

# 龍王寶藏 MINES OF THE SACRED DRAGON

PLAYER: 1-5 TIME: 30 AGE: 10+

## SUMMARY

Mines of the Sacred Dragon is an abstract strategy tile placement board game for one to five players. During the game, players take turns to explore the mystic mountain by placing tiles and score by building and expanding his/her mines. When a player has zero or one mine token remain or draw pile is depleted, game continues until the last player finishes his/her turn. Mines in the mystic mountain are now scored. Players receive one point for each solitary mine and additional point for connecting mines. The player with most points wins the game. In the event of a tie, the player with largest connected mine set wins the game. If it is still tied, players share the victory.

## COMPONENTS

- [1] Hexagon Tile x 80  
Each has a unique color combination



- [2] Mine Token x 50  
10 tokens for each color

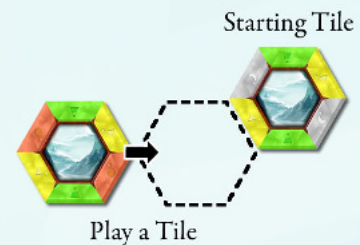


- [3] Score Board x 1

- [4] Player Aid x 5 [5] Rulebook x 1

## SETUP

- [1] Mine Tokens - Each player chooses a color and takes 10 tokens of that color then place one token in the "0" space on the score board. Place unused tokens inside the game box.
- [2] Draw Pile - Shuffle all tiles (including expansions) face down to form a draw pile.
- [3] Starting Hand - Each player draws four tiles from the draw pile.
- [4] Starting Player - The youngest player is the starting player.
- [5] Starting Tiles - First draw one tile from draw pile and place it face up in the middle of the table. Then begin with the starting player, each player takes a turn in clockwise direction to Play a Tile. After all players have placed one tile, game begins.



If a player is not able to play any tile, instead of playing a tile, player must show all of his/her tiles and remove one from the game (place it inside the game box).

## START

Game begins with the starting player, each player takes a turn proceeding clockwise. During the turn, a player must take one of the following three actions:

### ACTION 1 - EXPLORE

- [1] Play one, two or three tiles.



- [2] Build or expand a mine.



- [3] Draw a tile.

### ACTION 2 - SUPPLY

Draw a tile.

Player cannot take this action if he/she already have three tiles on hand.

### ACTION 3 - REORGANIZE

Choose a tile on hand and remove it from the game, then draw two tiles.

If player has three tiles in the beginning of his/her turn, after removing a tile, player can only draw one tile from draw pile.

## PLAY A TILE

Play a Tile - When placing a tile, it must attach to one or more tiles in the mystic mountain. In addition, each attaching side must have the same color as the side it attaches to (Example 1). Gray is wild and it can attach or be attached to any color, including gray (Example 2).

Example 1



Example 2



14

## PLAY MORE THAN ONE TILE

When playing multiple tiles during the same turn, tiles must be placed one after another, according to the Play a Tile rule. All the tiles played during the same turn must be joined.

### Example 3



### Example 4



## BUILD A MINE

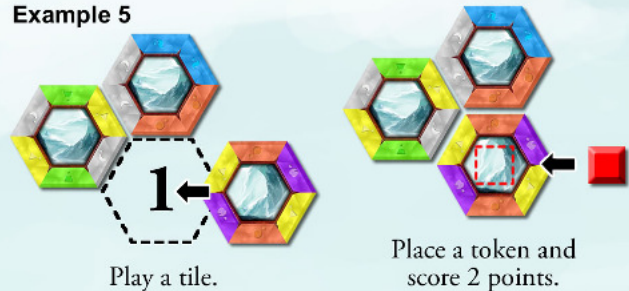
After playing one or more tiles, player may build a mine on the last tile he/she played by placing mine token(s) on that tile and score accordingly. The last tile is also called the foundation. When building a mine ...

- [1] It cannot be build next to any foundation, including active player's.
- [2] It must have two or more sides attached to the mountain.

Only the active player can build a mine.

Player may also choose not to build a mine, thus he/she cannot place mine token and score.

