

PROSPECTOR

CONTENTS:



- 133 Playing Cards
- 12 Gold Bar Cards
- 1 Dice
- 6 Quick-Play Rule Cards
- 6 Reference Cards

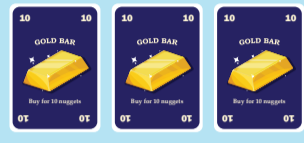
If you'd rather watch a video to learn how to play, visit:
www.playprospector.com



GAME OVERVIEW

Be the first player to collect 3 Gold Bars!

You are a Prospector in the legendary Wild West. To win the game, be the **first to collect 3 Gold Bars**. To acquire a Gold Bar, you must **trade in 10 Gold Nuggets**. You get Gold Nuggets by building gold Mines or using Prospector cards to steal from other players. Other players will attempt to hinder your progress and take your gold, so be prepared to pay them or block their attacks! Happy Prospectin'!



SETUP

1. **Separate the Gold Bar cards** from the pile and place them face up in the center.
2. **Shuffle** the rest of the deck and **deal 6 cards** to each player. You may look at your cards but keep them secret from the other players!
3. Put the remaining cards **face down in the center to create the draw pile** (keep separate from Gold Bars).
4. Roll the dice to see who goes first – highest roll begins. Play continues clockwise.

ON YOUR TURN

1. **Pick up 2 cards** from the draw pile.
2. **Play up to 3 moves**. Choose any combination of the following: (each action below counts as one move)

Nugget Pile



- A STASH NUGGETS:** Play a **Gold Nugget card** into your nugget pile (*place onto the table in front of you*).
 - Create a nugget pile to buy Gold Bars and pay other players.
 - You may also **choose to convert** a Prospector, Utility, or a Blocker card into Nuggets by placing in your nugget pile (*value is listed in the corner of the card*). Once a card is converted, it remains as Nuggets for the rest of the game.

Note: Mines cannot be converted to Nuggets, however they can be used to pay others.

Mine Utility



- B BUILD:** Play a **Mine, Mine Shaft, or Mine Equipment card** (*place onto the table in front of you*).
 - **Mines:** Mine cards, of the same color, stack on each other and production is added together (e.g. 1+1=2).
 - **Mine Shaft & Mine Equipment:** Boost a mine's production by adding a Mine Shaft or Mine Equipment card to your mine(s).

Mines must be activated to produce Nuggets. Refer to the below in part D, Produce.

Prospector Card

- C ATTACK:** Play a **Prospector card** & follow the instruction on the bottom of the card (*place in the center discard pile*).



- Prospector cards are used to improve your odds and attack other players.

- D PRODUCE:** Roll the dice to activate your mines. If you roll the number on the top of the card, you activate your Mine and collect Nuggets from other players.



- You can only roll once per turn to activate a mine. (Exception: The Prospector card called Keep Diggin' gives you an extra roll).

- E BUY:** Buy a Gold Bar. Trade in 10 nuggets from your nugget stash for a Gold Bar (*place Nuggets in the center discard pile*).



- F Pass**

3. **End your turn.** Play continues clockwise.

The Horse! Place a Horse card down in front of you to give you an extra (fourth) move each turn. Make a "Neighhh" sound when you play a Horse to let other players know.

- The maximum number of moves you can make is 4, regardless of how many Horses you have.
- If you lose your Horse, you go back to a maximum of 3 moves per turn.



Blocker card: If another player **attacks** you, you may **use your Blocker cards** to block actions against you (*place in the discard pile once used*).

- There are 3 types of Blocker cards. See each card for when it can be used.



SPECIAL NOTES

- Mines **cannot** be converted into Nuggets and therefore cannot be used to purchase Gold Bars.
- Once played in front of you, Mines and Utility cards **can** be used as payment (*they stay as Mines and Utility cards when transferred over*).
- **No change** is ever given (*maintaining small denominations is important*).
- You **cannot pay** with cards directly **from your hand**.
- You may only have a **max of 8 cards at the end of your turn**. If you exceed this, the player to your left randomly selects from your hand and places any excess cards in the discard pile (at the end of your turn).

WHAT THE GAME LOOKS LIKE

Center of Table

Gold Bars



Draw Pile



Discard Pile



Dice



In Front of You

Your Gold Bars



Your Nugget Pile



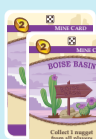
Your Mines



Collect 1 Nugget from 1 player



Collect 2 nuggets from 2 Mines + 2 from Mine



Collect 2 Nuggets (1 + 1 from Mines)



Collect 3 Nuggets (1 from Mine Equipment + 2 from Mine)

The Horse (if you're lucky!)



