

Reshuffle (continued)

The deck is only reshuffled once! After the Reshuffle, the game ends instantly when the **Gold** Play card (Game Over!) is drawn. If a player draws the **Gold** Play card into their hand, they must reveal the card instantly.

GAME OVER

The game ends instantly when one of the following conditions is met:

- ♦ Any player plays the End the Game! action.
- ♦ The **Gold** Play card (Game Over!) is drawn from the Draw pile.

When the game is over, players reveal their hands and tally up their scores (double if a player has the **Prospector's Piggy Bank**). The player(s) with the highest score wins!



PLAYER ACTIONS

- ● ● Draw 2 cards face-down from the Draw pile
- ● ◆ Move the **Sheriff's Badge** to any player (including self)
- ◆ ◆ Take the **Rascal's Pickaxe** (spend to win voting draws)
- ■ ◆ Take the **Prospector's Piggy Bank**
- ▲ ◆ Force a player to randomly discard half of their hand
- ● ◆ Collect all the Play cards in any named Tunnel pile
- ▲ ● End the game!

Notes on Actions

- ♦ When you force a player to discard ● ▲ ◆, that player presents their cards, hidden, and you select cards from their hand to discard (round down from half).
- ♦ All Actions take effect after the required cards are placed face-up in the **Discard** pile.

TOKENS

Place the tokens you own clearly in view of other players. Tokens can be moved between players by using the right Player Action. Set aside unclaimed tokens in view of all players.



Sheriff's Badge: Starts Actions and Draws in clockwise order



Rascal's Pickaxe: Spend to claim a Tunnel pile if you draw during Voting



Prospector's Piggy Bank: Doubles the value of all cards in hand

PLAY CARDS

 x21	 x6	 x15
 x18	 x6	 x3
 x15	 x6	 x1



Welcome to the Quarry!

Vote in turns on which tunnel to mine resources from, but be careful - only one player can access one card pile at a time. And when someone strikes gold, it's game over! Whoever has the most value in hand when the game ends is the winner!



AGES
8+



PLAYERS
2-6




MINUTES
20-40

OVERVIEW

2-6 miners compete for precious gems at the quarry! Take turns voting on which tunnels to mine from, and spend your cards between votes to play actions and gain the upper hand. Collect the most valuable gems and ore to win!

SETUP

Tunnels, Tokens, and Vote Cards

- ◆ Place the 3 named Tunnels (**Amethyst Tunnel**, **Bullion Pass**, **Crystal Cave**) and the **Draw** and **Discard** cards on the play surface within reach of all players. 
- ◆ Set aside the Tokens - **Sheriff's Badge**, **Rascal's Pickaxe**, and **Prospector's Piggy Bank** - within sight of all players.
- ◆ Separate the Vote cards (dark back) and Play cards (light back). Distribute one set of Vote cards (A, B, C, DRAW) and one Rule card to each player.

Play Cards

- ◆ Place the **Gold** Play card (Game Over!) face-up on the **Discard** pile.
- ◆ Shuffle the remaining Play cards and deal 3 cards face-down clockwise to each player.
- ◆ Deal one Play card face up to each player to decide who starts with the **Sheriff's Badge**:
 - Give the **Sheriff's Badge** token to the player dealt the highest value card.
 - If there's a draw, deal additional cards to tied players until one wins the draw.
 - Place all of the Play cards used for this face-up in the **Discard** pile.
- ◆ Place the rest of the Play cards face-down on the **Draw** card.
- ◆ From the **Draw** pile, deal 2 Play cards face up onto each named Tunnel card. Ensure that each Play card is partially visible.

GAMEPLAY PHASES

After Setup, play starts with the Voting Phase and continues through each of these 3 phases until a Game Over condition is met:

Voting Phase

To collect cards, each player secretly places one Vote Card face down in front of them. Once each player has voted face down, players reveal their votes at the same time and collect cards according to the rules below:

- ◆ Players that are the only one to vote for a named Tunnel (**A**, **B**, **C**) collect all the cards on that Tunnel. If more than one player votes on a Tunnel, no one collects from that Tunnel (unless they choose to spend the **Rascal's Pickaxe**, see *Tokens*).
- ◆ Each player that votes for **Draw** takes one card face-down from the top of the **Draw** pile, starting clockwise with the owner of the **Sheriff's Badge**.

Action Phase

Starting with the owner of the **Sheriff's Badge** and going clockwise, players take turns playing an action or passing (see *Player Actions*). The Action Phase ends when all players pass in a row.

Reset Phase

Deal 1 card from the **Draw** pile face-up onto each of the three named Tunnels (**A**, **B**, **C**). Ensure that each card is partially visible. Return to the Voting Phase!

Reshuffle

Immediately when the last card in the **Draw** pile is drawn (during the Action or Reset Phase), shuffle the **Discard** pile (including the **Gold** Play card), place face-down on the **Draw** card, and continue drawing cards as needed.