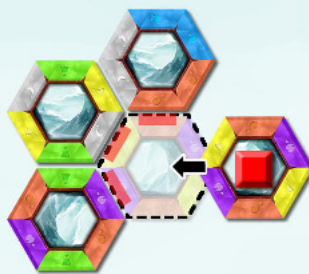
### Example 5



### PLACE TOKEN(S) AND SCORE



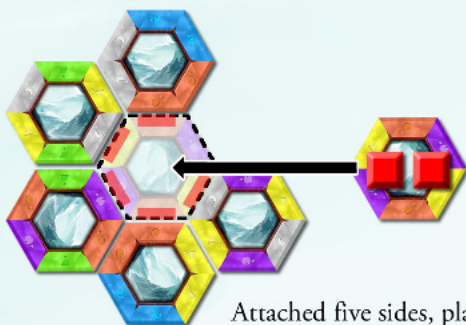
Attached two sides, place one token and score 2 points.



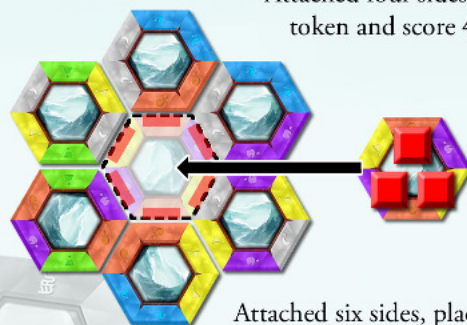
Attached three sides, place one token and score 3 points.



Attached four sides, place one token and score 4 points.



Attached five sides, place two token and score 5 points.



Attached six sides, place three token and score 6 points.

## EXTEND A MINE

After playing one or more tiles, player may extend his/her mine on the last tile he/she played by placing 0-2 mine tokens on that tile and score accordingly. When extending a mine ...

- [1] The extending tile must be adjacent to player's foundation with 3-6 of its sides/edges attached to the mountain.
- [2] When the extending tile has 5 or 6 sides attached to the mountain, player must place 1-2 mine tokens on the extending tile. An extending tile with mine token(s) is also called Foundation.

The extending tile may be adjacent to more than one foundation that belongs to any player (including active player), but only the active player can score once from one of his/her mine.

The player may also choose not to extend a mine, thus he/she cannot place mine tokens and receive points.



Player Red extends his/her mine and the extending tile has three sides attached to the mountain. Player Red scores 3 points.

### PLACE TOKEN(S) AND SCORE



Player Red extends his/her mine and the extending tile has four sides attached to the mountain. Player Red scores 4 points.



Player Red extends his/her mine and the extending tile has five sides attached to the mountain. Player Red places one token on the tile and scores 5 points.



Player Red extends his/her mine and the extending tile has six sides attached to the mountain. Player Red places two tokens on the tile and scores 7 points.

## GAME END

When a player has zero or one token remain OR when the draw pile is depleted, game continues until the last player (player to the right of the "starting player") finishes his/her turn, then score the tokens in the mystic mountain.

## SCORING

Each player divides his/her foundations into separated score zones. Each solitary foundation (a tile with one or more tokens) is a score zone, and each connected foundations is another score zone. Then calculate each zone using number of foundation multiply by number of tokens on top of the foundations.

### Example 6



Red has two score zones, and each has 1 foundation with 1 token on the top. Therefore, Red receives a total of 2 points.

Zone 1: 1 foundation x 1 token = 1 point

Zone 2: 1 foundation x 1 token = 1 point

Blue has two score zones. One zone has 1 foundation with 1 token on the top, and another zone has 1 foundation with 2 tokens on the top. Therefore Blue receives a total 3 points.

Zone 1: 1 foundation x 1 token = 1 point

Zone 2: 1 foundation x 2 token = 2 points

Green has two score zones. One zone has 1 foundation with 1 token on the top, and another zone has 2 foundations with 3 tokens on the top. Therefore Green receives a total 7 points.

Zone 1: 1 foundation x 1 token = 1 point

Zone 2: 2 foundation x 3 token = 6 points

## WINNING

The player with most points wins the game. In the event of a tie, the player with largest zone score wins the game. If it is still tied, players share the victory.

## SOLO PLAY

Randomly draw 20 tiles and use the same rules to play. When the game ends and score is calculated, post a photo of your Mystic Mountain on Facebook :)