Note: The above is a representation once the game matures. You will start with nothing in front of you.

CARD REFERENCE

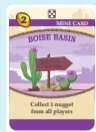
Mine Cards (20 Cards)



5 Cards



5 Cards

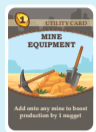


5 Cards



5 Cards

Utility Cards (16 Cards)



8 Cards



4 Cards



4 Cards

Nugget Cards (36 Cards)



8 Cards



16 Cards

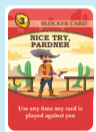


8 Cards



4 Cards

Blocker Cards (9 Cards)



6 Cards



2 Cards



1 Card

Prospector Cards (52 cards)

Take or Swap Mine Cards



Land Claim!

Take one Mine card from any player.

10 Cards



Force a Trade

Swap one Mine card with any player.

4 Cards

Collect New Cards



Go West!

Pick up two cards from the draw pile.

4 Cards



Hire a Prospector

Roll the dice and draw that number of cards.

4 Cards

Steal or Attack a Horse



Horse Thief

Steal a Horse from any player.

2 Cards



Coyote Attack

Force a player to discard their Horse.

2 Cards

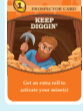
Activate Your Mines!



Gold Strike!

Activate any of your Mines without a dice roll.

2 Cards



Keep Diggin'

Get an extra roll to activate your Mines.

2 Cards

Get or Steal a Gold Bar



Robbery Attempt

Roll a 5 or 6 and steal a Gold Bar from any player.

4 Cards



The Smelter

Collect a Gold Bar if you roll a 5 or 6.

2 Cards

Make a Player Discard



Fool's Gold

Force one player to discard half their Nuggets (rounded down).

2 Cards



Blow a Mine

Force one player to discard up to 3 Mine cards (of the same set, including Utility cards).

2 Cards

A Win from Mother Nature



Drought

Collect 2 Nuggets from each player with either El Dorado or Boise Basin.

2 Cards



Crittters Ate Your Food

Collect 2 Nuggets from each player with either Sierra Nevada or Rocky Mountains.

2 Cards

Steal Gold Nuggets



Hold Up!

Dice dual any player for 4 Nuggets.

4 Cards



Bandit

Steal 2 Nuggets from any player.

2 Cards



Jackpot!

Force all players to pay you 3 Nuggets.

2 Cards

FREQUENTLY ASKED QUESTIONS

General

Q. What happens if I run out of cards?

A. Pick up 6 cards from the draw pile immediately.

Q. What happens if the draw pile runs out?

A. Pick up the discard pile and shuffle; use as the new draw pile.

Q. What if I owe Nuggets but don't have enough cards in front of me?

A. Pay with as much as you have down. If you have no cards in front of you, nothing happens. You've got enough problems!

Q. Can I pick up any cards from in front of me and put back in my hand?

A. No, once a card is played in front of you, it stays on the table.

GIDDY UP! START PLAYING AND ALL WILL BECOME CLEAR.

FREQUENTLY ASKED QUESTIONS (cont'd)

Card Specific Questions

Q. What happens if a It's a Hold Up card is played?

A. Each player rolls the dice and the highest roll wins. If it's a tie, the players roll again. If the attacker wins, they get 4 Nuggets, and if they lose, they get nothing. *Don't forget, both players must look each other in the eyes when rolling!*

Q. If a Fool's Gold card is played against me, what happens?

A. You must discard half your Nuggets. It does not impact your Gold Bars. If you have an odd number of Nuggets, round down.

Q. Can I play a Nice Try Partner card against another Blocker card on my turn?

A. Yes, but it counts as a move.

Q. What happens to my Mine Equipment or Mine Shaft cards if another player steals the Mines underneath?

A. Mine Equipment and Mine Shaft cards do not get transferred with the Mine. When it's your turn, you may use a move to (a) transfer it to any of your other Mines, or (b) convert it to Gold Nuggets. You may also leave it by itself without a Mine (and lay a Mine with it on a later turn).

Q. What happens if I get a Mine Equipment or Mine Shaft as payment?

A. It remains active and you may place on a Mine of your choice.