, a single 1 in your trove cannot support multiple 2's following it. Each 2 must follow a separate 1.

Hazard Dice: You can only draft a hazard die when you have a corresponding tool in your trove to **NEUTRALIZE** it, and only if that tool hasn't already been used to neutralize some other hazard. See "Neutralizing Hazards."

Beer

Beer is wild. When you draft a die showing beer, set it to the face of your choice as you add it to your trove.

Neutralizing Hazards

Shields can neutralize dragons, and pickaxes can neutralize cave-ins. In order to draft a hazard die, you must have a corresponding tool die already in your trove, and that tool die can't have been assigned to neutralize another hazard already. That is: Each tool die can only neutralize one hazard die. To show which tool in your trove neutralized which hazard, stack the hazard on top of the corresponding tool as you draft it.



Caching Gems

Chests can cache gems. Each chest face can cache a number of treasure dice equal to the number of chests it shows. When you pick a treasure die, you must decide whether to cache it in one of your chests or not — you can't change your mind later. If you decide to cache it, show this by placing it next to the die with the chests.



Refilling the Mountain

To refill the mountain, leave any dice that are still on the mountain in place, shake the dice in the bag, and then pour dice from the bag onto the mountain, just like during setup. Then, continue taking actions. You do *not* reroll the dice in your trove when refilling the mountain, as you do in multi-player games of *Dice Miner*.

You may only refill the mountain twice per game. (So, you can mine a total of three mountains, counting the initial setup as the first.)

SCORING

When you're no longer able to take actions, or you don't want to take any more, count up your score using the table below.

IN YOUR TROVE	POINTS SCORED
Neutralized hazard die	1 point per hazard symbol
Uncached treasure die	1 point per gem symbol
Cached treasure die	2 points per gem symbol
Tunnel die straight that goes to 5	5 points per straight

Look up your total score below and try to beat your previous high scores. Dare to increase the difficulty of your next game by starting with fewer magic dice!

SCORE	RESULT
0-14	<i>Disaster!</i> You must do better if the Dwarves are to survive.
15-30	<i>A Brave Start.</i> Try again, and improve the Dwarves' chances against the Dragons.
31-45	<i>Improving.</i> Not too bad — but can you do better?
45-50	<i>Average.</i> Given the excellence of the average Dwarf, a worthwhile feat!
61-70	<i>Excellent.</i> A marvelous achievement of delving and Dragon-slaying. Stand proud!
71+	<i>Masterful.</i> Among the best possible scores. Surely a result to share far and wide, for the inspiration of miners everywhere!

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